

2012 INSTRUCTIONAL DIVISION BY-LAWS

The following is a list of proposed variations from UGSI Fast Pitch rules as developed by the board for the 2012 softball season.

1. There will be 6 innings per game and no innings to start after 1hr and 30 minutes.
2. Stealing, lead offs, or sliding will not be allowed.
3. No walks will be allowed. After a batter has been thrown 4 pitches called “balls” the following actions will be taken.
 - A. For all first year players the strike count is reset to zero, and the coach pitches.
 - B. For all second or third year players the strike count is not reset, and the coach pitches.
 - C. The coach may pitch a maximum of four pitches to the player. On the fourth pitch, if the ball is not hit, the player will be called out. If the ball is fouled, then the coach may pitch to the player again until the ball is not hit by the player.
4. An 11” rag ball is used. After the Mary Conner Tournament, with the agreement of both of the managers, the teams will be using a standard 11 inch softball.
5. The pitching distance is 30 feet.
6. All players will play all innings. Infielders will be positioned normally and all other player will be positioned on the outfield grass.
7. A half inning will last until either three outs are made or all batters have batted. Maximum number of batters is equal to team with most players.
8. 10th batter rule – inning is over once an out has been made or a player touches home while in possession of the ball.
9. There will be no bunting.
10. If hats are worn they must match.
11. The defensive team will be responsible for supplying a person behind home plate to chase errant pitches. This person is not allowed to speak.

12. The manager and two coaches will be allowed onto the playing field when their team is on defense to assist in instructing their players. Any live ball that touches a manager/coach will be considered live and play will continue.
13. A player may only pitch two innings per game. One pitch thrown in an inning constitutes a full inning pitched.
14. Base runners may advance only one base on a ball hit in front of infielders.
15. Every girl will bat twice a game.
16. After any team hits two times through the lineup the opposing team will finish once through the lineup. This guarantees every girl will bat twice.
17. No overthrows at 1st, 3rd, or home. Runners not yet halfway to the next base shall return to previous base. Overthrow is determined as a ball that is thrown and goes into foul territory. A passed ball is one that is thrown and stays in fair territory in which the runners may advanced until the play has stopped.
18. Helmet rule - All players must wear their helmets until they reach the interior of the dugout. The players will be warned twice and the third infraction will result in an out. All catchers warming up pitchers will wear helmets whether on or off the field.
19. No doubleheaders on regularly scheduled game days.
20. Games to be rescheduled due to weather only.
21. Game will be called when temperature at beginning of game is below 50 degrees.
22. Lightning - 15 minute automatic delay. If managers don't clear the field they will sit out the next game.
23. Drive on infield and get suspended one game.
24. Detrimental conduct will result in one warning from umpire. If conduct continues manager/coach/parent will be asked to leave the field. If they refuse the umpire will halt the game and the offending team will forfeit the game.
25. Defensive ball control. The play will be considered stopped when an infielder has control of the ball. The runners that are beyond the hash marks will be awarded the next base. If the runner is not yet to the hash marks, they will return to the previous base.