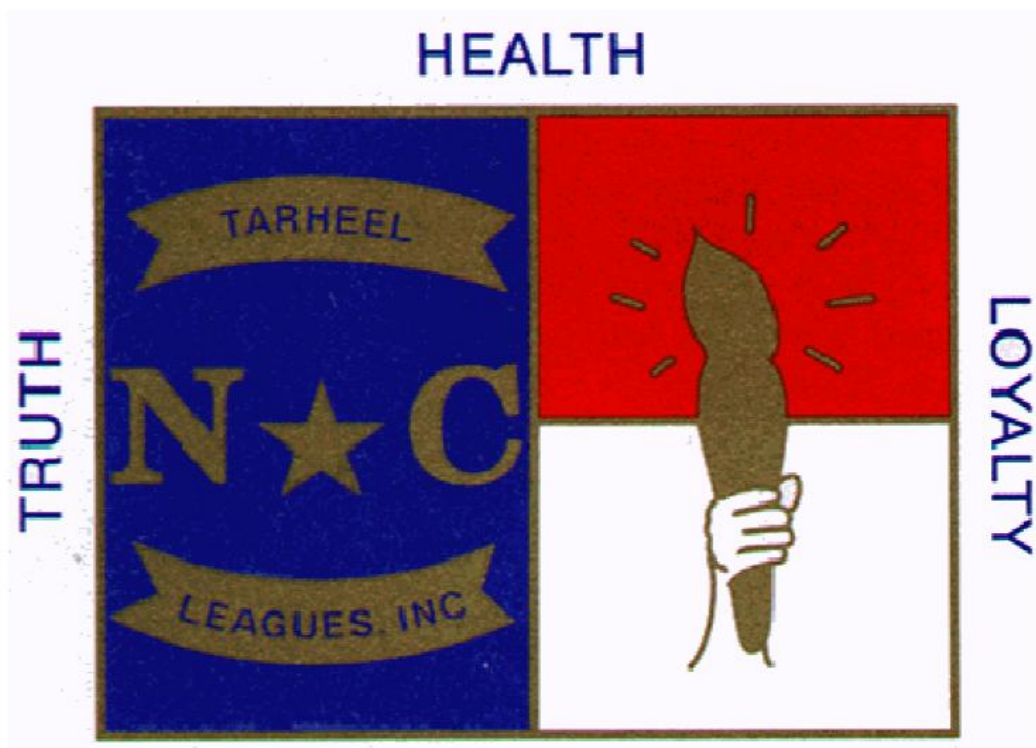


# Tar Heel Leagues, Inc.

## 2010 Girls Softball

## Rules Supplement



Revised: February 17, 2010

## TAR HEEL LEAGUES INC.

### 2010 FAST PITCH SUPPLEMENT RULES

This supplement was designed to clarify any rules or rule interpretations concerning the Tar Heel Leagues Inc. Fast Pitch Softball Program. The following rules will apply in District and State play along with the Tar Heel Leagues Rule Book. Any rule not covered by the Tar Heel Leagues Inc. Rule Book or this rule supplement will be covered in the National Federation of High School Rule Book (NFHS) for Fast Pitch Softball.

Below are general rules that apply to all age groups for Fast Pitch Softball for 2010.

- 1 – **NO STEEL CLEATS ARE ALLOWED.**
- 2 – Any approved and legal softball bat is permitted.
- 3 – **FACE SHIELDS WILL BE MANDATORY WITH THE 2010 SEASON IN ALL SOFTBALL PROGRAMS FOR THE TAR HEEL LEAGUES.**
- 4 – No Fast Pitch team will play more than three games in one day.
- 5 – For pitcher eligibility the number of innings pitched in the Fast Pitch program will be monitored just as in the Baseball program which is described in detail in the Tar Heel rule book. It is the responsibility of the head coach of each team to verify innings pitched and to sign the pitching affidavit ***within thirty minutes*** of the conclusion of the game. If the affidavit is not signed per the rule book then it will be official as stated after that point.
- 6 – The pitcher and catcher may have a courtesy runner at any time but it is mandatory for the catcher with two outs. The courtesy runner may be any player who is not in the active line-up. If a team only has nine or less players the courtesy runner will be the player making the last out and it can only be for the catcher with two outs. **The catcher must be the catcher of record.**
- 7 – All coaching requirements for Fast Pitch are the same as in the Tar Heel rule book for Baseball.



