



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

10U (machine pitch), 14U FAST PITCH SOFTBALL LEAGUE

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

Revised: 8/17/20

1. The playing time will be limited to 75 minutes per game. If an inning is being played when the time limit expires, the game will be over if the losing team cannot score enough runs to win. (6) Innings will constitute a full game for the 10U machine pitch, (7) innings for the 14U. 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 back 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 play ties will be played out. Texas tie breaker will be played: the last batter will go to second base; we 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 14U. 10U 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 (10U).
4. If a player is injured and removed by her coach from the field/game, other than by rule, they may not return to this game. The players spot in the batting order will be skipped without a penalty. If a player is ejected from a 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 both the 5:30 and 6:45 game). 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 prior to the start of any game. No game situation can change this disciplinary action.
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 386-506-5933 for updates as well as sign up for recalert by texting RECALERT to 55678
9. 10U machine pitch has no stealing or leading off. 14U players may steal when ball leaves the pitcher hand (delayed dead ball, runner is out) If a team is up by 10 runs or more, there will be no stealing or advancing on a wild pitch.
10. Unsportsmanlike conduct - any player, 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 10U will be set at 46ft and will be by the ref. 14U will have a 40 ft pitching rubber. Bases will be at 60ft as well.

13. We will use a 11in. softball for 10U machine pitch, 14U will use a 12in. softball.

14. All players must wear rubber cleats or gym shoes. NO metal cleats will be allowed for 10U or 14U.

15. Coaches need to provide a copy of their line-up to the scorekeeper and other team 15 minutes prior to game time. Coaches must put first and last names of players on the lineup card.

16. **Pitcher must wear face mask as well as the batter.** We recommend 1st and 3rd 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 14U 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 head first when returning to a base. There is a NO must slide rule. There is NO sliding head first into Home.

20. No infield fly rule for 10U machine pitch but will be in effect for 14U.

21. Bunting is allowed for all groups. No fake butting allowed in 10U machine pitch.

22. Drop third strike is in effect for 14U, but not for 10U machine pitch leagues.

23. Coaches please make sure the players are learning not to throw the bat after they hit the ball.

24. Coaches are always to wear a mask while on the field and in the dugout. Dugouts will be expanded for social distancing guidelines. Parents are to sit on the 1st and 3rd baselines outside of the fencing. Mask are not mandated but are permitted for the players.

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 10U 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.

- Bunting- 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 2nd 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.
- 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 any game the recreation staff will set up the machine on the field and the umpire will adjust it for accuracy and speed (speed set on 8, the pullback arm set at 4 and the ball holder set at 3). If during the game the machine needs to be re-adjusted, both coaches and staff will assist umpire. Defensive 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.
- Pitcher must do a pitch wind up as practice for each pitch. This will help the pitching learn.