

**Stow Fast-pitch Softball**  
**2009 Rules ~ I League**  
**Instructional (ages 7 & 8) Girls Fast-pitch Softball League**

The 2009 Stow Youth Softball General rules are the official rules except as amended or changed by these rules.

1. The Instructional Girls Fast-Pitch Softball League is limited to girls with playing ages of 8 or less on the date specified in rule 17 of the Stow Youth Baseball/Softball General rules.
2. Pitching distance is 30 feet when a player is pitching (adjustable when a coach is pitching), from the front of the pitching rubber to the back point of home base. Base path distance is 60 feet. The distance from home plate to second base is 84 feet 10 inches. Official ball will be the 11" Softie softball. An 11" RIF type softball may be utilized after the first half of the season with the agreement of both teams Managers.
3. The first 1/2 of the season will be coach pitch. A Coach will pitch to his or her own team. Catcher interference defensively will be called a no pitch. Up to 3 defensive Coaches are permitted on the field for instructional purposes in addition to the Coach that may be pitching. A Coach or player calling time out cannot stop the game while a play is in progress. Play should be stopped at any time to teach and encourage. The last 1/2 of the season, the players will pitch. The player will pitch 4 times and if the ball is not hit into play, then the coach will pitch 3 more times to the batter.
4. Each batter may be pitched 7 balls (more if the last is fouled off). She may swing and miss all 7 pitches and then be called out on strikes.
5. The side is retired after 3 outs or 8 batters (which ever comes first). This includes the final inning of the game.
7. All games shall consist of 6 innings. In the event of rain, 4 innings will constitute a complete game. All games shall have a 1 ½ hour time limit from the actual start time of play.
8. No stealing will be allowed and No scoring on passed balls. A player that hits the ball may advance past 1<sup>st</sup> base if the ball is in play and a play has not been made to attempt to get the hitter out. In this situation base runners in front of the hitter may also advance more than one base at a time if a play has not been made to attempt to get the hitter or base runners out. The hitter and base runners may not advance, however, on any over throws to a base with an attempt to get the hitter or base runner out.
9. The strike zone will be the shoulder to the bottom of the knees. Players should be encouraged to swing at close pitches, but not to chase pitches that are clearly out of the strike zone.
10. Round Robin Batting is used; late arrivals are to be placed at the end of the batting order.
11. The batter will be given only one warning if she throws the bat. The next time she throws the bat, she will be called out. The bat should be left in the batter's box.
12. The pitcher must stand within the 8' radius pitching circle. The player pitching must pitch in a standard Fast Pitch manner with shoulders lined up from 1<sup>st</sup> base to 3<sup>rd</sup> base and both feet on the pitching plate. The first step must be towards home plate. No double windup or crow hopping. Pitchers will have a maximum of 5 warm up pitches. All catchers gear must be worn.

