



# 2016 FALL RULE BOOK

Final Revision: August 15, 2016

# Midwest Recreational Fastpitch Rule Book

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**Midwest Recreational Fastpitch (MRF) will be governed by softball commissioners from the Roselle Medinah Softball and Baseball Organization, Streamwood Park District, Carol Stream Park District, Glendale Heights Youth Baseball & Softball, & Bloomingdale Baseball and Softball Association.**

**Midwest Recreational Fastpitch will have the following four (4) divisions:**

- 8U
- 10U
- 12U
- 14U

The players are assigned to a division based upon their age as of January 1 of 2017.

## **Midwest Recreational Fastpitch League Philosophy**

The communities that comprise the Midwest Recreational Fastpitch League value the importance teaching young girls the skills, values and fun of the game of fastpitch softball. We encourage teamwork, respect, responsibility and positive attitudes from our athletes, coaches, parents and umpires. Our goal is to provide our girls with an atmosphere that encourages skill development and a positive outlook towards the game.

### **A: Governing Rules**

1. All ASA rules will apply, except as modified by the following.
2. All rules are in effect for both regular season and post season play.
3. No travel players are allowed to participate in MRF regular season or postseason games.

### **B: Rosters, Playing Time, Batting Orders**

1. Where a town fields more than one team at an age bracket, it should strive to ensure that there is equitable distribution of talent among the teams.
2. In order to participate in the post-season tournament, a player must be rostered on a team and have played in 60% of the team's regular season games unless they have missed games due to injury and the injury is reported to the town's commissioner.
3. All batting orders will be consecutive allowing a space in the lineup for all players at the game that will bat when it is their turn.
4. Any player arriving late is added to the order following the last listed player in the batting order.
5. If a player leaves or is unable to bat due to injury during a game, the next player in the batting order will bat without an out being recorded. The manager will inform the opposing manager if this is to occur.

### **C: Time Limits**

#### **FOR ALL DIVISIONS:**

1. Games will have no new inning after 1 hour and 45 minutes and drop dead at 2 hours.
2. The umpire will have the sole determination of the final inning. If a game is 10 minutes to the no new inning time limit, the umpire may declare the start of the next inning to be the last inning.
3. If a last inning is declared by the umpire, the run limits will set as the following: 8 run max for 8U, 10 run max for 10U, 12 run max for 12U and 14 run max for 14U.

#### **FOR 10U and ABOVE DIVISIONS:**

1. Regular season games may end in a tie. Playoff games must have a winner.
2. Tiebreakers will begin with the visitors placing their last batted out placed at second base and the next batter(s) will come to bat with a 1-1 count and 1 out to start the inning. Each team will have an opportunity to bat and multiple tie breaker innings may be played. Pitching inning limits still apply to tiebreakers.

#### **D: Defensive Playing Time**

1. Managers are to teach every girl at the 8U, 10U, 12U levels all defensive positions. Therefore, managers and coaches play each girl different positions from inning to inning, and game to game.
2. In the spirit of the players development, we recommend that pitchers be rotated on a game to game basis to allow for all players to have an opportunity to pitch. At the developmental levels (8/10U), all players should be allowed to pitch during the season.
3. MRF has categorized defensive position into two specific categories:
  - a. Outfield (LF, CF, RF)
    - i. **NOTE:** 8U: 4 outfield players (see O. Divisional Rules for more detail)
  - b. Infield (1B, 2B, SS, 3B, P, C)
4. A defensive inning shall consist of 3 outs by the same team or reaching the maximum run limit.
5. Any player cannot be benched for two (2) consecutive innings in a game.
6. Pitching and catching will follow regulations specific to each age level. Please refer to ATTACHMENT 2 for details.
7. The maximum run limit is set at 4 runs per inning at 8/10U and 5 runs per inning in 12/14U. This applies to all innings prior to the final called inning.
  - a. **NOTE:** Umpire and managers should come to an agreement on what the final inning is going to be based on the time left in the game.
8. A player arriving late cannot play any more than a player who arrived on time. Refer to ATTACHMENT 1 for "Playing Time" and forward questions to your commissioners.
9. ATTACHMENT 3 is a good resource to use to make sure each player is getting a fair amount of playing time and a rotation of positions. We **strongly encourage**, especially in 8U and 10U, to have coaches complete this grid before each game to give to the opposing coach. This will help keep the game running smoothly and help coaches organize their player's time on and off the field.

