



3rd-4th GRADE GIRLS FASTPITCH LEAGUE RULES

National Federation High School rules will govern all play with the following exceptions:

Playing Field

- A. The distance between all bases shall be 60 feet.
- B. The pitching distance shall be 35 feet.

Equipment

- A. Shoes – metal cleat baseball shoes are prohibited. Molded cleats or tennis shoes are recommended.
- B. Protective Headgear - batters, base runners, and catchers are required to wear headgear at all times, during practice and games.
- C. Bats must be approved for youth fastpitch/softball use and shall be restricted to a length of 34" and a diameter of 2 ¼". There are no weight restrictions.
- D. Uniforms - all players are expected to wear sponsor's t-shirt and hat while participating in league games. T-shirt may not be altered in any fashion.
- E. No restrictions placed on type of glove used by any player at any position.
- F. Each team will be issued a bag of equipment at the beginning of the season. Coaches should inventory the equipment after each practice and game to be sure it has all been returned and that it is in good condition. The equipment must be returned at the end of the season.
- G. Each coach will be given a new ball for each home game. For each of your home games, you are to give the umpire a new ball and used back-up ball. After the game, the umpire will return both balls to you.

Playing Rules

- A. Home team takes third base dugout. All players must remain in the dugout except for the batter and on-deck batter.
- B. A team will have ten players on the field at a time: catcher, first base, second base, third base, short stop, four outfielders and a defensive pitcher (placed five feet behind the offensive pitcher).
- C. Outfielders will not be allowed to play in the infield and must remain ten yards behind the baseline until the ball is hit.
- D. There shall be free unlimited substitution of all players listed in the batting order.
- E. Infielders must stand behind the baseline running from first base to second base to third base until the ball is hit. Infielders are not to interfere with the base runners.
- F. All players in attendance must be listed in the batting order. All players must bat in that order. Players arriving after the game has started will be added to the bottom of the list and bat accordingly.
- G. Pitchers will get five warm-up pitches to start the game and two between innings. When a new pitcher enters the game she will be allowed two warm up pitches. Catchers must wear full catcher gear to warm up pitcher.

Playing Rules cont.

- H. Pitcher: A player from the batting team will pitch the ball five times to her own teammates. The pitcher will pitch the ball in a fashion that will enable her teammates to hit the ball. If it is obvious that a pitcher cannot throw a “hittable” pitch, the coach has the option of throwing the last two pitches to the batter through the first four games. After the fourth game, the coaches may not pitch.
- I. Pitching Interference: If a batted ball hits the pitcher or if the pitcher interferes with a batted ball or if the pitcher interferes with the defensive pitcher, the ball is considered dead and runners may not advance. The batter will return to bat. If it is the final pitch, the batter will receive one more pitch.
- J. Batter: Each batter will be allowed five pitches to hit the ball. If the batter fails to hit the ball in fair territory after five pitches, she is out. Player may not strike out or walk. Exception: Fly ball caught in foul territory is an out. Batter must hit the ball in order to get on base. **Bunting is not allowed.**
- K. Courtesy runner may be used for the catcher with two outs. The last eligible player to record an out will be used as the courtesy runner.
- L. Players must remain in the same fielding position during an inning except in the case of an injury. Exception: Pitcher change.
- M. There will be no fielding practice allowed prior to the game or between innings.
- N. Double First Base: If the first play is at first base, either from the infield or outfield, the batter/runner must touch the orange base. If the play is elsewhere, the inside (white) base may be tagged in a continuation toward second base. The runner approaching first base may cross over to the inside (white) base to avoid a collision if a wild throw occurs. The inside (white) base will be used by the batter/runner if attempting to get back to first base.
- O. Base Running: No leading off or stealing. Sliding is allowed, no headfirst sliding. The base runner will be called out for headfirst sliding. Base runner may dive back to the base.
- P. All players must play at least 1/2 of the game at a defensive position.
- Q. Infield fly rule will **not** be in effect.
- R. Play will be declared dead when an infielder has possession of the ball in the infield area and no base runner is attempting to advance.

Playing Rules cont.

- S. Runs Per Inning Limit: When a team scores five runs during their turn at-bat, the inning is over. Any subsequent runs scored on the at-bat that brings in the fifth run will also count. Run limit to be waived in the last and final inning.
- T. Teams must start and finish the game with eight eligible players or the game will be forfeited.
- U. Base coaches must be adults.
- V. Players may not wear jewelry.

Length of Game

- A. A game will consist of six innings.
- B. Official Game: If a game is called for any reason, it shall be considered an official game. Exception: Games cut short by rain must complete 3 innings, or 2 1/2 innings if the home team is ahead.

- C. All games will start on time: No new inning may begin 1 hour and 10 minutes after the game begins. Umpires will declare last inning.
- D. Tie games will stand as such if at the end of six innings or time limit each team has scored the same number of runs.
- E. All scheduled games are to start on time and will be played unless canceled by the Auburn Parks and Recreation Department or by the umpire because of field conditions. Call the Auburn Parks and Recreation Department after 4:00pm on game day at (253) 931-3095 if you have any questions about field conditions.

Official Scorekeeper

- A. The home team shall be responsible for keeping the official scorebook. The official scorekeeper shall verify score with the visiting team after each inning.
- B. It is recommended that the coach should not be the team scorekeeper.

Injured Player

An injured player may be replaced. If the injured player is a base runner, the last person in the batting order to make an out shall be the pinch runner. If the injury is to a fielder, a substitute shall be allowed to replace the injured player. In either case, if the injured player is unable to bat and run for herself the next time up in the batting order, she shall be removed from the game.

Umpire

If the assigned umpire fails to show up within five minutes prior to the scheduled game time, both coaches are to agree on a person or persons to officiate the game. The game will count in the league standings. The volunteer umpire must umpire from behind the pitcher.

Miscellaneous

Ejection/Suspension: A player or coach ejected from the game will be asked to leave the park immediately and will be suspended from a minimum of one game. Auburn Parks and Recreation Department will determine length of suspension. Suspended players and/or coaches may not accompany the team during suspension.

You are not allowed to protest a game.

The Auburn Parks and Recreation Department has the authority to make rulings on any and all dealings regarding this league. All decisions are final.

Rick Bruya, CPRP, CYSA,
Recreation Coordinator
rbruya@auburnwa.gov
Auburn Parks, Arts and Recreation
910 Ninth St SE, Auburn WA 98002-6200
Office: 253- 931-3043
Rainout line after 4:00pm, 253-931-3095

Game schedules and field directions: <https://auburn.playerspace.com/>