

Franklin County Parks & Recreation
Girls Fast Pitch Local Rules
7U and 9U

These rules are supplemental to the official NSA softball rulebook and shall apply.

TIME:

1. Games will start promptly at the scheduled time. Each team may take infield practice for 10 minutes before game time, if the field is available (visiting team first). Coaches are to show the umpire a line-up of players and then give a copy to the opposing team manager. Home team will be the official scorekeeper and will occupy third base bench.
2. All time limits shall apply from the scheduled starting time of the game, not the actual starting time. Teams shall play up to six (6) innings prior to 1 hour and 30 minutes after the scheduled starting time of the game. No inning shall start after the time limit expires (even if tied). A new inning starts immediately after the final out of the previous inning (NSA rules allow for one minute for warm-up between each half inning). All play shall be suspended by 9:00pm on school nights.
3. A teams' turn at bat shall end after three outs or five runs have been scored. This rule applies to all innings. A team may concede at any time.

ELIGIBILITY:

4. Players ages are as of Aug. 1 of the current year. Players wishing to move up to the next league may do so if they are within one year of moving up and have a permission note from a parent/guardian.
5. Players must be home schooled or attending a public/private school in Franklin County, or live in Franklin County.

PITCHING:

6. Coaches will pitch to players in this league. The Coach-Pitcher will pitch up to five (5) pitches to the batter. If after 5 pitches the player has not made an out or reached a base safely the umpire shall declare an out. If the 5th pitch is a batted foul ball that is not caught the player may have one additional pitch, but if that ball is hit foul the umpire shall declare the batter out.

7. Three strikes, including foul balls (with less than two strikes) shall be considered an out. There will be no base on balls advancements to bases. Umpires will not call balls/strikes but will keep the pitch count.
8. PLAYER-PITCHER that is playing the pitcher's position when a coach-pitcher is used, shall stand with both feet even with or behind (not in front of) and within eight (8) feet of the pitcher's plate until the ball is hit.
9. COACH-PITCHER is the offensive coach who pitches to the players on his/her team and will pitch from a distance no closer than 30 feet from home plate. The coach-pitcher must make every effort to avoid interfering with any ball put into play either hit by a batter or thrown by a defensive player.

The coach-pitcher shall do no coaching while pitching other than to correct the batters stance. This will cut down on confusion to the defensive team, as the coach-pitcher would be too close to the action and may confuse the defensive players if he/she was allowed to give instructions to the base runners. The penalty for a coach-pitcher assisting in coaching will be a warning the first offense and removal of the coach-pitcher position upon the second offense. Whether a coach-pitcher assisted in coaching is within the judgment of the umpire.

If, in the judgment of the umpire, a coach-pitcher unintentionally interfered with the play the ball is ruled dead and the pitch replayed.

If, in the judgment of the umpire, a coach-pitcher intentionally interfered with the play, the penalty shall be: The batter is out and the ball is dead. All base runners must return to the last base they legally occupied before the pitch.
10. The pitching plate shall be thirty (30) feet from home plate. Base distance shall be sixty (60) feet.

SUBSTITUTIONS

11. The offensive team shall consist of all players in attendance. The defensive team may play with a minimum of eight (8) players and a maximum of ten (10) players. When playing with eight (8) offensive players, an out will be assessed for the unoccupied ninth batting position (according to the NSA rulebook). In the case of injury or illness, the injured or ill player may miss her turn at bat with no penalty. NOTE: All players must play twelve consecutive outs or two consecutive innings (offense and defense). Any player may re-enter defensively at any time.
12. If a game is does not go all innings because of weather or time and there is a player that does not get to play the required twelve (12) consecutive outs then

that child will start the next game. A game that is called because of weather or time is the only excuse to not get all players the required playing time. Please keep tabs on time so that we can avoid this situation.

13. If less than nine players are in attendance for a game and the opposing team has more than (10) players, the team needing players should use those players on the opposing team who are, not presently playing defense, to field a team (up to ten players). These borrowed players will bat first (top of the line-up) for the team with whom they played defense. Should an additional player arrive after the start of a game, this player may be added at the top of the next inning. The borrowed player would return to her team and would be added to the bottom of the line-up.