13. The infield fly rule will not be played.
14. Home plate will be 21" wide; the extension will be the black part of the plate and will be used for calling balls and strikes.
16. Each team may supply a person to assist by retrieving passed balls. If the ball is touched by this person, it is a dead ball and the base runners may not advance to the next base.
17. Chinstraps must be worn. Both teams will receive one total warning if an incident occurs when a player is not wearing the required chinstrap. If another incident occurs – after one warning has been issued – then the player will be called out. This is a safety rule that requires 100% compliance. Teams to be given extra chinstraps.
18. All players must wear batting helmets that have a protective face guard/mask on them. It will be worn while batting and while running the bases. If a face guard/mask is not on the batting helmet, both teams will receive one total warning. If another incident occurs, the batter/runner is automatically out. This is a safety rule that requires 100% compliance.
19. Optional and highly recommended: Use of the safety base at 1<sup>st</sup> (first) base.
20. If a manager, coach, players, or parents attempt to stall a game in any way, the umpire can allow the game to continue without regard to a time limit or if darkness is an issue, the game can be rescheduled by the Umpire-in-Chief and League VP to be completed.
21. Each community outside Stow and Munroe Falls will contribute \$2.50 per signed up player to the Stow League for administrative purposes. This fee may be waived if each Community provides to SYBS the number of teams they will have, field availability, and team rosters by April 1, 2009 to the Softball Executive VP. Final rosters are due by the first scheduled game.
22. There is a team fee for the end of season tournament to be held in Stow. The fee is due to SYBS by June 19, 2009. For 2009, the fee is \$50 per team. This fee will help cover the cost of the fields, umpires, and trophies.
23. Violations of any of the SYBS or National Softball Association rulings shall be subject to discipline up to and including forfeiture of the game.
24. If a school event (awards ceremony, carnival, etc) conflicts with a scheduled game, the manager must notify the League VP by May 1, 2009. The League VP will then reschedule the game with the Umpire-in-Chief. Once school is out, June 12, 2009, **NO** games will be rescheduled due to a school conflict. For games scheduled outside of Stow, the Stow League VP and the assigned community representative from the other community must work together to reschedule the game.
25. If there is a community conflict, you must contact the League VP at least 48 hours prior to the scheduled game time in order for consideration for reschedule of the game. Community representatives cannot reschedule games without the consent of the SYBS League VP. For games scheduled outside of Stow, the Stow League VP and the assigned community representative from the other community must work together to reschedule the game.
26. The team roster size will be 13, unless determined to be larger by the League VP.
27. All team players will be on defense with the extra players spread out in the outfield – normal infield positions will be used.

28. All games that are rained-out or cancelled may ONLY be rescheduled by the SYBS League VP. Coaches or community representatives may not reschedule these games. The League VP is in charge of rescheduling these games and copying applicable league officials or team managers through email correspondence and will send a final email seeking confirmation from the managers.

## **Stow Fast-pitch Softball 2009 Rules ~ A League 10 and Under Girls Fast-pitch Softball League**

The 2009 Stow Youth Softball General rules are the official rules except as amended or changed by these rules.

1. The 10 and Under Girls Fast-Pitch Softball League is limited to girls with playing ages of 10 or less on January 1<sup>st</sup> per NSA (National Softball Association – [www.PlayNSA.com](http://www.PlayNSA.com)) rules and Stow Youth Baseball/Softball General rules.
2. Pitching distance is 35 feet, from the front of the pitching rubber to the back point of home base. Base path distance is 60 feet. The distance from home plate to second base is 84 feet 10 inches. Official ball will be the 11” softball; the RIF (limited flight) softball may be used as long as it is 11” softball.
3. Team roster size will be 13, unless determined to be larger by the league VP.
4. Every girl must play at least three (3) innings in the field. All substitutes must be in the game by the third inning.
5. The game shall consist of six (6) innings.
6. A pitcher may pitch at most nine (9) outs during the first six innings of a game. There are no restrictions for any inning after the sixth inning. Every time a player makes an appearance as a pitcher and throws a pitch – even if an official out is not recorded – each appearance will count as an out. Example: player begins the game as the pitcher and walks four consecutive batters and no official outs are recorded. The player is taken out as the pitcher and moved to another position in the first inning. The pitcher will receive one recorded out for each appearance (one pitch thrown) even though an official out is not recorded. The outs do **not** have to be consecutive.
7. Ten warm-up pitches will be permitted for new pitchers and only five warm-up pitches will be permitted at half innings for returning pitchers. Umpires reserve the right to move the game along between innings if there are delays in getting the players on the field and ready to play.
8. A maximum of ten (10) players will be allowed on the field at any one time. Four (4) of the players must be positioned behind the baselines in the standard outfield positions (right, right-center, left-center, and left fields).
9. If the score differential is ten (10) or more at the end of any inning after five (5) or more innings have been played, the umpire shall declare the game over. If the home team is leading they will not bat in the sixth inning. All innings must be played if there is not a 10 run lead.
10. **A maximum of five (5) runs per inning or three outs.**
11. All games will start at 6:15pm regardless of whether an umpire is present or not. It is considered a legal game if a game is played without the scheduled umpire – try to get a parent or coach to umpire the game that both team managers can agree on.
12. The umpire is the official time keeper (by his/her watch) and will have the exact start time and will log the start time onto the home team’s scorebook. It is up to the teams to ask the umpire the start time of the game.