#### **E: Field Conditions**

1. Home Team Managers shall contact the opposing team manager when questionable weather and/or field conditions exist.
2. The home team organization will make decisions on field conditions and inform individuals through their websites or rainout lines. The decision to cancel the game must be made by 90 minutes before the scheduled time (e.g., 4:30 PM weekdays for 6 PM games) in order to allow for the opposing manager to contact his/her players. This will also allow time for the home team to cancel the umpire.
  - **Streamwood Rainout Hotline-** <http://www.spdathletics.com>
  - **Bloomington Website:** <http://www.thebbsa.com>
  - **Carol Stream Rainout:** <http://www.csparks.org/index.php/sports/field-conditions>
  - **RMSBO:**
    - i. **Medinah:** <http://www.medinahparkdistrict.org>
    - ii. **Roselle:** <http://www.roselleparkdistrict.com>
  - **Glendale Heights:** 630-260-6000 ext 4131
  - **Bartlett Park District:** <http://www.teamsideline.com/Org/Home.aspx?d=540aZuX7wXjktBEjwQRqRQ%3d%3d>

#### **F: Game Preparation & Managers' Responsibility**

1. The home team manager and coaches are to lay out the bases and pitching mound before each game.

- a. **NOTE:** Streamwood coaches will not need to set up the field. It will be completed prior to your arrival.
2. The home team will get the playing field for practice first. The visiting team will be given the field for warm up at least 15 minutes prior to the scheduled game time. In the event the field is late in being set up, the home team warm up time is penalized accordingly.
3. The home team will occupy the third base dugout and the visiting team will occupy the first base dugout.
4. The home team will supply 2 new, yellow ASA approved game balls prior to the start of the game. The home team keeps the balls after the game. For the 8u level, the home team is responsible for providing a hitting tee.
5. No one is allowed directly behind the backstop. It is the responsibility of both managers to help the umpire enforce this rule.
6. The coach may only visit the mound once per inning per pitcher. If the coach goes to the mound a second time in the same inning for the same pitcher, the pitcher must be removed from pitching.
7. Managers are responsible for the conduct of their players, parents and fans. Cheering by players should be directed to their teammates and not the other team. The catcher is not allowed to cheer or talk during a live pitch.
8. Each team is to police the entire field and place any trash in the receptacles provided.

#### **G: Helmets and Face Masks**

1. All hitters and runners must wear an approved ASA helmet at all times while on the field. The only time the helmet may be removed is in the dugout. If a player is called "out", they must leave the helmet on until they are back in the dugout. If the helmet is removed prior to time being called and the ball is still live, both teams will be given a warning. The next infraction will result in the player being called out and the player being ejected from the game.
2. Pitchers at all levels are required to wear face masks that will be provided by your town. Face masks are strongly encouraged for all infielders, but not required.

#### **H: Line ups, Forfeits, Time Limits, Lightning, Suspended Games, Rain Outs, & Protests**

1. Prior to the start of each game the respective managers will submit to each other the game roster that will include batting order. It is strongly recommended that the game grid be utilized to display player positions for the entire game. Players must play the required infield and outfield positions by the end of the specific inning in the rules (3<sup>rd</sup> for 8U, 4<sup>th</sup> for 10/12U). Any changes should be given to the opposing manager.
2. Teams will play a minimum of 6 games.
3. Rain outs re-scheduling will be the responsibility of the impacted managers. Once a date is agreed upon, they will contact the home team's commissioner to arrange for a field and umpire for the game. Once the game is confirmed, it will be added to the schedules.
4. **Umpire No Show**
  - a. 8U-10U: The game will be played with coaches acting as the umpire.
  - b. 12U-14U: Not an official game. Game can be played as a scrimmage with coaches acting as the umpire, and rescheduled for a later date.
5. A minimum of eight players is necessary to start a game. Any team with less than eight players fifteen minutes after the scheduled start time will forfeit that game. If both teams choose to stay and play with less than the required amount the umpire must stay and call the game.
6. Teams may call up players from a level below the current level to ensure they have enough players. Managers may not borrow players from a team at the same level. This infraction would result in forfeiture of the game. This holds true for both regular season and post season games.

