

# 13U FAST PITCH

## Fast Pitch Softball Rules - Age 10-13 Division

### Amendments to TSSAA Rulebook

#### General Rules

1. Game will be 5 innings or a time limit of 75 minutes.
2. No new inning will start with less than 5 minutes on the clock
3. Games will be played with a 12" softball
4. If the game is tied at the end of regulation, then the "International Rule" will apply. The last batter from the last inning on each team will begin the extra inning on 2nd base as the game continues. International Rule will be in effect for up to 2 innings. Game can end in a tie after that.
5. Teams may play with a minimum of 8 players with "no penalty outs". Players may enter the game late or leave early with no penalty.
6. If a player arrives late to the game, that player must be added to the bottom of the batting order.
7. There will be an infield fly rule. (The infield fly rule takes effect on a fair fly ball that, in the judgment of the umpire, can be caught by an infielder, pitcher, or catcher with ordinary effort and when there are runners on first and second or first, second, and third and less than two outs. Line drives and bunts do not apply to this rule.)
8. There will be a dropped third strike rule. (When the batter strikes out but the catcher fails to catch the pitch in the air. When the ball hits the ground on the 3rd strike the batter is able to run to first base. If the batter safely makes it to first base, no out is awarded.) This rule applies if there are less than 2 outs and first base is unoccupied or if there are 2 outs.
9. Run rule is in effect:
  1. 12 runs after 3 innings
  2. 10 runs after 4 innings will end the ball game.
10. 5 runs or 3 outs will end an inning
11. Umpires will communicate only with the head coach during the game regarding questions or situations that occur.
12. When the game is over, game balls should be turned back into the umpire
13. Coaches of the early game must get the equipment bags from the top concession stand, and coaches of the late game must return the equipment bags to the top concession stand
14. Any rules not addressed will be based on school ball rules at the umpires discretion.

#### Offense Rules

1. All players will be in the batting order and all players will bat.
2. All batters and base runners will wear a helmet
3. Base runner can not leave the base until the ball has left the pitcher's hand. Leaving early will result in an out.
4. The catcher may have a courtesy runner.
5. Touching of base runners by coaches is not allowed. If a coach touches a base runner this will result in an out with no warning.
6. Bunting is allowed.
7. Players may not sling their bat. If a player slings their bat that player will be called out.

#### Defense Rules

2. No more than 10 players on the field.
3. All infield positions must be filled and a max of 4 players in the outfield.
6. All coaches during defensive play must remain within arms reach of the dugout entrance.
7. Players must be rotated into the game every other inning. No player shall sit out 2 consecutive innings.

Pitching 40 ft 6 ft circle