



Please read all rules so that you understand and follow them in the games. Team captains are responsible for making sure their players have read the rules.

HS FASTPITCH SOFTBALL LEAGUE RULES

GENERAL ELIGIBILITY AND REGISTRATION

- A. Team fee is due when turning in the registration form. A full roster must be complete prior to the first league game. Signatures and all information must be entirely filled out before teams will receive the schedule.
- B. No player is allowed on the playing surface prior to signing the waiver release form and paying the annual Player's Package/Membership Fee. Violation of this rule will result in a forfeit for every game in which the ineligible player has participated.
- C. Participants should have adequate health and accident insurance coverage to cover any injury that may occur.
- D. A player cannot be registered with more than one team playing in the same league.
- E. A player must be in High School to play in the league. HS graduates are not eligible to play.
- F. Softball at the YMCA Sports Center is intended to be enjoyable for all. Please display good sportsmanship at all times. Rough play or bad language will not be tolerated and may result in facility dismissal.
- G. Failure to abide by all league and facility rules will result in your team being dropped from the league.

ATTIRE

- A. Uniforms are not required but are recommended.
- B. Cleats are not allowed; clean, flat soled shoes only.
- C. Athletic clothing must be worn. It is recommended that players wear long pants for base running purposes.

GAME PLAY

- A. Bases will be 50' apart and the pitcher's mound will be 43' from home plate.
- B. The indoor game is played with 8 players in the field (normal infield and 2 outfield). Teams must field a minimum of 7 players.
- C. A 12" indoor ball will be used and provided by the YMCA Sports Center.
- D. 4 balls = walk, 3 strikes = out
- E. 3 outs per inning
- F. Each team will bat for 2 innings straight and then play the field for 2 innings straight (this format is to maximize time and limit the amount of time wasted as teams switch from the field to bat and the catcher's put their equipment on). This format will be repeated through the 4th inning. At that time, teams will switch innings as normal.
- G. A 6-run limit is allowed per inning.
- H. A coin toss will determine the HOME team and the GUEST team.
- I. Open substitutions are allowed and do not need to be reported to the umpire.
- J. Bunting is allowed.
- K. Sliding is not recommended due to the potential of player injury.
- L. Up to 14 players may be in the batting line-up and must remain in the same order through the duration of the game.
- M. Overrunning first base is allowed. NOTE WALL LOCATION!

- N. If a hit ball goes through the netting on either side of the arena, the result will be a ground rule double. Balls going over the netting will be ruled by umpire's discretion.
- O. Balls rolling or landing in the far soccer goal will result in a ground rule double. Umpires discretion may also allow an additional base.
- P. Balls striking the side netting in fair territory will be in play. However, a fielder cannot catch the ball off the net for an out.
- Q. Balls striking the side netting in foul territory will be considered foul.
- R. Balls clearing the side netting in fair territory will be considered a ground rule double.
- S. Stealing is allowed but only after the ball has crossed home plate. Runners may advance on a passed ball at their own risk.
- T. Leading off is not allowed.
- U. A dropped third strike is in play and runners may advance. The batter can attempt to take first base on a dropped third strike only if first base is open.
- V. Balls hitting the net above the tall wall in center field will result in a home run.
- W. Being hit by a pitch will result in an automatic base.
- X. **If a hit ball strikes the ceiling in fair territory, it will result in an out as if it was a pop fly or fly-out in an outdoor game. If a hit ball strikes the ceiling in foul territory it will be ruled a foul ball.** This rule is in place to encourage the players to drive the ball as opposed to getting under it and popping it up. This also protects our lights and sprinkler heads that are mounted on the ceiling. **EXCEPTION: If the ball strikes either of the last 2 ceiling beams (marked with an "x"), the hit will result in a home run.**
- Y. All normal softball plays that result in an out will be used in this league.

TIMING

- A. Each game will consist of 60 minutes or 7 innings, whichever occurs first. Once the clock buzzer sounds, the game is complete even if the game is tied (unless it is a play-off situation).
- B. No new inning will start after 55 minutes.
- C. Warm-ups are not allowed after the game begins with the exception of the pitcher who will get 3 warm-up pitches each inning.
- D. Teams must be ready to take the field at their scheduled start time. This will ensure games will stay on schedule. Game duration may be shortened for lack of readiness.

SPORTSMANSHIP

- A. All decisions made by the umpire are final.
- B. If the umpire witnesses an act of unsportsmanlike conduct, the player will be given a verbal warning from the umpire. Any additional behavior will result in a game ejection and the possibility of an added one game suspension. The umpire also has full authority to increase the penalty due to the degree of the act.
- C. Umpires have the right to determine offensive language. "Trash talking" to the umpire, opposing players or coaches or spectators will not be tolerated. All calls made by the umpire will be supported by the league director.
- D. Umpires have discretionary power to stop game for serious injury or infraction.

League Tie-breakers are as follows:

Head-to-Head Competition – Run Differential – Runs Against

The YMCA Sports Center has the right to modify the league rules at anytime if experience shows to endanger any player/spectator or cause facility damage.