

NKYA FAST PITCH RULES 2006

[These rules are initial rules to begin the establishment of a quality program within the NKYA. These rules may be modified when playing with outside organizations. The rules should be covered before the game and agreed upon between the coaches prior to the first pitch in outside competitions. These rules are the rules for NKYA head to head games.]

1. Playing field - Base Distance / Pitching Distance
 - a. 8U / 55FT / 35FT
 - b. 10U / 60FT / 35FT
 - c. 12U / 60FT / 40FT
 - d. 14U / 60FT / 40FT
2. Equipment - Ball - Shall be Official Yellow Ball with raised seems.
 - a. 8U / 10U / 11 INCH
 - b. 12U / 14U / 12 INCH
3. Bat - Official Softball Bats Only
4. Players - Each team may play a game with a minimum of 9 players, 10 can be used on the field. Four outfielders will be used to cover the large playing areas.
5. Batting Order - A continuous batting order (OPEN ROSTER) will be used; so all players in attendance will bat.
6. Playing Time - Each player is to play 2 innings in the field in a 5 inning game.
7. Free Substitution - Substitutes may re-enter the game as well as starters.
8. Pitching
 - a. 8U Coach Pitch
 - b. 10U Coach / Player Pitch
 - c. 12U / 14U Player Pitch- Pitcher must start with both feet on the pitching rubber; pitcher cannot step backwards off the rubber. Forward motion to deliver the pitch. Toe must stay in contact with the pitching rubber or ground when delivering the pitch. No Arc on the ball. Pitchers get to warm up at umpires discretion.
9. Stealing
 - a. 8U / NO
 - b. 10U / 12U / 14U: Stealing is permitted, the player can only steal one base at a time, even on an over thrown ball. Runner

may not steal home - runner can only advance to home on a hit fair ball.

10. Leading off - A base runner must keep in contact with the base until a legally pitched ball has left the pitchers hand. Leaving early may result in the pitch being declared a dead ball and the runner being called out.
11. Bunting - Is permitted.
12. No Drop 3rd strike rule - the batter is out.
13. No maximum number of batters in an inning.
14. Runs Per Inning Rule - There is a 5 run limit per inning. This per inning rule will only be lifted in the 5th inning.
 - a. 10-batter rule will apply when playing "within" NKYA.
15. Runs Per Game Rule - If the winning team leads by 10 runs after the losing team bats in the 4th inning, the game is over.
16. Coaches - The only coaches on the field are the 1st and 3rd base coaches when batting. All base coaches must be adults.
17. Courtesy Runner
 - a. 8U NONE
 - b. 10U CATCHER ONLY when on base. That runner will be the person who made the last recorded out for that team.
 - c. 12U / 14 U - May be used for the CATCHER / PITCHER when on base. That runner will be the person who made the last recorded out for that team.

Tie Game - Whoever is ahead at the end of a complete inning wins.

Note:

Game Inter-League Play - Regulation game will consist of 5 innings. In cases of inclement weather or darkness and the game is called by the umpire, then 3 or more complete innings constitute a game. Both teams must have batted. Games that are not considered regulation shall be resumed at the exact point they were stopped.

Game rules/guidelines

- Score is kept.
- Infield Fly Rule 12U-14U
- Official will be provided at 10U-12U-14U. 8U TBD

- 1 1/2 hour time limit on game.
- 8 players must be present or the game will be forfeit. *(Coaches will take the opportunity to use the time as scrimmage and practice for ALL players present.)*
- CATCHER must always be used.
- 10 players may be on the field (4 outfielders. All MUST be in grass and NO short fielders.)
- All teams must ROSTER BAT at all times.
- Player removed for injury will not count as an out but may not be allowed to return to game. Any player leaving for other reasons WILL be counted as an out each time they were to appear in batting order.
- When the defensive player has the ball, the base runner must slide into the base or give up. When sliding into the base, the runner must remain down until the umpire gives signal to get up. Do not chase the base.
- No throwing bats: Warning will be given on first offense; second offense could result in dismiss from game.

Game Wear

- Rubber baseball cleats are recommended. No metal spikes of any kind.
- NKYA will provide shirts and visors. Shirts may not be altered in any fashion.
- No jewelry allowed.

Equipment

- Remember to mark your child's name on their equipment as things may get misplaced.