14. Teams may borrow players from another Parks and Recreation team to prevent a possible forfeit due to lack of players. Borrowed players have to be registered for a Parks and Recreation team of the same age group. Players on teams in older leagues are not allowed to play for a team in the younger age division. (Once a child plays for a league, they cannot move down for any reason)

EQUIPMENT

15. An 11” incrediball will be used for games.

16. Cleats may be worn if they are one piece with plastic cleats. Metal cleats and/or detachable cleats are not allowed.

17. Catchers will be in full gear (helmet, mask, leg guards, chest protector) for 9U.

18. Any one piece wooden or aluminum bat (not more than 29” in length) may be used in league play. Bats may not be altered in any way.

19. Helmets with faceguards must be worn by all batters and baserunners.

GENERAL

21. Games will not be played during a thunderstorm or a downpour of rain. If a downpour comes in the middle of a game, it will or will not continue at the umpire’s discretion, however, safety should always be the primary consideration. Games stopped due to weather will be considered complete after three (3) innings or 45 minutes of play (from scheduled start time).

22. Any batter that releases a bat with such force, that in the opinion of the umpire, could cause injury or could impair the defensive player from making a play, shall be called out for interference. For the second offense a player shall be

removed from the game. Coaches need to warn their players of this before games, umpires will not give warnings for the first offense. If a player has to be removed from the game they may still remain on the bench with their team, they are just unable to participate

23. Base runners shall not leave the base before the pitched ball reaches home plate. Penalty: no pitch is declared and the runner shall be called out. Runners can advance a maximum of one base on an overthrow to any base, but at their own risk. Umpires should not award bases unless the ball goes into an “out of play” area (over the fence, into the dugout, etc.). Only ONE overthrow per player’s turn at bat. Head first sliding is not allowed. Penalty: runner shall be called out. Feet first sliding is permitted. Bunting and stealing are not allowed.

24. The ball remains alive until the umpire calls “TIME” which should be done when the ball is held by a player in the infield area and, in the opinion of the umpire, all play has ceased. Each team may request a maximum of one offensive and one defensive time out per inning. NOTE: Players/coaches can request “TIME” ; only umpires can actually call “TIME”.

25. The infield-fly rule does not apply.

26. At least four defensive players (excluding the catcher) must remain behind the base lines until the ball is released by the pitcher/coach pitcher.

27. Third strike past ball rule will not be in effect. (i.e. if the catcher drops the ball on a third strike the batter is not allowed to run.)

28. No protests, including umpire judgments or decisions, will be accepted. If the rules are not being properly interpreted, contact the Officials Coordinator or the Youth Athletic Coordinator.

29. Head coaches will be held accountable for the sportsmanship and conduct of their players, fans and coaching staff. Incident reports filed with the Parks and Recreation Department will be reviewed and, if applicable, appropriate sanctions implemented. Negative cheering is not allowed. Coaches should not instruct players while opposing team is in the act of pitching and hitting the ball.

30. Game change requests will be taken at least two (2) business days prior to the scheduled change. Requests will only be granted due to school related activities.

31. Slaughter Rule: Will be a 14, 12, 10 rule. If one team is 14, 12, or 10 runs ahead after 3, 4, or 5 innings, or after 2 ½, 3 ½ or 4 ½ if the home team is ahead by 14, 12, or 10 or more runs respectively, the team with the 14, 12 or 10 run lead shall be the winner.

Franklin County Parks & Recreation
Girls Fast Pitch Local Rules
11U

These rules are supplemental to the official NSA softball rulebook and shall apply.

TIME:

1. Games will start promptly at the scheduled time. Each team may take infield practice for 10 minutes before game time, if the field is available (visiting team first). Coaches are to show the umpire a line-up of players and then give a copy to the opposing team manager. Home team will be the official scorekeeper and will occupy third base bench.
2. All time limits shall apply from the scheduled starting time of the game, not the actual starting time. Teams shall play up to six (6) innings prior to 1 hour and 30 minutes after the scheduled starting time of the game. No inning shall start after the time limit expires (even if tied). A new inning starts immediately after the final out of the previous inning (NSA rules allow for one minute for warm-up between each half inning). All play shall be suspended by 9:00pm on school nights.
3. A teams' turn at bat shall end after three outs or five runs have been scored. This rule applies to all innings. A team may concede at any time.

ELIGIBILITY:

4. Players ages are as of Aug. 1 of the current year. Players wishing to move up to the next league may do so if they are within one year of moving up and have a permission note from a parent/guardian.
5. Players must be home schooled or attending a public/private school in Franklin County or live in Franklin County.