13. All games will have a 2-hour time limit from the actual start time of the game. No new inning will begin once the 2-hour mark is reached, the teams may finish the inning they are involved in at the 2-hour mark.
14. Stealing is permitted, but NO stealing home. Only one base at a time may be stolen. Scoring can only result by being hit in or walked in with the bases loaded. (e.g. if attempting to throw out a runner stealing second base with a runner on third, the runner on third is not allowed to score. No scoring on passed balls.) One exception, a runner on third may score if any player throws behind her to the girl covering 3<sup>rd</sup> base in an attempt to pick her off because of an excessive leadoff.
15. On a dropped third strike the batter is out (no advancing to first base).
16. The strike zone will be the shoulder to the bottom of the knees.
17. The infield fly rule will not be played.
18. Home plate will be 21" wide; the extension will be the black part of the plate and will be used for calling balls and strikes.
19. When the pitcher gains possession of the ball in the pitcher's circle, base runners in between bases must immediately (2 seconds or less) either advance to the next base at their own risk or retreat back to the original base. In this example, if the base runner does not either immediately advance to the next base or retreat to the original base, she will be called out automatically.
20. Each team may supply a person to assist by retrieving passed balls. If the ball is touched by this person, any steal in process (umpire's judgment) would be completed and the ball is dead.
21. Chinstraps must be worn. Both teams will receive one total warning if an incident occurs when a player is not wearing the required chinstrap. If another incident occurs – after one warning has been issued – then the player will be called out. This is a safety rule and 100% compliance is required. Teams to be given extra chinstraps.
22. All players must wear batting helmets that have a protective face guard/mask on them. It will be worn while batting and while running the bases. If a face guard/mask is not on the batting helmet, both teams will receive one total warning. If another incident occurs, the batter/runner is automatically out. This is a safety rule and 100% compliance is required.
23. Optional: Use of the safety base at 1<sup>st</sup> (first) base.
24. If a manager, coach, players, or parents attempt to stall a game in any way, the umpire can allow the game to continue without regard to a time limit or if darkness is an issue, the game can be rescheduled by the Umpire-in-chief and League VP to be completed.
25. Each community outside Stow and Munroe Falls will contribute \$2.50 per signed up player to the Stow League for administrative purposes. This fee may be waived if each Community provides to SYBS the number of teams they will have, field availability, and team rosters by April 1, 2009 to the Softball Executive VP. Final rosters are due by the first scheduled game.
26. There is a team fee for the end of season tournament to be held in Stow. The fee is due to SYBS by June 19, 2009. For 2009, the fee is \$50 per team. This fee will help cover the cost of the fields, umpires, and trophies.
27. Violations of any of the SYBS or NSA rulings shall be subject to discipline up to and including forfeiture of the game.

