



THIRD EDITION FASA REC RULE BOOK

TABLE OF CONTENTS

1. Mission Statement /Your District Director
2. Important Dates
3. FASA REC Qualifications & Guidelines
4. Intent & Purpose
5. Definitions Equipment & Safety
6. The Playing Field
7. Age Divisions
8. Basics of the Game
9. Pitching Rules
10. Batting/Base Running
11. Players & Substitutes
12. Umpire Rights & Responsibilities
13. Sportsmanship
14. Boundaries/Player Selection
15. Tournament Play

FASA REC (Drafted) LEAGUE & SELECT LEAGUE

FASA Rec League is a league that “Protects” or has 4 or less girls returning.

FASA Select League is a League that has 5 or more Girls returning to a team or allows entire teams to participate in the league.

MISSION STATEMENT

It is the intent of FASA Rec to provide a program where every girl has an equal opportunity to learn the fundamentals of softball and play the game in a safe, supervised environment. It is also our belief that the local league should have a voice in how the program is administrated. Every district shall have a district director who shall supervise the leagues within that district, represent the interest of the leagues and act as a liaison in matters of policy and rule change suggestions. To set FASA Rec apart from travel ball and to protect the integrity of each local organization, policies that insure that FASA Rec remains a true recreational program. Leagues associating themselves with this program must comply with the basic set of rules and regulations as outlined in this book, but league officials will have autonomy in certain areas such as player selection systems, scheduling etc. FASA Rec administrators stand ready to facilitate the leagues at all times and are dedicated to maintaining a platform that is fun and fair for all.

LEAGUE AREA DIRECTOR

Your District Director is selected by the FASA State Director and is your liaison with the FASA National Office. They should be your first contact in all matters relating to rules, policies and procedures. Your District Director should be familiar with the inner workings of the district in which they represent and is the best equipped person to handle most issues that may arise. They are YOUR representatives and a valuable resource for your league, use them!

STATE LEAGUE DIRECTOR

Your State Director is selected by the FASA Regional Director and is your liaison with the FASA Regional Director and the FASA National Office. They should be your first contact in all matters relating to rules, policies and procedures. Your State Director should be familiar with the inner workings of the State in which they represent and is the next step in getting issues resolved that may arise.

REGIONAL LEAGUE DIRECTOR/VP

Your Regional Director is selected by the FASA National Office and is your liaison with the FASA National Office. They should be your contact in all matters relating to rules, policies and procedures if they cannot be resolved by the State League Director. Your Regional Director will be familiar with the inner workings of the Region in which they represent and is the next step in getting issues resolved that may arise.

FASA REC DISTRICT, STATE & WORLD SERIES QUALIFICATIONS & GUIDELINES

- 1) UPON COMPLETION OF REGULAR SEASON PLAY, EACH LEAGUE WILL SELECT UP TO TWO ALL-STAR TEAM FROM EACH AGE DIVISION. THESE TEAMS WILL COMPETE IN A DISTRICT TOURNAMENT WITH THE TOP 50% OF THE TEAMS ADVANCING TO THE STATE TOURNAMENT.
- 2) THE TOURNAMENT HOSTS SHALL BE DETERMINED UTILIZING A SYSTEM DETERMINED BY EACH DISTRICT UNDER THE SUPERVISION AND DIRECTION OF THE STATE AND DISTRICT DIRECTORS. EACH LEAGUE SHOULD HAVE AN EQUAL OPPORTUNITY TO SERVE AS A HOST. LEAGUES WISHING TO HOST MUST BE ABLE TO MEET CERTAIN REQUIREMENTS (i.e. field conditions, registered umpires, bathroom facilities, parking, staffing etc.) SO THAT THE TOURNAMENT CAN BE COMPLETED SAFELY AND IN A TIMELY MANNER.

- 3) EACH STATE WILL HOST A STATE TOURNAMENT WITH THE TOP 50% BEING AWARDED A WORLD SERIES BERTH. (THE WINNER IN EACH AGE GROUP WILL RECEIVE A NONTRANSFERABLE PAID BERTH TO THE WORLD SERIES).

THE HOST CITY OF EACH STATE AND WORLD SERIES WILL RECEIVE AN AT-LARGE BID INTO THE TOURNAMENT. NO STATE OR WORLD SERIES HOST SHALL PARTICIPATE IN A TOURNAMENT LEVEL LOWER THAN THE ONE THEY ARE HOSTING.

