

2015 UNITED STATES FASTPITCH ASSOCIATION (USFA)

ALL STAR AND OTM LEAGUE RULES

6U DIVISION - 5 innings or 60 minutes

General Rules	The most recent rules from the USFA apply, except as indicated below:
Pitching	Coaches pitch from 30 feet, player stands in the back half of the circle. In coach pitch, batter gets 5 pitches. If player fouls 5th pitch, she gets a 6th pitch, etc. The batter gets all 5 swings (attempts at hitting the ball). The coach pitcher must make every effort to avoid interfering with any ball in play. If in the judgment of the umpire, a coach pitcher intentionally interfered with the play, the batter is out and the ball is dead. The coach must leave the field after the ball has been hit.
Ball	A 10" Level 5 poly-core will be used – no bouncy ball
Batting	Must bat 10, and can have up to 2 EP. If a team has less than 10 players available for a game (minimum of 9), an out is taken when it is the missing player's turn to bat.
Players In Field	Play entire roster in the field, up to 10 players. There can be no more than 6 infielders. All outfielders must play at least 10' behind the baselines until the ball is hit.
Bunting	No intentional bunting.
Overthrow Rule	Defensive player must make an attempt to first base prior to runner reaching first base. Overthrow, base runner can advance one base at their own risk.
Infield Fly Rule / Stealing	No infield fly rule. No stealing.
Last Batter / Last Out	It must be announced by Head Coach of offensive team. There are NO automatic 2 outs with the last batter. There must be an out on the lead runner; touching home plate constitutes an out on the lead runner.
Base Running	Runners must remain in contact with the base until a legally pitched ball reaches home plate.
Catcher	The catcher shall wear a NOCSAE approved head protector (with dual earflaps), an approved mask with throat protector and a body chest protector. If a hockey style NOSCAE approved catcher's helmet is used, a separate throat protector is not needed. Coach catchers will be used at all times. If catcher remains on fence, they can utilize only a batter's helmet and chest protector.
Throwing	No deliberate rolling of the ball is allowed (overhand or underhand).
Stoppage of Play	Play stops when the umpire declares "Time Out" because the defensive player has stopped the "lead runner" (player has possession AND control of the ball in front of the lead runner) OR the ball is dead. All base runners must stop at the base the umpire rules they are entitled to when ANY DEFENSIVE PLAYER has possession of the ball inside the 8' radius circle.
Field Setup	The 8' radius pitching circle is centered at 40 feet from the back point of home plate. A half-way / diameter line is added to the circle. Bases are at 60'. Half-way lines shall be marked on the field. A running lane into foul territory and 10' past 1 st base shall be marked on the field. Defensive lines shall be marked 30' from home plate on the 1 st base and 3 rd base lines. No defensive player can play in front of these lines.
Games	Games will be played with minimum of 9 players present, time limit is 60 minutes. Inning will be completed when time runs out. Game is complete after 5 innings. If each team has 10 batters, all ten batters bat or 3 outs, ends the inning. Maximum of 10 batters per inning.
Defensive Coaches	The defensive team may have two coaches on the field, one down the 1 st base foul line and the second down the 3 rd base foul line in foul territory.
Runs Per Inning	Must bat all 10 batter or get 3 outs
Tie Breakers	If the game is a tie at the end of regulation, International Tiebreaker innings with coach pitching will be played until a winner is declared. Pool play can end in a tie.

