

# FAYETTE COUNTY YOUTH SOFTBALL ASSOCIATIONS Spring 2012 Joint Park Rules

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## **Brooks Youth Softball (BYS)**

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## **SECTION I**

### **GENERAL CONDUCT RULES**

#### **1.1 GRIEVANCES**

1.1.1 During play, any grievances or disagreements shall be brought to the umpire and opposing manager and not displayed on the playing field in the presence of the girls. The umpire has the final authority! Any manager/coach not showing good sportsmanship will be warned of the first incident and may be relieved of his/her position if this behavior should continue.

See "Game Protest" in section 2.7

#### **1.2 RESPONSIBILITIES**

1.2.1 The home team is responsible for the "OFFICIAL" scorebook. At the end of each game, the Home Team Coach must present the scorebook to the umpire, who will sign off on the official score. The Home Team Coach must then inform the Board Member on Duty at the park of the final game score. The Board Member on Duty will then be responsible for reporting the score to Ken Corley at [corley\\_k@bellsouth.net](mailto:corley_k@bellsouth.net) If the score is not posted within 48 hours a forfeit of that game may result. The only exception is Saturday games; a 72-hour posting time is allowed. Discrepancies must be reported to [corley\\_k@bellsouth.net](mailto:corley_k@bellsouth.net)

1.2.2 Each team is responsible for the cleanliness of the dugout and bleachers. Any items found should be turned in to "Lost and Found" located at the concession stand.

#### **1.3 SCHEDULES**

1.3.1 Once the game schedule has been published there will be no changes made, except where significant school functions or extraordinary circumstances necessitate it. Such circumstances should be brought before the effected team's scheduling representative or board member. If deemed a worthy cause for change, the effected association may then choose to make a request from the opponents association who will decide accordingly. Coaches cannot directly contact other coaches or associations to reschedule games.

1.3.2 Normally, the only rescheduling of games will be due to inclement weather. Like the original schedule, make-up dates will be firm and a forfeit shall result from a failure to attend.

1.3.3 The Executive Board and their associated scheduling committee representative shall have sole responsibility for scheduling. The master schedule shall be maintained and issued exclusively by the lead scheduler.

## **1.4 DUGOUTS**

- 1.4.1 Only active participants are allowed in the dugout during games.
- 1.4.2 Coaching staff is restricted to the dugout area. Three coaches (including the pitcher) are allowed on the field of play for 8U and below. Coaches may not stand behind the backstop and instruct players and should discourage parents from doing so.
- 1.4.3 All teams are responsible for cleaning out their dugouts after games. Please help each association keep their parks clean.

## **1.5 LATE ARRIVALS**

- 1.5.1 If a player is late and has not arrived by game time then that player should be added to the bottom of the batting order. If the player does not show by their turn to bat then the player will be scratched from the line up without penalty. Any player showing up after the game has started must be added to the bottom of the line up in the batting order to play regardless of the inning.

## **1.6 WEATHER RELATED DELAYS**

- 1.6.1 In the event lightning is spotted, all play will cease and the players will clear the field. Play will not resume until 30 minutes after lightning has last been spotted. In the event a game already in progress is postponed due to rain or other inclement weather (at the umpires' discretion), all players will clear the field and play will resume at the point the umpires determine play is safe.
- 1.6.2 Any delay lasting more than 45 minutes will result in the game being postponed. The game will resume where it left off at a later date.
- 1.6.3 The Board Member on Duty at each park can, at their sole discretion, postpone and reschedule a game before the full 45 minute delay has run its course if there is sufficient belief that the weather will not clear within the 45 minute window.

## **1.7 ROSTER RULE**

- 1.7.1 The Fayette County Joint Parks Association is defined to include members from:
  - a. Fayette County Youth Softball Association
  - b. Tyrone Youth Softball Association
  - c. Brooks Youth Softball Association
  - d. Peachtree City Girls Softball Association
- 1.7.2 On or before opening day, all parks will submit final team rosters in writing to the Joint Parks Executive Committee (which is comprised of the park presidents from each of the aforementioned Associations). After opening day, no players may be added to any team's roster without the prior unanimous written consent of the Joint Parks Executive Committee. Any

violations of this rule will result in disciplinary action, up to and including possible suspension from further league play.

