

Fox (7th-9th Grade) Rules & Information



1. Time Frame:

- **Game time will be 75 minutes or 6 innings.** Official game time will be kept by the umpire.
- When a game is tied at the end of regulation innings or the expiration of the time limit, the game will be decided by an international tie-breaker.
- **Mercy Rule:** For ALL leagues, if a team is leading by 15 runs after three innings, 12 runs after four innings or eight runs after five innings, the team in the lead will be declared the winner.
- If a game is called due to weather or other reasons, the team with the lead will be declared the winner if 3 or more equal innings have been completed. Rescheduled games will resume from the point where they left off.

2. Team Formation:

- Teams may have four outfielders in an umbrella formation.
- No automatic outs will be called if teams are short players. If you're below 7 players, you must forfeit.

3. Rules:

- The Utah High School Activities Association official rules will be used in governing the play for all leagues.
- **Infield Fly:** will apply.
- **Dropped 3rd Strike:** a batter may advance.
- **Bunting:** is allowed.
- **Avoid Stalling:** All players, coaches, and umpires are expected to avoid unnecessary delays or actions that might prolong the time between innings. This includes, but is not limited to, excessive conferences on the pitching circle, slow returns of equipment, and unnecessary delays in taking the field.
- **Pitching:** The pitcher must start with the pivot foot in contact with the plate. U.G.S.A. will allow a pitcher to step backward from the pitching plate with the non-pivot foot while delivering the ball. The pitcher must start pitching from inside the width of the pitching rubber. A staggering starting stance is allowed when starting to pitch.
- **Base Running:** When a pitcher is within the 8-foot radius or on the pitcher's plate with the ball in her possession (and not making a play on a runner), the base runner must **immediately** attempt to advance to the next base or return to the previous base. Any Filly player, who receives a base on balls, may advance beyond first base at her own risk. They will be declared out, however, if they stop between bases while the pitcher is holding the ball within the 8-foot radius circle. The base runners shall not leave their bases until the pitcher releases the ball to the batter. Any runners that leave too early will be called out. The pitched ball then becomes a dead ball.
- **Slide Rule:** A runner is out when they do not legally slide or attempt to get around a player who HAS the ball and is ready to make a tag.
- **90 Second Rule:** Teams have 90 seconds from the point when the last out occurs to when the first pitch is to be thrown to start the new half inning. Speed up runner for catcher only, must be last out. If the pitcher is not ready at the end of 90 seconds, a ball will be called. If the batter is not ready at the end of 90 seconds, a strike will be called.