



**PORT ORANGE PARKS & RECREATION  
RULES AND REGULATIONS**

**9U (machine pitch), 13U FAST PITCH SOFTBALL LEAGUE**

*All league rules will follow to the Official High School Rules with the following exceptions:*

***Revised: 3/23/22***

1. The playing time will be limited to 75 minutes per game. (6) Innings will constitute a full game for the 9U machine pitch and 13U. **NO NEW INNING** may start with (5) minutes or less left on the clock. However, if the home team is down by more runs than they are allowed per inning with time still left on the clock, we will play it out until the clock ends or three outs are made. If the game clock ends, we will finish the batter and the game will end. ***A game called for weather is considered complete after 4 innings, or if we have reached the halfway point in the time limit. If the halfway point in the time limit is reached and it is not a completed inning, the game will revert to the last completed inning for the game result. Games suspended before being called a completed game will be resumed where it left off.*** Ties are permitted during the regular season. During tournament, ties will be played out. Texas tie breaker will be used. The last batter will go to second base and will start with 1 out. Tiebreaker for seeding will go: *Head-to-Head, runs against, run for, and coin flip. All softball bats must be marked "Official Softball Bat" or Official Fastpitch Bat".*

2. Time at bat shall consist of: 3 outs or 5 runs (whichever comes first). There will be a 10-run mercy rule in effect after 4 innings.

3. The batting order shall consist of every player present. Those players arriving late will be placed at the end of the batting order. All players must play 2 innings on defense unless the games end prior to 4 complete innings. 4 outfielders will be permitted on defense for 13U. 9U will play with all players on defense. Infield will consist of 1B, 2B, 3B, SS, P & C outfield will consist of the rest of the players (9U).

4. If a player is injured and removed by her coach from the field/game, other than by rule, they may or may not return to the game. The players spot in the batting order will be skipped without a penalty. If a player is ejected from the game, her spot in the batting order will be an automatic out.

5. You may start or finish a game with 8 players. If you do not have 8 players at game time, then we will start the game clock and give you a 10-minute grace period (for first game only). After the 10 minutes, if you still have less than 8 players, your team will forfeit. Any player withheld from play for disciplinary reasons must have the approval of the department to play prior to the start of the game.

6. The catcher must wear the chest protector, leg guards and head gear whenever they take a defensive position behind home plate. Mandatory- if the catcher gets on base with two outs, you must put the last out in to run. This will help speed up the game so she can get her gear back on.

7. All teams must warm up in the designated areas only. *There will be no hitting or throwing softballs into the fence.*

8. Coaches are responsible for getting the rainout information. Please call 386-506-5851 for updates as well as sign up for recalert by texting RECALERT to 55678

9. 9U machine pitch has no stealing or leading off. 13U players cannot lead off but may steal when ball leaves the pitcher hand. Runner(s) who leave the base earlier will be called out. If a team is up by 5 runs or more, there will be no stealing or advancing on a wild pitch.

10. Unsportsmanlike conduct - any players, coaches or spectators ejected from play during a game, will be suspended from their next game. Two ejections during the season will result in dismissal from the league without refund. Based on the severity any person or player can be dismissed from the league after the first offence, without

refund.

11. Double first base: the orange portion of 1st base is in foul territory and is provided for the safety of the runner.
12. The pitching machine for 9U will be set at 46ft and will be set up by the rec staff. 13U will have a 42 ft pitching rubber. Bases will be at 60ft as well. **The coaches will be responsible for running the pitching machine for 9U.**
13. We will use a 11in. softball for 9U machine pitch, 13U will use a 12in. softball.
14. All players must wear rubber cleats or gym shoes. NO metal cleats will be allowed for 9U or 13U.
15. Turn in copies of your line-up to the scorekeeper and other team 15 minutes prior to the game time. Coaches must put first/last names and players numbers on the line-up card.
16. **Pitcher must wear face mask as well as the batter.** We recommend 1<sup>st</sup> and 3<sup>rd</sup> base wear them as well but are not mandatory.
17. Circle Violation- when the pitcher receives the ball in the circle and she looks the runner back, the runner has one second to continue or retreat to the base or she is out. *(For 13U only).*
18. **All players must be in full matching uniform and No jewelry is permitted.**
19. Players must avoid intentional or malicious contact when attempting to reach a base. Based on the umpire's judgement, intentional or malicious contact will result in ejection. Runners may only slide headfirst when returning to a base. There is a **NO** must slide rule. There is **NO** sliding headfirst into Home.
20. No infield fly rule for 9U machine pitch but will be in effect for 13U.
21. Bunting will be permitted; however fake bunting is not permitted. Penalty for fake bunting will be as follow (whether contact is made or not): 1) Batter will be called out. 2) Ball will be declared dead, and all runners will return to bases. On the 2<sup>nd</sup> occurrence the coach will be ejected from the game. Bunting on the last pitch, if foul, batter is out. All infield defensive players may charge on bunts ONLY, but only after the ball has been released from the machine.
22. Drop third strike is in effect for 13U, but not for 9U machine pitch leagues.
23. Coaches please make sure the players are learning not to throw the bat after they hit the ball.
25. ALL COACHES ON THE FIELD AND IN THE DUGOUT MUST HAVE PASSED A BACKGROUND CHECK AND WEARING A COACHES ID.
26. If 50% of the season's games are played, the season will not be refunded due to acts of nature or pandemics (if a refund is given- a portion will be withheld for uniform/game expenses).
27. Refunds will not be given after the first week of games.

