



CITY OF GALT PARKS AND RECREATION DEPARTMENT 2018 GIRLS MINIS FAST PITCH RULES

This program's criterion is constructed with all positive factors for the mutual benefit of the parent and young person. The primary goal is and will continue to be building self-esteem and helping the player with positive, interactive skills within his or her peer group. Secondly, this program is the continuation in the teaching of baseball disciplines and in particular, offensive and defensive skill development. Teams will play according to the rules set forth in the current A.S.A. rule book. Local rules are as follows.

A. PLAYING FIELD & EQUIPMENT:

1. Bases at 55ft.
2. Pitching rubber 30ft.
3. 11" RIF 1 Sof-Dot
4. 2 bats
5. Catcher's Gear

B. GENERAL RULES:

1. DROP DEAD TIME of ninety (90) minutes from start of game or if time permits four (4) complete innings. At the end of ninety (90) minutes the game will be called and revert to last complete inning;
2. MANDATORY PLAY RULE of two (2) full innings (6 consecutive outs) per game will apply to all players unless the coach cites disciplinary reasons for the youth not playing, i.e., missing practices, fighting, use of profanity, etc. This must be announced before the game starts to the scorekeeper and the opposing coach.
3. RUN RULE will apply when a team has scored 5 runs in an inning before 3 outs are recorded. The inning will be considered complete after the 5th run is scored. Should time permit the 4th and final inning will be an open inning, with teams allowed to score as many as they can.
4. SPEED UP RULE with 2 outs, the catcher, if on base, may be replaced with a runner (last batted out), so she may put on her equipment;
5. NUMBER OF DEFENSIVE PLAYERS as follows; 10 players' maximum, 8 minimum to start.
6. SUBSTITUTIONS will only be allowed between innings unless for injury.

C. BASE RUNNERS:

1. No Stealing
2. No Infield Fly Rule
3. Sliding is required when a defensive player has the ball and the runner remains upright and affects the play by touching the defensive player the ball is dead and the runner is out.

D. BATTING:

1. Team will bat entire bench.
2. Dropped 3rd strike, batter is out.
3. **Bunting is only allowed while the opposing team is pitching the ball. Once the coach is called onto the field to pitch the batter is not allowed to bunt.**

E. PITCHING:

1. Pitcher will be allowed five (5) pitches per batter. The batter may strike out. If the batter does not put the ball in play within the 5 pitches the batter's coach will proceed to the pitching rubber and, with one foot in contact with the pitching rubber, will then pitch up to five (5) pitches to the batter in order to **finish** the count. If the batter does not put the ball in play or strikes out within those five (5) pitches, the batter will be out.

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2. If a pitcher hits 4 batters in a game, that player will be removed from the pitcher position. The player being removed is **not** ejected from the game but may not return to pitch. Should the ball bounce before hitting the batter it will not count towards the 4 hit batsmen in a game.

If a batter is hit by a pitch, the batter will not take 1st base. The batter's coach will proceed to the pitching rubber and, with one foot in contact with the pitching rubber, pitch up to five (5) pitches to finish the count. If the batter does not put the ball in play or strikes out within the five (5) pitches, the batter will be considered out.

F. PROTEST

Protests may only be made by the registered manager (Head Coach). The registered manager will immediately notify the scorekeeper and umpire of the protest and continue the game. The registered manager then must submit in writing within 24 hours (or the next business day) of the game in question a letter of protest to the Recreation Supervisor. If the game being played is a playoff game and the next scheduled game that involves the winner of the game is being played in less than 24hours then the letter of protest must be submitted three (3) hours prior to the start of the next scheduled playoff game.

(JUDGMENT CALLS CAN NOT BE PROTESTED)

Acceptable ways of submitting protests are as follows:

1. Deliver to the Parks and Recreation office during regular business hours of 8:00 a.m. – 5:30 p.m., Monday through Thursday.
2. E-mail galtports@ci.galt.ca.us

G. SEEDING

Seeding will be determined by overall record. In the event of a tie with two or more teams, the following tie breakers will be used to determine seeding.

Tie breakers:

1. Head to Head
2. Total Runs Allowed
3. Coin Flip

H. PLAYOFF RULES:

1. Home team will be decided by the lowest seed. (Example #1 vs #5, #1 is Home team)
2. Championship game shall consist of ninety (90) minutes. No new full inning will begin after the time limit has expired.
3. If time permits and teams start the 4th and final inning, it will be an open inning.
4. Games shall **NOT** end in a tie.
5. If any game is required to play past 9:00pm, a Parks and Recreation Site Supervisor has the authority and may postpone the game to be played on the next **AVAILABLE** date.

PARKS & RECREATION CONTACT INFORMATION

Parks & Rec. Office (scheduling of practices)

(209) 366-7180

E-mail: galtports@ci.galt.ca.us