

## Northwest Diamonds Girls Fastpitch Association In House Rules 2<sup>nd</sup> and 3<sup>rd</sup> Grades

1. All team members play an equal amount of time per game. Players can play only 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 an umpire (volunteer). Games will be played with three swinging or called strikes as an out. After four balls are called, the pitching machine will be used, taking up with the current count. This means that if the count is four balls, one strike, the batter gets two strikes. 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 30 or 35 feet from home plate depending on ability. Pitching is to be modified or fastpitch.
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. No leading off or stealing is permitted. Sliding is permitted and recommended at home or any plate if the play is close.

12. **Equipment:**

- \* Players must wear a league T-shirt and wear tennis shoes or rubber spikes. Shoes must be tied if they have laces.
- \* Batters, base runners, and on-deck batters must wear **a helmet with a chin strap** 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 an 11-inch softie.
- \* The home team, (decided by coin flip), will supply the game ball in good condition, bases and a volunteer umpire.

13. When the ball is in play by the batter is overthrown and goes out of play, runner(s) on base may take only one base per batter. No runners can advance on a pitcher/catcher passed ball, this is a dead ball.

14. All runs scored before the last out count. If the final out is a force out, no runs are scored.

15. All umpire decisions are FINAL. The umpire will stand behind the pitcher, if a face mask is available, the umpire can stand behind the catcher.

16. Each COACH is to set a GOOD EXAMPLE FOR PLAYERS AND SPECTATORS!

17. 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.

18. Swinging of bats is done only by the on-deck batter in the on-deck circle.

19. For safety reasons, coaches must have an assistant coach or parent at all practices.

20. Infield fly rule does not apply.

21. Bunting is allowed.

22. Coaches are not allowed on the field.

23. Any team's failure to follow rules will be brought before the Northwest Diamonds Girls Fastpitch Board.