- 1.7.3 WITHOUT EXCEPTION, players may not participate in a game for a team or organization outside of the Fayette County Softball Associations where the game is umpired by a sanctioned softball body (USSSA, ASA, NSA, GSA, ISA, USFA, Little League, etc.), *and* the player does not participate in the FCSA's scheduled game due to schedule conflict. Such participation will be cause for the player to be removed from the respective association immediately and without refund. This includes other teams of any kind (travel, school, community, church, pick-up etc.), whether officially on the team roster or not, from the date of FCSA sign-up through the conclusion of the FCSA end-of-season tournament. Interpretation and application of the rule and actions taken as a result of its violation are at the sole discretion of the FCSA from which the player is a member. If a disciplinary action is taken by the association from which the violating player is a member and the action does not include player removal from the association, that association shall communicate the actions taken to the FCSA executive committee.

## **SECTION II**

### **SLOW PITCH JOINT LEAGUE RULES**

#### **2.1 SANCTIONING RULES**

2.1.1 Sanctioning association(s) rules shall apply unless otherwise stated in these Joint Park Rules rules (i.e. USSSA, ASA, CSA, NSA etc.). This season we will be sanctioned by CSA.

#### **2.2 MINIMUM EQUIPMENT**

2.2.1 Catchers must wear a mask with throat protector, helmet and chest protector. These are to be worn during games and practices.

2.2.2 Batters and base runners must wear helmets with earflaps, chin strap, and securely fastened NOCSAE approved face mask guard. Face mask guards are not required in the Pre-T (3 & 4 year olds) division.

2.2.3 All pitchers must wear a face mask during all games and practices. Face mask are not required in the Pre-T (3 & 4 year olds) division.

2.2.4 Players should make every effort to wear their team uniform or similar colors. A player who is unable to do so will be allowed to fully participate in the game.

#### **2.3 FREE SUBSTITUTION**

2.3.1 Free substitution rule: All girls are placed in the batting order and any 9 players (12U and above), 10 players (10U), or all players (8U and below) can play defense. Players can be rotated on defense at the discretion of the coach. However, each player must play at least every other inning.

#### **2.4 MINIMUM NUMBER OF PLAYERS / PULL UP RULE**

2.4.1 For an official game, the minimum number of girls to field a team shall be six (6). Start with 6 and finish with at least 6. Should additional players arrive during the game, they will be added to the line up (at the bottom of the official batting order). This rule does not apply to Pre-T. For the final score to be recorded in the official standings, the minimum number of girls to field a team shall be eight (8). Start with 8 and finish with at least 8. If a game is played with at least six but less than 8 players, a score of 1-0 shall be recorded officially in favor of the team with a sufficient number of players. If a game is played with both teams having at least six but less than 8 players, a score of 0-0 shall be recorded officially as a tie.

2.4.2 If a team is unable to field each playing position, (10) in 10 and under and below and (9) in 12 & under and up, the coach has the right to pull up to three (3) players from the age group below (registered with the leagues recreation teams only; no travel teams) to reach the maximum number of

players. The following limitations to this rule apply:

- a) A coach who pulls a player from a division below to play in a game must notify a Board Member on duty and the opposing coach with the names of the player(s) before the game is played.
- b) A player cannot be pulled up if they have a conflicting game for their primary team.
- c) Any player pulled up to an older division must play the required minimum in that game.
- d) Pulled up player must be placed at the end of the batting order. Any late arriving roster players may be placed behind the pulled-up players.
- e) After a game starts with pulled up players, any rostered team player that shows will be added to the end of the batting order. The pulled up player will continue to play the required minimum in that game.
- f) A pulled up player may not be used and will be considered illegal if that player is either:
  - i) from the same age group as the team pulling up that player,
  - ii) from an older age group than the team pulling up that player, or
  - iii) from an age group that is two or more divisions less than the team pulling up that player. (i.e. a 12U can only pull up a 10U, not an 8U, 6U or 4U)
- g) Games by teams using an illegal player will be forfeited.