28. Stow Youth Softball League is comprised only of players who are participating solely in one fast pitch league (Stow Youth Softball). Players registered in any travel league or tournament team are prohibited from playing in the Stow Youth Softball League. If this rule is violated the player in question will be removed from the team and the head coach will receive a warning. If the rule is violated for a second time the head coach will be removed from the team and the team will forfeit the game.
29. If a school event (awards ceremony, carnival, etc) conflicts with a scheduled game, the manager must notify the League VP by May 1, 2009. The League VP will then reschedule the game with the Umpire-in-Chief. Once school is out, June 12, 2009, no games will be rescheduled due to a school conflict or any other reason other than rain/bad weather. For games outside of Stow, the Stow League VP and the community representative from the other community must work together to reschedule the game.
30. If there is a community conflict, you must contact the League VP at least 48 hours prior to the scheduled game time in order for consideration for reschedule of the game. Community representatives cannot reschedule games without the consent of the SYBS League VP. For games outside of Stow, the Stow League VP and the community representative from the other community must work together to reschedule the game.
31. All games that are rained-out or cancelled may ONLY be rescheduled by the SYBS League VP. Coaches or community representatives may not reschedule these games. The League VP is in charge of rescheduling these games and copying applicable league officials or team managers through email correspondence and will send a final email seeking confirmation from the managers. If the game is scheduled outside of Stow, the Stow League VP and the community representative from the other community must work together to reschedule the game.
32. The winning manager must report the score of the game to the League VP within 48 hours after the game has concluded. If the manager does not report the score, his/her team will be issued a loss.
33. Sliding during close plays is mandatory. A close play occurs when a defensive player is making a play at a base and there is a potential that the runner may be called out. If the player does not slide, both teams will receive one total warning at the time of the first incident. If a second incident occurs – regardless of team – the player who does not slide during a close play will be automatically out.

## **Stow Fast-pitch Softball**

### **2009 Rules ~ B League**

### **12 and Under Girls Fast-pitch Softball League**

The 2009 Stow Youth Softball General rules are the official rules except as amended or changed by these rules.

1. The 12 and Under Girls Fast-pitch Softball League is limited to girls with playing ages of 12 or less on January 1<sup>st</sup> per NSA (National Softball Association – [www.PlayNSA.com](http://www.PlayNSA.com)) rules and Stow Youth Baseball/Softball General rules.
2. Pitching distance is 40 feet; base path distance is 60 feet. The distance from home plate to second base is 84' 10". Official ball will be the 12" softball.
3. Every girl must play at least three (3) innings in the field. All substitutes must be in the game by the fourth inning. The game shall consist of seven (7) innings
4. Team roster size will be 13, unless determined to be larger by the league VP.
5. A pitcher may pitch at most twelve (12) outs during the first seven innings of the game. There are no restrictions for any inning after the seventh inning. Every time a player makes an appearance as a pitcher and throws a pitch – even if an official out is not recorded – each appearance will count as an out. Example: player begins the game as the pitcher and walks four consecutive batters and no official outs are recorded. The player is taken out as the pitcher and moved to another position in the first inning. The pitcher will receive one recorded out for each appearance (one pitch thrown) even though an official out is not recorded. The outs **do not** have to be consecutive.
6. Ten warm-up pitches will be permitted for new pitchers and only five warm-up pitches will be permitted at half innings for returning pitchers.
7. If the score differential is ten (10) or more at the end of any inning after five (5) or more innings have been played, the umpire shall declare the game over.
8. There will be a 7-run rule per half-inning or 3 outs, whichever occurs first. There will be **NO limit** of runs per half-inning during the last inning of the game. IF 1 hour and 40 minutes has elapsed since the start of the game, the next inning to be started will be considered the last inning. Since it is the last inning, the inning will not be subject to a run limit, and if the score is tied after the unlimited runs inning, the International Tie Breaker Rule will take effect. (Example: If a game starts at 6:15pm and at the time of the third (3<sup>rd</sup>) out of the previous inning determines whether the next inning is the last inning. If the game starts at 6:15pm and the third (3<sup>rd</sup>) out in the bottom of the 3<sup>rd</sup> inning is recorded at 7:54pm, then the 4<sup>th</sup> inning must be played and the 5<sup>th</sup> inning is the last inning. If the game is tied after the unlimited runs inning, the International Tie Breaker Rule will take effect). There is a 2-hour time limit from the start of the game and therefore if a game starts at 6:15, no new inning will begin once the 2-hour mark is reached, the teams may finish the inning they are involved in at the 2-hour mark. If the game is called by the umpire due to darkness, and the game is still tied, and only if the teams are scheduled to play each other again, the game will resume where it has left off and will continue until one team wins. If the game is called due to darkness, and one team has more runs than the other, the game will be considered a complete game with a winner and a loser. The game is still considered final even if the unlimited runs inning is not reached due to the 2-hour time limit or fall of darkness. It is the manager's responsibility to go over this rule with the umpire during ground rules before the game begins.
9. All games will start at 6:15pm regardless of whether an umpire is present or not. It is considered a

legal game if a game is played without the scheduled umpire – try to get a parent or coach to umpire the game that both team managers can agree on.