8U DIVISION - 6 innings or 75 minutes

General Rules	The most recent rules from the USFA apply, except as indicated below:
Coach Pitching <u>Coaches pitch from 35 feet</u>	The Coach-Pitcher must be touching the pitching rubber and use a straight ahead pitching approach. Coach-Pitchers may not pitch from either side of the pitching rubber so as to gain the advantage of a directional hit; the penalty will be a dead ball and a called strike on the batter. If Coach-Pitcher is hit by pitch, this will be a dead ball, do over. All runners will revert to their previous base and the batter will assume the previous pitch-count. In coach pitch, batter gets 5 pitches, if player fouls 5th pitch, she gets a 6th pitch. If she swings and misses the first 3 pitches, she's out. She does not get the 4th and 5th pitch.
Batting	Must bat 10, and can have up to 2 EP. If a team has less than 10 players available for a game (minimum of 9), an out is taken when it is the missing player's turn to bat.
Players In Field	Play entire roster in the field, except no more than 10 defensive players.
Bunting / Slap Hitting	No bunting even in the girl pitch innings. Slap hitting is NOT allowed.
Overthrow Rule	No overthrow rules. Runners advance at will.
Infield Fly Rule / Stealing	No infield fly rule. No stealing.
Last Batter / Last Out	It must be announced by Head Coach of offensive team. There are NO automatic 2 outs with the last batter. There must be an out on the lead runner; touching home plate constitutes an out on the lead runner.
Base Running	Runners can leave the base when ball crosses the plate, there is no throw behind rule; runners must return to the base occupied prior to the next pitch.
Stoppage of Play	Play is stopped on defense by stopping the lead runner. Once the lead runner has been stopped, the ball is no longer in play and Time is called, the ball is thrown to the pitcher's circle and no runner may advance. <u>TIME CANNOT BE CALLED IN THE CIRCLE WITH LIVE BASERUNNERS</u> See USFA Rulebook page 27 – Example 1 and 2 for clarification.
Throwing	No deliberate rolling of the ball is allowed (overhand or underhand).
Field Setup	The 8' radius pitching circle is centered at 40 feet from the back point of home plate. A half-way / diameter line is added to the circle. Bases are at 60'. No half-way lines.
Games	All games will be played as long as each team has a minimum of 9 players present. Games may only be rescheduled for school events and weather-related cancellations with the concurrence of both coaches and the Recreation Leagues Director. Time limit is 75 minutes. Innings will be completed when time runs out. Game is complete after 6 innings. 10 batter per-inning maximum.
Mercy Rule	15 run lead after 3 innings; 12 run lead after 4 innings. The game will be called once it is mathematically impossible for the other team to catch up.
Tie Breakers	If the game is a tie at the end of regulation, International Tiebreaker innings with coach pitching will be played until a winner is declared. Pool play can end in a tie.
Defensive Coaches	The defensive team may have two coaches on the field, one down the 1 st base foul line and the second down the 3 rd base foul line in foul territory.
Catcher	A player catcher is required at all times. A catcher will be in full catcher's gear. The catcher shall wear a NOCSAE approved head protector (with dual earflaps), an approved mask with throat protector, a body chest protector and shin guards. If a hockey style NOSCAE approved catcher's helmet is used, a separate throat protector is not needed. Catcher can squat or stand.

10U DIVISION - 6 innings or 75 minutes

General Rules	The most recent rules from the USFA apply, except as indicated below.
Player Pitching	Players pitch from 35 feet
Batting	Must bat 9, and can have up to 2 EP. If a team has less than 9 players available for a game (minimum of 8), an out is taken when it is the missing player's turn to bat.
Players In Field	Maximum number of players in the field is 9.
Bunting / Slap Hitting	Bunting & Slapping ARE Allowed; as with any swing, the player must remain in the box and swing at ball.
Overthrow Rule	No overthrow rules. Runners advance at will, including home.
Infield Fly Rule	No infield fly rule.
Stealing	Players can steal multiple bases and steal home
Base Running	Runners can leave the base when the ball leaves the pitcher's hand.
Dropped 3 rd Strike	Batter can advance to First base on a dropped or uncaught third strike. A batter cannot advance to First base if First base is occupied by a runner and less than two outs. Catcher must tag batter or throw ball to First base for the out.
Look Back / Hesitation Rule	If a base runner attempts to advance to the next base while the pitcher has possession of the ball in the pitcher's circle, she must continue to the next base. Any attempt to retreat back to the previous base (without pitcher attempting to make a play on the base runner) will result in the base runner being called out. This is called "hesitation" or "look back" rule. (The base runner can turn the corner and immediately look for the ball. This is not an attempt to advance to the next base.)
Throwing	No deliberate rolling of the ball is allowed (overhand or underhand).
Field Setup	The 8' radius pitching circle is centered at 35 feet from the back point of home plate. Bases are 60', no half- way lines.
Games	All games will be played as long as each team has a minimum of 8 players present. Time limit is 75 minutes. Innings will be completed when time runs out. Game is complete after 6 innings.
Catcher	A player catcher is required at all times. A catcher will be in full catcher's gear. The catcher shall wear a NOCSAE approved head protector (with dual earflaps), an approved mask with throat protector, a body chest protector and shin guards. If a hockey style NOSCAE approved catcher's helmet is used, a separate throat protector is not needed.
Mercy Rule	12 runs after 3 innings; 10 runs after 4 innings; 8 runs after 5 innings. 12 run limit per inning.
Tie Breakers	If the game is a tie at the end of regulation, International Tiebreaker innings with player pitching will be played until a winner is declared. Pool play can end in a tie.