- a. The ninth spot in the batting order will NOT be an automatic out each time that hitting position is scheduled to bat. A player arriving late will be placed in the lineup and hit in the ninth position.
7. The Final Championship games will have no time limit, but if the game goes into extra innings the International Tie Breaker will be used beginning with the first extra inning. The tie breaker will follow the same format as described above.
8. Once a game begins, in all cases, the umpire's judgment regarding darkness, rain, etc., is final.
9. Cancellation or rescheduling of any league game will only be allowed under special circumstances and will require the approval of the home team league commissioner.
10. If anyone (manager, coach, spectator or umpire) sees lightning, the game will be suspended for 30 minutes with all participants seeking shelter/safety, off the field. In order for the game to continue, umpires will wait for a minimum of 30 minutes to pass before the last sighting of lightning has occurred. If the umpire sites lightning again after play has resumed, he/she will stop play permanently for that day. If a field or park uses an automatic lightning detector, play will not resume until the 'all-clear' indicator has been signaled. All normal rules apply to suspensions, ties, and legal game decisions.
11. No protests. Umpires decisions are final.
12. Defensive time outs will not exceed three per game per team. Each defensive timeout past three will result in replacing the pitcher. Whenever a timeout is called and the pitcher is removed then that will not be considered one of the allotted three timeouts. Offensive time outs are limited to one per inning per team.

**Manager's Note: You are responsible for the behavior of your Team, their respective Parents, and fans before, during and after games. The use of alcohol and smoking before, during or after a game on Park District property is strictly prohibited. Violation of this rule will be cause for immediate expulsion from the MRF and its associated events. Please respect and become aware of all towns rules and policies on this matter.**

#### **I: Pitching**

1. For all divisions, one pitch in any inning will be counted as a full inning pitched regarding individual game allowances.
2. Multiple innings pitched in a game by a player does not have to be in consecutive order. A pitcher may pitch the first and last inning of a game, but cannot return in the same inning. Refer to the Specific Rules Matrix for each division for additional information.
3. If a pitcher has four consecutive walks, she may be taken out and a new pitcher put on the mound at the manager's discretion.
4. In order to move the game along, warm up pitches between innings shall be limited to 5 pitches per inning. Infield warm-up will coincide with the pitcher. Also, if the catcher for the next inning reaches base she must be replaced by a pinch runner with 2 outs. The pinch runner will be the player who made the last out in the inning.

***Note: The umpire will enforce the proper pitching motion. The higher the level the more strict the umpire will be. Walking toward the plate to deliver the pitch will not be allowed. Remember, our goal is to show proper technique for all levels.***

### **Pitching Rules:**

1. A crow hop is defined as the act of a pitcher who steps, hops, or drags off the front of the pitcher's plate, replants the pivot foot, establishing a second impetus (or starting point), pushes off from the newly-established starting point and completes the delivery.
2. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.
3. The pitcher must not use a pitching motion in which, after bringing the hands together, the pitcher removes one hand from the ball, and returns the ball to both hands.
4. The pitcher must not make 2 revolutions of the arm on the windmill pitch.
5. A pitcher cannot wear items distracting to the batter on the pitching hand, wrist, forearm, thighs elbows or head.
6. If a pitcher hits two batters in one inning, she must be removed from pitching. If the same pitchers hit three batters in a game, she must be removed from the pitching position for the remainder of the game.
7. All rules are subject to umpire interpretation.