**Below are further rules for 9U machine pitch**

- The pitching machine, when hit by a live ball, is considered a dead ball. (Rule 5.09f)
- There will only be one possible overthrow per play and only one base on an overthrow, however the ball is still live, and the runner(s) remain in jeopardy.
- Each batter will be permitted 5 pitches or 3 swings, but the batter will not be out on a fouled third swing. There will

be only one ball in play at all times.

- Prior to the start of the game the recreation staff will set up the machine on the field and the coach will adjust it for accuracy and speed, example (spring set on 7, the pullback arm set at 4 and the ball holder set at 3). If during the game the machine needs to be re-adjusted, umpire and staff will assist coach if needed. On defense, the pitcher must have 1 foot in the circle during each pitch and must stand on either side of the machine, but not in front of it. If the pitching machine is hit by a batted ball, it will be considered a dead ball.

### **NO WALK RULE (13U ONLY)**

When the pitcher gets the batter into a count where there are four (4) balls, a coach pitcher (from the batting team) will come out and assume the strike count, thus excluding the possibility of a walk situation.

- Situation 1: If count is four (4) balls and two (2) strikes, the coach pitcher will throw one (1) pitch. If the batter swings and misses, doesn't swing or gets hit by pitch, the batter is out.
- Situation 2: If the count is four (4) balls and one (1) strike, the coach pitcher will throw two (2) pitches. On the last pitch, if the batter swings and misses, doesn't swing or gets hit by pitch, the batter is out.
- Situation 3: If the count is four (4) balls and no (0) strikes, the coach pitcher will throw three (3) pitches. On the last pitch, if the batter swings and misses, doesn't swing or gets hit by pitch, the batter is out.

- A. The first ball put into play should be played as a live ball.
- B. If the last ball is thrown where the batter cannot hit the ball, the batter is out.
- C. If the batter doesn't swing at the last pitch, the batter is out.
- D. A batter hit by a pitch thrown by the coach; batter does not get 1st base. If the batter is hit by the last pitch, the batter is out.
- E. The possibility of stealing is void when the coach pitcher is pitching.
- F. As soon as the ball is put into play by the batter, the coach pitcher must avoid hindering any play or throw by the defensive team. Failure to do so will be considered interference, the batter is out and all runners will return to the bases occupied at the time of the pitch.
- G. If a batted ball hits the coach pitcher the ball is still live and must be played. Coach should make every intention to get out of the way of the batted ball.
- H. No Bunting when a coach is pitching.

#### **EXCEPTION:**

If the batter fouls off or continues to foul off the last pitch, they will receive another pitch.

\*\*\*If batter is hit by a pitch by the coach pitcher, the batter does not receive first base and will be charged with a strike. If batter is hit on last pitch, batter will be called out.

Coaches Pitching are **HIGHLY RECOMMENDED** to have a glove and wear a face mask for safety.

Coaches Pitching must have at least one foot in the pitching circle.

Coaches Pitching will have one warm up pitch per inning. **NOT PER BATTER!! PER INNING!!**

Players Pitching will move to another spot in the pitching circle and must have at least one foot in circle.

**DISCLAIMER: This is a NEW RULE for this league and the Parks & Recreation Department has the authority to change or updated during the season if needed.**