DATES FOR STATE TOURNAMENTS AND THE HOST LEAGUES WILL BE DETERMINED BY THE STATE LEAGUE DIRECTOR EACH YEAR. THE TOURNAMENTS WILL ROTATE WITH THE LEAGUES IN EACH DISTRICT. THE DISTRICT DIRECTORS ARE IN CHARGE OF EACH DISTRICT TOURNAMENT AND THE STATE DIRECTOR IS IN CHARGE OF THE STATE TOURNAMENTS.

OFFICIAL PLAYING RULES

The following rules are the official FASA REC rules that will be in effect during all District, State, and National tournaments. Each state may modify these rules to conform to their local high school rules. Local options are not necessarily endorsed by FASTPITCH AMERICA SOFTBALL ASSOCIATION but demonstrate the flexibility and tolerance of the FASTPITCH AMERICA SOFTBALL ASSOCIATIONS commitment to making FASA REC true recreational rules and guidelines. Fastpitch America Softball Association is a “can do” organization committed to every level of play. Safety rules are NOT FLEXIBLE. We will adhere to all safety rules in their fullest, including FASA REC rules that are mandated by the governing body of softball. To keep the FASA REC Rulebook as easy and streamlined as possible, we will refer back to the most recent edition of the FASTPITCH AMERICA SOFTBALL ASSOCIATION RULE BOOK and the (NFHS) National Federation of High School rule book and case studies.

THE INTENT AND PURPOSE OF THE RULES

The restrictions which the rules place upon the players are intended to create a balance of play; to provide equal opportunity between offense and defense; and to create an atmosphere of sporting behavior and fair play.

Therefore, it is important to know the intent and purpose of the rules so that they may be intelligently applied in each situation. A player or a team should not be permitted an advantage that is not intended by the rule. Neither should play be permitted to develop which may lead to placing a player or a team at a disadvantage not intended by the rule.

DEFINITIONS

Altered bat: When the physical structure of a legal softball bat has been changed.

Appeal: A play or rule violation on which the umpire does not make a ruling until requested by a coach or player. The appeal must be made before the next pitch, legal or illegal, or before the defensive team has left the field. Judgement calls (Balls, Strikes, Safe, or Outs) are not appealable.

Base runner: An offensive batter that has just put the ball in play becomes a base runner.

Bunt: When the batter taps the pitched ball and attempts to put the ball in play. Bat does not have to remain still to be considered a bunt. Bat must be pulled back or a strike is called.

Conference: Anytime a head coach gets permission to suspend play to talk to the players. Only 1 defensive conference is allowed per $\frac{1}{2}$ inning without penalty. On the second defensive conference in a $\frac{1}{2}$ inning the pitcher must be replaced. Replacement pitcher must pitch to one batter. The replaced pitcher may go back into the pitcher's position once per $\frac{1}{2}$ inning. The offense is allowed one timeout per $\frac{1}{2}$ inning. On the 2nd called timeout, the batter shall be declared out.

Dead Ball: When the ball is not in play. Umpire will declare "dead ball".

Fair Ball: A fair ball is a batted ball that:

- a. Settles or is touched on or over fair territory between home plate and first base or between home plate and third base.
- b. Bounds past first or third base on or over fair territory.
- c. Bounds over any part of the first or third base bag, regardless of where the ball hits after going over the bag.
- d. While on or over fair territory, touches the person, attached equipment or clothing of a player or an umpire.
- e. Touches first, second or third base.
- f. First falls or is first touched on or over fair territory beyond first or third base.
- g. While over fair territory, passes out of the playing field beyond the outfield fence.
- h. Hits the foul pole above the fence level.

NOTE: A fair fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time she touches the ball. It does not matter whether the ball first touches fair or foul territory as long as it does not touch anything foreign to the natural ground in foul territory and complies with all other aspects of a fair ball.

Fake Tag: When a defensive player makes the motion of tagging a base runner when there is no actual play being made. PENALTY- could be ejection of the offending player.

Five Minute Rule: Umpire will stop the clock if a time out is called by either team or an injury occurs to a player in the last 5 minutes of a game. The umpire will have the official time.

Foul Ball: A foul ball is a batted ball that:

- a. Settles or is touched on or in foul territory between home plate and first base, or between home plate and third base.
- b. Bounds or rolls past first or third base on or over foul territory.
- c. While on or over foul territory, touches the person, attached equipment or clothing of a player or an umpire, or any object foreign to the natural

ground and provided a fair ball declaration had not been made prior to the ball entering foul territory.

- d. First falls or is first touched over foul territory beyond first or third base.
- e. Touches the batter or the bat a second time while the ball is within the batter's box.
- f. Immediately rebounds up from the ground or home plate and hits the bat a second time while the batter is in the batter's box.

NOTE: A foul fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on foul or fair territory at the time she touches the ball.