### **Hitting Rules:**

1. The batter must make an effort to get out of the way of a pitch. A batter hit by a pitch that hits the ground first is awarded first base as long as, in the umpire's judgment, the batter made an appropriate effort to get out of the way. After the pitch hits the batter, it's a dead ball.
2. A batter hit by a pitch in 8U will not be awarded first base.
3. Bunting is not allowed at the 8U level, but is allowed at the 10U, 12U and 14U levels.
4. A batter who swings at a pitch and is hit by the ball in the hands on the swing is not considered a hit by pitch. If the ball is in fair territory, it must be played as a fair ball. If the ball is in foul territory, it is considered a foul ball.
5. A batter who swings and misses at a pitch and is then hit by the ball after the swing is given a strike and not a "hit by pitch" call.

### **J: Player Movements**

1. Players may be moved up one level to play in another division when there is a shortage of players for games. The player that was called up can never play in the field more innings than any regular team member.
2. The called up player must hit in the last position of the consecutive batting order.
3. Call ups may not be used as a pitcher.
4. Be sure the parents and the player(s) understand these rules.

### **K: Sportsmanship**

**NOTE:** A coach, player, substitute, attendant or other bench personnel shall not use words or act to incite or try to incite spectators to demonstrations, or use profanity or remarks which reflect upon the opposing player, umpire, or spectator. After an initial warning the umpire will eject anyone as appropriate in order to maintain control of the game and help insure the safety of its participants. It is the organization's intention to deal with disciplinary measures based upon the severity of each occurrence. It is therefore our policy to follow prescribed guidelines that may appear within this document or elsewhere; however, the MRF will take whatever disciplinary action is necessary for any given circumstance, including further suspensions or expulsion. **COACHES ARE NOT ALLOWED TO USE PROFANITY AT ANY TIME.**

1. Poor Sportsmanship (excessive arguing, profanity, equipment throwing, etc.) by any participant (manager, coach, player, parents) is strictly forbidden. The umpire will warn both teams after the first offense. The second and subsequent occurrences will result in a game ejection. Any incidents of poor sportsmanship, fighting, and/or violence are subject to disciplinary action of the MRF.
2. The home team manager must contact their commissioner to let them know if he/she or any parent has been ejected from a game within 24 hours.
3. An initial incident of bat throwing will result in the umpire issuing both teams a warning. The second and any further incidents will result in an automatic out and possible game ejection.
4. Any player, parent ejected from a game for any reason is automatically suspended for the next game that is played by the team.
5. Any coach or manager ejected from a game for any reason is automatically suspended for the next two (2) games that are played by the team. The ejected player, parent, manager, or coach must leave the field of play immediately. Failure to comply with this rule will result in a forfeit by the offending team and possible additional disciplinary action by the MRF.
6. Commissioners will be notified and review all incidents.
7. An ejection (coach or player) from a game for the second time in a season will result in that individual being suspended for a minimum of the next two games that is played by the team and he/she will be required to meet with the respective Commissioner and subject to disciplinary action by the Commissioner or MRF. Failure to meet with the Commissioners may result in expulsion from the League.
8. An ejection from a game for the third time will result in expulsion from the League for the remainder of the current season.

#### **L: Uniforms**

1. The respective approved park district or association uniform is required to be worn in order to participate in all regular and post-season games.

#### **M: Sliding**

1. Safety is the number one concern
2. As a rule of thumb the base runner should avoid contact. Sliding is not mandatory, avoiding contact is. Slide when the play is going to be close.
3. Managers/Coaches should spend time teaching sliding and encourage it on all any possible close plays.
4. The penalty of running over a fielder will be ejection.
5. Covering this rule with the umpires before every game as part of the ground rules is strongly encouraged in order to eliminate confusion.

#### **N: Playoff Seeding**

- a. No playoffs for fall ball.



