

## Consortium Softball - Fastpitch Rules - Spring 2025

Our consortium follows National Federation of State High School Associations Rules for Fastpitch Softball with some modifications. The modifications are intended to address the developmental aspects of the younger leagues, ensure player safety and facilitate the equitable participation of all players.

These rules will be used at all games. Coaches should not deviate from these rules and must have a discussion and mutual agreement on all rules at the plate meeting before the game with the umpire for 10u and 13u games.

- For all divisions, the home team must provide 2 game balls for each game. For 10U and 13U, the ball must have a .47 Max COR and 375 compression. Umpires will check ball specifications so the balls must have these markings.

GENERAL INFORMATION			
	8U	10U	13U
Ages	Girls in K -2 <sup>nd</sup> Grade	Girls in 3 <sup>rd</sup> – 5 <sup>th</sup> Grade	Girls in 6 <sup>th</sup> – 8 <sup>th</sup> Grade
Size of Ball	11"	11"/.47 Max Cor	12"/.47 Max Cor
Distance for Bases	55'	60'	60'
Distance to Pitcher	35'	35'	40'
Length of Game <sup>1</sup>	Complete 6 innings or 105 minutes	Complete 6 innings or 105 minutes	Complete 7 innings or 105 minutes

### 1. Length of Game – All Divisions

- The last inning is the inning that has started when 90 minutes are reached after the scheduled start time of a game. All games will have a 105-minute maximum limit. The time limit begins from the start time of the game declared by the umpire.
- If a batter is up at the time limit, the batter will finish her at bat.
- If the last inning cannot be completed, the score reverts to the end of the previously-completed inning.
- All teams must quickly clear the field and dugouts at the 105-minute time line for the next game. As they approach the 105-minute time limit, teams are highly encouraged to begin to pack up and organize gear (team and personal gear) to facilitate a speedy exit from the field and respective dugouts.

\*\*\*\*\*

UMPIRES / GAME INFORMATION			
	8U	10U	13U
Umpires <sup>2</sup>	Offensive and Defensive Coaches	Provided by homefield CASO	Provided by home field CASO
Field Coaches	1st and 3rd base coaches; please see below <sup>2</sup> for more information	1 <sup>st</sup> and 3 <sup>rd</sup> base coach	1 <sup>st</sup> and 3 <sup>rd</sup> base coach

### 2. Umpires - 8U Division:

- The first base coach makes all calls at first base and fair/foul balls on the first base side of the infield.
- The third base coach makes all calls at third base and fair/foul balls on the third base side of the infield.
- The Coach Pitcher makes all calls for plays at second base, at the plate, determining the ten foot rule, strikeouts and determines when play stops on defensive plays. The Coach Pitcher also makes the final call in plays where there are disputes.
- The base coaches must be outside the baselines. Coaches assisting in the defense can be in the outfield or in a position that does not obstruct play. Coaches must consult pre-game on coaching positions to ensure agreement and avoid disputes.

## Consortium Softball - Fastpitch Rules

SCORING			
	8U	10U	13U
Runs allowed per inning	3 runs Applies to ALL innings	4 runs Applies to Innings 1 to 3	5 runs Applies to Innings 1 to 3
Continuation <sup>3</sup>	No	No	No

### 3. Continuation:

- There is no continuation. The runs allowed per inning apply innings 1-3. The runs allowed per inning is a hard stop for runs scored regardless of play in the field. There are unlimited runs beginning in the 4th inning and through all remaining innings **at the 10U and 13U levels.**

\*\*\*\*\*

PITCHERS			
	8U	10U	13U
Pitcher <sup>4</sup>	Coach Pitch	Player and Coach	Player
Number of Batters a Pitcher Can Hit before She MUST Be Removed <sup>5</sup>	N/A	3	3
Hit by Pitch <sup>6</sup>	Yes, see page 6 <sup>25</sup>	Yes	Yes
Intentional Walks	N/A	N/A	No

### 4. Coach Pitch – 8U Division

- Coaches will pitch to their own teams and will not interfere with the ball if hit into play. If the coach or a bucket is hit by a ball, "dead ball" will be called. Players will advance one base as required.
- Coaches may take no more than one extra pitch per six pitches to a batter to account for a bad pitch. A pitching coach must verbalize or communicate which pitch is the bad pitch before adding the seventh pitch.
- Coaches should pitch from 35' but can move closer to home plate and adjust the arc as needed (playoff games distance no closer than 30').

