

**31 NORTH GIRLS FASTPITCH SOFTBALL**  
**NO SPECIAL PARK RULES APPLY**  
(amended February 27, 2013)

General playing rules that apply to all age groups. These are 31 North specific and are for the benefit and safety of our girls.

1. Bat your entire roster.
2. All players must play at least 6 defensive outs. This applies to all age groups. **FREE SUBSTITUTION.**
3. One defensive time out per pitcher per inning. One offensive timeout per inning.
4. All age groups, with the exception of 6U, will play by the USSSA Mercy Rule.
  - A. 12 runs after the 3rd inning
  - B. 10 runs after the 4th inning
  - C. 8 runs after the 5th inning
5. **NO INFIELD WARMUP:** Be ready to play at game time.
6. No inning is to start after game time has expired. Last out of an inning ends that inning and begins the next.
7. **TIE GAME:** In the event of a tie, play one extra inning using the International Tiebreaker. The last batter who completed her turn at bat will be placed at 2<sup>ND</sup> base. If after that inning the score remains tied, the game is over.
8. **BORROWING RULE:** For some unforeseen circumstances you may begin a game with 8 players but until the 9<sup>th</sup> player enters the game, the 9<sup>th</sup> batting position will be an out. Borrowed players should be of equal playing ability and must bat last and play right field. A team can borrow no more than 2 players to make 8 or 9 players. You cannot borrow to make 10 players.
9. On deck batter must stand behind the batter regardless of dug out.
10. **FACEMASK:** Batting helmets must have a facemask and chin strap. This applies to all 31 North players. Facemask and helmet must be NOCSAE approved.
11. **INJURED PLAYER:** Any player that becomes injured or sick may leave the game with no penalty. Simply notify all scorekeepers and umpires to remove the player from the line up.
12. Umpires have the final decision in all field related matters. This refers to the umpire on the field calling the game. Coaches may not argue balls and strikes. If there is an obvious rule clarification, especially a 31 North rule, the coach may ask for an interpretation from the league director or board member. But there will be no unruly arguing on the field. This sets a poor example to your players which will cost you in the long run.
13. Umpires have the right to give warnings to coaches, players and spectators for unruly behavior such as poor sportsmanship or harassing remarks to players.
14. **NO PROFANITY!** Coaches and players get one warning. After this warning, they will be asked to leave the field. The umpire, at his discretion, may ask you to leave the field immediately.

Please remember that not only are you representing yourself, you are also representing your child, your park and your community.

## **31 NORTH GIRLS SOFTBALL 6 AND UNDER**

**For any rules that are not addressed by the 31 North rule sheet, please see the USSSA Fastpitch 6U rules.**

- 1. No individual park rules will be recognized.**
2. 10" USSSA sanctioned ball will be used.
3. Each team is allowed 4 coaches. Offensive coaches are 2 base coaches, 1 dugout coach, 1 tee coach to place batter one at a time at the tee. Defensive coaches - 2 coaches are allowed to stand in the coach's box. Others should be out of field of play.
4. Coach pitcher will pitch from 30 feet. Any batted ball hitting the coach pitcher shall result in a dead ball and no pitch. Any attempt to interfere with the defensive play will result in the batter being out and no runners advancing.
5. **OFFENSE: 10<sup>th</sup> Batter Rule.** Each team shall have the same number of maximum batters. For example, Team A has 11 players and Team B has 8 players present. The maximum number of batters for this game is 10. Team B would bat 2 batters twice. Because you are playing with 8 players, the 9<sup>th</sup> batting position is an out. An inning shall end when: A. The 10<sup>th</sup> batter strikes out. B. The defensive team gets the third out. C. A defensive player touches home plate while in possession of the ball after the ball is put into play by the 10<sup>th</sup> batter. No team shall bat more than 10 batters in each inning. There are **not** automatically 2 outs when the 10<sup>th</sup> batter comes to the plate.
6. Play stops when a defensive player has control of the ball in the circle or time is called in front of the lead runner.
7. The hit ball must get to or pass the 10' arc in front of the plate to be a fair ball. This only applies to balls hit off the tee. All balls hit off the coach pitcher are fair balls as long as they are in fair territory. **NO BUNTING.**
8. 1 hour and 15 minute time limit or five innings. Three innings is a complete game if stopped due to weather. **USSSA mercy rule: 21 after third inning, 11 after fourth inning.**
9. The batter will receive the first 3 pitches from the coach to try to hit the ball into fair territory. The umpire will not call balls and strikes. The batter will then have 2 attempts off the tee. If the coach chooses to do so, the coach may pitch all 5 pitches to the batter. There will be no strike outs in 6U. The batter will have 5 chances to put the ball in play. A foul ball in the 5<sup>th</sup> attempt is not an out. **Beginning the second half of the season all players that have to move up to 8U the next year will be coach pitch. No tee allowed.**
10. On defense a team is allowed to have up to **10 defensive players** on the field at one time. 6 are allowed in the infield (this includes pitcher and catcher) and 4 outfielders. Outfielders must remain 10 feet behind the base line until the ball is hit.
11. If using a catcher, the catcher must have at least a catcher's helmet and chest protector on and must be behind the plate within a 10 foot radius. If not using a catcher then your 10<sup>th</sup> defensive player must be in the dugout.
12. **OVERTHROW RULE APPLIES TO FIRST BASE.** (See USSSA 6U rules)
13. Free substitution. All girls must play a minimum of 6 defensive outs. Bat your entire roster.
- 14. No rolling the ball.**