10. The umpire is the official time keeper (by his/her watch) and will have the exact start time and will log the start time onto the home team's scorebook. It is up to the teams to ask the umpire the start time of the game.
11. Chinstraps must be worn. Both teams will receive one total warning if an incident occurs when a player is not wearing the required chinstrap. If another incident occurs – after one warning has been issued – then the player will be called out. This is a safety rule and 100% compliance is required. Teams to be given extra chinstraps.
12. All players must wear batting helmets that have a protective face guard/mask on them. It will be worn while batting and while running the bases. If a face guard/mask is not on the batting helmet, both the batter/runner is automatically out. This is a safety rule and 100% compliance is required.
13. Optional: Use of the safety base at 1<sup>st</sup> (first) base.
14. A maximum of ten (10) players will be allowed on the field at any one time. Four (4) of the players must be positioned behind the baselines in the standard outfield positions (right, right-center, left-center, and left fields).
15. If a manager, coach, players, or parents attempt to stall a game in any way, the umpire can allow the game to continue without regard to a time limit or if darkness is an issue, the game can be rescheduled by the Umpire-in-chief and League VP to be completed.
16. Players will be allowed to move up leagues for tournament play only. Requests for additional players must be in to the League VP one week prior to the tournament. The manager may request sufficient players to make his/her roster 10 players in B league and 9 players in C or D leagues. Teams will draft in inverse order of finish. One player at a time will be drafted until all teams requesting players have been filled. All players willing to be moved up must be placed on the eligible list. No player that is not on the list may be selected. Players must stay within their own community.
17. Each community outside Stow and Munroe Falls will contribute \$2.50 per signed up player to the Stow League for administrative purposes. This fee may be waived if each Community provides to SYBS the number of teams they will have, field availability, and team rosters by April 1, 2009 to the Softball Executive VP. Final rosters due by the first scheduled game.
18. There is a team fee for the end of season tournament to be held in Stow. The fee is due to SYBS by June 19, 2009. For 2009, the fee is \$50 per team. This fee will help cover the cost of the fields, umpires, and trophies.
19. Violations of any of the SYBS or NSA rulings shall be subject to discipline up to and including forfeiture of the game.
20. Stow Youth Softball League is comprised only of players who are participating solely in one fast pitch league (Stow Youth Softball). Players registered in any travel league or tournament team are prohibited from playing in the Stow Youth Softball League. If this rule is violated the player in question will be removed from the team and the head coach will receive a warning. If the rule is violated for a second time the head coach is removed from the team and the team will forfeit the game.
21. If a school event (awards ceremony, carnival, etc) conflicts with a scheduled game, the manager must notify the League VP by May 1, 2009 – the League VP will then reschedule the game with the Umpire-in-Chief. Once school is out, June 12, 2009. NO games will be rescheduled due to a school

conflict or any other reason other than rain/bad weather. If the game is scheduled outside of Stow, the Stow League VP and the community representative from the other community must work together to reschedule the game.