### Coach/Pitcher – 10U Division

- There are NO walks. Once a player pitcher has thrown ball 4, the offensive team's coach steps in and throws a maximum of 5 pitches. A foul tip on the fifth or subsequent pitches results in another pitch.
- The strike count continues from where the player pitcher left off. The batter will either get a hit, strike out, or be called out after the 5th pitch from the coach (if it is not a foul ball/tip). In addition, players on base when a coach is pitching may not steal or advance on a passed ball.
- Base runners are not permitted to steal when the coach is pitching. Leading is permitted if done legally. The umpire will follow the rule for leaving early if the lead is not done legally, team warning in the first instance and an out for subsequent violations.** <sup>15</sup>
- Pitches should be thrown with as little arc as possible. The coach pitch ball should not go above the pitcher's head. If a pitching coach is struck by a hit, "dead ball" is declared, the batter is awarded first base, and runners advance a base only if forced to advance.
- The coach can pitch from the pitcher's mound, the Distance to Pitcher (General Information), or distance in between (but no closer than 30').

### 5. Number of Hit Batters – 10U and 13U Divisions

- No more than 3 above the knee during the game. After the 3rd hit batter (3 above the knee), pitcher MUST be removed and cannot pitch the remainder of the game.

### 6. Hit by Pitch – 10U and 13U Divisions

- Any ball that hits a batter inside the batter's box is considered hit-by-pitch; the batter does not have to attempt to move out of the way from being struck by the pitch. (A ball that hits the ground before the batter does not count towards the 3 that removes the pitcher.) For the 10U Division, coaches and umpires can agree that batters are not considered hit-by-pitch if the pitch hits the ground first.

## Consortium Softball - Fastpitch Rules

BATTING			
	8U	10U	13U
Batting Lineup <sup>7</sup>	All players	All players	All players
Balls and strikes <sup>8</sup>	No (6 - or 7- pitches that cross the plate in the strike zone)	Yes (but no walks)	Yes
Foul Ball on Last Pitch	Player continues to bat	Player continues to bat	Player continues to bat
Intentional Bunting <sup>9</sup>	N/A	2 bunts shown per inning	Yes
Ten foot rule <sup>10</sup>	Yes (line should be drawn before the game)	N/A	N/A
Dead Ball – Batted Ball Hits Coach Pitcher	Batter awarded first base. Runners advance if forced.	Batter awarded first base. Runners advance if forced.	N/A
Thrown Bat	One warning for EACH team. Next thrown bat, ball is dead and batter is out.	One warning for EACH team. Next thrown bat, ball is dead and batter is out.	One warning for EACH team. Next thrown bat, ball is dead and batter is out.

### 7. Batting Lineups – All Divisions

- Players who arrive after the first pitch of the game will be added to the end of the lineup. If a player leaves the game and/or is unable to bat, her place in the lineup is skipped and an automatic out is NOT taken. **The only exception is player ejection by the umpire, and an automatic out will be taken (see 20 below).**

### 8. Balls and Strikes – 10U Division

- There are NO walks. Once a player pitcher has thrown ball 4, the offensive team's coach steps in and throws a maximum of 5 pitches. The strike count continues from where the player pitcher left off. The batter will either get a hit, strike out, or be called out after the 5th pitch from the coach (unless it's a foul ball on the last pitch).

### 9. Bunting Rule – 10U Division

- Batters may only bunt from player pitchers and not coach pitchers. Only a maximum of two plate appearances per inning may show a sacrifice bunt, whether a successful bunt is laid down or not. The batter must square around before or as the pitcher begins her pitching motion for her bunt attempt. **If the batter squares after the pitch is released, no pitch shall be declared, and the count will be unchanged from what it was before the pitch was released.** Other bunting techniques including, but not limited to, slapping, drag bunting and fake bunting are not authorized at 10U.

### 10. Ten Foot Rule – 8U Division

- A batted ball must go forward at least ten feet on the ground in fair territory to be a fair ball. Defensive players can make plays on all foul pops, including those hit behind the plate that go over the batter's head (i.e., if the ball is caught, the batter is out). Teams must use this rule unless otherwise agreed to by both coaches **at the pre-game meeting.**

### 11. Bats – All Divisions

- All players at all divisions must use appropriately-approved softball bats; baseball bats are not authorized. The umpire shall remove an illegal bat and have it replaced with a legal bat. There are no ejections due to an illegal bat in our consortium rules.

### 12. Warming Up Batters – All Divisions

- Batting warm-ups must take place in an area that is out of play and away from spectators. The on-deck batter may warm-up in the batter's circle but must be alone. All warm-ups with toss, tees, hitting sticks, bat sleeves or any other equipment other than the player's bat, must take place in an area out of play and away from spectators.