## O: Division Rules

### 8U

1. **Pitching:** Pitchers will be allowed to pitch one (1) inning per game.
2. **Defensive Playing Time:** Each player must play an infield/pitching/catcher and outfield position by the third inning.
3. **Run Limit:** The maximum runs a team can score in any innings is four (4) runs.
  - a. **EXCEPTION:** In the 6<sup>th</sup> inning, or last called inning, in the regular season or post season will be unlimited runs.
4. **Ball:** An 11" safety (softy) ball will be used at this level.
5. **Stealing:** No stealing. Runners must stay in contact with the base until the ball is hit.
6. **Intentional Walk:** Intentional walking is not allowed. Any perceived attempt to intentionally walk a batter will result in ejection of the manager. The count will revert back to a 0-0 count.
7. **Standings:** Standings will not be maintained for the regular season.
8. **Post Season Tournament:** A bracket will be drawn at random and wins and losses will be maintained for the tournament.
9. Managers and/or coaches are allowed to be on the field with the players during the entire season. Coaches on the field should consist of a pitcher and one to stand near the batting for the team at bat, in addition to base coaches. For the defensive team, one roving infield and one roving outfield coach are allowed.
10. If the Coach does pitch he/she must have one foot in contact with the pitching rubber when throwing a pitch. The coach pitcher will pitch with a windmill style rotation. The pitcher will still be a defensive position and a player should be assigned to the pitcher position every inning.
11. The player/pitcher should stand next to the coach pitcher ready to field the ball when hit. Coaches, please be sure the player/pitcher is ready prior to the delivery of the pitch. If the coach pitcher is hit by a batted ball, the play will be ruled a dead ball and the batter returns to the at bat.
12. 10 players are allowed on the field (P, C, 1B, 2B, 3B, SS, and 4 outfield). The 4 outfield players should be fanned evenly throughout the field and stand 20 ft. from the baseline or lip of the infield.
13. An outfielder may not cover any base, and cannot force out a runner at any base. Infielders can only cover a base.
14. Runners may advance more than one base when the ball is hit cleanly to the outfield. If an infielder makes an unsuccessful play on the ball, base runners should move ahead only to the next base.
15. Play will stop when any infielder or pitcher/catcher has control of the ball in the infield. Runners that aren't more than half way to the next base will be returned to the preceding base. They will not be allowed to advance an additional base should there be an overthrow. The umpire's decision regarding runner placement is final. This rule does not imply base-to-base softball. Please encourage your girls to run the bases if a batted ball is in the outfield. Again, play should not be stopped until the ball is controlled by an infielder or pitcher/catcher in the infield and runners have stopped their advancement.
16. **For the first 2 games,** each batter in each inning will receive 2 pitches from an opposing team pitcher and the coach will pitch 3 pitches. If the ball is not put into play after 5 pitches, the batter will hit the ball off the tee until the ball is put into play. During this portion of the season, a 15 foot arc should be drawn in front of home plate. Any ball hit off the tee that does not pass the arc is considered a foul ball and re-placed on the tee.
17. **After the first 2 games,** the batter will receive two pitches from the opposing team pitcher and four pitches from their coach. If the ball is not put in play after the 6<sup>th</sup> pitch, the batter is considered out and the next batter will take their turn at bat. A foul ball on the 6<sup>th</sup> pitch will

result in another pitch and continue until either the ball is put in play or the batter swings and misses. These rules will be used for the post season tournament.

