

**Crisp County Leisure Opportunities
Girls 10 & Under Pitching Machine**

Fast Pitch Softball Rules

● **Scorekeeping**

- **The team listed first on the schedule will be the home team.**
- The home team will be responsible for the Official Score Sheets.
- Upon the completion of the half (½) inning the score must be announced and agreed on by both teams and the umpire.
- Immediately after each game the Official Score Sheets must be turned in to CCLO Concession stand.
- The visiting team will be responsible for providing the Scoreboard Operator. This person must be a minimum of 16 years old - NO EXCEPTIONS!
- Each coach will receive 15 line up cards.
- The coach will be responsible for turning in a line up to the home team's Official Scorekeeper at least 15 minutes prior to the start of the game.
- Line up cards must have the following printed; player's first and last name, jersey
 - number, head coach's name, and the team sponsor.
- **The home team Official Scorekeeper must write the game starting time on the top of the score sheets. This time will be announced by the home plate umpire, and that umpire will have the official clock ONLY.**

● **Uniforms**

- CCLO will provide a jersey and visor for each player.
- CCLO issued jerseys and visors are mandatory for league play - No Exceptions!
- Shorts/ Pants will be provided by the parents, and must adhere to the following guidelines; **White Grey or black only! No pin stripes, no braiding, no two tones, no emblems - basic price range \$12.00.**

● **Points of Interest**

- **Coaches must wear their coaches shirts at all times, while on the playing field, there will be NO EXCEPTION to this rule.**
- Only (3) Three coaches allowed in the dugout at all times.
- Only (1) team mom will be allowed in the dugout.
- No children not on the roster may be in the dugouts.
- If a team would like to use a bat boy/ girl, one at a time only may be used and they MUST wear a helmet while on the playing field.
- All local league rules will supersede the GPRA Athletic Manual and the GHSA Rule Book!
- The official protest committee will consist of the CCLO Director, CCLO Athletic Manager, and the CCLO Advisory Council Chair. In the absence of the CCLO ACC the CCLO Recreation Assistant will serve as the proxy.
- Any coach, participant, and/ or spectator ejected from (2) two games will be suspended from all CCLO programs for a minimum of (1) one year and will be required to meet with the Advisory Committee before being reinstated to our programs.
- Any coach ejected from a game will not be allowed to coach All Stars.
- The Head Coach of the team who wins the County Championship in their division will be named the All Star coach.
- Trophies will be awarded to:
 - League - **TEAM TROPHY ONLY** to the First place team in each division.
 - County Championship - **TEAM TROPHY ONLY** to the First and Second place team in each division.
 - County Championship - **INDIVIDUAL TROPHIES** to First and second place teams.

● **The Game**

- GAME TIME IS FORFEIT TIME.
- The game will consist of (6) six innings or a time limit of (1) one hour and 30 minutes.
- If an inning begins before the time limit has expired, the inning will be completed.