## Consortium Softball - Fastpitch Rules

BASERUNNING			
	8U	10U	13U
Courtesy Runner <sup>13</sup>	No	Yes	Yes
Infield Fly Rule <sup>14</sup>	No	No	Yes
Stealing / Advance on passed ball	No	Yes (cannot steal Home)	Yes
Sliding <sup>16</sup>	Yes (feet first only, one warning)	Yes (feet first only, one warning)	Yes
Dive Back to Base	N/A	Yes	Yes
Advance on Overthrows – to 1 <sup>st</sup> Base <sup>17</sup>	No	Yes – at own risk but maximum of 1 base	Yes
Advance on Overthrows – to 2 <sup>nd</sup> & 3 <sup>rd</sup> Base <sup>17</sup>	No	Yes – except throws from catcher to 2 <sup>nd</sup> /3 <sup>rd</sup> on an attempted steal	Yes
Advance on Dropped Third Strike <sup>18</sup>	No	No	Yes
Stealing 2 <sup>nd</sup> Base on a Walk <sup>19</sup>	N/A	N/A	Yes
Collision Rule <sup>20</sup>	N/A	Called by umpire	Called by umpire

### 13. Courtesy Runner – 10U and 13U Divisions

- A courtesy runner may be used for the player who starts the next inning in the catcher or pitcher position and may be inserted at any time after the player has safely reached base.
- The courtesy runner should be the player who made the last out of the inning. If there are no outs, then the courtesy runner is the last runner who scored a run. If there are no outs or no runs in the first inning, then the courtesy runner is the last batter in the batting order.

### 14. Infield Fly – 13U Division

- An infield fly is a fair fly ball (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort. The rule applies when first and second bases (or when first, second and third bases) are occupied with less than 2 outs.

### 15. Taking Leads when Stealing – 10U Division

- The umpire will give one team warning for a player leaving a base early on a steal. After that team warning, the umpire will call out players for leaving a base early when stealing.

### 16. Penalty for Not Sliding – 10U and 13U Divisions

- If a play is being made at the base to which a base runner is going, and she does not slide, a team warning shall be given. If another player on the team does not slide under similar circumstances, she shall be declared out.

### 17. Overthrows - 10U Division

- During a defensive play, a batter-runner advancing to first or a base runner who was initially on first base CAN advance to second base on an overthrow to first base that remains in play. They cannot proceed any further if the ball remains in play. This limitation applies only to the runner at first base. All other runners on base at the time of the overthrow are not limited to one base. If the ball is still in play on an overthrow to first, the defense can attempt to make a play on a runner going to second base after an overthrow without liability of giving up any additional bases to that runner (i.e., runner limited to one base).

## Consortium Softball - Fastpitch Rules

### 17. Overthrows - 10U Division continued...

- A base runner on first base CAN advance to second base on an overthrow as the result of a pickoff attempt of that base runner by the catcher. Any base runner on or going to first base that chooses to advance on an overthrow will run at their own risk of being thrown out at second base (unless the umpire awards second base to the runner), and cannot continue past second base in that series of play, even if the ball is overthrown at second base in a sequential throw during the same play.
- A base runner at third base CANNOT advance home on an overthrow on a pickoff attempt of that base runner by the catcher. A base runner stealing third base CANNOT continue to advance past third base on an overthrow by the catcher. If a runner advances to home, the umpire shall declare time, and return the runner to third base.

### 18. Dropped Third Strike – 13U Division

- When the catcher fails to catch the **third strike** before the ball touches the ground and there are fewer than two outs and first base is not occupied at the time of the pitch or any time there are two outs.

### 19. Stealing Second Base on a Walk – 13U Division

- A runner who was walked can attempt a steal to second base as long as it is a continuous motion and they not stop or pause after touching first base.

### 20. Collusion Rule

- If there is a collision with a defensive player, either from not sliding or just base running, the umpire shall determine if the collision was incidental or malicious. If the collision was incidental and did not result in interference, a team warning shall be given. If a second baserunner later collides with a defensive player, either from not sliding or just base running, she shall be declared out.
- If the umpire determines the collusion was malicious, the player shall be pronounced out if she has not yet scored, and then be ejected from the game. If she has scored, she is a retired runner and can only be ejected. If a player is ejected, that team will take an out for that player's position in the batting line up when it comes up each time after an ejection.
- Players ejected should not leave the dugout, unless accompanied by a parent/guardian to leave the field complex.

