

HOBART GIRLS SOFTBALL

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4U DIVISION RULES

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CONTENTS

1. Official Rules:	3
2. Equipment:	3
3. Field Set-up:	3
4. The Game:.....	3
5. Pitching:	3
6. Batting:	4
7. Base Running:.....	4

1. OFFICIAL RULES:

Official NSA Fastpitch rules will be followed with the exceptions contained within these rules.

2. EQUIPMENT:

- a. League approved, ten (10) inch, vinyl covered "Ragball" or "Safe-T" ball "Optic Yellow" in color.
- b. League approved fastpitch softball bat no larger than twenty-five (25) inches.
- c. NOCSAE approved batting helmet and face guard.

3. FIELD SET-UP:

- a. MANAGERS AND COACHES FROM BOTH THE HOME AND VISITING TEAMS ARE RESPONSIBLE FOR BOTH THE SET-UP AND CLEANUP OF THE FIELD PRIOR TO AND AFTER GAME. (Refer to Manager/Coach Responsibilities)
- b. Playing surfaces must be prepared in the following manner prior to the start of every game:
 - i. Bases will be positioned at fifty (50) feet apart.
 - ii. The pitcher's mound will be placed at thirty-five (35) feet from Home Plate.
 - iii. An eight (8) foot radius circle will be placed around the Pitcher's mound, measured from the front of the mound.
 - iv. There will be a chalk line placed half the distance between 1st and 2nd base, 2nd and 3rd base, and 3rd base and Home plate.

4. THE GAME:

- a. A regulation game for the 4U Division will consist of three (3) innings or forty-five (45) minutes.
- b. **NO SCORE WILL BE KEPT.**
- c. If an inning is in progress, it must be completed regardless of the time limit expiration.
- d. No minimum number of players is required in 4U Division.

5. PITCHING:

- a. 1st half of Season: Players hit off the Tee. Hit ball must travel a minimum of 5 feet in fair territory. (In effect, no outs while batting)
- b. 2nd half of season: Batters will receive up to 3 pitches from manager or coach. If ball is not hit into field of play, the ball is then placed on the tee.

- i. The coach can pitch from as close as half way between the 5 foot arc and the pitchers mound.

6. BATTING:

- a. Each player on a team's roster and present for the game will be listed on the batting order and bat for the entire game. If a player arrives after the game has started, she will be placed at the end of the batting order.
- b. The batter must take a full swing at the ball, and upon contact, the ball must travel beyond the five (5) foot arc to be in play. **Bunting is not allowed.** Should the ball not travel beyond the arc, the ball is ruled dead, runners **MAY NOT** advance, and the batter will be given another opportunity to hit.
- c. The hitter must make the majority of the bat come in contact with the ball instead of hitting the tee. Should the bat not hit the majority of the ball, the ball is ruled dead, runners **MAY NOT** advance, and the batter will be given another opportunity to hit.
- d. All batters/runners **MUST** keep their helmets on while outside of dugout.

7. BASE RUNNING:

- a. Each runner can advance one base on a hit ball.
- b. Each runner may leave the base only after the batter has hit the ball.
- c. The last batter to hit the ball continues to run until they cross the plate or the pitcher has control of the ball in the circle.