Hendersonville Fastpitch League Rules

Section 4 – Local League Rules

4.1. ​All League play will be in accordance with ASA rules and regulations with the exceptions in this section.

4.2 . If available, all players must play at least two (2) full innings. All teams will bat the entire roster.

4.3. ​If an injury or illness occurs, any player on the bench may re-enter the game for that player.

4.4. ​ All age groups may begin or finish any game with eight players. There will be a ten (10) minute grace period allowed for teams that are short handed. After ten (10 minutes), if a team is still short handed, they must declare a forfeit. This is for the first Game of the day (ie the 6:00PM Game during weeknights, 9:00AM Game on Saturdays).

4.4.1 ​Grace periods will be subtracted from the total time limit established in the League rules.

4.5. ​There will be a maximum of five (5) runs in any inning or three (3) outs, whichever comes first, in all age divisions. The intent is to keep all games on time as scheduled.

4.6. ​The home team shall be designated as official scorekeeper for each game.

4.7. ​If a Team is short handed, then the Coach may borrow one or two players (to bring their roster to a total of nine (9)) from the next lower age group. If no lower age group players are available, up to two (2) players may be borrowed from the same age group, but they must play outfield and bat last. These two players from the same age level must be approved by the other coach.

4.7.1 **No borrowed players may participate on any team with nine (9) or more players** already on the roster. Players that are borrowed must have permission from the parent or guardian. No player may play on another team while her assigned League Team is playing.

4.7.2 If a pitcher is not available, coaches may pick up a pitcher from another Hendersonville Fastpitch Team from the same or lower age group. **The pitcher must be approved by the other coach**. Any pitching changes made during the game must be approved by the other coach.

4.8. ​An official roster, which must be identical to the League Roster, must be exchanged between Coaches, and a copy provided to the scorekeeper.

4.9 ​All catchers must wear a catcher's mask, shin guards, and chest protector in games, practices, and warm ups whenever catching a machine or pitcher.

4.9.1 All six (6) and under player will be required to wear a helmet and face mask at the pitchers mound. It is at the coaches discretion, if a helmet, is to be worn at the pitchers mound in the eight (8) and under division, but mask must be worn.

4.10 ​All players must wear batting helmets that are fitted with face mask while batting or on deck during play or practice.

4.11. ​Coach Pitch League Rules 6U

(a) Four (4) to (6) year old girls are introduced to the basics of hitting a ball from a baseball tee, catching, throwing, and running the bases in a non-competitive instructional league. No score will be kept by either team.

(b) A team may be comprised of a minimum of 5 and maximum of 10 players – exceptions must be approved by the Board.

(c) All players will bat through the line-up and then swap to defense (No outs will be kept).

(d) Once the batter becomes a runner, they can only advance to first base. Only advance (1) base for an over throw of base.

(e) Subsequent batters will only advance the runner one base at a time (No stealing).

(f) All fielders are generally positioned on the infield (most batters will not hit the ball to the outfield). All players on the team will play on defense every inning unless they are injured.

(g) A parent or coach will act as the catcher for his/her team.

(h) Every player should be rotated every inning as long as the player and parent are comfortable with the switch in position (the parent does not fear the child will be hurt).

(i) Every player will receive four pitches from the coach, if none of the four pitches are put into play, the ball will be placed on a tee. The player will get two (2) chances to put the ball into play from the tee.

(j) There should be a ten (10) foot circle around the pitchers mound. Any batted ball that comes into contact with the coach pitcher is a base hit and the ball is dead. The hitter is awarded first base.

(k) All games will be one (1) hour and no new inning will start after 50 minutes.

(l) Last batter of the inning – runners continue to advance until the out is made. After the out is made play is stopped.

This age group is exempt from section 4.8 since there is no score kept. The idea of this league is for the girls to want to look forward to the next age group.

**Teams are responsible for cleaning up the dugouts after your practices and games, if teams are observed not adhering to this policy games will be forfeited. Trash cans are in all dugouts, Take Pride in Drakes Creek Park**

# 4.11.1 Coach Pitch League rules 8U

(a) All teams will be allowed five (5) runs or three (3) outs per inning.

(b) Use four (4) outfielders and four (4) infielders (each team is limited to the use of 6 infielders including pitcher and catcher positions).

(c) All teams must utilize the catcher position. Catcher needs to have Gear on. Face Mask, Chest protector, may or may not wear Shin Guards.

(d) There should be a ten (10) foot circle around the pitchers mound. Any batted ball that comes in contact with the coach pitcher is a base hit and the ball is dead. The hitter is awarded first base. All base runners advance one base. A player is placed on the inside of this ten (10) foot circle assuming the defensive position of the pitcher. The defensive player in the circle must wear a facemask.

(e) No player should sit the bench more than one inning.

(f) There is a free substitution for the team in the field. It is a good idea to rotate players to a different position every inning. All kids on the team may play a minimum of one (1) inning in the infield.

(g) Games are seven (7) innings or one (1) hour and fifteen (15) minutes. No New Inning after 1 Hour 10 Min, Tie games can go into extra innings. International Tie Breaker. A maximum of five (5) runs are scored per inning. There should be no warm-ups necessary between innings.

