



RULES
&
REGULATIONS

Lassie

5th Grade Girls

Fast Pitch

The Bethel Recreation Association – (1) providing opportunity, facilities and leadership for the youth of the Bethel School District and those that reside in its boundaries to play in a safe, organized recreation leagues during the Bethel School District calendar year and (2) promoting safety, good sportsmanship and fair play”.

Lassie

5th Grade Girls Rules

RULE 1: PLAYERS, FIELD & EQUIPMENT

1. A team will be composed of fifth grade girls.
2. When available, a team must field ten players.
3. A team unable to field a team of at least eight players at the start of the game will forfeit that game after a 10 minute period beyond the scheduled starting time.
4. Teams starting a game with less the ten players must insert late arrivals as soon as they show up, until all positions are filled. All players, regardless of numbers, must be inserted into the line-up. All players will bat in turn throughout the game.
5. All players arriving prior to the fifth inning must play at least two innings of defense in a six-inning game. If the game is completed in less than six innings due to weather conditions or darkness, each player must play one inning in the field.
6. A 60-foot base line shall be used. 35-foot pitching distance.
7. No metal cleats shall be allowed.
8. The infield fly rule shall not be in effect.
9. An 11-inch Hollywood ball shall be used.
10. Six innings shall constitute a regulation game.

EXCEPTIONS:

- A. A game "called" by the umpire due to rain, darkness and other warranting conditions.
 - B. No new inning may begin 2 hours after the games scheduled start when playing the first game of a double header and after the actual start when playing the second game of the double header. *The game will exactly end after 2 hours and 15 minutes.*
11. A called game ending in a tie will remain a tie. Extra innings are allowed to break ties if the above conditions have been met.
 12. A team is allowed to score a maximum of five runs in any one inning until the sixth inning. There will be no limit after the fifth inning. This rule applies to games ending early due to weather, darkness or time limit.
 13. Official softball bats only may be used.
 14. The National Federation of State High School Association Baseball Rules shall be used as a guideline for all other rules concerning how baseball is to be played.
 15. Any matter not covering in these rules shall be left to the discretion of the baseball commissioner.

RULE 2: BATTING & OFFENSE

1. A player who throws his/her bat or other equipment in a manner in which it may cause an injury shall be called out by the umpire. No runners may advance - dead ball.
2. A batter hit by a pitch advances to first base.
3. The batter is automatically out on a dropped third strike.
4. A base runner shall not be allowed to lead off. The runner may not leave the base until after the ball crosses home plate. Runners leaving early will be called out. A runner may not steal home when starting at 3rd. Runners may advance home if stealing from 1st or 2nd base. Runner beginning at 3rd base can only come home if hit in, ball out of field of play advances them in. Stealing is allowed.
5. Offensive players on the field of play must wear a batting helmet.

6. All players must bat in a continuous batting order. At no time will the batting order change. When players are unable to bat due to injury, leaving or other valid reasons the official scorekeeper must be notified. It then is not an out.
7. On an overthrow that leaves the field of play, all runners will advance to the base they were running to only. The ball is considered a dead ball upon leaving the field of play. Runners on a base move up one base. Overthrow to first base moves the runner to second base all other runners advance accordingly.
8. Bunting is allowed.
9. Sliding is allowed when field conditions permit. Decision to be made by field supervisor and umpire. No head first sliding unless returning to a base. Runner must slide at home to avoid a collision if there is a play on the runner coming home to score (on dirt infield only). If there is no play on the runner coming home to score – catcher must get out of the way of the runner. Failure to slide when necessary is an out (umpires desecration – decision is final).

RULE 3: PITCHING & DEFENSE

1. Seven infielders and three outfielders or six infielders and four outfielders shall be permitted.
2. The pitcher's rubber shall be a distance of 35 feet from the home plate and the defensive pitcher must be in contact with the rubber until the ball is released.
3. Full windmill motion for pitchers is optional.
4. No walks are allowed.
5. After 4 balls by the opposing teams pitcher, the assigned pitching coach for the team comes out and pitches to his/her own player from the pitching rubber. He/she is limited to a certain number of pitches depending on how many strikes.
 - If there are no strikes, then the coach gets 3 pitches.
 - If there is 1 strike, then the coach gets 2 pitches.
 - If there are 2 strikes, then the coach gets one pitch.
 - If the third strike is fouled, then they get one and only one more pitch.
 - If the ball is not put in play, the batter is out.
6. There shall be an unlimited re-entry rule for defensive positions.

EXCEPTIONS:

- A. A substitution may be made for any player at anytime during a time out and the scorekeeper must be notified. A substituting player must stay at that position for at least one official at bat (a hit or out, offensively or defensively).
- B. A player re-entering the game does not have to assume his former defensive position and/or replace that player who replaced him earlier.
7. A pitched ball that hits a batter is a ball.
8. If the coach intentionally causes interference with the defense while serving as a pitcher, the runner or batter will be declared out.
9. If the coach accidentally is struck by a batted ball the ball is considered to be a dead ball. The call is no pitch – replay.
10. An 8-foot circle around the pitching rubber will be used to help stop play. Runners must be half way to then next base in order to advance when the defense (any player) has possession of the ball in the circle. The pitching coach cannot be in the circle during play. The umpire has the final authority to stop play.