



## JR. HIGH Girls Fast Pitch Bylaws 2023

### I. GAME FORMAT

1. Games consist of 6 innings or 1 hour and 10 minutes. No new innings can begin after 65 minutes.
2. Running Clock
3. Games ending in a tie will remain tied during regular season play. Tournament games will use the international tie breaker if necessary.
4. An inning or half-inning ends when a team scores 7 or more runs regardless of the number of outs. All runs will count until the completion of the play in which the seventh run is scored.
5. First team listed is home team. Home team starts in the field on defense.

### II. EQUIPMENT/FIELD SIZE

1. Bases will be 60 feet apart.
2. Pitching rubber will be set at 40 feet away from home plate.
3. Bats: 30"-32" bats will be provided
4. Ball: 12 in. softball
5. No metal cleats will be allowed on the field.
6. Batters and base runners will be required to wear batting helmets.
  1. Hard casts or braces must be covered with a soft material.
  2. No jewelry shall be worn except religious or medical jewelry which must be taped down.
  3. Catchers must wear a face mask with helmet, chest protector, shin guards, and must use a catcher's glove.

### III. PLAYERS

1. Each team roster shall consist of 13 players maximum.
2. 9 players will play defensively (on the field) each inning.
3. Batting order consists of all team players present, each batting in the same rotation throughout the game. Batting order will resume where you left off each inning.
4. Teams may play with a minimum of 8 players and take an automatic out for the team member not present. The coach may designate, prior to the game, where the automatic out will fall in the line-up. Players arriving late may be slotted into the automatic out position.
5. All players and coaches must remain in the dugout if they are not playing defense, batting, on deck, or base running.
  1. Any team unable to take the field at the scheduled time will forfeit the game; forfeited games will be played for fun with the players present.

### IV. SUBSTITUTIONS

1. Substitutions may not be made in the middle of an inning. Players must play the entire inning defensively, unless injured. (Exception: Pitcher's may be subbed out during an inning)
2. No player will sit out 2 innings consecutively.

3. Each team has an unlimited amount of defensive substitutions provided it is done in between innings.

**V. PITCHER RULES OF PLAY**

1. A starting pitcher once removed as a pitcher, may re-enter only once as a pitcher, but may continue to play any other position.
2. Any player is eligible to pitch

**VI. BASE RUNNERS**

1. All base runners must tag up and may not leave the base until the ball leaves the pitcher's hand. **Penalty:** base runner may be declared out.
2. Base runner must attempt to avoid contact with the catcher whenever there is a play at home (as determined by the official). Sliding into home plate is recommended, but not required as long as the player can successfully avoid the catcher. **Penalty:** base runner may be declared out and may be ejected if the contact is deemed intentional by the umpire.
3. Base runners cannot steal home unless another base runner is played on by the defensive team.
4. The batter may attempt to advance to 1<sup>st</sup> base on a dropped 3<sup>rd</sup> strike.
5. A batter hit by a pitch will be awarded 1<sup>st</sup> base.
6. A speed up runner for the catcher (from the previous inning) is allowed when there are two outs. The substituted runner shall be the last player on the team to make a batted out. The intent of this rule is to reduce delay between innings due to catcher equipment.

**VII. RESCHEDULING**

1. Conditions permitting, all games will be played when scheduled. If a game or practice is canceled, rescheduling is NOT guaranteed. However, the recreation department will strive to reschedule whenever possible.
2. It is the responsibility of the field supervisor and the umpire, to determine whether or not the condition of the field, the elements and other conditions should stop play of the game.

**VIII. CONFERENCES/COACHES**

1. One adult coach is permitted in each coach's box. All other coaches must remain in the dugout. Coaches under the age of 18, must wear a helmet if they are in a coach's box.
2. Defensive Conference – While on defense, each team is allowed two conferences during a six-inning game, without penalty. These conferences are used for coaches or non-playing representatives to confer with a defensive player or players.
3. In an extra inning game, each team shall be permitted one charged conference each inning while on defense without penalty.
4. Time granted for an obviously incapacitated player shall not constitute a charged conference.
5. Prior to accumulating two charged conferences, a conference is not charged if the pitcher is removed as pitcher. **PENALTY:** After two charged conferences in a six-inning game, the pitcher shall be removed as pitcher for the duration of the game.

**IX. SCOREKEEPER**

1. All line-ups must be submitted to the scorekeeper(s) at least 10 minutes prior to the scheduled game time.
2. The scorekeeper will keep track of individual runs, outs, and team score.

**X. PROTESTS**

1. Any violation or misinterpretation of a rule (not judgment calls) must be brought to the attention of the umpire BEFORE THE NEXT PITCH.
2. If the umpire cannot solve the problem the Site Supervisor should be found to make a final ruling on the play in question.

**XI. SPORTSMANSHIP PHILOSOPHY**

1. The City Recreation Departments are dedicated to providing quality recreational sports programs in a spirit of sportsmanship and fellowship for all of our families, friends and neighbors. It is expected that all players, coaches, parents, and spectators will strongly adhere to all rules of play and etiquette involving the program.
2. Officials and score keepers are representatives of the league. Any questions or concerns regarding the performance of the league representatives should be brought to the attention of the Recreation Supervisor.
3. There will be zero tolerance for unsportsmanlike conduct among players, coaches, parents and spectators. Offenders may be ejected and law enforcement may be called when deemed necessary.
4. Anyone ejected must leave the field immediately.
5. Spectators should not interrupt the game. If a spectator, coach or player has become disruptive, the umpire and / or field supervisor may ask them to leave the park.
6. Any player, coach or spectator ejected from a game must schedule an appointment with the Recreation Director, or program coordinator within 24 hours of the game in order to be reinstated in the program. An ejection will result in that individual not participating in the game following the ejection and may face expulsion from the league.
7. Coaches will be expected to properly educate players the values of teamwork, character, and sportsmanship. Coaches shall strive to set an example of the highest ethical and moral conduct for players, team parents, and spectators.