

Run Limits:**5 runs per inning.**

Run Rule: The run rule is 12 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings. If time has expired and either team is behind and cannot catch up or go ahead, the game shall be over immediately.

Rules:

USSSA rules will serve as the primary set of rules for FSA softball except as modified herein. All-Star teams will have a separate set of rules (tournament focused) to adhere to once those teams are formed and begin practicing.

Safety rules are NOT FLEXIBLE.

All players need a batting helmet with a facemask and chinstrap. All defense players must wear fielding masks including pitcher.

Jewelry is not permitted to be worn unless it pertains to a medical alert or condition.
No player shall sit 2 consecutive innings in a game.

All players on the roster and present will bat.

All line-up sheets will be turned in at the start of the game and must be given to the umpire and opposing team.

USSSA/ASA approved fast pitch softball bats may be used.

Offensive Lineup: The batting lineup may be any number from eight (8) to all players present. When batting more than eight (8), if any position in the batting order is left open due to injury, illness, or ejection it will be an automatic out if a sub is not available.

Defensive Positions: The defensive team must have a minimum of eight (8) and a maximum of ten (10) defensive players in the field, but no more than six (6), including the catcher, can be positioned inside the dirt.

Pitchers: Pitchers entering the game for the first time get 8 pitches to warm up.
Pitchers who have already pitched in previous innings get 5 pitches to warm up.

Coach-Pitcher: The "coach-pitcher" comes in when the player-pitcher has walked two (2) batters in an inning unintentionally (i.e. as a result of 8 balls being called back to back) OR in the event a player-pitcher hits three (3) batters in one inning, or cumulatively hits five (5) batters in a game.

The "coach-pitcher" will have 60 seconds to take his or her position on the pitcher's plate after being instructed to do so by the plate umpire. Failure to do so will result in the batter being called out.

No communication from the "coach-pitcher" once they enter the field of play.

The "coach-pitcher" must have one foot in contact with the pitcher's plate when the pitch is delivered.

The "coach-pitcher" must deliver a flat pitch with a full pitching motion that is representative of what a player would deliver had she not been removed in lieu of the "coach-pitcher".

A batter hit by a pitched ball thrown by the "coach-pitcher" is not awarded first base. The batter has one pitch to put the ball in play unless it is fouled. If the batter swings at the pitch, it is a strike.

The defensive player who is the pitcher shall position herself to the left or right of the "coach-pitcher" in the pitching circle with both feet inside the circle and behind the pitching rubber.

Intentional interference:

After the pitch, the “coach-pitcher” will vacate the field, moving away from the ball and defensive play. The coach pitcher will try to avoid interfering with the play after the ball has been hit by moving to foul ball territory, away from the play. If, in the judgment of the umpire, the coach pitcher intentionally interferes with the play:

- The ball is declared dead.
- The batter is awarded 1st base.
- All other base runners will advance 1 base if forced by the award of 1st base to the batter.
- The batting team is given an out.
- No teams will be allowed to score because of the coach pitcher’s intentional interference. Should a run be forced home, then that runner will be the OUT. (TWO OUTS COULD BE RECORDED)

Unintentional interference:

- The ball will be declared dead.
- The batter is awarded 1st base.
- All other base runners will advance 1 base if forced by the award of 1st base to the batter.
- No out will be charged.
- Forced run may score.

Batting:

I W [^SVZWWa fZWcab fz[dv ed] Wg^WZSf eSfW[XZVZ[dv ed] WUS^W Tk fZWg_b [dMIZSe` af TWW
 USgYZf Tk fZWSfUZM fZMISffWl_Sk fZW TWA_ VS dg` ` WIS` VbcaUW fa Xdf; 8 fZWW` a a` Wa` #ef
 TSeVS` Vbch[VWfZSf fZWSdWefZS` fi a agfe adVW [XZVW`eS dg` ` Wa` fZW#ef TSeVbch[VW
 fZWSdVS`MSk fi a agfež

A batter-runner is awarded first base if:

- a. A fourth ball is called.
- b. Hit by a pitched ball.
- c. The catcher or any infielder obstructs him.
- d. A fair ball, other than an infield fly, becomes dead and provided a preceding runner or retired runner does not interfere in such a way as to prevent an obvious double play.

NOTE: Unless awarded first base as above, a batter-runner is entitled to first base only if the batter-runner reaches it before being tagged out, thrown out or called out for hitting an infield fly.

Hit by a thrown ball while legally advancing which incapacitates the batter-runner prior to reaching first base unless interference is called.

Bunting and Slapping will be allowed. However, if the player does not pull the bat back it is believed that an attempt has been made and a strike will be called.

Slashing is not allowed – This is when a batter shows a bunt, then pulls back and proceeds to take a full swing at the pitch. If slashing is declared by the umpire, the player will automatically be called out. If the play was made after two outs, then this will result in the third out. Additionally, the player and Coach will receive a warning, the player will be out of the game if the slashing occurs twice in one game.

Runners:

A runner may leave the base when the ball leaves the pitcher's hand. PENALTY FOR LEAVING EARLY: The ball is dead, a "no pitch" is declared, and the runner is declared out.

Stealing of bases is permitted.

Time will be called when an infield player has possession of the ball in advance of the lead runner, the lead runner has stopped, OR the ball is returned to the player-pitcher with at least one foot on (or inside of) the line of the pitcher's circle.

The traditional path is the direct line between two bases and three feet on either side of the line.

Base path can be violated if a base runner is attempting to avoid the opposing team that is fielding the ball. She may not intentionally interfere with a fielder catching the ball. During these plays, she may deviate slightly from the base line within the path of the base from where she is running to the base she is attempting to travel to within the play. If she intentionally interferes, she will be called out.

Runners may not advance any further as a result of a pick off play following a pitch from the player-pitcher. Base runners cannot leave her base during a fly ball, they must wait to see if the ball was caught before proceeding.

The Look Back Rule: Is in effect when the ball is live, the batter-runner has touched first base or has been declared out, and the pitcher has possession of the ball (e.g. has the ball in their hand, glove, under arm or chin, between their legs) within the pitching circle.

Any runner(s) in motion may continue without stopping or may stop once, any runner who is stopped or stops their motion must immediately move directly back to the last base touched or attempt to advance to the next base. Once the runner stops at a base for any reason, they may not move off that base.

A batter-runner who overruns first and does not without delay attempt to advance to second is committed to return to first and stop.

The runner, off base, may not stand motionless.

There does not need to be any motion or recognition by the pitcher.

Failure of the runner to respond as indicated shall cause the Umpire to signal the runner out. The ball shall be declared dead.

If the pitcher no longer has possession of the ball within the circle, the pitcher makes an attempt on any of the runners or a fake throw is made, this rule does not apply.

Being in the circle is defined as both feet within or partially within the line. The feet may touch the line and extend outside the line. When the pitcher is in the pitcher's circle and a runner(s) is off the base, the pitcher is considered to be playing on the runner(s) when the throwing arm is raised or any forward movement of the body is made toward the runner. Movement of the head is not considered an attempt play

Player Substitutes and Courtesy Runners:

Substitutes can be used following an injury or illness and must be tied to the player that they are playing for in the game. Substitutions must be declared when they are Offense players. Defensive substitution players do not need to be declared.

Courtesy runners are allowed for pitcher/catchers. Courtesy runners would be used when there are 2 outs and your catcher is on base. These can be used anytime for pitchers and catchers and would be players last recorded out.

Rules updated 02/2020