## 2.5 PLAYER LEAVING GAME

2.5.1 Should a player have to leave the game or become ill or injured during play and unable to bat, her position in the batting order is skipped and no penalty is assessed to the offensive team. The coach will inform the umpire, official scorekeeper, and opposing coach that the player is being removed from the game. Scorekeeper will make a notation in scorebook "player removed". The player may re-enter the game without penalty. They would resume their position in the line-up.

Should a previously uninjured player become injured while on base, a courtesy runner shall be allowed. The courtesy runner will be the player who made the previous out.

2.5.2 Ejection rule: If a player is ejected from a game, the official scorekeeper shall make a notation in the scorebook "player ejected". The scorekeeper will alert the umpire on each succeeding time this player comes up in the batting order and an "out" shall be recorded each time.

However, should the player batting before the ejected player receive a base on balls (intentional or unintentional) the ejected player will be "skipped" without an out being recorded and the next batter will come to the plate.

Should a player be ejected while *on* base, an out shall be recorded. No courtesy runner is allowed.

## 2.6 GAME START TIME AND LENGTH

2.6.1 On weeknights, forfeit time for games shall be 15 minutes after the scheduled starting time. This applies to the first games only. Forfeit time for succeeding games is game time. Forfeit time for weekend games is game time.

2.6.2 Each game is limited to seven (7) innings or time limit, which ever comes first. No new inning may start later than sixty (60) minutes from the official start time. *During the regular season* the “**International Tiebreaker Rule\***” will apply for one additional inning if after regulation play a tie exists. The umpire and the Board member on duty have the right to call the game to an end as a tie if time becomes excessive to determine the winner. **THIS IS A JUDGEMENT CALL AND DECISIONS WILL BE FINAL.**

*\*International Tiebreaker Rule – Runners will be placed at 2<sup>nd</sup> and 3<sup>rd</sup> for each team as the extra inning begins.*

**NOTE: see special game length rules for Pre-T (3.3.1), 6U (4.2.14), and 8U (5.2.1)**

2.6.3 10 Run Rule: If the home team is ahead by 10 or more runs at the end of 4 1/2 innings or the visiting team is ahead by 10 or more runs at the end of 5 innings, the game shall be considered complete. This rule shall be waived during division playoff games.

## 2.7 GAME PROTESTS

2.7.1 If a game is protested, a fee of **\$50.00** must be paid immediately to the Board Member on duty with the type of protest and game situation accurately documented. This fee will go to the team that wins the protest. If the protest is upheld, the fee will be refunded to the protesting team. If it is not then the fee will go to the opposing team. Resolution of the protest will be by executive vote of the FCSA's.

2.7.2 The board member on duty may assist in trying to settle the dispute however the final authority for the decision resides with the umpire.

**Note:** Coaches should be aware that the time clock does not stop when the protest is filed and action is being taken. However, if the protest needs to be turned over to the protest committee for action and the committee upholds the protest; the game will be replayed from the point of infraction. Judgment calls cannot be protested.

## **SECTION III**

### **4 & UNDER PRE-T SPECIAL RULES**

#### **3.1 OBJECTIVE**

3.1.1 This age group was designed to be instructional only, not competitive. Please use good judgment during the games. Remember this is an introductory division and all the players need our combined help in learning this game and helping them to have fun.

#### **3.2 LEAGUE ORGANIZATION**

3.2.1 The Pre-T teams are comprised of players between the ages of 3 and 4 years old as of Jan 1<sup>st</sup> of each registering year. There will be a maximum of 8 games scheduled (depending on number of teams) with no umpires and score will not be kept. This age group will not participate in any recreational season tournaments. The roster will consist of a minimum of 5 and a maximum of 7 players.