8 – All balls used in any Fast Pitch program must meet the specifications as outlined in the NFHS Softball rule book.

9 – Other than the 8U program if a player decides to slide, the slide must be a legal slide as explained in the NFHS Softball rule book.

10 – Other than the 8U program **ALL** players may be withdrawn and reentered once as explained in the NFHS Softball rule book. Any substitution cannot change the position of the batter in the batting order.

11 – Other than the 8U program the pitcher may be removed from the mound and may return to the mound in the same game and also in the same inning as long as the return is in accordance with the NFHS Softball rule book.

12 – In addition to the starters being listed in the proper batting order on the lineup card given to the plate official at the pregame meeting **ALL** of the team's eligible substitutes **SHALL** be listed on the lineup card also.

13 – Tar Heel Leagues Inc. will be moving the pitching rubber from 40 feet to 43 feet in the 17U program, **ONLY**.

14 – Please refer to the Tar Heel Leagues 2010 rule book page 94 concerning players that are wearing protective casts or medical devices.

15 – In the 8U program there will be lines drawn on the fair/foul lines 15 feet past first and third base. The defensive coach is not allowed to come past this line during live ball action. The first offense is a warning. The second offense the team will lose the right to have a coach on that line for the remainder of that game.



## **8 & Under (Coach Pitch)**

1. Coach must submit a batting order to the umpire and scorer before game. All players must be listed in a batting order that will not change during said game and must bat in the same order for the entire game. In the event a player is injured or sick (umpire will justify), scorekeeper will be notified and player will sit out for the remainder of the game without penalty. No player shall sit in the dugout two consecutive innings (defensively). Ten players are allowed on defense and must play a minimum of every other inning defensively.
2. **A maximum of five runs** or three outs will constitute an offensive inning.
3. Six innings will constitute a game.
4. If after four innings, a team is mathematically eliminated due to the five runs per inning rule, the game shall be called. The losing team shall have the same number of at bats.
5. No team shall play more than three games per day in one tournament.
6. No intentional bunting is allowed. No walks are allowed. Attempted bunts will be called a strike.
7. A circle with a radius of 8 feet is to be drawn around the pitcher's plate. The defensive pitcher must remain in the circle until the ball is struck by the batter.
8. All outfielders shall be positioned in a similar radius. No short fielder or five infielders will be allowed.
9. Each batter will be allowed 6 pitches or 3 strikes. There will be no limit to the number of foul balls on the 3rd strike of the sixth pitch.
10. Head first sliding will not be allowed into any base. Penalty: Runner will be declared out. Diving back to a base is not considered a head first slide.
11. No infield fly rule.
12. No base stealing will be allowed. A runner leaving the base before the ball reaches home plate will be removed from the base and an out will be declared. A delayed dead ball will be called by the umpire.



13. Base runners that miss touching a base shall be called out by the umpire upon the completion of the play. No appeals on missed bases allowed. A delayed dead ball will be called by the umpire.

14. A team may have a courtesy runner for the catcher at any time and is mandatory with two outs. The player recorded for making the last out will run for the catcher. **The catcher must be the catcher of record.**

15. The umpire's judgment will rule on runner's position at time of called time by either official. Defense **MUST** contain lead runner before time is granted.

16. The coach pitcher must stay in contact with the pitching rubber until the ball is released. Once the ball is released, he cannot be involved with coaching until time is called. Coach may not deceive defensive players to get ball thrown before time is called. Penalty: runners will return to last base.

17. Catcher must be in squatted position and not standing.

18. If batted ball hits the coach pitcher before the defensive player touches the ball, the ball will be ruled dead and the batter will be awarded first base. Runners will advance one base if forced. If coach pitcher intentionally interferes, the ball will be ruled dead, the batter will be called out, and runners will return to the base in which they occupied before the pitch. **Strictly official's judgment.**

19. Time will be called by the umpire **once the lead runner is contained.**

20. Field playing dimensions:

Bases:	60 feet
Pitchers Plate:	35 feet
Circle at Pitchers Plate:	8' Radius

21. If the defense chooses to have coaches on the field they must be in foul territory at all times and must not interfere with play at any time. These defensive coaches are not allowed to come past the lines drawn on the fair/foul line past first and third base at any time during a live ball play.