PITCHING:

6. A player-pitcher may not pitch in more than three innings per game. The pitch shall be made in accordance with fast pitch rules.
7. If batters are hit with a pitched ball three times in the same game by the same pitcher, that pitcher must be removed from the pitching positions for the game. It shall be considered a hit by pitch even if the pitch bounces prior to

hitting the batter. No base award will be made unless the batter attempts to avoid being hit.

8. If after the player-pitcher throws five (5) pitches to the batter, the batter has not reached the base safely or has not made an out, a coach-pitcher from the offensive team will throw the remaining pitches to the batter up to a total of seven pitches (seven pitches from the player-pitcher and coach-pitcher combined). If the batter has still not reached the base safely or made an out, the umpire shall declare the batter out. If the seventh or subsequent pitch is hit foul and is not a caught fly ball, the batter shall be given another pitch.

Three strikes, either swung at or not, including foul balls (with less than two strikes) shall be considered an out (strikes are accumulated, i.e. two strikes from the player-pitcher and one strike from the coach-pitcher is an out). Note: If the first pitch from the coach-pitcher is called a ball, the batter will receive another pitch.

There will be no base on balls advancements to bases.

9. **PLAYER-PITCHER** that is playing the pitcher's position when a coach-pitcher is used, shall stand with both feet even with or behind (not in front of) and within eight (8) feet of the pitcher's plate until the ball is hit.

10. **COACH-PITCHER** is the offensive coach who pitches to the players on his/her team and will pitch from a distance no closer than 30 feet from home plate. The coach-pitcher must make every effort to avoid interfering with any ball put into play either hit by a batter or thrown by a defensive player.

The coach-pitcher shall do no coaching while pitching other than to correct the batter's stance. This will cut down on confusion to the defensive team, as the coach-pitcher would be too close to the action and may confuse the defensive players if he/she was allowed to give instructions to the base runners. The penalty for a coach-pitcher assisting in coaching will be a warning the first offense and removal of the coach-pitcher position upon the second offense. Whether a coach-pitcher assisted in coaching is within the judgment of the umpire.

The coach-pitcher shall only field the ball when it is being thrown in order to put the ball back in play. If, in the judgment of the umpire, a coach-pitcher intentionally interfered with the play, the penalty shall be: The batter is out and the ball is dead. All base runners must return to the last base they legally occupied. If, in the judgment of the umpire, a coach-pitcher unintentionally interfered with the play the ball is ruled dead and the pitch replayed.

11. The pitching plate shall be thirty (30) feet from home plate. Base distance shall be sixty (60) feet.

SUBSTITUTIONS

12. The offensive team shall consist of all players in attendance. The defensive team may play with a minimum of eight (8) players and a maximum of ten (10) players. When playing with eight (8) offensive players, an out will be assessed for the unoccupied ninth batting position (according to the NSA rulebook). In the case of injury or illness, the injured or ill player may miss her turn at bat with no penalty. NOTE: All players must play twelve consecutive outs or two consecutive innings (offense and defense). Any player may re-enter defensively at any time.

13. If a game is does not go all innings because of weather or time and there is a player that does not get to play the required twelve (12) consecutive outs then that child will start the next game. A game that is called because of weather or time is the only excuse to not get all players the required playing time. Please keep tabs on time so that we can avoid this situation.

14. If less than nine players are in attendance for a game and the opposing team has more than (10) players, the team needing players should use those players on the opposing team who are, not presently playing defense, to field a team (up to ten players). These borrowed players will bat first (top of the line-up) for the team with whom they played defense. Should an additional player arrive after the start of a game, this player may be added at the top of the next inning. The borrowed player would return to her team and would be added to the bottom of the line-up.

15. Teams may borrow players from another Parks and Recreation team to prevent a possible forfeit due to lack of players. Borrowed players have to be registered for a Parks and Recreation team of the same age group. Players on teams in older leagues are not allowed to play for a team in the younger age division. (Once a child plays for a league, they cannot move down for any reason)

EQUIPMENT

16. For 11U, an eleven (11) inch RIF 10 softball will be used for games. Face guards are required on batters helmets.

17. Cleats may be worn if they are one piece with plastic cleats. Metal cleats and/or detachable cleats are not allowed.

18. Catchers will be in full gear (helmet, mask, leg guards, chest protector).

19. Any one piece wooden or aluminum bat (not more than 34" in length) may be used in league play. The bat may not be altered in any way.