#### **3.3 GENERAL**

3.3.1 Each game is limited to four (4) innings or sixty (60) minutes, whichever comes first. Coaches may use their discretion and shorten the game to whatever is best for the teams.

3.3.2 If you are short players you can pull from the other teams in the same age group straight across.

3.3.3 Pre-T will use the 10" yellow safety ball. Each player receives an optional two (2) pitches from their coach and up to four (4) off the tee. If a ball is not in play after the 4<sup>th</sup> swing from the tee then coaches may assist the player.

3.3.4 Pitching distance shall be 35 feet with an 8' radius circle around the pitcher's rubber. A coach may pitch to his/her own team at any position in the circle and may start with both feet in the circle, however the coach may choose to pitch from any distance between the circle and home plate.

3.3.5 A semi-circle foul line shall be placed 10 feet out from the back of home plate. A ball not leaving this area is considered a foul ball.

3.3.6 Bases shall be 50 feet with hash marks halfway between 1st-2nd, 2nd-3rd, 3rd and home. Play stops when the ball is thrown towards the pitcher or infield. Runners will advance to base determined as the closest.

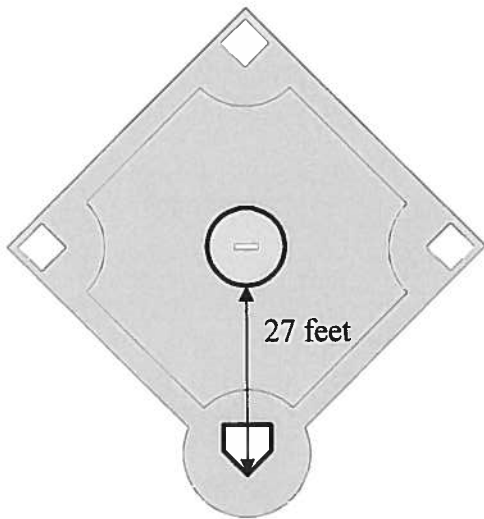
3.3.7 Each team will bat their entire batting order per inning then the following inning the batting order is reversed.

## SECTION IV

### 6 & UNDER COACH PITCH / T SPECIAL RULES

#### 4.1 FIELD OF PLAY

- 4.1.1 Bases shall be 50 feet with hash marks halfway between 1st-2nd, 2nd-3rd, 3rd and home. When the umpire stops play he will place the runner at the base he determines as the closest base.
- 4.1.2 The intended pitching distance shall be 35 feet with an 8' radius circle around the pitcher's rubber. A coach shall pitch to his own team at any position in the circle, which extends to 27 to 43 feet from home the back of home plate. The coach must start the delivery with both feet inside the circle. In the event the circle is not accurately marked on the field, the coach may pitch up to but no closer than 27 feet from the back of home plate, as measured on a line between the pitching rubber and home plate.



- 4.1.3 A semi-circle foul line shall be placed 10 feet out from the back of home plate. A ball hit from the tee or a pitch not leaving this area is considered a foul ball. The semi-circle foul line itself is fair. A ball coming to rest on this line would be considered a fair ball.

## 4.2 GENERAL

- 4.2.1 Each game is limited to five (5) innings or time limit, whichever comes first. No new inning may start later than sixty (60) minutes from the official start time. During the regular season the "International Tiebreaker Rule" will apply for one additional inning if after regulation play a tie exists.
- 4.2.2 After a batted ball, the pitcher (coach) must leave the field of play preferably the opposite direction from where the ball is hit.
- 4.2.3 To avoid abusive base running, all play will halt and bases awarded when the following conditions occur:
- a) A batted ball is thrown to a defensive player who has both feet in the pitcher's circle. The defensive player does not have to catch or have control of the ball but must make an attempt to do so.
  - b) A batted ball is carried into the pitcher's circle by a defensive player who has both feet inside the circle.
  - c) A batted ball is held by a defensive player and stops advancement of the lead runner(s).