NOTE: A fly ball that is caught in foul territory before it hits the ground or anything foreign to the natural ground is a "live" ball and will be played as if the fly ball was caught in fair territory.

Foul Tip: A foul tip is a batted ball that goes sharply and directly from the bat to the catcher's mitt or hand and is legally caught by the catcher. It is a strike and remains a live ball.

Hit by Pitch: When the pitched ball hits the batter and the batter is not swinging at the ball or a strike has been called. Dead ball results and the batter is awarded first base.

Illegal Bats: A bat that does not meet the requirements of an official bat as dictated by the National High School Federation rule book.

Infield Fly Rule: A batted pop fly in the infield with less than 2 outs when a base runner occupies 1st and 2nd base or 1st, 2nd and 3rd base. When the umpire feels the ball can be caught with reasonable effort by the infield, the umpire will indicate or verbalize the infield fly and the batter is out. The ball is live and base runners may tag-up and advance at their own risk with liability to be put out.

Interference: Interference is the act of an offensive player, team member or fan which impedes or confuses a defensive player attempting to execute a play. The

interference can be physical, visual or verbal. A checked swing or attempted bunt with the bat pulled back is NOT considered interference.

Obstruction: Obstruction is the act of a defensive player, team member or fan which hinders or prevents a batter from striking or hitting a pitched ball. This obstruction can be physical, visual or verbal.

- a. A fielder not in possession of the ball, or not in the act of fielding a batted ball, or not about to receive a thrown ball which impedes the progress of a base runner or batter-runner who is legally running bases.
- b. A 6U or 8U Coach Pitcher that interferes with the player pitch ability to field a batted ball will be considered Obstruction.

Crow Hop or Replant: A leap is defined as an act by the Pitcher which causes both feet to be airborne at the same time on the initial move from the pitchers plate, Leaping is considered a legal pitch.

A “Crow Hop” is defined as the act of a pitcher who steps, hops, off the front of the pitcher’s plate, replants the pivot foot, ESTABLISHING A SECOND STARTING POINT, pushes off from the newly-established point and completes the delivery.

Live Ball: Any and all times that the ball is in play or until the umpire calls “time” or “dead ball”.

Stalling: Umpire has the right to end a conference early if the umpire determines a team is trying to stall a game. This call will not be questioned or appealed by a coach.

Strike Zone: The strike zone is that space over any part of home plate between the batter’s arm pits and the top of her knees when she assumes a natural batting stance.

1.00—EQUIPMENT/SAFETY

This is the equipment to be used while playing in official FASA REC events, as a rule, equipment must be standard approved equipment that is properly marked with the “Official Softball” or similar markings that certify the equipment. All official

safety equipment must be used and properly marked as certified. Each league and team is responsible for all safety equipment.

1.01--All bats must be unaltered official softball bats. Each coach is responsible for all bats and equipment. Any illegal bats will be removed from the dugout prior to the game. National Federation of High School sports maintains a list of illegal bats and FASA REC will enforce this list. Each coach will certify all bats and equipment are legal before each game with the home plate Umpire. Use of an illegal bat will result in an automatic out and ejection of the player using the bat and ejection of the head coach.

1.02-- A FASA stamped game ball or the equivalent must be used in all FASA REC sanctioned events. All 12U through 18U divisions will use a 12" in diameter with .47 C.O.R. and .375 compression. 6U, 8U, and 10U must use 11" diameter with .47 C.O.R. and .375 compression.

1.03-- Non-compliance in any form will lead to the offending coach being ejected from the game.

1.04-- All batting helmets and catching gear must be approved with the NOCSAE STAMP and in original condition. Numbers and personalized designs are okay. PLAYER SAFETY IS THE MAIN CONCERN,

1.05-- Every player playing the infield in FASA REC in the 4U through 12U will wear a face mask, 14U and above is at the discretion of the Coach. PLAYER SAFETY IS THE MAIN CONCERN.

1.06-- Any player warming up the pitcher is required to wear a NOCSAE approved catcher's helmet. If a coach is warming up a pitcher, a facemask is strongly suggested. SAFETY IS THE MAIN CONCERN.

1.07-- Shoes and socks must be worn and plastic cleats are recommended. METAL CLEATS are allowed in the 14U, 16U, and 18U divisions.

1.08-- Hats and visors are permissible. They are optional between each individual player. No tinted face shields are permitted.

1.09-- ALL JEWELRY IS PROHIBITED, except medical alert bracelets which must be worn on the glove hand. Non-compliance will lead to the offending player and coach being restricted to the dugout for the remainder of the game.

1.10-- Numbers must be worn on uniforms, with no 2 players having the same number.