22. All games that are rained-out or cancelled may ONLY be rescheduled by the SYBS League VP. Coaches or community representatives may not reschedule these games without the League VP. The League VP is in charge of rescheduling these games and copying applicable league officials or team managers through email correspondence and will send a final email seeking confirmation from the managers. If the game is scheduled outside of Stow, the Stow League VP and the community representative from the other community must work together to reschedule the game.
23. If there is a community conflict, you must contact the League VP at least 48 hours prior to the scheduled game in order for consideration for reschedule of the game. Community representatives cannot reschedule games without the consent of the SYBS League VP. If the game is scheduled outside of Stow, the Stow League VP and the community representative from the other community must work together to reschedule the game.
24. The winning manager must report the score of the game to the League VP within 48 hours after the game has concluded. If the manager does not report the score, his/her team will be issued a loss.
25. Sliding during close plays is mandatory. A close play occurs when a defensive player is making a play at a base and there is a potential that the runner may be called out. If the player does not slide, both teams will receive one total warning at the time of the first incident. If a second incident occurs – regardless of team – the player who does not slide during a close play will be automatically out.

**Stow Fast-pitch Softball**  
**2009 Rules ~ C League**  
**14 and Under Girls Fast-pitch Softball League**

The 2009 Stow Youth Softball General rules are the official rules except as amended or changed by these rules

1. The 14 and Under Girls Fast-pitch Softball League is limited to girls with playing ages of 14 or less on January 1<sup>st</sup> per NSA (National Softball Association – www.PlayNSA.com) rules and Stow Youth Baseball/Softball General rules.
2. Pitching distance is 40 feet; base path distance is 60 feet. The distance from home plate to second base is 84' 10". Official ball will be the 12" softball.
3. Every girl must play at least three (3) innings in the field. All substitutes must be in the game by the fourth inning. The game shall consist of seven (7) innings.
4. Team roster size will be 13, unless determined to be larger by the league VP.
5. There are no pitching restrictions in this league except those imposed by the NSA rulebook.
6. Ten warm-up pitches will be permitted for new pitchers and only five warm-up pitches will be permitted at half innings for returning pitchers.
7. All games will start at 6:15pm regardless of whether an umpire is present or not. It is considered a legal game if a game is played without the scheduled umpire – try to get a parent or coach to umpire the game that both team managers can agree on.
8. The umpire is the official time keeper (by his/her watch) and will have the exact start time and will log the start time onto the home team's scorebook. It is up to the teams to ask the umpire the start time of the game.
9. If the score differential is ten (10) or more at the end of any inning after five (5) or more innings have been played, the umpire shall declare the game over. If the score differential is twenty (20) or more at the end of four (4) innings, the umpire shall declare the game over.
10. All games will have a 2-hour time limit from the actual start time of the game. No new inning will begin once the 2-hour mark is reached, the teams may finish the inning they are involved in at the 2-hour mark.
11. A maximum of nine (9) players will be allowed on the field at any one time.
12. Chinstraps must be worn or the batter/runner is automatically out. Teams to be given extra chinstraps. This is a safety rule and 100% compliance is required.
13. All players must wear batting helmets that have a protective face guard/mask on them. It will be worn while batting and while running the bases. If a face guard/mask is not on the batting helmet, the batter/runner is automatically out. This is a safety rule and 100% compliance is required.
14. Optional: Use of the safety base at 1<sup>st</sup> (first) base.
15. If a manager, coach, players, or parents attempt to stall a game in any way, the umpire can allow the game to continue without regard to a time limit or if darkness is an issue, the game can be rescheduled

by the Umpire-in-Chief and League VP to be completed.

