

# YOUTH FAST PITCH League Rules

## GENERAL RULES

1. The home team will be determined by coin toss.
2. Dugouts will be determined on a first come first serve basis.
3. All catchers are required to wear catcher's mask, helmet, shin guards and chest protector.
4. All batters and base runners are required to wear helmets with mask and a chin strap.
5. On deck batters must remain in the on deck circle or in the dugout until their at bat.
6. No infield warm-ups will be allowed prior to or during the game, however both teams may use the outfield area simultaneously to warm-up prior to the game being ready to start.
7. There are NO FORFEITS. There is no minimum number of players required to start/ finish the game. Team may borrow players from the opponent or other teams within the same league (age group) if necessary or play with the players present. Play ball!
8. CRPA will rule upon any item not covered below.

## PLAYING RULES

1. The Official ASA Rulebook will govern play for all leagues with the exceptions listed.
2. The game shall consist of 7 innings. No new inning shall begin after 1 hour and 15 minutes. Exception: Tie games shall be continued using the international tie-breaker rule until a winner is determined or for a maximum of 7 innings or 1 hour and 30 minutes.
3. A maximum of three (3) outs or four (4) runs will constitute an offensive inning. In an effort to allow maximum participation and playing time, even if a team cannot win because of run limits, and if there is time remaining, the game will be continued until the time limit is reached.
4. All players on the roster present must be in the batting order. No penalty shall be charged for a player leaving the line-up. A player may re-enter the batting order at a later point, by being placed in the original spot in the batting order. In the event a player arrives after the game has started, the batter shall be placed at the bottom of the order.
5. 10 players may play in the field. Unlimited defensive substitution is allowed.
6. The official starting time shall begin with the pitcher's first pitch. (This will be the first warm-up pitch.)
7. Base Distance - 60 feet - 10U, 12U, 16U  
Pitching Distance - 35 feet - 10U, 40 feet - 12U, 14U, 16U
8. If a game is suspended due to rain or any other reason, 45 minutes or 3 ½ innings will count as a complete game.

\*\* RAIN-OUTS- No decision will be made prior to two hours before the first games. Rain-out information will be posted at [www.crpa.net](http://www.crpa.net) or by calling 770-928-4449.

\*\* 10U, 12U, 14U and 16U teams that play in the NGFA "C" league, NGFA rules will be used. Those rules will be made available to the coaches.\*\*

## CYS FALL LEAGUE MODIFIED PITCHING RULE FOR 10U FAST PITCH-

- Strikes will be counted, either called, swinging or fouled off.
- Balls will not be counted and there will be no walks.
- If the batter has not struck out, hit by a pitched ball, or put the ball into play in fair territory within 6 pitches, a coach pitcher will replace the player pitcher.
- The player pitcher will then assume a "pitcher's helper" position with at least one foot on the inside the pitcher's circle (if drawn or 8' radius) until the ball is put into play by the batter.
- The coach pitcher will be allowed pitches equivalent to the number of strikes remaining for the batter.
- No bunting is allowed when a coach pitcher is being used. Any attempt at a bunt will be declared a dead ball and strike against the batter.
- A foul 3<sup>rd</sup> strike against the player pitcher or the coach pitcher entitles the batter to another pitch.
- A foul 3<sup>rd</sup> strike against the player pitcher on the 6<sup>th</sup> pitch results in the next pitch coming from the coach pitcher.
- A batter who is hit by a pitch from a player pitcher is entitled to 1<sup>st</sup> base. A batter who is hit by a pitch from a coach pitcher is not entitled to 1<sup>st</sup> base.
- Example 1- Player pitcher throws 6 pitches- 0 strikes, 6 balls. After the 6<sup>th</sup> pitch, a coach pitcher replaces the player pitcher and may throw up to 3 pitches.
- Example 2- Player pitcher throws 6 pitches- 1 strike, 5 balls. After the 6<sup>th</sup> pitch, a coach pitcher replaces the player pitcher and may throw up to 2 pitches.
- Example 3- Player pitcher throws 6 pitches- 2 strikes, 4 balls. After the 6<sup>th</sup> pitch, a coach pitcher replaces the player pitcher and may throw 1 pitch.
- Example 4- Player pitcher throws 6 or fewer pitches- 3 strikes, or fewer balls. Batter is out, and the coach pitcher does not participate.

-If a batter strikes out and the ball is dropped by the catcher, the batter is OUT and CANNOT advance to 1<sup>st</sup> base, but the ball remains live for the purpose of throwing an advancing runner out.

-Runners starting at 1<sup>st</sup> or 2<sup>nd</sup> base are entitled to advance or steal ONE BASE ONLY per pitch with liability to be put out.

-Runners starting at 3<sup>rd</sup> base may NOT steal or advance home but are liable to be put out if they come off the base.

-Runners MAY NOT leave the base until the pitch has crossed the plate or put into play by the batter.

-Runners can only score on a batted ball or hit batter by the player pitcher with the bases full or on an awarded base when the ball goes out of play.