

DAISIES

Ages: 7 and 8 years old by July 31 of the current year

Length of Games: 6 innings or time

Dimensions: bases 45', pitching machine 30', centerfield 120', foul line 100'

Bat Sizes: 29" or under. Bats must have ASA 2000 or 2004 stamp, USA Softball Certified Stamp.

All personal bats must be approved by the commissioner

Balls: 11" Softballs

Playing Rules

1. NFHS softball rules, with the exceptions and variations of FJBC rules and regulations listed below.
2. Games start at 6:00 pm and end at 7:50 pm. The 1st siren will sound at 7:50 pm. No new inning will begin after 7:50 pm. The 2nd siren will sound at 8:10 pm. All play stops at 8:10 pm. If the final inning of the game is not completed by 8:10 pm the score will revert back to the score from the end of the previous inning.
3. An inning (except the 6th inning) ends and a new inning starts the moment 3 outs are made or 5 runs have scored. The 6th inning ends after the visiting team completes its half of the inning and the home team is ahead or the 6th inning is completed.
4. Each team will field 10 players, but not less than 8. The rover must be positioned in the outfield.
5. All players will bat the entire game. The batting order cannot be changed.
6. Open substitution/re-entry rule applies. No player may sit out more than 2 consecutive innings.
7. Batter will wear a helmet with a facemask approved by the league.
8. If a home run is hit over the fence all runners preceding the batter will count even if more than 5 runs score. There are unlimited runs in the 6th inning.
9. Pitching machine will be fed by the **umpire only**. Adjustments to the machine will be made at the umpires discretion as needed.
10. Strikes will be called. No walks. Balls will be a no-pitch.
11. A 6' radius pitcher's circle will be drawn. The "pitcher" must be to either side of the pitching machine with at least one foot inside the circle at the time of the pitch. Long hair must be pulled back and tucked in. Play continues until the ball is thrown into or over the pitcher's circle while the pitcher is in the circle. If not, play continues. Runners may advance to the next base so long as they are halfway. (Umpire Judgement)
12. Third Strike Rule: cold plate. The batter is out whether or not the catcher catches the ball. Home plate cannot be stolen unless the runner is played on.
13. Overthrows: if the ball goes into foul territory (out of play), the runner may advance one base in addition to the base to which she was going. If the ball stays in bounds, the runner may advance as far as possible at the risk of being tagged out.
14. Base runners cannot leave the base until the ball is hit. If the runner leaves early the runner is out.
15. No stealing.
16. No jewelry.
17. No steel cleats.

Disclaimer: All players, coaches and spectators must follow all Federal, State, Local and FJBC Covid 19 guidelines.

ALL EQUIPMENT MUST BE TURNED IN ON TEAMS LAST GAME