\*\*\*\*\*

### 21. Other Equipment and General Game Notes

- **Jewelry:** All jewelry must be removed prior to the game. Hard adornments to control a player's hair, including beads, are permitted and do not need to be removed prior to or during a game.
- **Cleats:** If players wear cleats, metal cleats are not authorized in any division. All players who wear cleats must only wear rubber-mold cleats; cleats, however, are not mandatory.
- **Helmets:** All batting helmets worn at 10U and 13U must be NOSCAE approved and have a permanently attached classic caged face protector. The "C flap" is not allowed.
- **Warming up Pitchers:** If Anyone under the age of 18 who is warming up a pitcher prior to or during a game must wear a catcher's mask. This applies to both players and non-players.

\*\*\*\*\*

## Consortium Softball - Fastpitch Rules

DEFENSE			
	8U	10U	13U
Minimum Number of Players (see below)	7	7	7
Maximum Players in Field <sup>22</sup>	10	9	9
Initial Position of Outfielders	4 outfielders- must be on the grass except deep/large infields.	On outfield grass.	On outfield grass.
Minimum Playing Time (Defense) <sup>23</sup>	At least 3 innings (1 in infield)	At least 3 innings (1 in infield)	At least 3 innings (1 in infield)
Maximum Playing Time <sup>24</sup>	3 innings maximum at any one position	3 innings maximum at any one position	3 innings maximum at any one position
Stopping Play (Defense)	Player in possession of ball within the base line as called by the Coach Pitcher	Time called by umpire	Time called by umpire

### 22. Maximum Players in Field – 10U Division

- Coaches have the option to play 10 players in the field (4 outfielders instead of 3) if they can mutually agree before the start of the game. During playoff games, 4 outfielders is not an option.

### 23. Minimum Playing Time – All Divisions

- Applies only to players that are present for the entire game. Also, the catcher is considered an infield position in the 10U and 13U Divisions.

### 24. Maximum Playing Time – 10U and 13U Divisions

- Playing time limit does not apply to the catcher in the 10U and 13U Divisions. Any inning that a player is at any one position counts as a complete inning in that position, even if they did not play in that position the entire inning. (i.e., Pitching—even if a player only pitches to one batter, that inning counts as one inning toward the three allowed even if she does not throw the full 3 outs or inning maximum).

### 25. Additional Rule Clarifications – 8U Division

- Unoccupied Outfield Position Rule:** Some 8U teams may not have sufficient players to field 10 players on defense. For those games and with coordination between 8U coaches before the game, if a ball is hit into the outfield and the defensive team does not have a player in an outfield position, offensive runners are permitted to advance no more than two bases.
- Catchers at 8U:** teams may play with catchers if they wish to do so. One team may choose to use a catcher and the other may not (i.e., the teams do not have to both play with catchers). Coaches will discuss catchers prior to the beginning of each game and make arrangements for the safe retrieval of softballs behind batters at the backstop if catchers are not used.
- 8U Batters Hit by Pitch:** a pitch that hits a batter is deemed unhittable and does not count against the batter and her six pitches. At the discretion of the two coaches, a player hit by a pitch may be awarded 1st base, **but they may also choose to continue the at bat.**
- Hits to Outfield:** 8U batters who hit the ball that reaches the outfield - whether the defense makes a play on the ball or not - may advance no more than two bases at the discretion of the batter's coach. Coaches may amend this rule during their pre-game meeting if they wish to limit bases available to runners.

## **Consortium Softball - Fastpitch Rules**

### **26. Borrowing Players – All Divisions**

- For the minimum number of players, if coaches agree and to ensure appropriate-sized teams for all games, players from another team can fill in positions for the opposing team to avoid a forfeit and ensure enough players. No borrowing other team's players for playoff games.

### **27. Suspending Play for Lightning – All Divisions**

- If at any time lightning is seen or thunder is heard at the field, all play must be stopped immediately and all players, coaches, and fans need to evacuate the area and seek shelter. Play cannot continue until there has been a 30-minute waiting period even if weather conditions appear to have improved. The 30-minute wait period begins anew with each new thunderclap or lightning strike. Lightning can strike from as far as 10 miles away. For games at OBGC, play may not resume until all clear is sounded. If a 30-minute wait interval begins with less than 30 minutes remaining in the no new inning time limit, the game is complete.
- The onus of removing a team or individual from an athletic site in the event of lightning activity is on the coach supervising the activity. The safety of all team members rests with that coach.

### **28. Concussion Awareness – All Divisions**

- If a player has a suspected concussion during a practice or game, that player is to be immediately removed from that activity and is not allowed to participate in a practice or game until they have a note from a doctor allowing them to play. Coaches should report these incidents to the appropriate points of contact within their leagues.