

## 10 & U DIVISION OF CENTRAL OHIO GIRLS FAST-PITCH

### OHIO HIGH SCHOOL RULES WITH THESE ADDITIONS (REVISED 3-3-13)

1. Home team supplies umpires & game balls.
2. No player shall participate who will be 11 years old before January 1<sup>st</sup> of that year.
3. Any player who is listed on the roster turned into the league secretary for this age division may not play at a lower age division.
4. Rosters must be turned in to league secretary by first game. Any games played prior to turning in roster will be forfeited.
5. League fees must be paid to treasurer by first game.
6. Birth certificates and copy of roster must be available at each game. If not available, team not having birth certificates will be forced to forfeit.
7. Winning team will report game results to the league secretary.
8. Cancellation and rescheduling games. Games must be canceled more than 7 days before game date, except for weather related reasons, coach's emergency, school functions or no show of an umpire. A game will be forfeited if not canceled more than 7 days prior to game day. Games must be rescheduled to be played before tournament draw.
9. There will be a formal pre-game conference between head coaches and umpires prior to the game to discuss the strike zone, ground rules and set the official start time.
10. All bats used must be official fastpitch softball bats or approved for use by the opposing coach prior to the game. Penalty- batter automatically out.
11. 11" optic yellow leather balls must be used.
12. Any game in which a team roster consisting of less than 9 players will be forfeited.
13. If a team has only 9 players, the missing position in the batting order will be not be counted as an out. If a player arrives after the game has started, they will be placed at the end of the batting order.
14. Any player who is injured or must leave due to an emergency will not be counted as an out. The injured player may re-enter the game in their original position in the batting order once they are ok to play. If hurt in play they can be allotted a courtesy runner (the last out).
15. It is required that 8U be brought up to fill vacancies on a team (a call-up player must wear her team uniform). These players must be on a C.O.G.F.P. roster from your community. Teams using ineligible players shall forfeit all games in which that player participated.
16. Games will be 7 innings in length, with a 2 hour time limit: An inning may not be started anytime after two hours from the official start time. As soon as the 3<sup>rd</sup> out is made the inning is over and the next inning begins. An inning may be started as late as one hour fifty-nine minutes from the official start time unless both coaches agree to end the contest.
17. International tie-breaker
  - a. When the teams are tied and going into the 8<sup>th</sup> inning or at the start of an inning after the 2 hour time limit, each team starts each inning with a runner on second base. That base runner is the batter-runner (player at bat) when the last out was made in the previous inning, and no substitute or courtesy runner may replace her until she has reached third base. If the last batter out cannot continue to play

because of injury, illness, etc., she will be declared out and the next previous batter out will be the tie-breaker runner.

18. Ending an inning will be accomplished by 3 defensive outs or 5 run limit. Teams can score a maximum of 5 runs per inning.
19. Mercy rule:
  - a. 11 runs after 5 completed innings
  - b. 6 runs after 6 complete innings.
20. All players must play a minimum of 2 full innings per game which must be completed before the end of the 5<sup>th</sup> inning of the game unless a player is being disciplined by the coach. This action must be reported prior to the start of the game. Penalty: Game will be forfeited for violation of this rule.
21. A game will be considered official after 4 full innings. If less than 4 full innings have been played at the two hour time limit, the game will be considered an official game.
22. If an umpire calls a game due to darkness, that game will be completed at a later date.
23. Games that are canceled due to weather or inclement circumstances prior to the 2 hour time limit, it will be resolved as follows:
  - a. If 4 full innings or more have been completed, the game is official, unless tied. With the scores reverting back to the last completed full inning.
  - b. If less than 4 full innings have been completed, the game will be replayed at a later date in its entirety. Makeup date and time is to be determined and agreed upon by both head coaches.
  - c. All Tournament games will be played to the full time limit. If the game is stopped due to weather the game will be played in full at a later time.
24. The batting order will include the full team roster for the entire game.
25. Free substitutions. Players may re-enter the game.
26. The defensive team will consist of 10 players. There will be 4 players in the outfield. No short fielders will be allowed.
27. Infield fly rule does not apply.
28. Pitching will be from 35 feet.
29. There will be no play on the batter on a dropped third strike.
30. A pitcher pitches a ball until a batter hits the ball or is struck out. There are no walks at this level. If the pitcher throws 4 balls before the batter hits the ball or strikes out, the coach pitcher from the batters team comes in and is allowed 3 pitches. Fouling the last pitch does not result in an out. The strikes that the kid pitcher gets on the batter carry over to the coach pitcher. Coach pitcher must throw their pitches under a 6' arc. If a pitch is thrown over the 6' arc limit, then the umpire must call the pitch illegal before the ball is hit. This pitch counts in the coaches 3 pitch limit.
31. The coach pitcher must have at least one foot on the rubber. The kid pitcher must maintain at least one foot in the circle.
32. The batter should attempt to avoid from being hit by the pitch; a batter hit by a pitch from the kid pitcher will be awarded first base at the umpires' discretion.
33. A batter hit by the pitch from their coach pitcher does not walk and this pitch counts toward the 3 pitch limit.
34. Coach pitcher must make a conscious effort to get out of the way of a hit or thrown ball. If the umpire rules no attempt was made to get out of the way they will call interference/dead ball and the batter or runner is out. If a batted or thrown ball hits them and is not called interference the ball is to be played as a live ball.

