

# NWRAA Fastpitch

## **2018 Fall League Playing & Operating Rules**

### **For the 10u Division**

Revised 9/20/18

NWRAA will abide by the **USSSA 2015 13<sup>th</sup> Edition Fastpitch Playing Rules** as it applies to the 10U Division, with the following exceptions and modifications specified in these League Playing & Operating Rules for NWRAA:

Our 10 & UNDER league is designed for girls age 10 or younger as of January 1, 2018.

#### **Skill Emphasis**

The main emphasis for the 10U Division is to continue the learning process started in the younger divisions while maintaining a fun and positive environment. Proper throwing, catching and hitting techniques will be taught in addition to the basic rules and fundamentals of the sport. Sliding, bunting, stealing, etc are permitted and encouraged.

#### **ALL HEAD COACHES MUST BE ASA CERTIFIED WITH NATIONAL BACKGROUND CHECK INCLUDED.**

All players, coaches, and fans must at all times respect the game officials. These individuals are there for the best interest of the kids and the game. At no time will any harassment of the officials be tolerated. Anyone accused of doing so will be reported to the commissioner of the league and appropriate measures will be taken. NWRAA wishes to promote the idea of “Winning Generously, Losing Graciously”.

The **Commissioner** of each sport is responsible for reporting all violations of the rules listed below as well as the NWRAA Code of Conduct.

The Commissioner is also authorized to take immediate action and assess penalties at the time of the conduct violation, based on his/her judgment of the situation. The penalties can range from a warning to ejection from the NWRAA event. Suspensions cannot be assessed by the Commissioner and can only be assessed by the NWRAA Board after review of the violation.

Coaches will be responsible for his or her conduct, as well as the conduct of their team, their parents, and their fans.

**There will ZERO TOLERANCE for unsportsmanlike conduct this season at NWRAA.**

#### **Equipment/Safety**

1. In addition to using a regulation yellow 11-inch softball, each batter on a 10U softball team must step up to the plate with a helmet and face guard attached. Players are also encouraged to wear chin straps on their helmets. In addition to players who are up to bat, the on-deck batter and all base runners must wear helmets during the game. Bats must carry the ASA stamp per ASA rules to be legal.
2. Catchers must be fully equipped (ASA)
3. Defensive players are allowed safety masks. **While not mandatory, the use of this safety device is strongly encouraged for all players. No player shall play in the infield without a facemask.**
4. On deck batter will stand on the same side as the batter during warm-up inside the circle. (If the home team (3B dugout) has a left-handed batter at the plate, the on-deck batter will move to the visiting side on-deck circle.) This is to minimize the risk of on-deck player being hit by batter.
5. Safety Base will be in effect at first base. The runner shall go to the outer bag in foul territory when leaving the batters' box. The defensive player will play to the bag in fair territory.

### Time Limit

6. The time limit for a regulation game will be **one (1) hour and ten (10) minutes**. There are no new innings with less than 5 minutes to play. If time expires and the team batting cannot catch up or go ahead (hence the 5 runs per inning) or win, the game shall end immediately. Official game time will be kept the home plate umpire.
7. If a game is tied at the end of regulation, the game will result in a tie.
8. A maximum of five (5) runs will be allowed in any one-half inning.
9. Ten (10) players will be used on defense. All players present will be listed on the team's batting order and will bat.
10. A player may not sit out two consecutive innings on defense and shall not sit more than two innings per game unless sick or injured.
11. It is the responsibility of the coach, not the umpire or scorekeeper, to make the required substitutions.
12. A team must have at least eight (8) players in order to avoid a forfeit. ASA rule states that if eight (8) players are in the line-up, an automatic out must be taken each time the ninth batting position in the batting order comes up to bat. However, NWRAA adopted rule league wide this year not to penalize a team with only 8 players so no out will be awarded.
13. If a player arrives after a game has started, she will be placed in the final position on the team's batting order with no penalty assessed. Coach must notify umpire and scorekeeper that an additional batter has been added to the batting order

## Pitching

14. The “windmill” delivery shall be utilized. **Each pitcher is allowed 3 innings per game** (Inning is defined as 3 outs). Each pitcher may only re-enter as a pitcher one time per game provided they have not pitched their maximum number of outs and have not left the batting order per ASA. If a pitcher exceeds their 3 innings, she shall be removed from the game offensively and defensively.

15. No pitcher shall pitch more than 3 consecutive innings. Example: If a child pitches the last 2 innings of one game, she can only pitch the first inning of the next game. For example, if a child pitches 3 innings in one game, she cannot start the next game. At NWRAA Softball, we are trying to develop as many young pitchers as possible. **This rule will not be enforced for Fall Ball.**

16. **A 9-year-old MUST pitch at least one inning per game.** If this league rule is violated, the league commissioner shall be notified and said team will forfeit the game in which the violation occurred. The 9 yr old will then pitch the first two innings of the following game. **This rule will not be enforced for Fall Ball.**

17. **One player may not play more than 3 innings at the same position.** Players **must** rotate positions in an effort to give ALL children the opportunity to DEVELOP skills at different positions. (Example: Jill may not play pitcher for the entire game, but rather will rotate with another infielder or outfielder after 3 innings at that position).

18. 10U pitchers must start with both feet on the pitching rubber and with their hands separated. At the start of the pitcher's motion, she must bring her hands together for one to 10 seconds. She may drop one arm to the side before starting the windmill motion. Pitchers are required to drag the back foot along the ground, avoiding an illegal crow hop or leap.