## **31 NORTH GIRLS SOFTBALL 8 AND UNDER**

**For any rules that are not addressed by the 31 North rule sheet, please see the USSSA Fastpitch 8U rules.**

- 1. No individual park rules will be recognized.**
2. Player pitcher will pitch from 30 feet. Coach pitcher will pitch from 35 feet.
3. 11" ball 47 core
4. Base runners cannot leave the base until the ball is hit.
5. No infield fly rule.
6. OFFENSE: **Bat your roster. Inning is complete with 3 outs or a maximum of 7 runs.**
7. NO BUNTING – During coach pitch.
8. Play is stopped on a batted ball once any player has control of the ball inside the pitchers circle and holds the ball up or calls time or if defensive player is in front of the lead runner and calls time. The base runners get the next base if they are advancing to the next base with liability to be put out. This is not a give me base.
9. No rolling the ball. If done each runner gets one base.
10. The batter will get 5 pitches or 3 strikes. A foul ball on the 5<sup>th</sup> attempt **is not** an out.
11. **NO COACHING FROM THE CIRCLE ONCE THE BALL HAS BEEN RELEASED FROM THE COACH PITCHER'S HAND** – Coach pitcher must attempt to leave the field and pick up the batters bat. Any attempt to interfere with the defensive play will result in the batter being out and no runners advancing. Any batted ball hitting the coach pitcher shall result in a dead ball and no pitch. The pitching circle shall be 8 feet in radius, with the center of the circle 40 feet from the point of home plate. The player-pitcher shall stand with both feet **inside** the 8 ft. radius circle at least 6 feet behind the coach-pitcher on either side of the circle.
12. Game time is 1 hour and 30 minutes or 6 innings. No inning shall start after time expires. The next inning is considered started as soon as the last out is made in an inning. Four innings is a complete game if stopped due to weather.
13. PITCHING – 1<sup>st</sup> and 2<sup>nd</sup> innings will be player pitched, 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup> and 6<sup>th</sup> innings will be coach pitched.
14. Four walks in one inning (not four walks per pitcher), the coach finishes the inning. This is not consecutive walks and a hit batter is considered a walk. A pitcher who hits 4 batters with pitched balls in the same game shall be removed from that game as pitcher.
15. Maximum 10 players on defense. Outfielders must remain 10 feet behind the baseline until the ball is hit.

## **31 NORTH GIRLS SOFTBALL 10 AND UNDER**

**For any rules that are not addressed by the 31 North rule sheet, please see the USSSA Fastpitch 10U rules.**

- 1. No individual park rules will be recognized.**
2. GAME TIME – 1 hour and 30 minutes or 6 innings, with 4 innings being a complete game if the game is stopped due to weather. No inning shall start after time expires. The next inning is considered started as soon as the last out is made in an inning.
3. The pitching distance will be 35 feet.
4. 11" ball 47 core
5. Play stops with ball inside the circle under control of the **pitcher** and the umpire has to acknowledge time. Players cannot call time. Remember when the pitcher has the ball in the circle the runner must advance or return to base or the hesitation rule can be called and the runner will be out. See the Look Back Rule in the USSSA rule book.
6. OFFENSE – **Bat your roster. Inning is complete with 3 outs or a maximum of 7 runs.**
7. Maximum 10 players on defense.
8. There will be an 8 foot radius circle around the pitching rubber.
9. Free substitution. **All girls must play a minimum of 6 defensive outs.**

## **31 NORTH GIRLS SOFTBALL 12 AND UNDER**

**For any rules that are not addressed by the 31 North rule sheet, please see the USSSA Fastpitch 12U rules.**

- 1. No individual park rules will be recognized.**
2. GAME TIME – 1 hour and 30 minutes or 7 innings, with 4 innings being a complete game if the game is stopped due to weather. No inning shall start after time expires. The next inning is considered started as soon as the last out is made in an inning.
3. The pitching distance will be 40 feet.
4. 12" ball 47 core
5. Play stops with ball inside the circle under control of the **pitcher** and the umpire has to acknowledge time. Players cannot call time. Remember when the pitcher has the ball in the circle the runner must advance or return to base or the hesitation rule can be called and the runner will be out. See the Look Back Rule in the USSSA rule book.
6. OFFENSE – **Bat your roster. Inning is complete with 3 outs or a maximum of 7 runs.**
7. Maximum 10 players on defense.
8. There will be an 8 foot radius circle around the pitching rubber.
9. Free substitution. **All girls must play a minimum of 6 defensive outs.**