**Note:** Time will not be called if the defensive player runs the ball through the pitcher's circle attempting to put out a base runner.

- 4.2.4 Should an overthrow occur at either 1<sup>st</sup> or 3<sup>rd</sup> base and the ball enter foul territory, all runners shall be allowed to advance one base only.

### 5 RUN / 2 INNINGS RULE / 11 BATTER RULE

- 4.2.5 A maximum of 5 runs can be scored by the same team in the same inning during the first two (2) innings of the game. The remaining innings of the game are subject to the 11 Batter Rule.

In the third inning and beyond, a maximum of eleven (11) batters per inning may come to the plate. The offensive team will announce the 11<sup>th</sup> batter to the umpire and receive acknowledgement. Should a team fail to do so, the batter is out and no runs from that at bat will be recorded.

- 4.2.6 After the 11th batter has batted the ball, stoppage of play will result when one of the following occurs:
- a) Defensive player on any base path has stopped the lead base runner.
  - b) Any defensive player touches home plate while having full possession of the ball.
  - c) The third out is made.
- 4.2.7 A player will receive 4 pitches and 2 swings from the tee (if necessary). After the 4<sup>th</sup> pitch, the player will be allowed two swings at the ball off the tee or two additional coach pitches. If the 2<sup>nd</sup> tee swing is not a fair ball, the batter will be out.

- 4.2.8 A coach for the offensive team places the ball on the tee and adjusts the height for the batter. To avoid injuries, the coach removes the tee and bat after the ball is hit.
- 4.2.9 All girls will participate in the batting line-up and in the field with a standard infield (including a catcher)\*. If a team has less than nine players, a coach may leave any defensive position open. Outfielders must stay behind the baseline until a ball is batted.  
\*If both coaches agree, the catching requirement can be waived in any game, regardless of the number of players.
- 4.2.10 The defensive team must provide a coach at the backstop.
- 4.2.11 Since coaches are permitted on the field of play, any interference of an offensive coach with the play of the ball will result in the batter batting over (Umpire's judgment). Any interference of a defensive coach will advance the runner. Two defensive coaches must stay behind their players in the field.
- 4.2.12 Defensive team shall position their players so they are not in direct contact with the baseline. The umpires are directed to make sure the defensive team is not standing in the baselines prior to a batted ball. The baselines must remain clear to avoid collisions and injuries at these younger ages. The umpire will give the defensive coach a warning. If the rule is flagrantly violated an extra base(s) will be awarded to the base runner on following violations.
- 4.2.13 Players may use a Tee-Ball Little League Bat.
- 4.2.14 No intentional walks
- 4.2.15 The infield fly rule is waived.

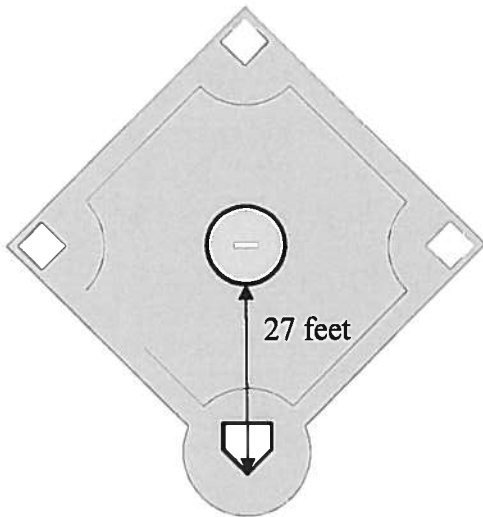
## SECTION V

### 8 & UNDER SPECIAL RULES

#### 5.1 FIELD OF PLAY

5.1.1 Bases shall be 55 feet with hash marks halfway between 1st-2nd, 2nd-3rd, and 3rd-home base. Bases will be awarded when play is stopped to the closest base as determined by umpire's judgment.

