

# JCPRD FASTPITCH RULES

## All Divisions

- Players cannot wear jewelry.
- All teams must bat their full roster.
- Each player must play one full inning on defense.
- 5 runs (5-run-rule) or 3 outs will constitute a ½ full inning.
- A team must field a minimum of 7 players to start or finish a game, there will be no offensive penalty for playing short.
- Once a player is injured and cannot fulfill either a defensive rotation or her spot in the batting order, she is removed for the duration of the game and the batting order skips her position without penalty.
- Courtesy Runner will be the last recorded out.
- Softballs will be furnished for the 6U, 7U, 8U Coach Pitch and T-Ball programs; all others must supply game balls.
- In case of inclement weather a game will be declared a game after 2 complete innings or 40 minutes.
- Run rule will be as followed. 12 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings.
- Tie Breaker for Standings: 1)Head to Head win/loss record. 2)Head to Head point differential. 3)Head to Head win/loss record vs. next place opponent. 4)Head to Head point differential vs. next place opponent. 5)Tie.
- Metal Cleats are not allowed during youth league play. Competitive High School Double Header 14U through 18U divisions are the only divisions allowed to wear metal cleats.
- **\*Note-softballs are available for purchase at the concession stand between fields 21 and 28.**

## TBall & Coach Pitch

- **Game Ball**
  1. Provided by league. RIF "Softie" Ball will be used.
- **6U Batting**
  1. If Tball and 6U must combine, players will be able to choose to bat from a tee if necessary or desired. The tee will be brought to your field by your umpire.
- **Time Limit**
  1. 1 hour
  2. Once the time limit has expired, teams will finish out the inning. If the game is tied after this last inning is over the game will be declared a tie.
- Pitching distance – 35'
- Base distance – 45'
- Each batter will receive 4 pitches (all coach pitch divisions) OR 4 swings at a Tee if in a combined Tball – 6U division. If she fails to hit the ball in fair play, she is out.
- No stealing. No lead-offs.
- The infield fly rule will not be in effect.
- Base runners will only be allowed to advance one base beyond their intended base when an overthrow occurs.
- Two defensive coaches will be allowed on the field. A defensive coach will be allowed to assist the catcher for 7U and below. An offensive coach will be allowed to assist the batter for Tball and 6U.
- The pitching coach may not coach from the pitchers circle.
- On defense, teams may play a 10<sup>th</sup> player in the outfield. The outfield begins 5 feet beyond the baseline.
- If a batted ball strikes the pitching coach it becomes a dead ball, the batter advances to 1<sup>st</sup> base and all other base runners advance one base if forced.

## 9U & 10U Kid/Coach Pitch

- **Game Ball**
  1. 11" optic yellow softball. **Game balls must be purchased at the concession stand. \$6.00/ball - \$60/dozen.**
- **Time Limit**
  1. 1 hour 10 minutes
  2. Once the time limit has expired, there are only three ways in which the game will NOT continue. The following three scenarios will result in the "Drop Dead" ruling and the game will end.
    - a. After the time limit, the home team is ahead and batting.
    - b. After the time limit, if either team is ahead by 6 or more runs.
    - c. After the time limit, the losing team has no way to tie or overturn the score due to the 5-run-rule.**\*If the game is tied after the last inning is completed the game will be declared a tie.**  
**\*Regardless of scenario, if a batter has begun her at-bat, she will finish her at-bat before ending the game.**
- Pitching distance – 35'
- Base distance – 60'
- **Pitching Rules**
  1. If two consecutive batters are awarded 1<sup>st</sup> base by being hit by a pitched ball or a base on balls the pitcher will be removed from the pitching position and assume a defensive only position, a coach designated by the offensive team will assume the pitching position and "coach pitch" pitching rules will be in effect for the balance of that ½ inning.
- No Base Stealing.
- Lead-offs will be permitted after the ball leaves the pitchers hand.
- No Defensive Coaches will be permitted on the field
- On defense, teams may play a 10<sup>th</sup> player in the outfield. The outfield begins 5 feet beyond the baseline..
- **10U Kid/Coach** - The JCPRD UIC will evaluate game play in April and May. If a majority of teams are considered to be ready for kid pitch, kid pitch will be introduced in June. The league coordinator will communicate details before the transition takes place.

## 10& Under Kid Pitch

- **Ball**
  1. 11" optic yellow softball. **Game balls must be purchased at the concession stand.** \$6.00/ball - \$60/dozen.
- **Time Limit**
  1. 1 hour 10 minutes
  2. Once the time limit has expired, there are only three ways in which the game will NOT continue. The following three scenarios will result in the "Drop Dead" ruling and the game will end.
    1. After the time limit, the home team is ahead and batting.
    2. After the time limit, if either team is ahead by 6 or more runs.
    3. After the time limit, the losing team has no way to tie or overturn the score due to the 5-run-rule.

**\*If the game is tied after the last inning is completed the game will be declared a tie.**  
**\*Regardless of scenario, if a batter has begun her at-bat, she will finish her at-bat before ending the game.**
- The infield fly rule will not be in effect.
- A team may field 10 players on defense.
- Pitching distance – 35'
- Base distance – 60'
- A base runner shall advance no more than 1 base per pitch unless the ball is hit by the batter. If a runner
- Attempts to advance more than one base, that runner are liable to be put out. If that runner safely reaches a base beyond the one they are entitled to, time shall be called, and that runner returned back to the base they were entitled to.
- No stealing home. No runner beginning at 3rd base shall advance home, except for the following:
  1. Bases loaded walk.
  2. Bases loaded HBP.
  3. Batted ball.
- This includes a ball that is thrown or carried into dead ball territory. Unless it is during a live play from a batted ball, no runner will be awarded home as a penalty for a ball touching dead ball territory.
- When a batter is issued a walk, they are only entitled to advance to 1st base.
- If they try to advance beyond 1st base, they are liable to be put out. If they safely reach a base beyond the one they are entitled to, time shall be called, and that runner returned back to the base they are entitled to.
- The batter/runner may not attempt to advance to first base on a dropped third strike.
- In 10U competition, the infield fly rule is not in effect. The ball remains "live" with all runners in jeopardy of being put out or advancing.
- On defense, teams may play a 10<sup>th</sup> player in the outfield. The outfield begins 5 feet beyond the baseline.

## 11U through 18U

- **Ball**
  1. 12" optic yellow regulation softball. **Game balls must be purchased at the concession stand.** \$6.00/ball - \$60/dozen.
- **Time Limit**
  1. 1 hour 10 minutes
  2. Once the time limit has expired, there are only three ways in which the game will NOT continue. The following three scenarios will result in the "Drop Dead" ruling and the game will end.
    1. After the time limit, the home team is ahead and batting.
    2. After the time limit, if either team is ahead by 6 or more runs.
    3. After the time limit, the losing team has no way to tie or overturn the score due to the 5-run-rule.

**\*If the game is tied after the last inning is completed the game will be declared a tie.**  
**\*Regardless of scenario, if a batter has begun her at-bat, she will finish her at-bat before ending the game.**
- Pitching distance – 11U through 14U B: 40'. High School (14U – 18U): 43'.
- Base distance – 60'
- Teams may field 9 players on defense.