09 and 9 are considered as different numbers

1.11-- All helmets must have NOCSAE APPROVED FACE GUARDS. Defensive face guards are required for ALL INFIELDBERS in FASA REC.

1.12-- No playing equipment shall be left lying anywhere on the field.

1.13-- FASA REC does not require heart guards but does highly recommend the use of them.

1.14-- Any item deemed unsafe or a distraction by the umpire must be removed from the game. This includes cell phones or any item(s) not associated with the game.

1.15-- Gloves must be worn by every defensive player but only the catcher and first baseman may wear a mitt.

1.16-- A player, manager/coach or umpire who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the judgment of the umpire or in the case where an umpire is involved, the judgment of the umpire not involved. Uniform rule violations will NOT be enforced if a uniform change is required. The umpire shall:

- (a) Stop the game and allow treatment if the injured person would affect the continuation of the game.
- (b) Immediately call a manager/coach, trainer or other authorized person to the injured person.
- (c) Apply the rules of the game regarding substitution, short-handed player and reentry if necessary.

2.00—THE PLAYING FIELD

REGULATIONS OF THE “PLAYING FIELD”

These are the basic dimensions for the playing field for each individual age group. FASA REC will use these dimensions for all official events. Maximum fence distances can be further if there is no way possible to bring the playing fields into legal distances. Temporary fences are recommended to bring fields into the legal bounds. If multiple fields are used for tournament play, fences should be the same on each field and age appropriate.

6u 8u & 10u

Pitching=6U& 8U 35 feet (No closer than 18') & 10U – 12U Pitching=35 feet

Bases= 60 feet

Fence=120-200 feet & 10U – 12U Fence=150-225 feet

12u 14u-18u

Pitching= 12U = 40 feet, 14U - 18U Pitching= 43 feet

Bases=60 feet

Fence=175-225 feet

2.01-- There will be a 16-foot diameter circle drawn evenly around the pitching rubber.

2.02-- The batter's box will be to the left and to the right of the plate. They will be 3 feet wide and 7 feet long, with four feet toward the pitching rubber from the center of the plate.

2.03-- Base lines will extend out 3 feet on both sides of the base parallel to the center line. (Total of 6 feet wide)

2.04-- Coaching boxes and on deck batter's boxes are suggested.

2.05-- The pitcher's plate shall be of white rubber six inches (6") by twenty-four inches (24") and shall be placed on the same level as the home plate.

2.06-- Bases shall be 14" x 14" and should be safely secured. When a double first base is used, the base shall be considered as one base for the calling of plays.

2.07-- On-deck circles are recommended

3.00—AGE DIVISIONS

3.01- Age groups are as follows: 4u Developmental League, 6u, 8u, 10u, 12u, 14u, 16u, 18u. Age groups are determined by the players age on January 1st of the seasonal year,

4.00—BASICS OF PLAYING THE GAME

These are the basic playing rules adapted by FASA REC approved by FASTPITCH AMERICA SOFTBALL ASSOCIATION. We will not mention the very basics, which are universal. Balls, strikes, outs, foul ball, fair ball, home run, triple, double, single, walk, strike out, etc. These are some of the fundamental parts of the game that have been part of the game since it was invented.

4.01-- The plate is considered fair territory. A hit ball that hits the plate and remains fair or rests on the plate is considered a fair ball.

4.02-- The "strike Zone" is when a pitched ball crosses any part of the plate in width and crosses anywhere from the batter's knees to her solar-plex.

4.03-- The FASA REC game will be 6 innings unless time limits or run rules are in effect (6u AND 8u WILL BE 5 INNINGS)

4.04-- The RUN RULE in all age groups will be 12 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings. 6U and 8U can be mathematically eliminated.

4.05-- Tied Games: If tied after innings specified or time limit;

1. Leagues may play extra innings until a winner is declared.
2. Leagues are encouraged to use the INTERNATIONAL TIE BREAKER; the last completed at bat in the previous inning becomes a runner at 2nd base. Play until a winner is declared.

