

SOUTH VALLEY SOFTBALL FAST PITCH LEAGUE 2018 BYLAWS

Current Year NFHS (Highschool Softball Rules) will be followed with the following exceptions:

The age for all divisions is based on the player's birthday as of January 1st, 2018

1. Individual players may only play for one team in a division. Players may play up on a second team but not down on any team. If it is necessary to "borrow" players from another team in your division to reach the 7 players needed to play, the game will be played but will be a forfeit for the team with insufficient players.
2. At least 7 players are needed to have a legal game. No penalty for missing players.
3. **Ponytail 8U & U10:** NO new inning after 50 minutes of game time. There are no tie-breakers!
4. **U12 & U14:** No new inning after 1:20 min of game time. There are no tie-breakers until the end of season tournament. Game time starts as soon as the coaches conference is over. Forfeit time is at game time or right after the previous game has ended, whichever is later.
5. Softballs/Division:
 - a. **Ponytail 8U:** 10" Optic yellow or pink/yellow softballs with a sponge rubber center will be used.
 - b. **10U:** 11" Optic Yellow softballs will be used
 - c. **12U & 14U:** 12" Optic Yellow softballs will be used
6. Free substitutions on defense: ALL PLAYERS MUST PLAY THE FIELD AT LEAST 3 OUTS
7. ALL PLAYERS MUST BAT in order. Any 9 can take the field. All players bat!
8. Beginning pitchers may use the modified pitch if they need to. ALL PITCHES (including those by coaches) must pitch from the rubber. The pitching distance from home plate to the rubber are:
 - a. **Ponytail 8U & 10U:** 35'
 - b. **U12 & U14:** 43"
9. Sides will be retired after three outs or:

a. Ponytail 8U	4 scored runs	c. 12U	5 scored runs
b. 10U	4 scored runs	d. 14U	6 scored runs
10. **U12 & U14** Tournament rules will be the same as the regular season (with the exception of a tie breaker rule #10a) Teams may NOT borrow other players from the same division see rule #10a: Tie-breaker (tournament only). International tie breaker rule applies: Each team will start with a Runner on second base for each half of the inning. The runner placed at second base will be the last out of the previous inning. If there is no score at the end of the tie breaker inning another tie breaker inning will follow.
11. **Ponytail 8U:** Coaches will pitch up to 5 balls. The players either hit the ball or they are out. If the 5th pitch is fouled off, the batter gets one and only one more pitch for a chance to hit it fair. **NO STEALING.** Players may lead off after the pitcher releases the ball.
12. **10U: NO STEALING** home unless the catcher throws the ball or runs toward third base to get the runner. NO delayed steals from third. ONLY the base runner attempting to steal will be awarded a base on an overthrow unless the ball comes into dead-ball territory. There are no walks. On the fourth ball, the pitcher's coach will come out and finish the strike count. Player will either hit or be out.
13. **12U: STEALING ALLOWED** to 2nd & 3rd base however, runner may not advance to an additional base on an overthrow.
14. **U12 & U14:** Infield fly rule is in effect: umpire may call batter out if a fair **fly** ball (not a line drive or bunt) that, in the judgment of the umpire, can be caught by an **infielder, pitcher, or catcher** with ordinary effort and when there are runners on first and second or first, second, and third and less than two outs.
15. **U12 & U14:** third strike guidelines are in force. The batter may attempt to advance if the third strike is dropped. For **U8 & U10** the batter is out on the third strike.
16. **Win/Loss/Tie Reporting (12U & 14U only):** Coaches shall report a win/loss/tie immediately following the game to: 801-928-1627 with the following information: City/team name, date, win or loss. Overall team records will be used for end of season tournament seeding.