



FAST CLUB **RULES OF PLAY - JUNIOR LEAGUE**

(Revision 2/25/07)

MISSION STATEMENT

The main objective for the Junior League is to get the 5th and 6th grade girls to learn and understand the structure of the actual game of fast pitch softball and to work on the most basic of fundamentals. The objective of the coach is to do his/her best of showing the young female athlete these basic fundamentals along with good sportsmanship. Sportsmanship is very important, like cheering on her fellow players and respecting the rules of the game and also respecting the rulings of the umpire. This also should be adhered to by her parents/guardians. The most important thing is that this young lady is to have fun and to leave a positive attitude about the game of fast pitch softball.

1. Except for the following, WIAA rules will be used.

2. BASE RUNNING:

- a. Runners may leave base upon a ball leaving the pitcher's hand.
- b. Runners may steal any base on a passed ball by the catcher after two outs. This does not include home plate.
- c. Runners may steal only after the ball is released by the pitcher after two outs.
- d. Batters may run on a dropped third strike if first base is unoccupied after two outs.
- e. Runners **must** slide or avoid contact on a close play at any base and home plate. If the base runner does not do so, it will result in a team warning. After that, any close play where a runner does not slide will result in an automatic out. This call will be made in the determination of the umpire and will not be appealed.
- f. Unless making a defensive play, the catcher cannot interfere with the runner.
- g. If a runner leaves early, she will return to the base she was on. This will constitute a warning. After the warning, runner will be called out.

3. BATTING ORDER

- a. Teams will bat their roster, i.e. all players in the order they are listed on the Line-up card. Once a lineup card is submitted, the order cannot be changed.
- b. Late players will be added to the bottom of the lineup card.

4. BUNTING

Bunting will be allowed

5. PITCHING

- a. Any pitch that is not delivered according to WIAA rules will be a ball. Full windmill-style pitching will be used at all times, with exception described in 7b.
- b. The pitcher's hands must come together in front of her body only once before the ball is released. (THIS RULE WILL BE STRICTLY ENFORCED FOR FAIRNESS TO BATTERS AND FOR THE PITCHER'S SAFETY).
- c. Pitchers will be allowed only three innings to pitch per game and one inning at a time per extra innings. One pitch during an inning constitutes as an inning pitched.

6. DIAMOND DIMENSIONS

- a. Thirty-five foot pitching distance. Home team will be responsible for supplying the pitching plate.
- b. Baselines will be sixty feet.
- c. Home team is responsible for setting/checking base and pitching mound distances.

7. PLAYING THE GAME

- a. While playing in the field (defense), teams will field ten players.
- b. There will be no walks in the junior division. If a player receives four balls, which constitutes a walk, that player will proceed to hit off of a tee. No matter how far the ball is hit, the batter and base runners are allowed only one base to advance. This also includes overthrows.
- c. If a team does not have at least eight players and is not ready to start play by ten minutes past the schedule start time, that team will forfeit the game. If neither team has eight players, it will be a double forfeit.
- d. Once a game has started, a team may play with less than ten players, but no less than eight players.
- e. Intentional walks will not be allowed.
- f. When a batter is hit by a pitch, the batter will then hit off of a tee. If that batter is unable to hit, the prior out will hit for that batter.
- g. Each team can only score four runs per inning. In the last inning the four run rule will be lifted. The home team retains its right to bat last in all cases.
- h. No more than six players are allowed defensively in the infield.
- i. In the case of a balk, the base runners will be allowed to advance a base, but cannot advance to home plate. The batter will also be awarded a ball.

8. ELIGIBILITY

- a. In order to play Fast Club Junior Division, you must be a girl in grades 5th and 6th during that sign-up year. Girls may be allowed to sign up before 5th grade but not after 6th grade and must be permitted by her guardian to do so.
- b. All players in the Fast Club must be registered and paid before they can practice or play in any games. The insurance waiver must also be signed.

9. GROUND RULES

Ground rules will be discussed and agreed to prior to the start of the game.

10. INFIELD FLY

The infield fly rule will not be in effect.