4.06-- Determining Home Team:

1. Leagues may pre-determine home teams on the schedule
2. Tournaments will use coin toss or the seeding method.

4.07-- WHEN THE BALL IS "DEAD":

1. When "no pitch" or "illegal pitch" is called by the umpire.
 2. When a fly ball in foul territory is not caught.
 3. Offensive interference.
 4. When the batter or base runner is hit by a batted ball before an infielder (other than the pitcher) has the opportunity to make a play on the ball or the ball is touched by the pitcher.
 5. When the umpire calls "TIME".
 6. ONLY 1 BUCKET ON THE FIELD FOR THE PURPOSE OF CALLING SIGNALS. If the ball hits the bucket or the bucket interferes with a fielder. Then interference, blocked ball or obstruction will be declared on the offending team as deemed necessary by the umpire's judgement.
 7. When a base runner is called out for leaving too soon.
 8. When a pitched ball touches any part of the batter's person or clothing whether the ball is struck at or not.
 9. When there is interference by the plate umpire or his clothing with the catcher's attempt to throw.
10. When in the judgment of the umpire, the coach touches or helps the runner physically to assist her to return or to leave a base or when a coach near third base runs in the direction of home plate on or near the baseline while the fielder is attempting to make a play on a batted or thrown ball and thereby draws a throw to home plate. NOTE: Base runners cannot advance on a dead ball, unless forced to do so by reason of the batter having reached first base as entitled to or they are awarded a base or bases.

4.08 When the ball is “LIVE”:

1. Any batted fair ball.
2. Any fair ball that is in the playable field of play.
3. Any and all times before the umpire calls “TIME”.
4. When an umpire is hit by a thrown or batted ball after it has touched or passed a fielder.
5. When a base coach is accidentally hit by a thrown ball.
6. When the INFIELD FLY RULE is enforced.
7. When a base runner is called out for passing a preceding runner.
8. When an appeal play is enforced and involved.
9. When a ball has been called on the batter and when four balls have been called but the batter may not be put out before she reaches first base.
10. When a strike has been called on the batter and when three strikes have been called on the batter.
11. If the ball slips from a pitcher’s hand during wind-up or during the back swing.
- 12.

4.09-- Game times shall be 60-80 minutes for all age divisions during the regular season at the leagues discretion. All tournament bracket games will be 75 minutes.

4.10-- The 5-minute rule is not used during regular season play. (This rule WILL be in effect for tournament play)

4.11-- In 6u, the coach pitcher will be no closer than 18 feet from home plate. The player-pitcher must be inside the circle at the 35’ mound.

4.12-- 6u will play the same rules as 8u, 8 runs per ½ inning or 3 outs.

4.13-- 6u will allow 2 defensive coaches in the field but they must stay 10 feet behind baselines.

4.14-- 8u will allow 2 defensive coaches; one down each baseline in foul territory and in the grass.

4.15-- 6u & 8u Coach-pitcher is just that...a pitcher. They can instruct the batter only & must leave the playing field once the ball is hit. NO COACHING THE RUNNERS. THIS IS THE JOB OF THE BASE COACHES.

4.16-- 10u may play 10 players on defense during regular season as a local league option. During tournament play, only 9 players are used.

4.17-- Players will only be allowed to participate with only 1 team in 1 age group. EXAMPLE: A player would not be allowed to play on a 10u team in City 1 and a 12u team in City 2. NO EXCEPTIONS

4.18-- BORROWING PLAYERS. If a team does not have enough players to play, their 1st option is to pick-up a player from the lower age group. The 2nd option is to pick-up a player from the same age group. Any borrowed player must: 1. Wear her regular season uniform. 2. Play in the outfield. 3. Bat last. NO EXCEPTIONS.

4.19-- For All-Star participation, a player may play up if chosen to do so ONLY IF there are no available players of the correct age. No player shall play up during the regular season and then move down for tournament play.

4.20-- PROTESTS: Protests will be decided at the time they occur (before the next pitch). Game will be halted, and a ruling made. Then, if applicable, the game will continue. After consulting with the game umpires, the final decision will be that of the district director or the tournament director during tournament play,

5.00—OFFICIAL PITCHING RULES

5.01-- Before the pitcher pitches the ball, she must do the following:

1. Have possession of the ball in either the pitching hand or the glove hand.
2. Have both hands separated as she steps on the rubber.
3. The pitcher may start her pitch with her non-pivot foot off of the pitching rubber; the foot cannot be moved backward after it is placed behind the pitching rubber and the pitching motion has begun.
4. The Pitcher may step back after the pitching motion has begun if both feet were in contact with the pitching rubber before the pitching motion has begun.
5. Pitcher must take or simulate taking signs while on the rubber from the catcher only.

6. On the pitch delivery the pivot foot may slide across the pitcher's plate.

5.02-- The pitch begins when the hands are no longer separated. The pitch delivery may be aborted by the pitcher stepping off the rubber in a backward step with the pivot foot. Failure to "step off" constitutes an illegal pitch. A ball is called on the batter.

5.03-- The delivery must start no less than 1 second and no more than 10 seconds after the hands are in contact with each other.

