

## **Girls Fastpitch Kid Pitch Rules**

USSSA Fast Pitch rules will be used with the following exceptions and/or clarifications:

### **Pitching Distance:**

9-10 35'

11-12 40'

13 & older 43'

### **Softball:**

7-10 11" softball

11 & Older 12' softball

- 1) Game Length – 6 innings or 60 minutes. The home team, if behind in the score, will always have an opportunity to bat once time is expired. **Max 5 runs per inning.**
- 2) Nine players may play defensively at one time.
- 3) Teams must have a minimum of eight players to start and finish the game. If the minimum number of actual team players is not met by game time, the official game result will be a forfeit by the shorthanded team. **Teams may pick up other players to play the game, but only under a forfeit loss.**
- 4) The Home and Visiting teams will be pre-determined and indicated on the schedule. The umpire will be responsible for the official game clock. Game time will start when the umpire has instructed the home team to take the field, regardless of the actual time of day. **It is up to the Head Coach of each team to ensure scoring is correct after each half inning. Home team keeps the book. The Head Coach must sign game card at the end of each game verifying the final score. Once signed, it's final.**
- 5) Runner for Catcher/Pitcher: At any time, a team may use a courtesy runner for their catcher or pitcher of record the previous inning. The runner will be the last batter who was called out.
- 6) Intentional Walks will be allowed and will not require 4 pitches if umpire is notified prior to first pitch to batter. Umpire will award the batter 1<sup>st</sup> base once notified by the coach. If a pitcher has begun pitching to a batter, they must continue to pitch to the batter. **In League play, batters are not allowed to be walked.**

7) Stealing is allowed. Leading off is not allowed. Runners must remain in contact with base until pitcher releases the ball. Leaving the base early is a judgment call by the umpire. There will be no warnings for this and runner that leaves early will be declared out.

8) Whenever a tag play is evident, a runner must seek to avoid contact with the fielder and / or catcher. Attempting to jump, leap, or dive over the fielder and / or catcher is not interpreted as seeking to avoid contact. Malicious contact could result in an ejection of the runner at the umpire's discretion.

9) Mound/Pitcher Visits – If a coach makes a 2nd visit/conference to the mound to speak with the pitcher in the same inning, that pitcher must be replaced. A mound visit can be made after the coach asks for and is granted time by the umpire.

10) A batter may attempt to reach first base on a dropped, missed or blocked 3rd strike if first base is not occupied.

13) Score will be kept by the umpire on the official scorecard and verified by the home team scorebook. Teams can choose to keep a scorebook, but that scorebook will only be used if the umpire has a question on the score or line-up. The umpire will announce the score in between innings. It is up to the Head Coach of each team to ensure scoring is correct after each half inning. Home team keeps the book. The Head Coach must sign game card at the end of each game verifying the final score. Once signed, it's final.

14) TIE-BREAKER RULE (only used during end of the season tournament): Each half inning will start with the bases loaded and one (1) out. Each team will continue the batting order from the previous inning, with the three (3) previous batters occupying the bases, with the last batter occupying 1st base, the next batter occupying 2nd base and the 3rd batter occupying 3rd base. The game will continue until a winner is determined.