### 10U

1. **Pitching:** Players will only be allowed to pitch two (2) innings per game. Each player must be given an opportunity to pitch during the regular season. As a coach, it's your responsibility to try and develop as many pitchers at this division.
2. **Defensive Playing Time:** Each player must play an infield/pitching/catcher and outfield position by the fourth inning.
3. **Run Limit:** The maximum runs a team can score in any innings is four (4) runs.
  - a. **EXCEPTION:** In the 6<sup>th</sup> inning, or last called inning, in the regular season or post season will be unlimited runs.
4. **Stealing:** Base runners must stay in contact with the base at all times until the ball is hit or passes home plate. Base stealing is allowed only after the ball passes home plate. Players detected leaving early will be sent back to their original base. For the entire season runners may attempt to steal 2<sup>nd</sup> or 3<sup>rd</sup> base, but may only steal one base per batter. No stealing of home will be allowed at any time.
5. **Intentional Walk:** Intentional walking is not allowed. Any perceived attempt to intentionally walk a batter will result in ejection of the manager. The count will revert back to a 0-0 count.
6. **Bunting:** Bunting is allowed, but no fake bunting. Fake bunting is defined as a batter showing bunt, then pulling the bat back and taking a swing.
7. **Standings:** Standings will not be maintained for the regular season.
8. **Post Season Tournament:** A bracket will be drawn at random and wins and losses will be maintained for the tournament
9. Play stops when the pitcher has control of the ball in the mound area, a 10-foot circle centered by the pitching rubber. Runners that aren't more than half way to the next base will be returned to the preceding base. The umpires judgment and decision is final.
10. **For the first 2 games,** if a pitcher walks four batters in an inning, the batting team's coach will enter the game as a pitcher to finish that inning. The hitter will get four pitches from the coach and after the 4<sup>th</sup> pitch, if the ball is not put into play, they will be considered out. A foul ball on the 4<sup>th</sup> pitch and any subsequent pitch will result in an additional pitch until the ball is put in play or missed.
11. **After the first 2 games,** the defensive coach will remove a pitcher after 4 walks and complete the inning with a new pitcher. These rules will be used for the post season tournament.

### 12U

1. **Pitching:** Players will be allowed to pitch a maximum of three (3) innings per game.
2. **Defensive Playing Time:** Each player must play an infield/pitching/catcher and outfield position by the fourth inning.
3. **Run Limit:** The maximum runs a team can score in any innings is five (5) runs.
  - a. **EXCEPTION:** In the 6<sup>th</sup> inning, or last called inning, in the regular season or post season will be unlimited runs.
4. **Stealing:** Baserunners are allowed to steal on the release of the pitch. Stealing home and direct steal to second base after a walk is allowed. When a girl gets walked, she can steal 2nd only if she rounds first and continues to the next base. If she is played on, she can stop her movement. But if she is not played on, she cannot stop any movement as she is rounding first and continuing onto the next base. If this occurs, the runner is called out.
5. **Delayed Stealing:** Delayed stealing is allowed, but if the pitcher is within the 10 foot circle and facing the baserunner (or at umpire discretion), the baserunner must either advance to the next

base or return to the original base without delay. Any runner not moving on the 'look back' will be called out by the umpire.

6. **Intentional Walk:** Intentional walking is not allowed. Any perceived attempt to intentionally walk a batter will result in ejection of the manager. The count will revert back to a 0-0 count.
7. **Drop Third Strike:** This rule applies when first base is open, or if there are two outs. If the batter strikes out (swinging or looking) and the catcher does not catch the pitch before it hits the ground, the batter can run to first base. If the batter fails to run, she can be called out when she enters the dugout.
8. **Infield Fly:** The infield fly rule applies whenever there are runners on first and second (or all three bases) with less than two out and the batter hits a fly ball into fair territory which can be caught by an infielder with ordinary effort. The umpire must invoke the rule, it is a judgment call.
9. **Overthrow:** Runners can advance when the ball is overthrown (including home plate). If the ball is overthrown (beyond the boundary lines) all runners will be awarded two bases and the award will be governed by the position of the runners when the ball left the fielders hand.
10. **Standings:** Standings will not be maintained for the regular season.