5.04-- PITCHER'S DELIVERY:

1. Windmill or slingshot style is acceptable.

2. Arm movement must be an underhand motion. When the pitcher is in the pitching position and she has her hands apart, her pivot foot in contact with the pitcher's plate, both feet on the ground within the 24-inch length of the pitcher's plate, and the catcher is in position to receive the pitch. While the pitcher takes the signal, her stride foot may be on or behind the pitcher's plate as far back as desired. Once the pitcher initially sets the toe of her stride foot, she cannot move it to increase or decrease the distance behind the pitcher's plate. In addition, the pitcher must take or appear to take a signal while in the pitching and signal-taking positions.

3. Pitcher may use a backward movement of the pitching arm at the start of delivery.

4. If the underhand arm movement is more than 12" away from the parallel of the body, the pitch will be considered a sidearm pitch.

5. A "CROW HOP" or a replant is not permitted during the pitching delivery.

5.05-- Pitcher cannot stop her motion before the ball leaves her hand.

5.06-- The pitcher may not stop her wind up (unless the Umpire calls Time) without releasing the ball. No action by a batter, coach, or a fan can cause the pitcher to throw an illegal pitch.

Any violation of the above shall result in an illegal pitch. The ball is dead, and a ball is called on the batter.

EXCEPTION: If the ball is put into play on an illegal pitch and the batter reaches 1st base safely and any base runners advance at least one base, then the play stands and the illegal pitch is nullified.

5.07-- Pitcher cannot have anything distracting on her pitching arm, hand, or wrist. This includes the wrist band chart. Any sweatband must be flesh in color on the pitching wrist or arm. Pitcher's uniform, equipment and/or accessories must be worn properly. A pitcher is prohibited from wearing or using any item that, in the Umpire's judgement, distracts the batter.

5.08-- Pitcher can ask the umpire for a different ball at any given time before the start of her pitch. During wet conditions, a coach may request permission to towel dry the balls for the pitcher.

5.09-- The pitcher or any other player or coach shall not at any time during the game be allowed to use tape or other substance(s) upon the ball, the pitching hand or fingers.

5.10-- INTENTIONAL WALK: If the pitcher desires to intentionally walk a batter, she can at any time during the players at bat notify the Umpire of her intentions to walk the batter; the Umpire shall grant the walk at that time. NO PITCHES HAVE TO BE THROWN TO INTENTIONALLY WALK A BATTER.

5.11-- If the ball slips from the pitcher's hand during her wind-up or backswing, the ball will be in play and the runners may advance at their own risk.

5.12—At the beginning of each inning or when a pitcher relieves another, they will be allowed 1 minute to throw no more than 5 warm-up pitches. Each excessive warm-up pitch will count as a ball toward the batter.

6.00—BATTING & BASE RUNNING

FASA REC will use the following basic rules for batting and base running, which are endorsed by FASTPITCH AMERICA SOFTBALL ASSOCIATION.

6.01-- The girl is considered the batter when she takes her place in the batter's box.

6.02-- The batter can call time by lifting her hand to the Umpire, The Umpire can grant the batter time out. If time is not granted, she will take the called pitch.

6.03-- Batting out of order can be appealed to the Umpire by the defense:

- (a) Infraction appealed during an illegal batter: the correct batter takes over and assumes the pitch count.
- (b) Infraction appealed after an illegal batter has batted but before the next pitch: the girl that should have batted is out and any base advances will return to their position prior to the illegal batter's bat. The correct spot in the line-up will be the batter that follows the girl called out.

EXAMPLE:

(Batter #5 is the batter called out. The correct spot in the lineup would now be batter #6)

- (c) Infraction appealed after illegal batter has batted and after the next pitch: The play stands. All base runners remain where they are.
- (d) Batter positions on the lineup sheet are determined by the player's name and not jersey number. Improperly recorded position numbers and player numbers are correctable errors.

6.04-- The batter is out when the following happens:

- (a) Batter steps on the plate when hitting the ball in fair or foul territory.
- (b) Batter steps out of the batter's box when hitting the ball in fair or foul territory.
- (c) Batter fouls off third strike while trying to bunt.
- (d) Catcher catches third strike foul tip.

6.05-- The batter can advance to first base when the following happens:

1. Batter is pitched 4 balls.
2. Batter is hit by pitch (unless the ball is in the strike zone or swung at).
3. Catcher drops third strike with less than 2 outs with no base runner occupying first base or with two outs regardless of the occupation of first base. A ball that hits the dirt and caught by the catcher is considered a dropped third strike. **EXCEPTION TO THE DROPPED 3RD STRIKE:** If the batter enters the Dead Ball Area, she will be called out. Dead Ball Area is considered outside the fence or in the dugout.
4. When the catcher interferes with the batter's bat while the batter is swinging at a pitched ball, or anytime during a pitch. If the ball is put into play during the interference, the offensive coach has the option to take the result of the play or the interference.