12U DIVISION - 7 innings or 75 minutes

General Rules	The most recent rules from the USFA apply, except as indicated below.
Pitching	Players pitch from 40 feet.
Batting	Must bat 9, and can have up to 2 EP. If a team has less than 9 players available for a game (minimum of 8), an out is taken when it is the missing player's turn to bat.
Players in Field	Maximum number of players in the field is 9.
Bunting	Bunting is allowed.
Slap Hitting	Slap hitting is allowed. As with any swing, the player must remain in the box and swing at the ball.
Overthrow Rule	No overthrow rules. Runners advance at will, including home.
Infield Fly Rule	Infield fly rule applies.
Stealing	Stealing is allowed. Players can steal multiple bases. Players can steal home.
Base Running	Runners can leave the base when the ball leaves the pitcher's hand.
Dropped 3 rd Strike	Batter can advance to First base on a dropped or uncaught third strike. A batter cannot advance to First base if First base is occupied by a runner and less than two outs. Catcher must tag batter or throw ball to First base for the out.
Throwing	No deliberate rolling of the ball is allowed (overhand or underhand).
Field Setup	The 8' radius pitching circle is centered at 40 feet from the back point of home plate. A half-way / diameter line is added to the circle. Bases are at 60'. No half-way lines.
Games	All games will be played as long as each team has a minimum of 8 players present. Time limit is 75 minutes. Innings will be completed when time runs out. Game is complete after 7 innings.
Runs Per Inning	Maximum 12 runs per inning
Mercy Rule	12 runs after 3 innings; 10 runs after 4 innings; 8 runs after 5 innings. 12 run limit per inning.
Tie Breakers	If the game is a tie at the end of regulation, International Tiebreaker innings with player pitching will be played until a winner is declared. Pool play can end in a tie.
Look Back / Hesitation Rule	If a base runner attempts to advance to the next base while the pitcher has possession of the ball in the pitcher's circle, she must continue to the next base. Any attempt to retreat back to the previous base (without pitcher attempting to make a play on the base runner) will result in the base runner being called out. This is called "hesitation" or "look back" rule. (The base runner can turn the corner and immediately look for the ball. This is not an attempt to advance to the next base.)
Catcher	A player catcher is required at all times. A catcher will be in full catcher's gear. The catcher shall wear a NOCSAE approved head protector (with dual earflaps), an approved mask with throat protector, a body chest protector and shin guards. If a hockey style NOSCAE approved catcher's helmet is used, a separate throat protector is not needed.

14u/16u/18u DIVISION - 7 innings or 75 minutes

General Rules	The most recent rules from the USFA apply, except as indicated below.
Pitching	Players pitch from 43 feet.
Batting	Must bat 9, and can have up to 2 EP. If a team has less than 9 players available for a game (minimum of 8), an out is taken when it is the missing player's turn to bat.
Players in Field	Maximum number of players in the field is 9.
Bunting	Bunting is allowed.
Slap Hitting	Slap hitting is allowed. As with any swing, the player must remain in the box and swing at the ball.
Overthrow Rule	No overthrow rules. Runners advance at will, including home.
Infield Fly Rule	Infield fly rule applies.
Stealing	Stealing is allowed. Players can steal multiple bases. Players can steal home.
Base Running	Runners can leave the base when the ball leaves the pitcher's hand.
Dropped 3 rd Strike	Batter can advance to First base on a dropped or uncaught third strike. A batter cannot advance to First base if First base is occupied by a runner and less than two outs. Catcher must tag batter or throw ball to First base for the out.
Throwing	No deliberate rolling of the ball is allowed (overhand or underhand).
Field Setup	The 8' radius pitching circle is centered at 43 feet from the back point of home plate. A half-way / diameter line is added to the circle. Bases are at 60'. No half-way lines.
Games	All games will be played as long as each team has a minimum of 8 players present. Games may only be rescheduled for school events and weather-related cancellations with the concurrence of both coaches and the Recreation Leagues Director. Time limit is 75 minutes. Innings will be completed when time runs out. Game is complete after 7 innings.
Runs Per Inning	Maximum 12 runs per inning
Mercy Rule	12 runs after 3 innings; 10 runs after 4 innings; 8 runs after 5 innings. 12 run limit per inning.
Tie Breakers	If the game is a tie at the end of regulation, International Tiebreaker innings with player pitching will be played until a winner is declared. Pool play can end in a tie.
Look Back / Hesitation Rule	If a base runner attempts to advance to the next base while the pitcher has possession of the ball in the pitcher's circle, she must continue to the next base. Any attempt to retreat back to the previous base (without pitcher attempting to make a play on the base runner) will result in the base runner being called out. This is called "hesitation" or "look back" rule. (The base runner can turn the corner and immediately look for the ball. This is not an attempt to advance to the next base.)
Catcher	A player catcher is required at all times. A catcher will be in full catcher's gear. The catcher shall wear a NOCSAE approved head protector (with dual earflaps), an approved mask with throat protector, a body chest protector and shin guards. If a hockey style NOSCAE approved catcher's helmet is used, a separate throat protector is not needed.