**(h) Every Batter gets (3) strikes or (5) pitches total to put the ball into play. If a batter has not succeeded after the (3) strikes or (5) pitches is ruled out. If the fifth (5) pitch is fouled the batter will still remain at bat until either she puts a ball into play or strikes out.**

(i) Stealing is not permitted. Runners may leave the base once the ball has touched the catcher's glove.

(j) There is no infield fly rule in coach pitch play.

(k) There is no base on balls. Hit the ball and have fun.

(l) Only one (1) umpire is necessary to umpire the bases. No balls or strikes are called.

(m) All other Hendersonville Girls Fastpitch League rules apply.

**(n) Base runners are allowed one (1) base per overthrow.**

(o) The base runner cannot steal home.

**(**p) **Outfielders** shall **take** a position at least **25** feet behind the base line. Outfielders must be at least at the edge of the dirt.

(q) Once the ball is put in play by the batter, play will stop when the lead runner is defensively prevented from advancing, the ball will be blown dead by the umpire and returned to the pitcher’s circle.

(r) Run rule applies after five (5) innings for 8u and above.

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# 4.11.2 Player Pitch League Rules 10U

The following rules from above will apply to this age group

(a) All teams will be allowed five (5) runs or three (3) outs per inning.

(b) Use four (4) outfielders and four (4) infielders + the pitch and catcher standard positions

(c) All teams must utilize the catcher position

(d) There should be a ten (10) foot circle around the pitchers mound.

(e) No player should sit the bench more than two (2) non-consecutive innings.

(f) Games are seven (7) innings or one (1) hour and fifteen (15) minutes. No new inning after 1 hour 10 min. Tie games can go into extra innings. International tie breaker A maximum of five (5) runs are scored per inning. There should be no more than 5 warm-up pitches between innings. However; if in the umpires judgment the pitcher is attempting to delay the game the umpire may reduce the amount of warm-up pitches.

(g) Base Stealing is permitted. Runners may leave the base once the ball has left the pitcher’s hand.

(h) *The base runner can only steal home when the catcher makes a defensive play toward a base runner; stealing home is not allowed on passed balls, wild pitches or throws back to the pitcher*.

(i) All other Hendersonville Girls Fast pitch League rules apply.

(j) Pitcher must wear face mask while the ball is in play.

# (K) There will be no Drop Third (3RD) Strike in this age group

(l) Run rule applies after five (5) innings for 8u and above.

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# 4.11.3 League Rules 12U and Up

Five (5) runs per inning max may be scored,

Stealing of all bases is permitted after ball leaves pitchers hand

No player should sit more than (2) consecutive innings, Free Defensive substitutions, batting order must stay in tact.

Drop third (3) strike is in effect as long as first base is not occupied.

(a). ​Run rule applies after five (5) innings for 8u and above.

(b). ​All games will be one (1) hour fifteen (15) minute time limit. No New Inning after 1 Hour 10 Min.

(c). Teams may start with 8 Players when the 9th spot comes up in batting order it will be an automatic out.

(d). . ​If a Team is short handed, then the Coach may borrow one or two players (to bring their roster to a total of nine (9)) from the next lower age group. If no lower age group players are available, up to two (2) players may be borrowed from the same age group, but they must play outfield and bat last. These players from the same age level must be approved by the other coach.

(e) **12U and above may choose to play with 10 players in field, due to roster size. If playing with 10 fielders, the outfielders must play standard spots LF,LC,RC,RF. Teams may not play a short fielder.**

**(f) All pitchers in Recreational play must wear a mask inside the circle**

**(g) Spikes may be worn by players playing in 14U and above divisions**

4.14​. It will be the sole responsibility of the Head Umpire to keep time and determine when the time limit has expired. It will also be the responsibility of the Head Umpire to determine if and when a game should be postponed or cancelled due to weather or other conditions.

4.15. ​Any protest must be made in writing within forty eight (48) hours of the game involved, and submitted to a Board Member. There will be a $100.00 fee which is refundable in the event of a successful protest. The protest must be made in compliance with the ASA rule book. The protest will be ruled on by the Protest Committee in accordance with rule 1.4.2 of these By Laws.

4.16 ​Sweaters or jackets may be worn over a player's uniform, with the agreement of the Umpire, provided they do not create a safety hazard by being to loose or too long.

4.17 ​In the case of a preceding forfeited games, the Coaches of the next

game may agree to start earlier than their appointed times.

4.18 High School division plays by TSSAA rules unless HGFL rules apply, unlimited substitution

4.19 **All Pitchers have to wear face mask when pitching, all catchers must wear mask when warming up pitchers.**

**(a) H.S division pitchers have option to wear mask or not but is highly encouraged to wear.**

4.20 **Teams are responsible for cleaning up the dugouts after your practices and games, if teams are observed not adhering to this policy games will be forfeited. Trash cans are in all dugouts, Take Pride in Drakes Creek Park.**

**Umpires are in charge of the game, Arguing of Balls and Strikes, Out and Safe Calls will not be tolerated.** If Rules are misapplied after play has stopped feel free to politely ask for clarification of rule, then play can resume.

Thanks For Playing Hendersonville Fastpitch Softball