6.06-- The batter must run the bases in order when advancing or retreating.

6.07-- When the base runner misses a bag, the play is appealable to the Umpire by the defensive coach or any player on the field. Appeal must be made before the next pitch (except coach pitch) is delivered.

6.08-- When the pitcher has possession of the ball inside the pitcher's circle, base runners must **IMMEDIATELY** advance to next base or **IMMEDIATELY** return to the last base occupied. The base runner can turn the corner and immediately look for the ball. This is not an attempt to advance to the next base.

Failure to **IMMEDIATELY** advance to next base or return to last base while the pitcher has possession of the ball inside the pitcher's circle shall result in the base runner being declared out.

NOTE: What is considered **IMMEDIATELY** is the judgement of the umpire. If, after the pitcher has possession of the ball inside the circle, the base runner stops or reverses her motion, she is out unless the pitcher makes a play on her or another base runner.

NOTE: Faking a throw constitutes "making a play".

6.09-- Base runners may attempt to steal only after the ball leaves the pitcher's hand during her delivery of the pitch.

6.10-- Base runner cannot (run more than 3 feet) out of the base path to avoid a tag. This will result in base runner being called out. The base path is the path between the runner and a direct line to the next base,

6.11-- Base runner should avoid contact with the defensive player at any base if there is a defensive play being made. This is for the safety of the girls. Any aggressive act will result in the base runner being called out or at the Umpire's discretion ejected from the game. No defensive player may block a base, home plate, or the base path without having possession of the ball.

6.12-- Base runner cannot interfere with a defensive player making a play on the ball. This will result in the runner being called out and all runners returning to their previous bag before the interference occurred (unless forced to advance). The batter/runner is deemed safe at first base.

6.13-- If a batted ball hits a base runner prior to passing or being touched by a defensive player (non-pitcher unless the pitcher touches the ball or makes a play on the ball), the base runner is called out. In addition, if the runner interferes with an attempt by the defense to field the ball, the base runner will be called out.

6.14-- Base runner must retouch her base during a caught fly ball and cannot advance to the next base until the ball is touched by the defensive player's glove or body.

6.15-- If any base runner (all age divisions) leaves her base before the ball leaves the pitcher's hand, she will be declared out.

7.00—PLAYERS & SUBSTITUTES

FASA REC has adopted the following rules. The official lineups are for league, District, State, and World Series play.

7.01-- Teams must start with 9 defensive players. (6u & 8u will play 10 on defense)

7.02-- FASA REC allows each team to bat everyone on the roster with free substitution. LOCAL LEAGUE OPTION: Leagues may require all players to play at least 3 consecutive outs on defense.

7.03-- Another option is using "EXTRA PLAYERS (EP)". Using nine regular players and up to three "EP". There would be 10, 11, or 12 total players on the lineup sheet. Any nine can be used in the field with 10, 11, or 12 batters. (This lineup is designed to get more players in the game). Three of the players would have EP as their position. Any of the 10, 11, or 12 players can be used for defense; the coach can change the defensive players at any time using the 10, 11, or 12 players on the bench.

7.04-- Substitute players will be listed on the lineup sheet. They can be used at any given time during the game. The original player (starter) can re-enter the game at any given time. The starter and the substitute may each re-enter once.

7.05-- Courtesy runners are allowed for the pitchers and catchers. Determination for the courtesy runner will be as follows.

1. Any player listed on the lineup sheet that is not currently in the batting order.
2. If all players listed on the lineup sheet are currently in the batting order, then the courtesy runner will be the last completed at bat. If the last completed at bat is a pitcher or catcher, the courtesy runner will revert to the batter immediately preceding her in the batting.
3. Courtesy runners can only run for either the Pitcher or Catcher per half inning. They cannot run for both.

7.06-- All lineup sheets will be turned in at the start of the game. One copy will be given to the home plate umpire and one copy to the opposing team. If a player is lost to illness or injury, that space in the lineup will be scratched through.

EXCEPTION: if there are less than 9 players on the lineup sheet, the player's spot will not be scratched through. Instead, the affected spot will be an OUT when the spot comes up in the order. If there is a substitute player available, the substitute will go in that spot. There is no out penalty as long as there are at least 9 players left on the lineup.

7.07-- Any player ejected from the game will result in an out when that spot in the lineup comes up, unless there is a substitute player available to go in that spot. Minimum requirements for fielding a team are still active. A team must have a minimum of 9 players on the lineup card but can finish with a minimum of 8 players. The missing player in the batting order would be an out. Less than 8 fieldable players on the team will result in forfeit for that team.

