

2017 Arrowhead Fastpitch League

League Rules: 10U, 12U

Email: info@arrowheadfastpitch.org

Arrowhead Fastpitch League will follow USA Rules unless otherwise indicated below.

- 1. Age** is determined by player's age as of midnight on December 31, 2016. The board must approve any player desiring to play in a lower age division. However, any player 'playing down' is not allowed to be a pitcher or catcher. Limit of two players playing down per team. Players are allowed to play in higher age divisions.
- 2. Select teams.** Definition is: "Privately managed organization formed from open tryouts or direct recruitment outside of league play AND includes players from more than one community." Select teams will be required to move up one age level, with the option to petition the board if they feel they do not have adequate pitching or will not be able to compete fairly at the upper age level. A written petition should be sent to the board by the registration deadline.
- 3. Number of players.**
 - 10U and 12U teams may have 10 defensive players on the field. All 4 outfielders must be in the outfield grass. If there is a deep dirt infield, players must be at least 60' from the pitcher's mound.
 - A team may play with as few as 8 players, there will not be an "auto-out". Only exception to the 8 player rule is if a player is ejected bringing the players down to 7, then that team forfeits.
- 4. Game Time and Playing Time.**
 - Starting times for games will be 5:30pm and 7:00pm. A 10-minute grace period is allowed if a team is delayed. New players may be added to the game roster before the team completes its first round of the batting order.
 - No new inning shall start after 1 hour and 5 minutes for the 5:30pm game. If an inning is started, it must be finished if the home team is behind. The 7:00 game does not need to have a time limit if agreed upon by both coaches prior to the game.
 - A complete game for 10U is 5 innings, for 12U is 6 innings.
 - Minimum play time. All players must play defensively a minimum of 2 innings per game (or 1 inning if only 3 innings are played). Exceptions are illness, injury or disciplinary action for which the opposing coach should be made aware.
- 5. Run Limits.** 10U and 12U teams are allowed a maximum of 4 runs per inning. The last inning is an open, unlimited run inning. Umpires must be aware of the time limit and must announce when the last/open inning is starting.

- 6. Batting Lineup.** Continuous batting shall be in effect for 10U and 12U with free defensive substitution, including the pitcher. New players may be added to the end of the batting order before the team completes its first round of their batting order
- 7. Game Balls.** Each team must provide 1 game ball per game.
 - 10U uses 11 inch balls, consider blue stitch balls or balls with a flatter stitch for use in the pitching machine.
 - 12U uses 12 inch balls, consider the Dudley SB12.
- 8. Equipment.**
 - Metal cleats are not allowed in 10U and 12U.
 - Catchers warming up pitchers on or off the field must be wearing a mask
 - All offensive players must keep batting helmets on until they are safely inside the dugout.
 - Batting helmets must be NOCSAE approved.
- 9. Pitchers.**
 - Pitchers can only pitch for one team per age group for which they are eligible. Any exceptions must be approved by the board.
 - If a 10U batter is hit by the ball, they advance to first base.
- 10. Playoffs.** To participate in playoffs, a player must play a minimum of 9 league games or 60% of the league games. Coaches run the risk of being suspended for the entire next season if they do not abide by this rule.
- 11. Umpires.** Umpires must be at least two years older than the age group they plan to ump. Umpires have the authority to eject any coach or parent that is being disrespectful or uncooperative. 12U umps are required to have a home plate umpire. 10U umps will be umping from behind the pitching machine, and will run the pitching machine.
- 12. Borrowing of players.** A coach may borrow from lower level age groups to fill vacancies up to a 10-player roster. The team must play its regular players on the roster first.
- 13. Postponed Games/rescheduling.** Postponed games should be made up as soon as they can. The league website will have links to reported rainouts at Braun, Wade, Proctor, and Hermantown fields. Rescheduled games are to be played at the originally scheduled field unless both coaches agree to play elsewhere. It is the responsibility of the home team coach to call the other team coach to postpone the game by 3:00pm on the day of the game. If the visiting team is not contacted or if there is a conflict, the League Director should be contacted to resolve the matter. If a rescheduled game is rained out, it must be played before the win/loss records are determined for the post-season play.
- 14. Lightning.** In the event lightning occurs during a game, the game will be suspended 30 minutes from the last lightning strike.

15. Stealing/Advancing Bases.

- 10U players may lead off after the pitched ball crosses home plate. Players may steal or advance one base on a passed ball, this includes an overthrow by the catcher. Players are not allowed to steal or advance home on a passed ball.
- 12U follows USA rules, leading off when the ball is released.

16. Dropped Third Strike.

- 10U batters do NOT advance to first base on a dropped third strike.
- 12U follows USA rules

17. Infield Fly Rule and Bunting

- 10U. There is NOT an infield fly rule and no bunting allowed for safety reasons.
- 12U. There is an infield fly rule and bunting is allowed.

18. Pitching.

- All pitchers must start with both feet on the pitching rubber and cannot step back, must only step forward. The pitcher will be removed from the mound if they hit 4 batters in a game.
- 12U pitches from 40 feet
- 10U pitches from 35 feet with the pitching machine at 40 feet
 - All fields need to have a 3-4 foot small safety circle around the pitching machine, within the larger pitcher's circle. All players should stay out of the safety circle.
 - Any ball that comes to rest within the safety circle, or hits the pitching machine and is deflected, is a "dead ball". The batter advances to first base, runners only advance if being forced by runners occupying the bases behind them. (Example—if there is a unforced runner on third, that runner is NOT awarded home.)
 - All pitchers should have their hair tied/pulled back to avoid getting it caught in the machine.
 - When the pitching machine is in use, it is recommended that the pitcher set up on the first base side of the machine with the machine in her sight, for her safety. The pitcher must have at least one foot inside the pitcher's circle.
 - The pitching machine should be set between 35 and 38 mph.
 - Each batter starts facing the pitcher. If the batter receives three called balls from the pitcher, then she hits off the machine for the remainder of the count. No walks allowed. If the third strike is fouled off, the batter will be granted additional pitches from the source that provided the fouled third strike until the at bat is completed. Pitches from the machine must be hittable.

19. Reporting Scores. A link is provided on our website, or send scores to info@arrowheadfastpitch.org.

- Please include in subject line:
 - Date of Game
 - Age Level
 - Team Name
 - Example: 5/5/2017 – 10 North Proctor Green
- Please include in the email:
 - Date of game with note if it is different than when game was originally scheduled
 - Team name and corresponding scores
 - Age (10s or 12s) with division (north or south)
 - Example: 5/5/2017 rescheduled from 5/4/2017 – 10 north. Game 1 Proctor Green (8) over Proctor Gold (4). Game 2 Proctor Gold (4) over Proctor Green (2)