5.1.2 The intended pitching distance shall be 35 feet with an 8' radius circle around the pitcher's rubber. A coach shall pitch to his own team at any position in the circle, which extends to 27 to 43 feet from home the back of home plate. The coach must start the delivery with both feet inside the circle. In the event the circle is not accurately marked on the field, the coach may pitch up to but no closer than 27 feet from the back of home plate, as measured on a line between the pitching rubber and home plate.



#### 5.2 GENERAL

5.2.1 Each game is limited to five (5) innings or time limit, whichever comes first. No new inning may start later than sixty (60) minutes from the official start time. During the regular season the "International Tiebreaker Rule" will apply for one additional inning if after regulation play a tie exists.

5.2.2 After a batted ball, the pitcher (coach) must leave the field of play preferably the opposite direction from where the ball is hit.

5.2.3 All play will halt and bases awarded when control of the ball is maintained within the pitcher's circle by the pitcher only.

**Note:** Time will not be called if the defensive player runs the ball through the pitcher's circle attempting to put out a base runner.

- 5.2.4 All play will halt when the defensive team has stopped the lead base runner and no other runners are making an active attempt to advance to the next base.
- 5.2.5 Should an overthrow occur at either 1<sup>st</sup> or 3<sup>rd</sup> base and the ball enter foul territory, all runners shall be allowed to advance one base only.

## **5 RUN / 2 INNINGS RULE / 11 BATTER RULE**

- 5.2.6 A maximum of 5 runs can be scored by the same team in the same inning during the first two (2) innings of the game. The remaining innings of the game are subject to the 11 Batter Rule.

In the third inning and beyond, a maximum of eleven (11) batters per inning may come to the plate. The offensive team will announce the 11<sup>th</sup> batter to the umpire and receive acknowledgement. Should a team fail to do so, the batter is out and no runs from that at bat will be recorded.

- 5.2.7 After the 11th batter has batted the ball, stoppage of play will result when one of the following occurs:
- a) The defensive team has stopped the lead base runner.
  - b) Any defensive player touches home plate while having possession of the ball.
  - c) The third out is made.
- 5.2.8 Batter will be allowed five (5) pitches per batter or three (3) strikes, whichever comes first. Unlimited fouls allowed on the 5<sup>th</sup> pitch. There will be no walks.
- 5.2.9 All girls will participate in the batting line-up and in the field with a standard infield in place (including a catcher). If a team has less than 9 players, a coach may leave any defensive position open. Outfielders must stay behind the baseline until a ball is batted.
- 5.2.10 The defensive team may provide a coach at the backstop.
- 5.2.11 Since coaches are permitted on the field of play, any intentional interference of an offensive coach with the play of the ball will result in the batter being out. Unintentional interference will result in a foul ball (Umpire's judgment). Any interference of a defensive coach will advance the runner. Two defensive coaches must stay behind their players in the field.
- 5.2.12 Players may use a Tee-Ball Little League Bat.
- 5.2.13 Defensive team shall position their players so they are not in direct contact with the baseline. The umpires are directed to make sure the defensive team is not standing in the baselines prior to a batted ball. The baselines must remain clear to avoid collisions and injuries at these younger ages.

The umpire will give the defensive coach a warning. If the rule is flagrantly violated an extra base(s) will be awarded to the base runner on following violations.

5.2.14 No intentional walks

5.2.15 The infield fly rule is waived.

## **SECTION VI**

### **FAST PITCH PROGRAM**

#### **6.1 OBJECTIVE / SANCTIONING**

6.1.1 The Fast-Pitch League is designed to provide both competitive and instructional level play for those girls interested in Fast-Pitch softball.

6.1.2 Sanctioning association(s) rules shall apply unless otherwise stated in these Joint Park Rules (i.e. USSSA, ASA, NSA etc.). This season we will be sanctioned by CSA.

#### **6.2 LEAGUE ORGANIZATION**

6.2.1 The Fast-Pitch teams are comprised of three age groups 10U, 12U, 13+ age groups. A 14U and 15+ age group may be established if enough girls register in those respective age groups. Age groups may be combined due to number of participants registered to play and to field similar aged teams against other competition.

