

VAIL FAST PITCH / BAJA 2018 OFFICIAL LEAGUE PLAY RULES

Vail Fast Pitch follows the Baja Arizona Softball Association Official Rules.
The following rules have been copied from Baja Arizona Softball Association:

10 & Under Division

The USA Softball Official Rules of Softball 2018 will be used for 10-Under division.

1. PLAYERS -

- a) A 10U team may have a minimum of 8 players per team to play.
- b) May have a maximum number of 9 defensive players on the field.

2. SAFETY -

- a) No jewelry may be worn during any practice or game. This includes, but is not limited to, earrings, bracelets, necklaces, or rings. Exception: Medical alert bracelets, medical alert necklaces, and non-removable silver baby bracelets are allowed to be worn, if covered. If a player is found wearing jewelry, the umpire will instruct her to remove it.
- b) Only appropriate baseball/softball cleats may be worn to practices or games. Metal cleats are not allowed. No tennis shoes. Socks must be both knee socks and uniform in appearance for each team.
- c) Chin straps are mandatory on all helmets in addition to required face masks.
- d) Fielder's face masks are mandatory for all 10U players while playing infield positions.

3. FIELD AND EQUIPMENT -

- a) The game ball will be an optic yellow 11" raised seam ball, .47 cor., and a ball compression of 375 lbs. or under. The ball must be "ASA Certified."
- b) Pitching Distance will be 35 feet.
- c) Bases will be at 60 feet.

4. REGULATION GAME -

- a) No new inning may begin after 1hr, 30min. Time begins at the conclusion of the home plate pregame meeting and both teams should be ready to play. The game will be stopped at 1hr, 50min after start and score revert to the last complete inning, unless the home team is at bat in the bottom of the inning and is ahead.
- b) If the visiting team is leading by 8 or more runs after 4 complete innings, the game is over. If the home team is leading by 8 or more runs after 3.5 innings, the game is over.
- c) No game may last longer than five (5) innings or less than three (3) innings.
- d) One umpire will be scheduled to officiate each game.

5. OFFENSE -

- a) All players in attendance are listed on the batting order and it will remain the same through the game. (Note: In Baja games there is no Designated Player on Flex.)
- b) The batter must have one foot in and one foot out of the batter's box when receiving signals from the coaches' box.
- c) If a team begins a game with only eight players, no outs are assessed for playing shorthanded.
- d) If a player must leave the game due to injury or other reasons she may be replaced on defense and, if she is unable to bat, her place in the batting order is skipped without penalty (no automatic out is assessed). A player who must miss a turn at bat or has been substituted for as an injured runner may not re-enter the game.

6. RUN LIMIT -

- a) Each team shall be limited to scoring four (4) runs in their half inning during the first three innings of play. Under this rule each and every half inning of the first three innings is over when the defense makes the third out or the offense scores their fourth run.
- b) No "continuation runs" shall count. A play in progress is allowed to be completed after the fourth run has scored, however, runs in excess of four shall not count in the game score.

7. DEFENSE -

- a) A team must field a minimum of eight players. Fewer than eight players constitutes a forfeit. [This rule does not prohibit both managers from loaning or borrowing players to complete/start the game if mutually acceptable.]
- b) If a team is short players, the opposing team is not obligated to play short-handed.
- c) There is no dropped third strike rule – batters may not advance on a dropped third strike. The batter is out whether the catcher catches the third strike or not. Runners already on base may advance at their own risk.
- d) Unlimited defensive substitutions are allowed (subject to the rules on minimum playing time). Each team is required to submit their substitution plan to the opposing manager and home plate umpire prior to the start of the game. Adjustments are allowed during game play provided the opposing team and umpire are notified and that minimum play rules are not violated.

8. BASE RUNNER -

- a) Runners may slide feet-first only.
- b) No pinch or courtesy runners are permitted in games. In the case of a runner needing to leave the game due to an injury, the player on the bench in the closest previous position in the batting order shall assume running duties. The player removed from running due to injury may not re-enter the game.
- c) The batter-runner is not allowed to steal or advance to second base on the same pitch on which she receives a base on balls.
- d) A runner starting on first or second base may attempt to steal or advance, other than on a batted ball, only one base per pitch.
- e) A runner starting on third base may not steal home except if a play (throw to any base) is made by the catcher, or the catcher when returning the ball to the pitcher throws it anywhere other than to the pitcher, or the pitcher drops it outside of the pitcher's circle. The runner may not take home on a passed ball or wild pitch.
- f) A runner attempting to steal or advance to a base beyond that to which she is allowed under c), d) or e) may be put out on a play by the defense. If not put out, once all play ceases the runner is sent back to the last base to which she is entitled.

