



White County Parks & Recreation
7-8 Fast Pitch Softball Rules:

1. A regulation game consists of 6 innings.
2. No new inning will be started after 1 hour 10 minutes.
3. There will be a 5 run limit per inning or 3 outs, whichever comes first. Each batter will get 5 pitches. If the 5th pitch is a foul, they get to swing again.
4. Catching equipment is mandatory.
5. Helmets with chin straps are mandatory.
6. Base distance is 60 feet.
7. Pitching distance is 46 feet.
8. 11" Optic yellow safety ball will be used.
9. Coach pitch with no arch on the ball – modified fast pitch
10. Dizzy Dean Fast Pitch softball rules will be followed. Rule books will be provided by recreation department.
11. Each player must play in the field at least 2 full innings by the end of the 4th inning. Free defensive substitution after the 4th inning.
12. Each team will bat a continuous line-up of all players who show up for the game, with the exception of a player who cannot or will not participate because of injury or other reason.
13. A maximum of 10 players are allowed to play on defense. A team can play with 8 players. If a team gets down to 7 players, the game will be declared a forfeit.
14. Coaches are responsible for making sure that all rules are followed.
15. A player who is not in the dugout before the 1st pitch of the 1st inning will be added to the bottom of the lineup.
16. The tie breaker rule will be used if a game is tied at the end of regulation play or time limit:
 - a. Visiting team will start the new inning with a base runner on 2nd base and will start with **2 outs**.
 - b. The base runner will be the last batter from the previous inning.
 - c. The home team will do the same in the bottom half of the inning.
 - d. After 1 extra inning, if the game is still tied, the game will end in a tie.
17. Championship is determined by the following:
 - a. Overall season record.
 - b. Head to head competition.
 - c. Runs Allowed.

- d. Coin Flip – Both coaches must have the opportunity to be present.
- 18. Two unexcused absences from practice may result in the suspension of one game. Park will decide if the absence is excused or not.
- 19. If a youth sports player is not present before the start of his/her game, the coach will add him/her to the bottom of the lineup/roster and will only be required to play him/her one-half of the mandatory minimum for that sport. (See below)
- 20. All players, coaches, parents, and spectators should be familiar with the Park Rules, Playing Rules, Zero Tolerance Policy, and Parent Code of Ethics for all sports and activities in which they participate. Violations of any rules, policies, or code of ethics could result in ejection, fine, suspension, or any combination of the three.

*****RULE VIOLATIONS MAY RESULT IN FORFEIT OF GAME*****

ZERO TOLERANCE POLICY WILL BE STRICTLY ENFORCED!!!



White County Parks & Recreation
Ages 9 & Up Fast Pitch Softball Rules:

1. There will be a 5 run limit per inning or 3 outs. Whichever comes first for 9-10 and 11-12.
2. No new inning will be started after 1 hour 20 minutes.
3. Catching equipment is mandatory.
4. Helmets with face masks and chin straps are mandatory.
5. Base distances: 60 ft for all ages.
6. Pitching distances:
 - a. 9/10 is 35 ft.
 - b. 11 & older is 40 ft.
7. Dizzy Dean Fast Pitch softball rules will be followed.
8. Rule books will be provided by recreation department.
9. Ages 9 thru 12 play 6 innings.
10. Each player must play in the field at least 2 full innings by the end of the 4th inning. Free defensive substitution after the 4th inning.
11. Each team will bat a continuous line-up of all players who show up for the game, with the exception of a player who cannot or will not participate because of injury or other reason.
12. Run rule: for 9/10 and older.
 - a. 12 runs after 3rd inning.
 - b. 10 runs after 4th inning.
 - c. 8 runs after 5th inning.
13. All age groups will have 10 defensive players. A team can play with 8 players. If a team goes down to 7 players, the game will be declared a forfeit.
14. Dizzy Dean Fast Pitch bat restrictions will apply.
15. An 11" core 47 ball will be used for 9/10 division
16. A 12" core 47 ball will be used for 11 years and older.
17. Coaches are responsible for making sure that all rules are followed.
18. The tie breaker rule will be used if a game is tied at the end of regulation play or time limit:
 - a. Visiting team will start the new inning with a base runner on 2nd base.
 - b. The base runner will be the last batter from the previous inning.
 - c. The home team will do the same in the bottom half of the inning.
 - d. After 1 extra inning, if the score is still tied, the game will be declared a tie.
19. Championship is determined by the following:
 - a. Overall season record.

- b. Head to head competition.
 - c. Runs Allowed.
 - d. Coin Flip – Both coaches must have the opportunity to be present.
20. Two unexcused absences from practice may result in the suspension of one game. Park will decide if the absence is excused or not.
21. If a youth sports player is not present before the start of his/her game, the coach will add him/her to the bottom of the lineup/roster and will only be required to play him/her one-half of the mandatory minimum for that sport. (See below)
22. All players, coaches, parents, and spectators should be familiar with the Park Rules, Playing Rules, Zero Tolerance Policy, and Parent Code of Ethics for all sports and activities in which they participate. Violations of any rules, policies, or code of ethics could result in ejection, fine, suspension, or any combination of the three.
- ***RULE VIOLATIONS MAY RESULT IN FORFEIT OF GAME*****
- ZERO TOLERANCE POLICY WILL BE STRICTLY ENFORCED!!!**