- No new inning may begin within (5) five minutes of the time limit.
- If a game is called for any reason after (3) three innings have been completed, the game will be considered a complete game.
- If a game is call for any reason before (3) three innings have been completed, the game will be suspended. The game will be rescheduled and completed from the exact point of play when suspended.
- Should a game end in a tie due to time limit or (6) six innings have been completed, each team will be credited with a ½ game win and a ½ game loss.
- The game will be played with (10) ten defensive players; (1) one each of catcher, pitcher, first baseman, second baseman, third baseman, and short stop; and four outfielders.
- Teams must have (8) eight players physically present to start a game. The game will be declared a forfeit when the required number of players are not present.
- Should a team start with (8) eight and for any reason other than an injury, loose a player, the game will be declared a forfeit.
- **If a player is injured** during a current game and is unable to finish the game; their "at bat" **will not be** considered an out.
- If a player leaves a game for any other reason; their "at bat" **will be** considered an out.
- A game will be considered complete when; after (5) five innings a team is ahead by (8) eight runs, after (4) four innings a team is ahead by (10) ten runs, and after (3) three innings a team is ahead by (12) twelve runs.
- The batter will not be out on a third strike foul ball.
- **There will be a continuous batting order.** If one team has a lesser number of players/ batters than their opposing team, no out will be assessed.
- Free substitution will be allowed, but the player must maintain the original position in the batting order.
- **All players must play a minimum of (2) two defensive innings.** The only exception to this rule will be when a player has missed several practices or has exhibited poor attitude and/or sportsmanship. A coach must report this to CCLO staff immediately.
- **All players must start a minimum of (3) three games - No Exceptions!**
- A batting order must be turned in the the home team's Official Scorekeeper with all players present at game time. Any player who arrives after the game starts must be added to the bottom of the batting order.
- Any player ejected from a game for unsportsmanlike conduct will be suspended for a minimum of (1) one game, in addition to the game ejected from.
The player will then be subject to review by the established Protest Committee.
- Any coach ejected from a game for a violation to the NYSCA Code of Ethics will be suspended indefinitely and will be reviewed by the established Protest Committee.
- Any coach ejected from a game for any other violation will be suspended for one game in addition to the game ejected from, The coach will then be subject to review by the Protest Committee.
- A regulation home plate, pitcher's rubber and bases will be used - with a double safety base mandatory at first base.
 - Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner must use the orange colored portion of the base.
 - On any force out attempt from the foul side of first base, the defense and the batter runner may use either the white or orange portion of the base.
 - On an errant throw pulling the defense off the base into foul territory, the defense and the batter-runner may use either the white or orange portion.
 - On balls hit to the outfield with no play on the batter-runner advancing to first base, the batter-runner may touch either the white or orange portion. Should the batter-runner return, the runner may return to the white or colored portion.
 - When tagging up on a fly ball, the white or orange portion may be used.
 - On an attempted pick-off play, the runner may return to the white or orange portion.

- **Offense**

- **Coaches will feed the pitching machine.**
- **There will be a limit of (5) five runs per inning or (3) three outs; whichever comes first.**
- All players are required to wear helmets (must be NOCSAE approved) with chin straps and

face guard while batting, running the bases and while on deck.

- Bunting will be allowed.
- Stealing will be allowed the following restrictions.
 - A player can not steal home.
 - A base runner can steal **only if the ball passes** the catcher, and then only one base advance is allowed. (A mark five (5) feet behind home plate shall designate what designates a passed ball.
 - If a throw becomes an overthrow, the one base restriction still applies.
 - If the machine throws a ball that is uncatchable (too wide or too high), it will be called a no pitch and the runners can not advance.
 - Runners must maintain contact with the base until the ball crosses home plate. The penalty will be an out.
 - If a thrown ball hits the machine or umpire feeding the machine, each base runner is awarded one base.
 - **If a batted ball hits the machine, the batter will be awarded first base.**
- Infield fly rule is in effect.
- The batter is out after the third strike, no matter if the catcher misses the ball.
- If a batted ball makes contact with the pitching machine or the extension cord, the ball will be ruled dead. All runners will return to their original base. The dead ball will have no effect on the the count.
- Players in the pitchers position must be within (6) six feet of the pitching plate but never closer than 40' of home plate when the pitch is delivered.
- No player shall be intentionally walked more than once per game. The count will remain 3 and 2 until the ball is hit or a strike out occurs.
- A courtesy runner may be used for the catcher only.

- **Defense**

- Catchers will refrain from communicating with the batter in a manner intended to distract the batter.
- A thrown ball that hits the pitching machine will be ruled a dead.
- Fielders may not stand in the base line in order to hinder the runner's progression through the bases. The penalty will be a one base award.
- An 8x12 rectangle box will be in place around the pitcher's mound and the pitcher must have one foot in the circle when the ball is pitched.
- Catchers must wear full protective equipment, including mask with throat protector, protective helmet, chest protector, and shin guards.