Situations:

- (1) Runner on third leaves base when pitcher releases the ball and is half way to home. The pitch is a wild pitch or a passed ball; the catcher retrieves the ball and throws it to the pitcher; the pitcher now has the ball in the circle and the runner advances to home. **This is illegal!** The runner is put back on third base without liability to be put out.
- (2) Runner on second steals third, catcher tries a throw down and ball goes into left field, runner may not come home. Reason: one base per pitch rule comes into play.
- (3) Runner on third takes a lead after the ball leaves the pitcher's hand, catcher tries to pick her off and the ball goes into left field. She may then come home "with liability to be put out."
- (4) Runners on third and first, runner on first tries to steal second and catcher tries to pick her off. Runner on third may try to come home "with liability to be put out." Runner stealing second must stop there if safe; again one base per pitch rule applies.
- (5) Runner on third, catcher throws the ball into center field while attempting to return the ball to the pitcher. Runner on third may try to come home "with liability to be put out."

Situations (continued):

(6) One out, runners on first and third, batter is walked and the runner on first advances to second; the catcher's return throw to the pitcher is wild; as the ball rolls loose outside the circle, runner now on second advances to third and runner on third goes home; batter runner is thrown out attempting to take second. Once all play ceases, runner who began at first who is now standing on third is returned to second, and both the out and the scored run stand. Reasons: one base per pitch rule applies, a runner going beyond the one base she is entitled to advance on may be put out, and a runner starting on third is entitled to advance home on the bad return throw from the catcher to the pitcher.

9. PITCHING -

- a) No pitcher may pitch more than two innings of the first four innings per game. One pitch in an inning constitutes a whole inning.
- b) Any pitcher who hits two batters in the same inning must be removed from pitching and may not return to pitch in the same inning or the next inning. For purposes of this rule, a pitch that contacts the ground prior to hitting the batter does not count towards the total of two hit batters; however, the batter may be awarded first base in accordance with ASA Rule 8, Section 1F.
- c) If the ball slips from the pitcher's hand during her delivery, a ball is declared on the batter and the ball is dead.

2017 BAJA GIRLS SOFTBALL RULES MATRIX

	6U	8U	10U	12U	14U, 16U, 18U
FIELD & EQUIPMENT					
Ball Size	10" RIF	11" RIF	11"	12"	12"
Field Dimensions	45'	55' (60')	60'	60'	60'
Pitching Distance	28' MAX	32'	35'	40'	40'
GAME MANAGEMENT					
Coach pitch after 4 called balls		X			
Infield/Outfield	NA	1in/1out	NA	NA	NA
Max innings pitched per game	NA	2	2 of 4	3 of 5	4 of 5
# players batting	entire roster	entire roster	entire roster	entire roster	entire roster
Min # players to play	5	8	8	8	8
Max# players on defense		10	9	9	9
GAME PLAY					
Strike zone-top	NA	top of shoulder	arm pits	arm pits	arm pits
Strike zone-bottom	NA	bottom of knees	top of knees	top of knees	top of knees
Stealing	NO	NO	1 base/pitch	YES	YES
Stealing Home	NO	NO	YES ¹	YES	YES
Run on dropped 3rd strike	NA	NO	NO	YES	YES
Run limit/inning	NA	3 for 3	4 for 3	4 for 3	4 for 3
Runner leaving base	after hit	after hit	after release	after release	after release
Pitcher hit batters (limit)	na	2/inning	2/inning	2/inning	2/inning
Ball slips from pitcher's hand	na	ball/dead	ball/dead	ball/live	ball/live
Batter hit by coach		ball			
Infield Fly Rule	NO	NO	YES	YES	YES
Running on overthrow @1st	NO	See Text ²	YES	YES	YES
Play Stops	See Text	See Text ³	8' circle	8'circle	8'circle
Illegal Pitch	NA	Correct 1st	Call it	Call it	Call it
Sliding	NO	NO	feet first only	feet first only	feet first only
Tagging up after caught fly	NO	NO	YES	YES	YES
REGULATION GAME					
Time Limit (no new inning)	1 hour	1 hour, 20 min	1 hour, 30 min	1 hour, 30 min	1 hour, 30 min
Time Limit (drop dead)	NA	1 hour, 40 min	1 hour, 50 min	1 hour, 50 min	1 hour, 50 min
Mercy Rule	NA	NA	8 after 4	10 after 4	10 after 4
# innings for regulation game	4	4	5	6	7
min # innings for complete game	NA	3	3	4	4
# umpires per scheduled game	NA	1	1	2	2

¹(10U Division) A runner on 3rd may not steal home on a passed ball or a wild pitch. See 10U rules for detailed explanation

²(8U Division) An overthrow into either foul territory stop the play. See paragraph 10f in the 8U section.

³(8U Division) there are two cases for ending play whether the ball is hit to the infield or outfield. See paragraph 10d in the 8U section.