

# Fast Pitch – Rules

## Fall 2011

1. Game times will be 1 hr. and 20 minutes with a drop dead time limit. No new inning will start after a 1 hr. and 10 minutes. Batters (the one up to bat) will be allowed to finish their at bat prior to games being called due to time limits.
2. Pitching distances: 10u 35 feet. **12u & 14u 43 feet.**
3. Ball sizes: 10u 11inch, 12u & 14u 12inch.
4. Mercy rules. Games will not be called due to large scores. Each inning will play a 6 run limit. The play on which the 6th run is scored is live. More than six runs maybe scored. Once the play is completed and the ball is secured, the teams will switch.
5. A flip flop rules may be used in games with lopsided scores. The choice to flip flop must be made by the team in the lead.
6. On defense teams may opt to play 4 out fielders. For league purposes the rule will be 3 outfielders. If both coaches agree to 4 outfielders, along will guidelines, then four may play.
7. Offensively coaches may bat the entire line-up. If all players are in the batting order then said team will have free defensive subs. If a coach plans to bat 9 and uses subs, they will be required to follow traditional substitution rules.
8. If a team is short players they still play. No auto outs will be charged. Short on defense will be their penalty.
9. Infield fly rules will be used in all leagues.
10. Leadoffs, Runners may steal after the ball has left the pitchers hand.
11. Dropped third strike will be played in all leagues.
12. Base runners must commit to a direction of advancement once the ball is in the pitchers position in the pitching circle. Runners who do not choose will be called out.
13. ASA and High School pitching mechanics may be used. Pitcher will need to start from the pitching rubber and not crow hop when pitching.
14. On bad weather days decisions for games will be posted on –line at 3:00p.m. Please check on line [www.salemcity.org](http://www.salemcity.org) weather info will be post on the home page at the top of the screen.
15. Speed up runner allowed for Catchers. If all players are playing, the last out will be the pinch runner.