20. Helmets must be worn by all batters and baserunners.

GENERAL

21. Games will not be played during a thunderstorm or a downpour of rain. If a downpour comes in the middle of a game, it will or will not continue at the umpire's discretion, however, safety should always be the primary consideration. Games stopped due to weather will be considered complete after three (3) innings or 45 minutes of play (from scheduled start time).

22. Any batter that releases a bat with such force, that in the opinion of the umpire, could cause injury or could impair the defensive player from making a play, shall be called out for interference. For the second offense a player shall be removed from the game. Coaches need to warn their players of this before games, umpires will not give warnings for the first offense. If a player has to be removed from the game they may still remain on the bench with their team, they are just unable to participate

23. Base runners shall not leave the base before the pitched ball reaches home plate. Penalty: no pitch is declared and the runner shall be called out. Head first sliding is not allowed (Diving back to the base without a running start should not be considered sliding). Penalty: runner shall be called out. Feet first sliding is permitted. Bunting and stealing are not allowed.

24. The ball remains alive until the umpire calls "TIME" which should be done when the ball is held by a player in the infield area and, in the opinion of the umpire, all play has ceased. Each team may request a maximum of one offensive and one defensive time out per inning. NOTE: Players/coaches can request "TIME" ; only umpires can actually call "TIME".

25. The infield-fly rule does not apply.

26. At least four defensive players (excluding the catcher) must remain behind the base lines until the ball is released by the pitcher/coach pitcher.

27. Third strike past ball rule will not be in effect. (i.e. if the catcher drops the ball on a third strike the batter is not allowed to run.)

28. No protests, including umpire judgments or decisions, will be accepted. If the rules are not being properly interpreted, contact the Officials Coordinator or the Youth Athletic Coordinator.

29. Head coaches will be held accountable for the sportsmanship and conduct of their players, fans and coaching staff. Incident reports filed with the Parks and Recreation Department will be reviewed and, if applicable, appropriate sanctions implemented. Negative cheering is not allowed. Coaches should not instruct players while opposing team is in the act of pitching and hitting the ball.

30. Game change requests will be taken at least two (2) business days prior to the scheduled change. Requests will only be granted due to school related activities.

31. Slaughter Rule: Will be a 14, 12, 10 rule. If one team is 14, 12, or 10 runs ahead after 3, 4, or 5 innings, or after 2 ½, 3 ½ or 4 ½ if the home team is ahead by 14, 12, or 10 or more runs respectively, the team with the 14, 12 or 10 run lead shall be the winner.

32. Have fun!!

Franklin County Parks & Recreation
Girls Fast Pitch Local Rules
13U and 18U

These rules are supplemental to the official NSA softball rulebook and shall apply.

TIME:

1. Games will start promptly at the scheduled time. Each team may take infield practice for 10 minutes before game time, if the field is available (visiting team first). Coaches are to show the umpire a line-up of players and then give a copy to the opposing team manager. Substitutes should also appear on the line-up. Home team will be the official scorekeeper and will occupy third base bench.
2. All time limits shall apply from the scheduled starting time of the game, not the actual starting time. Teams shall play up to seven (7) innings prior to 1 hour and 30 minutes after the scheduled starting time of the game. No inning shall start after the time limit expires. Games that have a tie score when the time limit expires will be allowed to play one additional inning and the tiebreaker rules will be in effect (see NSA rulebook). If after the additional inning a winner has not been determined, the game will be called. A new inning starts immediately after the final out of the previous inning (NSA rules allow for one minute for warm-up between each half inning). All play shall be suspended by 10:00pm on school nights.
3. A teams' turn at bat shall end after three outs or five runs have been scored. This rule applies to all innings. A team may concede at any time.

ELIGIBILITY:

4. Players as are determined by their age on August 1st of the current year.
5. Players that are within one (1) year of moving up to the next league may play in this league with a handwritten note from a parent giving the child permission to do so.
6. Once a player moves to the next league, she will not be allowed back down.
7. Players must be home schooled or attending public/private school in Franklin County and/or live in Franklin County.

