

SHEBOYGAN COUNTY FASTPITCH RULES

- 14U- LEAVING 7TH, 8TH, 9TH GRADE
- 12U- LEAVING 5TH, 6TH, 7TH GRADE
- 10U – LEAVING 3RD, 4TH, 5TH GRADE
- Proof of insurance, have a copy of rules at all times.
- No jewelry may be worn.
- Metal Spikes are allowed for the 14u team only
- Equipment must be in good shape; bats ASA approved.
- Helmets must be worn at all times by the batting team when on the field. This includes players coaching bases.
- Helmets must have a face guard; chin straps are optional.
- Catchers must wear a mask when warming up pitchers on the sideline.
- 12inch yellow raised seamed softball 12U, 14U. 11inch yellow raised seamed softball 10U.
- If it is not raining you should plan on playing. Always watch out for lightning. If lightening is nearing the area, the umpire will stop play. Resuming play will be determined on field conditions, and length of delay.
- Cheers are allowed but should not be directed at opposing players.
- Heckling of players is not permitted.
- Coaches are responsible for good sportsmanship at all times, including players and spectators; zero tolerance.
- Remember to call the team you're playing at least 3 days' in advance, to confirm time and field. During the season, excluding tournaments, if the team is still short on players, the other team can borrow players to the team that is short. You must have 9 players to start.
- 3 outs or a limit of 5 runs per inning.
- There will be a 90 min time limit for games. NO NEW INNING AFTER 80 MINUTES.
- 10U- 10 defensive players are allowed. - Outfielders must be on the grass.
- 12U – 10 defensive players are allowed.
- WIAA Rules Otherwise Stated

*** * PITCHING * ***

- Pitching distance will remain at 35 feet for 10U 40 feet for the 12U and 43 feet at the 14U level.
- Slow pitch is not allowed, including coaches.
- There is no limit to the amount of innings a player can pitch for 12U and 14U. 10U pitcher cannot pitch more than 4 innings. Coaches should use good judgment.
- When coach pitch comes into play, the pitcher may step to the back edge of the pitching rubber or part of the circle to defend the ball, while the catcher will be in her crouch position.

- 10U – Coach Pitch only if the bases are loaded. All walks will take their base until bases are loaded.

* * BATTING * *

- Bunting is allowed.
- A batter during her time at bat may switch to either side.
- Continuous batting order – all girls must bat, free substitution. The batting order cannot be changed after the game starts. Players arriving late may play but must bat at the end of the batting order. Tournament rules may not allow late players to play.
- 10U if a batter gets hit by the pitch, batter takes base, however, the batter must make an attempt to move away from the ball.
- In 10U, when ball four is called ALL PLAY IS DEAD.
- 10U – On ball four, the coach will pitch if bases are loaded. Example: On ball four, the coach will pick up where the count left off. If the count is 4 balls and 1 strike, the batter gets 2 strikes, whether they be a swing, a miss, or a strike thrown by the coach and the batter does not swing. If the coach throws a ball, it is a ball. The batter does not have to swing at “balls” as in previous seasons.
- No bunting is allowed in this situation (half swings or swinging lightly to keep the ball from going very far is not permitted). The umpire should warn the player and bench if this takes place, replay the at-bat, and call the next player out who attempts this.
- The pitcher must remain in the pitcher circle as described in the pitcher paragraph.
- Catcher should remain in the catching position during the toss.
- The batter must remain in the batter box.
- 10U and 12U - Players are NOT allowed to show bunt and pull back and swing or hit the pitch. If this happens, the batter will be called out.

* * RUNNING * *

- Sliding in all situations where there is a possible play on the runner is required. The intent of this rule is to prevent players from running into each other.
- In a double play, the runner going to second must slide.
- If there is a play at home plate, runner must slide in a close situation.

- A courtesy runner may be used for the pitcher and catcher. That runner will be the player who made the last out.
- Umpires can, before the game, indicate if they will warn players for leaving the base too early before the pitcher releases the ball (14U), and before the ball crosses the plate (10U & 12U). If they choose to do this, then they should call the play dead immediately, send the player back to the base, warn the team, and continue play with the next player leaving too early being called out.
- If a player is injured while running to a base and is safe, you may use a courtesy runner. That runner will be your last person that made the last out or the third out in the previous inning.
- 10U no stealing, player may lead off once the ball crosses the plate
- 12U Lead offs from any base and stealing second and third base is permitted after the ball crosses home plate. Also, stealing of home is permitted if there is a play on runners at second or third. For example, runners on first and third, runner at first steal second, catcher throws to second to attempt to throw out the runner, runner at third may steal home. Another example, Runner on second steals third and the catcher over throws third, the runner may run home.
- WIAA rules will be in affect for all games and tournaments
- Roster batting is not mandatory, it is the coaches choice as to the number of batters the will bat. Once the decision to roster bat or line up bat is made, the team must stick with that the entire game.