#### **6.3 MINIMUM EQUIPMENT**

6.3.1 Catchers must wear a mask with throat protector, helmet, chest protector, and shin guards. These are to be worn during games and practices.

6.3.2 Batters and base runners must wear helmets with earflaps, chin strap, and securely fastened NOCSAE approved face mask guard.

6.3.3 All pitchers must wear a face mask during all games and practices.

#### **6.4 FIELD OF PLAY**

6.4.1 Pitching Distance is 35' for 10U and all other ages are 40' in distance. Any and all pitchers that pitch in the first inning are ineligible to pitch in the second inning. They can return to pitching in the third and all subsequent innings of the game. Pitching is defined as making one pitch.

**Note:** This pitcher change rule is waived in the 13+ or 15+ age divisions.

6.4.2 Bases are set at 60 ft

#### **6.5 MINIMUM NUMBER OF PLAYERS / PULL UP RULE (same as slow pitch)**

6.5.1 For an official game, the minimum number of girls to field a team shall be six (6). Start with 6 and finish with at least 6. Should additional players

arrive during the game, they will be added to the line up (at the bottom of the official batting order). This rule does not apply to Pre-T. For the final score to be recorded in the official standings, the minimum number of girls to field a team shall be eight (8). Start with 8 and finish with at least 8. If a game is played with at least six but less than 8 players, a score of 1-0 shall be recorded officially in favor of the team with a sufficient number of players. If a game is played with both teams having at least six but less than 8 players, a score of 0-0 shall be recorded officially as a tie.

- 6.5.2 If a team is unable to field each playing position, (10) in 10 and under and below and (9) in 12 & under and up, the coach has the right to pull up to three (3) players from the age group below (registered with the leagues recreation teams only; no travel teams) to reach the maximum number of players. The following limitations to this rule apply:
- a) A coach who pulls a player from a division below to play in a game must notify a Board Member on duty and the opposing coach with the names of the player(s) before the game is played.
  - b) A player cannot be pulled up if they have a conflicting game for their primary team.
  - c) Any player pulled up to an older division must play the required minimum in that game.
  - d) Pulled up player must be placed at the end of the batting order. Any late arriving roster players may be placed behind the pulled-up players.
  - e) Pulled up players may not pitch.
  - f) After a game starts with pulled up players, any rostered team player that shows will be added to the end of the batting order. The pulled up player will continue to play the required minimum in that game.
  - g) A pulled up player may not be used and will be considered illegal if that player is either:
    - i) from the same age group as the team pulling up that player,
    - ii) from an older age group than the team pulling up that player, or
    - iii) from an age group that is two or more divisions less than the team pulling up that player. (i.e. a 12U can only pull up a 10U, not an 8U, 6U or 4U)
  - h) Games by teams using an illegal player will be forfeited.

## 6.6 PLAYER LEAVING GAME (same as slow pitch)

- 6.6.1 Should a player have to leave the game or become ill or injured during play and unable to bat, her position in the batting order is skipped and no penalty is assessed to the offensive team. The coach will inform the umpire, official scorekeeper, and opposing coach that the player is being removed from the game. Scorekeeper will make a notation in scorebook "player removed". The player may re-enter the game without penalty. They would resume their position in the line-up.

Should a previously uninjured player become injured while on base, a courtesy runner shall be allowed. The courtesy runner will be the player who made the previous out.

- 6.6.2 Ejection rule: If a player is ejected from a game, the official scorekeeper shall make a notation in the scorebook "player ejected". The scorekeeper will alert the umpire on each succeeding time this player comes up in the batting order and an "out" shall be recorded each time.

However, should the player batting before the ejected player receive a base on balls (intentional or unintentional) the ejected player will be "skipped" without an out being recorded and the next batter will come to the plate.

Should a player be ejected while *on* base, an out shall be recorded. No courtesy runner is allowed.

