

Northwest Diamonds Girls Fastpitch Association In House Rules

4th and 5th Grades

1. All team members play an equal amount of time per game. Players can only play 2 innings maximum at one position during the game with the exception of the pitcher, who can pitch 3 innings.
2. Games should be played with 9 players in the field, but may be played with no less than 8 players. If less than 8 players are available, borrowing players from the opposing team is acceptable to allow the players that are there to be able to play a game.
3. Continuous batting order; everybody bats. If a player comes late after batting has started, that player will be the last batter of your batting order. No batter can bat a second time until all other players have batted.
4. Balls and strikes should be called by a league-provided umpire. Games will be played with three swinging or called strikes as an out. After four balls are called batter will walk. The batter hits the ball, strikes out or walks. NOTE: The Strike Zone will be the area from the arm pits to the knees, and one softball width on each side of home plate.
5. Only official aluminum softball bats may be used.
6. Starting times will be 6:30 p.m. with a 10-minute grace period. No new inning can be started after 1 hour, 20 minutes. If an inning is started, it must be finished. Starting time is to be acknowledged by both coaches. If a game is tied at the end of time (MUST also be the end of an inning), it will remain a tie. A 12-run rule after 5 innings of play is allowed if desired by the coach of the losing team.
7. Innings consist of 3 outs or 5 runs, whichever occurs first.
8. Base length is 60 feet.
9. Pitching plate is 35 feet from home plate. Pitching is to be modified or fastpitch. Girls pitch a maximum of 3 innings per game.
10. Batter takes the base if hit by a pitch, but MUST make an effort to get out of the way of the ball. THIS IS UP TO THE DISCRETION OF THE UMPIRE!!
11. Collision avoidance is MANDATORY. Umpire may call the runner out if a collision is not avoided. Sliding is permitted and recommended at home or any other base if the play is close.
12. Runners starting at first or second base are entitled to advance or STEAL one base ONLY per pitch.
 - a. **Stealing – A runner may not lead off and a steal can occur after the ball has left the pitchers hand. Stealing of 2nd and 3rd is allowed. There is no stealing home.** Runners starting at third base may not steal or advance home, but are liable to be put out if they come off the base. (per ASA 10U rules)
 - b. After all play ceases, and the ball becomes dead, if a runner occupies a base beyond the one the runner was entitled to advance or steal, the runner will be returned to the correct base without liability to be put out.
 - c. If a batter strikes out and the ball is dropped, the batter is out and cannot advance to first base, but the ball remains live for the purpose of throwing the advancing runner out.

- d. Runners can only score on a batted ball or on an awarded base when the ball goes out of play.

13. Equipment:

- * Players must wear a league T-shirt and must wear tennis shoes or rubber spikes. Shoes must be tied if they have laces.
 - * Batting Helmets MUSH have a face mask and chin strap – Mandatory (NOCSAE).
 - * Batters, base runners, and on-deck batters must wear a helmet at all times. The helmet must cover the forehead. If the correct size helmet is not available, borrow one from the opposing team.
 - * Catchers must wear face mask, chest protector, helmet, and shin pads.
 - * Use a 11-inch hard ball.
 - * The home team defined by the schedule will supply the game ball in good condition and the bases.
14. When the ball is overthrown and goes out of play, runner(s) on base may take only one base.
15. All runs scored before the last out count. If the final out is a force out, no runs are scored.
16. All umpire decisions are FINAL.
17. Each COACH is to set a GOOD EXAMPLE FOR PLAYERS AND SPECTATORS!
18. Throwing of the bat results in a team warning. Second and consecutive team offenses result in the player who throws the bat being out. “Throwing the bat” results when the bat is thrown more than 8 feet OR if the bat hits anyone.
19. Swinging of bats is done only by the on-deck batter in the on-deck circle.
20. For safety reasons, coaches must have an assistant coach or parent at all practices.
21. Infield fly rule does not apply unless the umpire determines deliberate drop.
22. Bunting is allowed.
23. Coaches are not allowed on the field.
24. Any team’s failure to follow rules will be brought before the Northwest Diamonds Girls Fastpitch Board.