16. Players will be allowed to move up leagues for tournament play only. Requests for additional players must be in to the League VP one week prior to the tournament. The manager may request sufficient players to make his/her roster 9 players in C or D leagues. Teams will draft in inverse order of finish. One player at a time will be drafted until all teams requesting players have been filled. All players willing to be moved up must be placed on the eligible list. No player that is not on the list may be selected. Players must stay within their own community.
17. Each community outside Stow and Munroe Falls will contribute \$2.50 per signed up player to the Stow League for administrative purposes. This fee may be waived if each Community provides to SYBS the number of teams they will have, field availability, and team rosters by April 1, 2009 to the Softball Executive VP. Final rosters due by the first scheduled game.
18. There is a team fee for the end of season tournament to be held in Stow. The fee is due to SYBS by June 19, 2009. For 2009, the fee is \$50 per team. This fee will help cover the cost of the fields, umpires, and trophies.
19. Violations of any of the SYBS or NSA rulings shall be subject to discipline up to and including forfeiture of the game.
20. Stow Youth Softball League is comprised only of players who are participating solely in one fast pitch league (Stow Youth Softball). Players registered in any travel league or tournament team are prohibited from playing in the Stow Youth Softball League. If this rule is violated the player in question will be removed from the team and head coach will receive a warning. If this rule is violated for a second time the head coach will be removed from the team and the team will forfeit the game.
21. If a school event (awards ceremony, carnival, etc) conflicts with a scheduled game, the manager must notify the League VP by May 1, 2009 – the League VP will then reschedule the game with the Umpire-in-Chief. Once school is out, June 12, 2009, NO games will be rescheduled due to a school conflict or any other reason other than rain/bad weather. If the game is played outside of Stow, the Stow League VP and the community representative from the other community must work together to reschedule the game.
22. All games that are rained-out or cancelled may ONLY be rescheduled by the SYBS League VP. Coaches or community representatives may not reschedule these games without the League VP. The League VP is in charge of rescheduling these games and copying applicable team managers through email correspondence and will send a final email seeking confirmation from the managers. If the game is played outside of Stow, the Stow League VP and the community representative from the other community must work together to reschedule the game.
23. If there is a community conflict, you must contact the League VP at least 48 hours prior to the scheduled game time in order for consideration for reschedule of the game. Community representatives cannot reschedule games without the consent of the SYB League VP. If the game is played outside of Stow, the Stow League VP and the community representative from the other community must work together to reschedule the game.
24. Players who play high school softball are eligible to participate in the Stow Youth Softball League. Each community must evenly distribute these players across the teams within the community. Example: if a community has 6 high school softball players participating and this community has 3 teams within the league, each team will have 2 high school softball players on their respective rosters.
25. The winning manager must report the score of the game within 48 hours after the game has concluded. If the manager does not report the score, his/her team will be issued a loss.

26. Sliding during close plays is mandatory. A close play occurs when a defensive player is making a play at a base and there is a potential that the runner may be called out. If the player does not slide during a close play, the player will be automatically called out. If the umpire fails to issue this warning in advance of the game and if the player does not slide during a close play, the player will be ruled automatically out.

**Stow Fast-pitch Softball**  
**2009 Rules ~ D League**  
**18 and Under Girls Fast-pitch Softball League**

**Apply only if Stow Youth Softball holds the league - if the teams play in a league outside of Stow, then those league's rules will apply.**

The 2009 Stow Youth Softball General rules are the official rules except as amended or changed by these rules.

1. The 18 and Under Girls Fast-pitch Softball League is limited to girls with playing ages of 18 or less on January 1<sup>st</sup> per NSA (National Softball Association – [www.PlayNSA.com](http://www.PlayNSA.com)) rules and Stow Youth Baseball/Softball General rules.
2. Pitching distance is 40 feet; base path distance is 60 feet. The distance from home plate to second base is 84' 10". Official ball will be the 12" softball.
3. Team roster size will be 13, unless determined to be larger by the league VP.
4. Free substitutions.
5. The game shall consist of seven (7) innings.
6. There are no pitching restrictions in this league except those imposed by the NSA rulebook.
7. Five warm-up pitches will be permitted for new pitchers and only three warm-up pitches will be permitted at half innings for returning pitchers.
8. All games will have a 2-hour time limit from the actual start time of the game. No new inning will begin once the 2-hour mark is reached, the teams may finish the inning they are involved in at the 2-hour mark.
9. All games will start at 6:15pm regardless of whether an umpire is present or not. It is considered a legal game if a game is played without the scheduled umpire – try to get a parent or coach to umpire the game that both team managers can agree on.
10. The umpire is the official time keeper (by his/her watch) and will have the exact start time and will log the start time onto the home team's scorebook. It is up to the teams to ask the umpire the start time of the game.
11. If the score differential is ten (10) or more at the end of any inning after five (5) or more innings have been played, the umpire shall declare the game over. If the score differential is twenty (20) or more at the end of four (4) innings, the umpire shall declare the game over.
12. A maximum of nine (9) players will be allowed on the field at any one time.
13. Chinstraps must be worn or the batter/runner is automatically out. Teams to be given extra chinstraps. This is a safety rule and 100% compliance is required.