## 6.7 GAME START TIME AND LENGTH

- 6.7.1 On weeknights, forfeit time for games shall be 15 minutes after the scheduled starting time. This applies to the first games only. Forfeit time for succeeding games is game time. Forfeit time for weekend games is game time.

- 6.7.2 Each game is limited to seven (7) innings or time limit, whichever comes first. No new inning may start later than sixty (60) minutes from the official start time. *During the regular season* the "**International Tiebreaker Rule\***" will apply *for one additional inning* if after regulation play a tie exists. The umpire and the Board member on duty have the right to call the game to an end as a tie if time becomes excessive to determine the winner. **THIS IS A JUDGEMENT CALL AND DECISIONS WILL BE FINAL.**

*\*International Tiebreaker Rule – Runners will be placed at 2<sup>nd</sup> and 3<sup>rd</sup> for each team as the extra inning begins.*

- 6.7.3 10 Run Rule: If the home team is ahead by 10 or more runs at the end of 4 1/2 innings or the visiting team is ahead by 10 or more runs at the end of 5 innings, the game shall be considered complete. This rule shall be waived during division playoff games.

## 6.8 4 RUN / 2 INNINGS RULE / 10U ONLY: 11 BATTER RULE

- 6.8.1 12U and older: a maximum of 4 runs can be scored by the same team in the same inning during the first two (2) innings of the game. The remaining innings of the game have no run restrictions.
- 6.8.2 10U only: A maximum of 4 runs can be scored by the same team in the same inning during the first two (2) innings of the game. The remaining innings of the game are subject to the 11 Batter Rule.

In the third inning and beyond, a maximum of eleven (11) batters per

inning may come to the plate. The offensive team will announce the 11th batter to the umpire and receive acknowledgement. Should a team fail to do so, the batter is out and no runs from that at bat will be recorded.

## **6.9 PLAYER PARTICIPATION**

6.9.1 All players are in the batting order. 10 defensive players take the field in 10 & Under age group. All other age groups use 9 defensive players. Free defensive substitution is allowed.

6.9.2 Since all players participate on offense courtesy or substitute runners may not be used.

## **6.10 INFIELD FLY RULE**

6.10.1 Infield fly rule applies to 12 & Under and older.

## 6.11 STOLEN BASE RULE (10 & Under Only)

Runners are entitled to steal or advance one base only per pitch. **Runners are allowed to steal home.**

- 6.11.1 A runner, attempting to advance beyond the one base they were entitled to advance or steal, may be put out while between bases.
- 6.11.2 After all play ceases and the ball becomes dead, if the runner occupies a base beyond the one the runner was entitled to advance or steal, the runner will be returned to the correct base without liability to be put out.
- 6.11.3 If a batter strikes out and the ball is dropped, the batter is out and cannot advance to first base, but the ball remains live for the purposes of throwing an advancing runner out.
- 6.11.4 A batter who receives a base on balls, cannot advance past first base. If the batter-runner advances further, once the ball becomes dead, return the batter-runner to first base.
- 6.11.5 Awarded bases will apply to all runners.
- 6.11.6 Runners can only score on:
  - a) a batted ball,
  - b) stealing home
  - b) a base on balls or hit batter with the bases full, or
  - c) on an awarded base (such as an illegal pitch)

## 6.12 GAME PROTESTS (same as slow pitch)

6.12.1 If a game is protested, a fee of **\$50.00** must be paid immediately to the Board Member on duty with the type of protest and game situation accurately documented. This fee will go to the team that wins the protest. If the protest is upheld, the fee will be refunded to the protesting team. If it is not then the fee will go to the opposing team. Resolution of the protest will be by executive vote of the FCSA's.

6.12.2 The board member on duty may assist in trying to settle the dispute however the final authority for the decision resides with the umpire.

**Note:** Coaches should be aware that the time clock does not stop when the protest is filed and action is being taken. However, if the protest needs to be turned over to the protest committee for action and the committee upholds the protest; the game will be replayed from the point of infraction. Judgment calls cannot be protested.