

# SPANISH FORK PARKS & RECREATION

## Rules for FAST-PITCH SOFTBALL TEAMS

UGSA has adopted the Softball Rules of the Utah High School Activities Association as their official playing rules. The rules listed below will be a supplement to the UGSA Rule Book and the UHSAA Rule Book for our league play.

**BATTERS** - Batters will get 4 balls & 3 strikes. A player can not be called out on foul balls. In **Falcon & Filly Leagues**, a runner may not run on a dropped **3<sup>rd</sup> strike**. The batter is out. In **Fox League**, a batter may run on a dropped 3<sup>rd</sup> strike if 1<sup>st</sup> base is unoccupied when there is less than two outs. With two outs, a batter **MAY** run on a dropped 3<sup>rd</sup> strike even if 1<sup>st</sup> base is occupied.

All players will bat in the line-up, which allows you to have free substitution with defensive positions.

**DEFENSIVE PLAYERS** - Ten players will play on defense. (4 outfielders). Outfielders should play in the traditional outfield position in an umbrella shape with a left fielder, left center fielder, right center fielder and right fielder.

**PITCHING DISTANCE** - Will be measured from the back of home plate to the front of the pitcher's rubber. **Falcon** distance is 32', **Filly League** is 35' and **Fox League** is 43'.

**BASE RUNNERS** - In **Falcon & Filly Leagues** shall not leave their bases until the pitched ball reaches home plate. In **Fox League**, the base runners shall not leave their bases until the pitcher releases the ball to the batter. **No league is allowed to steal home when leading by 12 runs or more.**

For leaving the base too early, one team warning will be given on the first infraction. After that, any runners that leave too early will be called out. The pitched ball then becomes a dead ball, and all other base runners return the base previously occupied.

**Falcon only-** If the pitcher catches or misses a ball thrown to them while in the 8-foot radius circle, all players must return to the closest base.

**Filly/Fox only-** When a pitcher is within the 8-foot radius circle or on the pitcher's plate with the ball in her possession (and not making a play on the runner), the base runner must ***immediately attempt*** to advance to the next base or return to the base last occupied.

**BASE ON BALLS** - In **Filly and Fox Leagues** only, any player who receives a base on balls may advance at the risk of being put out beyond first base. They will be declared out, however, if they ***STOP*** between bases while the pitcher is holding the ball within the 8-foot radius circle. In **Falcon League**, players may not advance beyond 1<sup>st</sup> on a walk.

**AUTOMATIC OUTS** - In all leagues an automatic out will be assessed for each missing player below nine. If both teams have an equal number of players less than nine, no automatic outs will be taken. If both teams have less than nine players, but do not have an equal number of players, the team with less players will take an automatic out for each player less than the other team. (Example-1 team with 8 players and 1 team with 7 players, the team with 7 players will take one automatic out.) Even though we play ten players in the field, no automatic out will be assessed for a missing tenth player.

**EQUIPMENT** - The catcher is required to wear a chest protector, face mask and shin guards. This equipment must be worn during all warm ups, practices and games. Helmets must be worn by the batter, the on deck batter and by all base runners. Helmets must remain on the head of all players until they reach the dugout. An out will be called if the helmet is removed at any time before the player returns to the dugout. In **Fox League and Filly League**, all batting helmets must have a face mask and chin straps. \*\*\*\*Bats will not be included in your equipment bags. If you want a team bat you can check one out for your team with the recreation office\*\*\*\*

**GAMETIME- Falcon League** games will last 6 innings or 1 hour time limit, whichever comes first.

**Filly League** games will last 6 innings or 1 hour 15 minute time limit, whichever comes first.

**Fox League** games will last for 7 innings or 1 hour 15 minute time limit, whichever comes first.

The new inning starts when last inning ends, not with the first pitch.

**UGSA 90 SECOND RULE:** (Fox)Teams have 90 seconds from the point when the last out occurs to when the first pitch is thrown to start the new half inning.

1. Speed up for catcher only, must be the last out.
2. If the pitcher is not ready at the end of 90 seconds, a ball will be called.
3. If the batter is not ready at the end of 90 seconds, a strike will be called.
4. In cold weather situations, the ump should use good judgement in enforcing this rule and error on the side of safety for the players arms.
5. If either team waives their 90 seconds, the opposing team still has the option to use it.

**MERCY RULE - All girl's leagues – Will also be used in the UGSA Falcon Tournament.**

Offensive team will be limited to six runs scored in each of the first two innings. After scoring six runs per inning, teams will switch with no concern to number of outs made in the inning. The six run rule will not be in effect beyond the bottom of the second inning.

More than six runs are possible in an inning when five runs have been scored and the offensive team has multiple runners on base that are able to score before the defensive team ends that play. Those runs (beyond six) will still count.

**UGSA MERCY RULE** - In all leagues, game will be called if one team is winning by 15 or more runs after 3 innings, 12 after 4 innings or 8 after 5 innings. If the visiting team is winning then must play the bottom of that inning, if home team is winning they don't bat.

**INFIELD FLY** - Rule will be enforced in **Fox League**. UGSA ruled there will be no infield fly in **Falcon and Filly Leagues**.

**PITCHER RE-ENTRY** - A pitcher may re-enter to pitch after having been substituted out of the game or just to another position.

**INTERNATIONAL TIE BREAKER** - Will be used in case of a tie at the end of time or innings. Extra inning starts off with the last out of the previous inning on 2<sup>nd</sup> base (3<sup>rd</sup> base in Falcon). Any additional extra innings, the last out from the previous inning begins on 3<sup>rd</sup> base.