11. INNINGS

All games, including rain games must go six innings except:

- a. Time Limit: For regular games, no inning will start after two hours. For double headers no inning will start after one hour and fifteen minutes. For time keeping purposes, the next inning starts immediately after the third out of the previous inning.
- b. A fifteen run rule will be in effect at the end of four full innings of play.
- c. In the case of a tie game, it is played out or until darkness. The last full inning will prevail. (Game is tied.)

12. LINEUPS

At the discretion of the coach, all players who attend practices and games regularly are to play a minimum of three innings of defense.

13. OVERTHROWS

If a ball is in fair play (between the foul lines) the runner(s) may advance as far as they can and be played on at any base. If the overthrow goes out of play the runner(s) will advance one base. Should runner(s) be between bases when the overthrow goes out of play they may advance to the next base they are going to and one additional base. In the case of the batter hitting off of the tee, there will be no advancement at all when the overthrow occurs. (In accordance with Article 7, Line b.)

14. RAINOUTS

- a. If rainouts occur, we will check with the Oshkosh Recreation Dept. and then we will post the results on our website, www.oshkoshfastclub.com
- b. Except as above, Coaches shall rule on the rain-outs.

- c. Rain games will be rescheduled at the convenience of the coaches. If a game has four full innings of play then the score at the end of four will make a complete game.

15. SUBSTITUTIONS

- a. Substitutions must start no later than the third inning. If it appears that the time limit for the game will be exceeded, substitutions must start prior to the third inning.
- b. Reentry is allowed at any time. Players may play any position upon reentry.

16. UNIFORMS

- a. All players must wear a shirt and pants that are provided by Fast Club. No shirt- No play.
- b. Players must wear helmets while at bat, on deck, on base, and if coaching the bases.
- c. The first offense by any player in a single game will be a "Team" warning; the second offense by any player will result in an automatic out.

17. COURTESY RUNNER

As a speed-up rule, you may substitute a runner for the catcher should she be on base when there are two outs. This will allow the catcher to get her equipment on. Additionally, if an injury to a runner occurs during the game, a substitute runner shall be permitted for the injured player. The injured player shall not be allowed to reenter until her next at bat or the end of the half inning. The substitute runner shall be the player making the last out preceding the injury.

18. JEWELRY

No jewelry, with the exception of prescription glasses will be allowed. This rule will be strictly enforced.

19. INJURIES

Should a player become injured such that blood is present, that player should have the bleeding stopped and a bandage applied before play can continue. If it is not possible to prevent the presence of blood in a reasonable period of time, five minutes or less, then that player will be removed from the game until a time when blood is no longer present. The injured player shall not be allowed to reenter until her next at-bat or at the end of the next half inning. Any player will be allowed to substitute defensively for the injury.

20. UNSPORTSMAN-LIKE CONDUCT

Coaches, players, and or fans that are guilty of unsportsman-like conduct will be removed from the game and will be dealt with by the President of Fast Club. This also is subject to the barbing and/or harassment of any umpire at any time. This will not be tolerated in any way, shape, or form.

21. TOBACCO RULES

There will be no tobacco products allowed by coaches and assistants at any time during games and/or practices. Also make note that there is no smoking allowed on Oshkosh Public School property and could be subject to a fine from city authorities.

22. CONCESSION STANDS OCCUPATION POLICY

The home team will be in charge of manning the concession stand during that game and will be coordinated by the head coach of the home team. If at all possible, please do not allow younger children inside the concession stand. It is also understood that the concession facilities will be thoroughly cleaned (along with the popcorn machine) and the money will be tabulated and collected by the proper designated financial representative. There will also be a financial statement on a clipboard which will have to be filled out at the completion of the days' softball activities.

23. FASTCLUB TOURNAMENT ROSTER RULES

It is understood that if a team is short players for a tournament game, they will be allowed to pick up a player from within the league to complete a nine player roster. They cannot use a Senior League player and she also cannot play the pitching position. The following picked up girl can only play the outfield position and must bat in the bottom of the order. Prior to the game the umpire and the opposing coaches will be informed of the girl and/or girls being picked up. If one of the original girls appears during the game, the girl who was picked up will then be replaced immediately.