14. All players must wear batting helmets that have a protective face guard/mask on them. It will be worn while batting and while running the bases. If a face guard/mask is not on the batting helmet, the batter/runner is automatically out. This is a safety rule and 100% compliance is required.
15. Optional: Use of the safety base at 1<sup>st</sup> (first) base.
16. If a manager, coach, players, or parents attempt to stall a game in any way, the umpire can allow the game to continue without regard to a time limit or if darkness is an issue, the game can be rescheduled by the Umpire-in-chief and League VP to be completed.
17. Players will be allowed to move up leagues for tournament play only. Requests for additional players must be in to the League VP one week prior to the tournament. The manager may request sufficient players to make his/her roster 9 players in D league. Teams will draft in inverse order of finish. One player at a time will be drafted until all teams requesting players have been filled. All players willing to be moved up must be placed on the eligible list. No player that is not on the list may be selected. Players must stay within their own community.
18. Each community outside Stow and Munroe Falls will contribute \$2.50 per signed up player to the Stow League for administrative purposes. This fee may be waived if each Community provides to SYBS the number of teams they will have, field availability, and team rosters by April 1, 2009 to the Softball Executive VP. Final rosters due by the first scheduled game.
19. Violations of any of the SYBS or NSA rulings shall be subject to forfeiture of the game.
20. Stow Youth Softball League is comprised only of players who are participating solely in one fast pitch league (Stow Youth Softball). Players registered in any travel league or tournament team are prohibited from playing in the Stow Youth Softball League. If this rule is violated the player in question will be removed from the team and the head coach will receive a warning. If this rule is violated a second time the head coach will be removed and the team will forfeit the game.
21. If a school event (awards ceremony, carnival, etc) conflicts with a scheduled game, the manager must notify the League VP by May 1, 2009 – the League VP will then reschedule the game with the Umpire-in-Chief. Once school is out, June 12, 2009, no games will be rescheduled due to a school conflict or any other reason other than rain/bad weather. If the game is played outside of Stow, the Stow League VP and the community representative from the other community must work together to reschedule the game.
22. All games that are rained-out or cancelled may ONLY be rescheduled by the SYBS League VP. Coaches or community representatives may not reschedule these games without the League VP. The League VP is in charge of rescheduling these games and copying applicable team managers through email correspondence and will send a final email seeking confirmation from the managers. If the game is played outside of Stow, the Stow League VP and the community representative from the other community must work together to reschedule the game.
23. If there is a community conflict, you must contact the League VP at least 48 hours prior to the scheduled game in order for consideration for reschedule of the game. Community representatives cannot reschedule games without the consent of the SYBS League VP. If the game is played outside of Stow, the Stow League VP and the community representative from the other community must work together to reschedule the game.
24. The winning manager must report the score of the game to the League VP within 48 hours after the game has concluded. If the manager does not report the score, his/her team will be issued a forfeit.
25. Sliding during close plays is mandatory. A close play occurs when a defensive player is making a play at a base and there is a potential that the runner may be called out. If a player does not slide,

the player will be ruled automatically out. The umpire will issue this warning in advance of the game. If the umpire fails to issue this warning in advance of the game, and if a player does not slide during a close play, the player will be ruled automatically out.