

Girls Fastpitch Softball Rules 2020

Level 3-4 (Machine Pitch)

These rules were adopted from MAA and LCYBS.

Please be aware of and follow each community's safety guidelines related to COVID-19 for the health and safety of everyone involved.

League Information

Player Fees – Collecting player fees will be the responsibility of the registering group or organization (fees may vary according to the group or organization's individual requirements).

Rosters – The number of players that can be listed on a particular team's roster is unlimited. However, the roster must be finalized prior to the first league scheduled game.

League Play- Twelve League games (minimum) will be scheduled when possible.

Team Selections – Organizations with more than one team need to balance the teams talent-wise, as best they can.

Player Recruitment – Solicitation or recruitment of a team of traveling, tournament or select-type status will not be allowed to compete in League play. An all-star type team may be formed after the July 4th break to pursue this level of competition if desired as long as an equal number of players is recruited from each league team to participate in said team. All-star, tournament, or traveling games must be played after the season ending tournament weekend.

Playing Rules

Playing rules will be governed by ASA fastpitch rules, except as modified by individual

League modifications. Copies of League Rules should be made available to coaches and players upon request. Additional League modifications may be made during the season as needed if approved by the respective League commissioners.

Modified Rules

Definition of a “New Inning” - Immediately after the third out is made at the bottom of an inning.

Minimum to Start a Game – Eight players are needed to start a game or a forfeit will be declared. Borrowing player(s) will not constitute a forfeit during League play, and is encouraged to even out the teams, or to avoid a forfeit. Players arriving to the game late will be inserted at the bottom of the batting order.

Short-Handed Rule – A team can choose to play with eight of their own players, or make a larger team by borrowing players from another team. Borrowed players must be at the grade level of the team, and must be registered to play in the League. No more than ten players in total can be on a “borrowing” team’s roster (i.e. the borrowing team has six of their own players, they are able to borrow up to four players for a total of ten players on their roster). The goal of the rule is to avoid a forfeit so the girls can play the game.

Jewelry – Wearing of jewelry is not allowed except for medical reasons (medical bracelet or ID, etc). Soft, flexible, ponytail holders are encouraged.

Players Leaving Early- A player may leave early, and the team will not be charged with an out at the batter's spot in the line-up. A player who leaves the game cannot return unless the player originally left due to injury. Upon recovery the injured player returning to the game may return to their spot in the line-up. If the player had suffered any type of head injury the player must be cleared by medical personnel before returning to the game.

Definition of "Home Team" - The home team will be determined by a coin flip before the start of the game. Dug out selection will be on a first come basis.

Overthrow Definition – Wild throw to the base fielder, not a dropped ball. The overthrow is an umpire judgment call and cannot be argued.

Overthrow Rule- On a ball hit into the infield, which results in an overthrow on defense to any base including home plate, the base runners may advance one base only. On a ball hit into the outfield, the runners may advance until the ball is thrown back into the infield. Once the ball crosses over the dirt into the infield, all runners may, at their own risk, attempt to advance one base beyond the base they occupy or being run toward at the time of the overthrow.

Offensive Rules

Helmets – Must have face masks, and should have chin straps.

Batting Order – Players must bat in continual order whether they play in the field or not during that inning. Borrowed players must bat in the bottom of the lineup.

Sliding Rule – A base runner will be called out at home plate if she remains on her feet crossing the plate while a defensive player is holding the ball, or about to receive the ball at home play for a play at the plate (umpire discretion).

Interference – Will be called when a fielder has the ball, or is about to receive the ball (umpire discretion), and a runner interferes with the defenders ability to field the ball, Effect-the play will be called dead by the umpire, and the runner will be called out. Any other runner must return to the last base occupied.

Speed-Up Rule – Catcher should be ready to go prior to the 3rd out of their team's at bat. The utilization of a pinch runner is recommended when possible,

Pinch Runner – The pinch runner will be the last player to bat that was called out in the current inning, or the player that was last out in the previous inning.

Warm-Up Pitching – Five warm-up pitches are allowed per inning (Coach or machine).

Defensive Rules

Defensive Line-up – Ten players in total. Must include four outfielders, which must play from the outfield grass.

Substitutions – Are unlimited, and a minimum of two innings must be played in the field by each player. No substitutions other than pitcher can be made once an inning begins with the exception of replacing an injured player.














Obstruction – Fielder not in possession of, or in the act of fielding the ball, who impedes the runner's advance to the next base. Effect-the play will be called dead by the umpire, and the runner's will be awarded the base.


Player Positions- Concerted effort should be made by the coaching staff to allow for each player to have had the chance to play each defensive position during the course of the season. A must for lower levels (1-2), great effort by the middle grades (3-4, 5-6), with a lesser emphasis at the higher grades (7-9).


3-4 Grade Level Rule Modifications

Pitching machine is to be used. The speed will be set, monitored, and operated by the coach, and should be set at the slowest speed possible that will still result in a relatively flat trajectory of the pitch across the plate.

The batter gets three swinging strikes or seven total pitches at bat, unless the batter continues to foul off pitches. Fouls will count as strikes unless the foul is the seventh pitch then the batter will continue batting until they swing and miss, put the ball in play, or continue to foul off.

-  A hit ball that strikes the pitching machine shall result in a single for the batter and all other runners advance one base.
-  The player “pitcher” may play on either side of the machine/coach, and is not allowed to charge the plate unless the ball is hit near the plate.
-  Runs per at-bat- Five is the most allowed, including the final at-bat.
-  Dropped third strike – batter is out.
-  Bunting- Not allowed.
-  Leading Off - Not allowed unless the batter swings and misses.
-  Stealing – Not allowed
-  Infield Fly Rule – Not in effect.
-  Overthrow – Runner(s) are allowed one base per overthrow.
-  Time-out – The pitcher (or any other player) can call timeout when inside the eight foot mound circle while in possession of the ball. Runners less than halfway to the next base must return to the last base touched.
-  Base Distance – fifty feet; Pitchers Mound – Thirty-five feet.
-  Game Ball – Softball, Regulation, 11” diameter.
-  Helmets must have a face mask, chin strap recommended.

 Coaches are allowed to coach from the outside grass on defense or from the bench/sideline, whichever they prefer.

 Game Length – Seven innings or seventy-five minutes. No inning may start after the seventy-fifth minute, and the game is complete at 7:15PM. If the home team cannot complete their at bat due to time limit, the final score will be the last full inning's score. Tie games are completely acceptable.

 Game times are 6PM.

Scores and standing will not be kept for the 2020 season. Rainouts will not be rescheduled.