



RULES
&
REGULATIONS

Filly

6th 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”.

Filly Fast Pitch

6th Grade Girls Rules

RULE 1: PLAYERS, FIELD, EQUIPMENT & THE GAME

1. A Filly team will be composed of sixth grade girls.
2. When available, a team must field ten players.
3. A team must field a minimum of 8 players at the start of the game or they will forfeit that game after a ten-minute grace period beyond the scheduled starting time.
4. Teams starting a game with less than ten players must insert late arrivals as soon as they arrive until all ten positions are filled. All players regardless of numbers must insert into the batting order.
5. All players arriving prior to the start of the 5th inning must play at least two defensive innings 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. All players must bat in turn throughout the game. At no time will the batting order change. When players are unable to bat due to injury, leaving or other valid reasons, the official scorer must be notified. The batter is not out.
7. A 12-inch Hollywood ball shall be used.
8. The infield fly rule shall not be in effect.
9. Sixty-foot base line shall be used.
10. Forty-foot base pitching distance shall be used.
11. No metal cleats shall be allowed.
12. 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 scheduled start. The game will end exactly after 2 hours and 15 minutes.
 - C. A “called” game is considered complete when:
 - i. The losing team has batted four times.
 - ii. The limit has expired.
13. A “called” game ending in a tie will remain a tie. Tie games may be completed if the above conditions have been met.
 14. A team is allowed to score a maximum of five runs in an 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.
 15. Official softball bats only may be used.
 16. 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.
 17. Any matter not covered in these rules shall be left up to the discretion of the baseball commissioner.

RULE 2: BATTING & OFFENSE

1. A base runner shall not be allowed to lead off. The runner may not leave the base until after the pitcher releases the ball. Runners leaving early will be called out. A runner may steal home when starting from third base.
2. The batter may not run on a dropped third strike.
3. Offensive players on the field of play must wear a batting helmet.

4. A player that throws his bat or other equipment in a manner in which it might cause injury shall be called out by the umpire. The decision of the umpire is final. No runners may advance – dead ball.
5. Bunting is allowed.
6. A batter hit by a pitched ball gets first base.
7. On an overthrow that leaves the field of play all runners will advance to the base they were running only. The ball is considered a dead ball upon leaving the field of play. Runners on a base will move up one base. Overthrows to the first base moves that runner to second base and all other runners advance accordingly (if there is a play).
8. Runners must slide at home 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 discretion – decision is final). No head first sliding unless returning to a base.

RULE 3: PITCHING & DEFENSE

1. There shall be an unlimited re-entry rule for defensive positions.

EXCEPTIONS:

- A. A substitution may be made for any player at any time during a time out and the scorekeeper must be notified. The 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 a player that may have replaced him earlier. All positions may be re occupied by a substitute player.
2. The ball shall be pitched underhand. Windmill windups are O.K. but not required. Fastpitch rules shall apply except that the arc shall be as minimal as possible. Illegal pitch is a ball. Must remove pitcher after she has hit 5 batters.