

2009 Phillies Fastpitch

Playing Field:

1. 60' bases
2. 35' rubber
3. 30' base line hash mark (including 3rd to home).
4. Foul lines
5. Base lines, 1st to 2nd and 3rd to home.
6. 43' arc from 3rd base line to 1st base line.

Pitching Regulations:

1. Coaches pitch to their own team from the rubber to the front of the 8' pitching circle.
2. Pitching coach must avoid contact with the ball and the defensive players when the call is alive.
Penalty—if in the umpire's judgment it was intentional, the lead runner is out. If not intentional No pitch –dead ball
3. The pitching coach shall not direct the batter/runner in any way.
4. Player listed on the line-up, as the pitcher must stay in the circle until the ball is hit.

The Game-Playing Rules:

1. A Batter will receive 6 pitches. 3 strikes shall count as on out. Foul balls are considered strikes if the foul is the 1st or 2nd strike. No walks. Absolutely NO foul outs. If on the 6th pitch the batter fouls, the batter will receive pitches until one of the following happens. A) Ball is hit fair or B) Batter watches the pitch at which point she will be out.
2. No Bunts.
3. The infield fly rule shall not apply.
4. The game shall consist of 6 innings or 75 minutes, whichever occurs first.
5. Run rules—15 after 3 innings or 8 after 5 innings.
6. NO STEALING.
7. Games must be played with 10 players with 4 of them playing in the outfield. You can play with less than 10.
8. 7 players or less is a forfeit.
9. Tie breaker—See Rule 5 Section 11, with the exception of, at the conclusion of 6 innings or 75 minutes, whichever occurs first.
10. Outfielders must be positioned behind the base line until the ball is hit.
11. Infielders must be positioned behind the 43' arc until the ball is hit, Except for pitchers helper which must start with both feet in the pitchers circle. Outfielder's MUST have one foot in grass until ball has been hit.
12. If all batters on the line-up bat before the 3rd out is made, the inning will end when the last batter has completed her turn at bat and all play has ended.
13. Free substitution, however they must report to the opposing team's scorekeeper.

Dead Ball:

1. A dead ball will be called when any defensive player holds the ball and the lead runner have stopped forward progression, and trailing runners have finished running opportunities or stopped.
2. A dead ball will be called when the lead runner has been stopped and Umpire has called time. The ball then is to be returned to the pitcher's helper with no advancements after time has been called.

Placement of Runners:

1. Shall be determined by their location when a dead ball is called. If they have passed the 30' hash mark, they will return to the base last legally touched.
2. In the event of multiple runners, the lead runner shall govern the placement of all runners.
3. Trailing Runners will be allowed to finish running bases, if lead runner is stopped and trailing runners have the opportunity to continue until they stop, at which time Dead ball will be called.

Over Throw Rule

Rule is designed to encourage girls to make the proper Softball play.

1. There can only be one over throw ruling per an at bat.
2. An overthrow is defined as an attempt, in the judgment of the umpire to make a play or attempt to throw the ball to a base.
 - A) This is NOT a Dead Ball awarded base. Runners advance at the risk of being put out. Once the runner has reached the next base safely, Then Dead ball will be called.
 - B) Runners that are on base that are not directly involved in the over throw play will be allowed to advance 1 base from the time of the over throw, at their own risk.

Balls:

1. 11" yellow optic balls **should** be used for tourney play.

ALL OTHER ASA RULES SHALL APPLY