35. As long as pitchers do not gain an advantage, balks will not be called, but rather umpires and coaches will teach proper pitching motion.
36. Full or half windups are allowed.
37. **The rules for leading off the base are as follows:**
- a. Base runners may leave the base after the ball leaves the pitcher's hand.
  - b. Base runners may only advance 1/3 of the distance **from 1<sup>st</sup> to 2nd and from 3rd to home. This distance is to be marked by the home team at the start of the game. Runners can only go out to the line. Penalty for passing the line, the runner is out. This is not a commit line. Base runners may not advance on a wild pitch or passed ball from 1<sup>st</sup> to 2nd or 3rd to home.**
  - c. Base runners are allowed to lead off **with no line restrictions** and steal from 2nd to 3rd base only; even on a passed ball or wild pitch. The runner stealing cannot score on a **throw to third** and no other runners may advance on this play even on an overthrow. The ball is then dead until the next pitch on a throw/overthrow to third base. **Runners may not steal when the coach pitcher is pitching.**
  - d. **Base runners may advance one base if an attempt to throw the runner out while they are leading off is made by any fielder. The ball has to be released from the fielder's hand to be considered an attempted throw.**
  - e. Base runners cannot advance once the ball lands in and stays in the circle or the pitcher has the ball and has two feet on the pitching circle. If the ball lands in and rolls out of the circle runners may advance even if the coach pitcher is on the field and does not interfere. If a runner from 1<sup>st</sup> to 2<sup>nd</sup> or 3<sup>rd</sup> to home has not passed the marked line before the ball lands in and stays in the circle or the pitcher has the ball and two feet on the circle, the runner has to return to base.
  - f. If the throw **back to the pitcher** hits or lands outside the circle, runners may advance from any base.
38. When the ball is overthrown at any base, and no play is attempted, the base runner(s) may only advance one base at their own risk. If no play is attempted on a runner it becomes a dead ball. If an attempt is made to get any base runner and there is an overthrow runners may advance one base at their own risk per overthrow per base runner.
39. The batter cannot show bunt pull bat back and swing away. Penalty: Dead ball, batter automatically out.
40. The slide rule will be in effect. If there is a play at 2<sup>nd</sup> base, 3<sup>rd</sup> base or home plate and the runner does not attempt to slide, the umpire will use judgment as to calling the runner out for not sliding. The umpires and players must abide by the rule even if the player is wearing shorts.
41. No coaches at this age division or immediate family of players will be allowed to umpire games at this age division, unless agreed upon by both coaches.
42. An unintentional thrown bat: 1<sup>st</sup> time is a team warning; all subsequent batters that throw the bat on that team are out.
43. No metal cleats.
44. No bunting off coach pitch.