22. This program will use the eleven inch softball. 021-17-2010



## **10 & UNDER**

### 1. Playing Field Dimensions

Bases:	60 feet
Pitchers Plate:	35 feet
Circle at Pitchers Plate:	8' Radius

2. Players may steal when the ball reaches home plate with player pitching.
3. Batter **may not** advance to first base on a dropped third strike. The ball is not dead – Base runners **MAY** advance at their own risk.
4. Teams will play nine fielders defensively but a team has the option of choosing to turn in a line up card to the home plate official with nine players to bat, ten players to bat or they can elect to use a continuous batting order with all players listed. As long as a player is on the line up card then the coach can play that person on defense at any time unless it is in violation of the pitching rules. If a player is a substitute then she is governed by the rule book that applies. If a player is unable to complete her turn at bat except for a noticeable injury or sickness then an out will be called in the continuous lineup. This will be solely the decision of the officiating crew.
5. Six innings will constitute a complete game unless one team is ahead by ten or more runs after four complete innings then the game shall be called. Losing team must have equal number of bats.
6. Pitchers may throw no more than a total of six innings in any two consecutive games.
7. Batter cannot be walked in this program.
8. Batter may bunt with player pitching but cannot bunt with coach pitching. Any attempted bunt is a strike on the batter.
9. Base runners are not allowed to steal home at any time.
10. Base runners are not allowed to steal with coach pitching.
11. Base runners are allowed to only steal / advance one base at a time per pitch with player pitching. Base runners may advance as many bases as possible on a base hit.



12. The pitcher player will pitch to the batter until the batter becomes a runner, is called out on strikes, is put out by a play or receives ball four as called by the plate official. Upon the batter receiving ball four the offensive coach will enter to pitch to the batter. If the batter has a four ball count and no strikes then the coach will have three pitches only, if she has a four balls and one strike count then the coach will have two pitches only and if the batter has four balls and two strikes then the coach will have one pitch only. If after the above has been completed and the batter is still at home plate she shall be out.

13. On the third strike or the last pitch the batter may remain at bat as long as the ball is ruled a foul.

14. A player missing a base or leaving a base too soon will result in a delayed dead ball call by the official and will be ruled on when all playing action is over. There are no appeals from the defense in the 10U program.

15. In the 10U program the pitching rules will follow the NFHS Softball rule book except for the number of innings allowed per pitcher. With the coach pitching there will be no illegal pitch called.

16. This program will use the eleven inch softball.

17. Infield fly rule is in effect.           02-17-2010



## 12 & UNDER

### 1. Playing Field Dimensions

Bases:	60 feet
Pitchers Plate:	40 feet
Circle at Pitchers Plate:	8' Radius

2. Players may steal when the ball leaves the pitchers hand per the NFHS Softball rule book.

3. Batter **MAY** advance to first base on a dropped third strike per the NFHS Softball rule book. The ball is not dead – Base runners **MAY** advance at their own risk.

4. Teams will play nine fielders defensively but may bat ten players. The ten batters must be on the original line up card given to the plate official.

5. Six innings will constitute a complete game unless one team is ahead by ten or more runs after four innings per the rule book.

6. Pitchers may throw no more than a total of six innings in any two consecutive games.

7. This program will use the twelve inch softball.

8. In the 12U program the pitching rules will follow the NFHS Softball rule book except for the number of innings allowed per pitcher.

9. Infield fly rule is in effect.

10. A player missing a base or leaving too soon will result in a delayed dead ball call by the official and will be ruled on when all playing action is over. There are no appeals from the defense in the 12U program. 02-17-2010



## 14 & UNDER

### 1. Playing Field Dimensions

Bases:	60 feet
Pitchers Plate:	40 feet
Circle at Pitchers Plate:	8' Radius

2. Players may steal when the ball leaves the pitcher's hand per the NFHS Softball rule book.

3. Batter **may** advance to first base on a dropped third strike per the NFHS Softball rule book.

4. Teams will play nine fielders defensively but may bat ten players. The ten batters must be on the original line-up card given to the plate official.

5. Seven innings will constitute a complete game unless one team is ahead by ten or more runs after five complete innings per the NFHS Softball rule book.

6. Pitchers may throw no more than a total of seven innings in any two consecutive games. Other than the total number of innings allowed to pitch please refer to the NFHS Softball rule book for pitching requirements.

7. A player missing a base or leaving early is an appeal play by the defense and must be properly appealed to the proper official per the NFHS Softball rule book.

8. This program will use the twelve inch softball.           021-17-2010

## 17 & UNDER

Same rules as 14 & Under above except for the distance of the pitching plate which is now at 43 feet.           02-17-2010