19. When the pitcher has control of the ball in the pitcher's circle, the play is over. At that point, any runner more than halfway to the next base may continue on to that base, but any runner who is not halfway may not advance and must return to the base previously occupied. The umpire will call time when a play is over. **The umpire's judgment on whether a runner can advance or not is final and will not be questioned.**

20. No pitcher will be allowed to continue to pitch in a game if she hits 3 batters in one inning or 5 batters during a game. A batter, who is hit by a pitch from the player pitcher and not considered a strike, shall be awarded first base (ASA Rule). Exception: If no attempt is made to avoid being hit, the batter will not be awarded first base. A player hit by a pitch from the coach

pitcher must continue their at-bat with the pitch counting as one of the coach pitches. **This rule will not be enforced for Fall Ball.**

## **21. No intentional walks are permitted.**

22. WALK RULE: Pitcher is allowed to walk 2 batters per inning (hit by pitch does not constitute a walk). After 2 walks per inning, if a batter receives 4 balls, a coach or designated adult pitcher will deliver pitch and assume existing count (if 4 balls 2 strikes then player is allowed one pitch only). A foul ball on the third pitch will be declared a no-pitch and replayed until the batter puts the ball in play or strikes out. The inherited strike count will remain in place. A coach pitch may be called a strike even if the batter does not swing, if it does pass through the strike zone. (i.e. – If the batter has a count of 4 balls and 2 strikes, the coach pitcher will enter, if the first pitch the coach throws is a called strike or a swinging strike, the batter is out)

## **Coach Pitching**

23. Coach pitch in place of a walk is to avoid excessive walks given by inexperienced pitchers and to speed the pace of the game. NWRAA is doing our best to develop both offensive and defensive players.

24. The coach pitcher is allowed max of 3 pitches (See Rule 22, Walk). The coach assumes the existing count from the player pitcher and pitch must be delivered from the pitching rubber. If a coach delivers a pitch from a place other than the pitching rubber, there will be a warning for the first occurrence and the pitch will be considered a no-pitch and re-played. Additional occurrences will be considered a strike. Coach pitchers are allowed to coach the batter on count, swing or stance prior to the pitch. Coaches cannot coach the batter-runner or runners once the ball is in play and the coach pitcher is on the field. Result, the batter is out and runners are returned to their original position. Coaches must make every attempt to avoid a batted ball while in the pitcher's circle.

25. A batted ball striking the coach pitcher while in the pitchers' circle is a live ball. A coach may remove himself from the field of play during a live ball. However, if the coach is deemed to have interfered with the play while leaving the field, the batter will be out and runners will be returned to their original positions. Use good judgment and timing when removing yourself from the field. Once off the field (fair territory) you may begin coaching the batter-runner and/or runners.

26. Pitcher position. The pitcher must remain in the pitching circle (both feet) when the coach pitcher is delivering pitches, typically to one side or the other.

27. If the manager/pitcher interferes with the fielding play, the batter or runner shall be declared out.

28. Players may not steal or bunt while coach is pitching.

### **D3K**

29. If the third strike is dropped by the catcher, the batter may advance to first base with risk of getting out.

30. If a batter fouls a ball on her 3rd strike off a child pitcher, the batter will continue to bat off a child pitcher until the batter hits the ball or batter strikes out.

31. Each team will be allowed three (3) outs per time at bat. It is the coach's responsibility to keep up with his or her own batting line up, which child received the 3rd out the prior inning and which child begins batting the next inning. This is not the umpire or scorekeeper's responsibility.

### **Look Back Rule**

The look back rule applies to all base runners, including the batter runner, and requires all runners either be on base or attempting to return to base when the ball is returned to the pitcher and the pitcher is within the 8 ft radius of the pitchers' rubber. A player between bases is allowed to immediately return to the previous base without the risk of being put out, or may advance to the next base, under risk of being thrown out by the pitcher. Any player on a base after the pitcher is within the 8 ft radius who then leaves her base before the ball is pitched is out (ASA, pgs 93-94).

### **Stealing**

32. A base runner must remain on base until a pitch leaves the pitcher's hand. **Stealing home plate is not allowed for the 1<sup>st</sup> 2 weeks of the season.** Double steals will not be allowed ever (double steal is defined as two base runners who each still a base at the same time in an effort to place two runners in scoring position). A base runner may not take extra bases on a steal during an overthrow to the pitcher. **Once stealing home is allowed, a base runner may steal one base on an overthrow to a base.** Catchers are encouraged to throw down to base in an attempt to record the out. If a base runner is stealing second and an overthrow is made to 2<sup>nd</sup> base, the runner will may advance to 3rd base. The runner having stolen 2<sup>nd</sup> and advanced to 3<sup>rd</sup> on the overthrow must stop there. They may not advance to home on additional overthrows. If a runner is attempting to steal 3<sup>rd</sup> and an overthrow is made, the runner may attempt to advance home at the risk of being put out.

33. When a team is batting, a coach is allowed at first base and third base.

### **Scorebook/Field**

34. The official scorebook will be kept by the home team while the visiting team operates the scoreboard.

35. **Both** the home and visiting team parents and coaches are responsible for preparing the field for the next game, this includes cleaning the dugouts, dragging or raking the infield and chalking the 8 ft pitchers circle.

36. Rain outs will not be rescheduled in FALL BALL unless rain outs force us to play less than 7 games. (1) The game is rained out again, or (2) One of the teams already has a game scheduled for the make-up date. It is up to both coaches to coordinate the rain out at which point the league commissioner will be notified. Once it is confirmed that the agreed upon date does not interfere with the regular scheduled games, an umpire will be scheduled for you by your commissioner.

*It is up the integrity of every coach involved in NWRAA Softball to police and uphold the above written rules. We appreciate your willingness to volunteer and lead the development of every child who participates. Thanks for coaching and best wishes for a great season.*

**NO SMOKING AND NO PETS ALLOWED!**

The most up to date information is via text. Please sign up for the mass text system for NWRAA.

**Text NWRAA to 662-947-4007**