PITCHING:

8. A player-pitcher may not pitch in more than four (4) innings per game (unless the game reaches the seventh inning when each pitcher will be allowed to pitch an additional inning). The pitchers plate shall be forty feet from home plate.
9. The pitcher shall pitch in accordance with fast pitch rules.
10. If batters are hit with a pitched ball three times in the same game by the same pitcher, that pitcher must be removed from the pitching positions for the game. It shall be considered a hit by pitch even if the pitch bounces prior to hitting the batter. No base award will be made unless the batter attempts to avoid being hit.
11. Pitchers may pitch “windmill” or “slingshot” as long as the wrist does not pass the hip more than once going backwards. (The wrist may pass twice going forward).

SUBSTITUTIONS

12. Teams may play with a minimum of eight (8) players (An out will be assessed for the unoccupied ninth batting position according to the NSA rulebook) and a maximum of 10 players on defense. Teams may borrow players from another Parks and Recreation team to prevent a possible forfeit due to lack of players. These borrowed players may play only two games for each team. Borrowed players must play in the outfield on defense. Once a player plays in an older age group, that player may not return to the younger age group.
13. All players must play twelve (12) consecutive outs or two consecutive innings (offense and defense) during the game. Players may re-enter any position in the line-up provided the substitute has not played the previous twelve (12) outs (two innings) and the player being substituted for has played the previous twelve (12) outs (two innings).
14. If a game does not play a complete seven (7) innings due to weather or time there will be an exception to the all-play rule. If a child does not get to play twelve (12) consecutive outs (offense and defense) then that child will start the next game that she is at, no exceptions. Please keep tabs on time to avoid this situation.
15. The team at bat may use a courtesy runner for the pitcher and/or catcher as soon as they reach base. The courtesy runner shall be a player on the line-up, but not currently in the game.

EQUIPMENT

16. A 12" RIF 10 softball shall be used for games. Face guards are required on batters helmets. Any one-piece "OFFICIAL SOFTBALL" bat (not more than 34" in length) may be used in games. Bats are not to be altered in any way.
17. Cleats may be worn, but may not be of metal or any type of detachable cleat.
18. Anyone, other than the coach, warming up the pitcher must be in full catchers equipment.
19. Batting helmets with faceguards must be worn by all batters and baserunners.

GENERAL

20. Games will not be played during a thunderstorm or a downpour of rain. If a downpour comes in the middle of a game, it will or will not continue at the umpire's discretion, however, safety should always be the primary consideration. Games called due to weather will be considered complete after 4 innings or 45 minutes.
21. Any batter that releases a bat with such force, that in the opinion of the umpire, could cause injury or could impair the defensive player from making a play, shall be called out for interference. For the second offense a player shall be removed from the game. Coaches need to warn their players of this before games, umpires will not give warnings for the first offense. If a player has to be removed from the game they may still remain on the bench with their team, they are just unable to participate.
22. Head first sliding is not permitted. Runners who slide headfirst shall be called out. Diving back to the base without a running start should not be considered sliding.
23. No protests, including umpire judgments or decisions, will be accepted. If the rules are not being properly interpreted, contact the Officials Coordinator or the Youth Athletic Coordinator.
24. The ball remains alive until the umpire calls "TIME" which should be done when the ball is held by a player in the infield area and, in the opinion of the umpire, all play has ceased. Each team may request a maximum of one offensive and one defensive time out per inning. NOTE: Players/coaches can request "TIME" ; only umpires can actually call "TIME".

25. Head coaches will be held accountable for the sportsmanship and conduct of their players, fans and coaching staff. Incident reports filed with the Parks and Recreation Department will be reviewed and, if applicable, appropriate sanctions implemented. Negative Cheering is not allowed. Coaches should not instruct players while opposing team is in the act of pitching and hitting the ball.

26. Game change requests will be taken at least two (2) business days prior to the scheduled change. Requests will only be granted due to school related activities.

27. Stealing is allowed in 13U and 18U.

28. The team at bat may use a courtesy runner for the pitcher and/or catcher anytime after they reach base. The courtesy runner shall be the last offensive player to make an out (see the NSA rule book).

29. Slaughter Rule: Will be a 14, 12, 10 rule. If one team is 14, 12, or 10 runs ahead after 3, 4, or 5 innings, or after 2 ½, 3 ½ or 4 ½ if the home team is ahead by 14, 12, or 10 or more runs respectively, the team with the 14, 12 or 10 run lead shall be the winner.

30. Have Fun!!