

TENNESSEE YOUTH BASEBALL ASSOCIATION

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GIRLS FAST – PITCH SOFTBALL LEAGUE & TOURNAMENT RULES

Age Divisions: 10 & Under / 12 & Under / 16 & Under

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2012 RULE CHANGES:

GIRLS FAST-PITCH SOFTBALL ** NEW RULE **

START OF THE GAME: There will be (5) warm-up pitches delivered only in 1st inning. This rule should speed game up. Girls Fast-Pitch Softball Time Limit will be (1) hour. 5 Run-Rule each inning. There will be a circle drawn or the same circle used in Coach-Pitch can be used on any playing field. When pitcher is in control of the ball & enters in the circle, the base-runner HAS TO either proceed to the next base or RETURN to the previous base. No Cat & Mouse !!

NOTE: These rules take precedent over any other rules. Situations not specifically covered, refer to T.Y.B.A. Coach-Pitch / Softball rules.

Anything not covered there, refer to general baseball / softball rules. Changes made by leagues are optional.

Game Time: 1 Hour

Umpire Fees: \$ 25.00 per game & per Umpire

RULES CHANGES – VOTED JANUARY 26, 2011 BY LEAGUE PRESIDENTS

Girls Fast – Pitch Softball will use 40 ft. pitching rubber.

No Pitchers circle to be drawn on Girls Fast-Pitch field.

5 RUNS RULE LIMIT – will apply to Girls Fast – Pitch Softball per inning.
(Possibility scoring total of 8 runs).

Inclement Weather: After 40 minutes of playing time and a team is up by (9) runs, this will result in a complete ballgame.

NOTE: In order to be eligible to play in a T.Y.B.A. sanctioned league tournaments, the player must have played 66 2/3rds % of the games & team must play in a T.Y.B.A. Sanctioned League, and roster be turned in by May 15.

1) The Field

2)

A) Base Paths - 60 ft.

1) There will be a running lane beginning 30 ft. from home plate and extending past first base that will be 3 ft. to the right of first base line.

B) Pitching Rubber - 40 ft.

2) Birth Date

3) The ball will be a TYBA approved ball 11” in diameter.

4) Time Limit

A) Tournament Play - 1 hour

5) The Game

A) A game will consist of 6 innings or time expires.

B) A legal line-up will consist of nine (9) players.

1) A team must begin the game with nine(9) players. However, in case of injury or illness

a team will be allowed to finish the game with eight (8) players. When the sick or injured

player becomes the batter, an out will be accessed and the next batter in the batting order

becomes the legal batter.

C) An inning will consist of three (3) outs or a FIVE (5) run limit. On the play that the fifth run scores, all runs that score will be counted. Maximum runs in one inning could be 8 runs.

D) Once an inning is started, that inning will be completed.

1) The next inning will start when the third out of the previous inning is made.

E) In case of inclement weather or situations beyond control of tournament officials and the brackets are changed, any game that has completed 3 or more innings, will be deemed a complete game. The score at the last complete inning will be used to determine the winner.

F) Tournament Play:

Stealing will be allowed. Runners must remain in contact with base until pitcher releases ball. Runners on first and second base may only advance one base with liability to be put out. Also, runner may be put out if they over run base. Runners cannot steal home, but may be put out if they come off base.

G) League Play:

Stealing will be allowed. Runners must remain in contact with base until ball reaches the plate. Runners on first and second base may only advance one base with liability to be put out. Also, runner may be put out if they over run base. Runners cannot steal home, but may be put out if they come off base.

H) Batter is out on dropped third strike and cannot advance to first base. However, ball is alive and runners may advance with liability of being put out.

I) One (1) courtesy runner per inning will be allowed for the either the pitcher or the catcher. The courtesy runner must be the last player put out by the defensive team.

J) Infield fly rule in effect. . An infield fly is a fair fly ball (not including a line drive or an attempted bunt) which can be caught by infielder with ordinary effort when first and second bases or first, second, and third bases are occupied before two are out. Any defensive player who takes a position in the infield at the start of the pitch shall be considered an infielder for the purpose of this rule. When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare “INFIELD FLY.” If the ball is close to foul territory, the umpire will declare “INFIELD FLY IF FAIR.” The ball is alive and the runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as any fly ball. If the ball becomes a foul ball, it is treated the same as any foul ball.

K) Bunting is allowed.

L) Extra Hitter: Optional

1) When the EH (Extra Hitter) is used, the line-up will consist of ten (10) players. Only nine (9) players will play on defense. The EH may enter the game on defense at any time without notifying the umpire or scorekeeper. Exception: If any player replaces the pitcher on defense, the umpire and scorekeeper must be notified.

2) If one team chooses to use the EH, the opposing team will not be required to use EH, they may or may not at the coaches' discretion.

M) Any changes in the line-up after the line-up is turned into the line-up tent(tournament play) or the umpire (league play) will be a substitute.

N) A defensive team will be allowed one (1) charged conference per inning.

- 1) The second charged conference will result in the pitcher being replaced for the remainder of the game.
- 2) However, the pitcher may remain in the line-up and assume another defensive position.
- O) Catchers must wear helmet with mask and throat protector (permanently attached), chest protector, shin guards.
- P) On deck batter must be on side behind batter (unless umpire designates otherwise).
- Q) Any coach ejected from the game must leave the field and be escorted to a designated area for the remainder of the game. If proper behavior is displayed, at the end of the game the coach may be allowed to return to their team.

R) INTERNATIONAL TIE BREAKER RULE

If the game is tied after six(6) innings, or time has expired, Starting with the top of the seventh inning or top of the inning after time expires and each inning thereafter , the offensive team shall begin its turn at bat with the player in the line-up prior to the lead - off batter in that half inning being placed on second base. The base runner can be substituted for in accordance with the substitution rules.

NOTE: If an incorrect runner in the line-up is placed on second base, this error should be corrected immediately. There is no penalty. NOTE: When the tie breaker rule goes into effect, runners may steal home.

6. Pitching Regulations

- A) Pitcher may not step on pitching rubber without being in possession of the ball.
- B) Both feet must remain in contact with the pitching rubber prior to delivery of the pitch.
- C) The pitch must be delivered in an underhand motion.
- D) The pitcher must not make two or more revolutions of the arm before delivery of the pitch.
- E) Intentional Walk
 - a) A team may elect to intentionally walk a batter with out having to pitch to the batter. Coach or Pitcher must notify the home plate umpire of their intentions.