7.08- Each player must compete in at least 80% regular season games in the all-star age group to be eligible for all-stars and tournament play. Note: Players may play up in All-Stars but cannot play down.

8.00—UMPIRE RIGHTS & RESPONSIBILITIES

These are the standard guidelines adapted by FASA REC that governs the rights and responsibilities of the UMPIRES.

8.01-- The umpire is responsible to keep control of the game.

8.02-- The umpire has the right to eject any player, coach, or fan from a game for unsportsmanlike behavior.

8.03-- Any judgement call that the umpire makes cannot be protested.

8.04-- Any call made that may be a misinterpretation of the rules can be protested.

8.05-- A head coach can appeal to the plate umpire in the case of a batter on whether a check swing was checked or not. (The field umpire may have a better view). The plate umpire does not have to grant the appeal.

8.06-- The umpire can suspend play for any reason: acts of nature, unruly conduct, etc.

8.07-- Everyone has the responsibility to ensure sportsmanship in all events. An unruly fan may place the entire team in jeopardy of ejection or forfeit.

8.08—Umpires are required to register with FASA REC.

9.00—SPORTSMANSHIP GUIDELINES

9.01-- If a player gets hurt, after the play has stopped the umpire shall call Dead Ball. Until Dead Ball is called on an injury the runners may advance at their own risk. Safety of the players is taken very seriously and should be monitored by the Umpires and Coaches. SAFETY FIRST.

9.02-- Unsportsmanlike behavior by a player, coach, or a fan may result in ejection.

9.03-- Umpires should be fair, impartial, use good judgement and never speak rudely or out of turn to a player, coach or fan. An Umpire puts the human element into the game. They are subject to making errors the same as the coaches and players are subject to making mistakes, we all are human. In the spirit of fair play and sportsmanship we will not allow anyone to show disrespect towards them because of their decisions. FASA REC will do their best in pursuing the best decision makers in the business to officiate FASA REC events.

9.04-- Coaches will follow the rules of sportsmanship, never stall a game, be a graceful winner and loser, and never speak rudely or out of turn to a player, coach, fan or UMPIRE. Coaches are also responsible for the SPORTSMANSHIP OF THEIR OWN PLAYERS AND FANS. COACHES SHOULD NOT TOLERATE UNSPORMANLIKE CONDUCT FROM PLAYERS OR FANS. These acts are not tolerated by FASA REC in any form.

10.00—BOUNDARIES & PLAYER SELECTION

10.01-- In order to keep FASA REC a true recreational program, league boundaries will be observed. Each league shall submit a map of their boundaries to FASA REC along with their franchise form. The population of each league's boundary should not exceed 50,000 residents. These maps will be kept on file with FASA REC and used to verify the eligibility of players.

10.02- Players need to sign-up with the league in which they reside each year. Players and teams may play out of district at the discretion of the Local League Director. If a team wants to play out of district or is a non FASA Rec sanctioned team they must get approval from the Area FASA REC Director to play in the district or state events.

10.03- Any league that accepts a player who resides within the boundary of another league shall immediately return the player to the league in whose boundary she resides upon discovery of the registration error.

10.04--A league franchise may include up to seven (7) teams in a single age division. A separate franchise must be submitted for leagues wishing to franchise more than seven (7) teams in any single age division.

10.05-- No new league shall be franchised within the territory of an existing league. Leagues franchised the previous year will have the first option for that area. If a league fails to franchise in a season, they run the risk of losing their territory to a new franchise.

10.06-- Each team's regular season roster shall consist of a maximum of 15 players. Rostered players shall be of the correct age for that division. Age is determined by the age of the player on January 1 of the seasonal Year.

- a. Each district, under the supervision of the district director, shall select the hosts for district tournament play utilizing a process of their own choosing. FASA REC recommends that this process be fair and equitable giving all leagues wishing to host an equal opportunity to do so.
- b. Umpires for District Tournaments shall be selected by the district director and/or the UIC for that district.

11.00 __ TOURNAMENT PLAY

11.01—Sight Selection for Tournament Play District Tournaments at the discretion of the State League Director State Tournaments

- a. The hosts for the State Tournaments for each age division shall be determined at the yearly State FASA Meeting. The President (or designated representative) of each franchised league in good standing shall be eligible to vote.
- b. State Tournaments will be set up on a reverse rotation for each region and will alternate between regions each year.
- c. Each district will be eligible to bid on the State Tournament for the age division in which their district is eligible for that particular year. If no league from an eligible district wishes to bid, the option will be opened to any district from that region at the discretion of the State Director.
- d. Umpires for State Tournaments shall be selected by the State Director