### 14U

1. **Pitching:** Players will be allowed to pitch a maximum of 4 innings per game.
2. **Defensive Playing Time:** Each player must play at least, but not limited, two different defensive positions during a game - one infield and one outfield position.
3. **Run Limit:** The maximum runs a team can score in any innings is five (5) runs.
  - a. **EXCEPTION:** In the 7<sup>th</sup> inning, or last called inning, in the regular season or post season will be unlimited runs.
4. **Stealing:** Baserunners are allowed to steal on the release of the pitch. Stealing home and direct steal to second base after a walk is allowed. When a girl gets walked, she can steal 2nd only if she rounds first and continues to the next base. If she is played on, she can stop her movement. But if she is not played on, she cannot stop any movement as she is rounding first and continuing onto the next base. If this occurs, the runner is called out.
5. **Delayed Stealing:** Delayed stealing is allowed, but if the pitcher is within the 10 foot circle and facing the baserunner (or at umpire discretion), the baserunner must either advance to the next base or return to the original base without delay. Any runner not moving on the 'look back' will be called out by the umpire.
6. **Intentional Walk:** Intentional walking is allowed.
7. **Drop Third Strike:** This rule applies when first base is open, or if there are two outs. If the batter strikes out (swinging or looking) and the catcher does not catch the pitch before it hits the ground, the batter can run to first base. If the batter fails to run, she can be called out when she enters the dugout.
8. **Infield Fly:** The infield fly rule applies whenever there are runners on first and second (or all three bases) with less than two out and the batter hits a fly ball into fair territory which can be caught by an infielder with ordinary effort. The umpire must invoke the rule, it is a judgment call.
9. **Overthrow:** Runners can advance when the ball is overthrown (including home plate).
10. **Standings:** Standings will not be maintained for the regular season.

# **ATTACHMENT 1**

## **“Equal Playing-Time” Chart for all Girls Divisions [regulation 6 or 7 inning game]**

<b># Of Players (At Game Time)</b>	<b>Minimum # of Innings / Maximum # of Innings</b>
<b>10U &amp; 12U</b>	<b>6 Inning Regulation Game</b>
Less than 9	All players on the field for the entire game
9	All players on the field for the entire game
10	4 players on the field for 6 innings 6 players on the field for 5 innings
11	10 players on the field for 5 innings 1 player on the field for 4 innings
12	6 players on the field for 5 innings 6 players on the field for 4 innings
13	2 players on the field for 5 innings 11 players on the field for 4 innings
<b>14U</b>	<b>7 Inning Regulation Game</b>
9	all players on the field for entire game
10	3 players on the field for the entire game 7 players on the field for 6 innings
11	8 players on the field for 6 innings 3 players on the field for 5 innings
12	3 players on the field for 6 innings 9 players on the field for 5 innings

**ATTACHMENT 2**  
**Divisional “Snap Shot” Rules Matrix**

Category	8U	10U	12U	14U
<b>Bases</b>	55 Feet	60 Feet	60 Feet	60 Feet
<b>Stealing</b>	No	Yes*	Yes	Yes
• Delayed	No	Yes	Yes	Yes
• Direct	No	No	Yes	Yes
• Stealing Home	No	No	Yes	Yes
• Leadoffs	No	No	No	No
<b>Pitching</b>				
• Innings/Game	1	2	3	4
<b>Defensive Innings</b>				
• Max Infield time	3	4	4	Manager Discretion
<b>Illegal pitch</b>	No	Yes	Yes	Yes
• Mound Distance	30 Feet	35 Feet	40 Feet	43 Feet
<b>Dropped Third</b>	No	No	Yes	Yes
<b>Infield Fly Rule</b>	No	No	Yes	Yes
<b>Bunting</b>	No	Yes	Yes	Yes
<b>Mercy Rule</b>	No	No	Yes	Yes
• Runs/Inn	N/A	N/A	15/5	15/5
<b>Innings per Game</b>	6	6	6	7
<b>Regulation Game</b>	4	4	4	5
<b>Runs Per Inning</b>	4	4	5	5

\*See individual divisional rules (Section O) for more details and/or exceptions.\*

**ATTACHMENT 3**  
**BATTING ORDER & POSITIONS**

Batting Order

Positions played during innings

<b>Player Name and Number</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>

**PLEASE REFERENCE YOUR SCOREBOOK FOR THE PROPER WAY  
TO MEASURE FOR BASES AND PITCHING RUBBER**