**SOFTBALL RULES**

High School Fast Pitch Rules with the additions listed below:

Innings will end after three outs, 5 runs, once through the order whichever occurs first (last batter may not walk; must hit or strike out). This batter will constitute a two out situation for the inning therefore stopping the play or making the third out ends the inning. The game will terminate after 7 innings or 1 & 1/2 hour time limit, whichever occurs first. Any player/coach must wear a helmet. Helmets with a face guard are highly recommended.

Player who made the last out may replace the pitcher and catcher on base, once the catcher has been awarded the base.

A player must SLIDE into home plate if there is a play at the plate.

Upon mutual agreement, a designated hitter (DH) is acceptable.

Upon mutual agreement an (EH) extra hitter may be used to allow for more player participation.

“Mercy Rule” (10 run lead) will be in effect after the completion of at least 4 & 1/2 innings or (15 run lead) will be in effect after the completion of at least 2 & 1/2

The game ball preferably should be a 12” Dudley (white or yellow) or a 12” red dot.

Base paths should be sixty (60) feet long. The distance to the pitchers plate should be forty to forty three feet long.

Modified Fast Pitch will be permitted.

LEAGUE RULES FOR A “TIE BREAKER”

We will incorporate the following procedures to determine who participates in any League

Championship series (Final 4) if a “tie” exists at the end of the season:

Two-Schools Tied: these procedures will follow in order until the tie is broken:

1- Won-loss results of head-to-head competition between two schools

2- Won-loss record of the tied schools versus the highest seeded school (proceeding to

the lowest seed if necessary) in league contests.

3- Road wins

4 - Home wins

5 - Coin Toss

Three or more schools tied: these procedures will be followed in order until the tie is broken: (Once 3-way tie is broken, we will revert to 2-team tiebreaker)

1- Total won-loss record of contests played among the tied schools

2- Won-loss record of the tied schools versus the highest seeded school(proceeding to

the lowest seed if necessary) in league contests.

 3- Road

4 - Home

5- Draw to eliminate one school.

**MIDDLE SCHOOL/HIGH SCHOOL ELIGIBILITY(FHSAA)**

A MIDDLE SCHOOL PLAYER WHO MOVES UP TO PLAY AT THE HIGH SCHOOL LEVEL MUST OBSERVE THE **24 HOUR WAITING PERIOD** BEFORE THEY MAY RETURN TO PARTICIPATE AT THE MIDDLE SCHOOL LEVEL. A PLAYER MUST PLAY IN 50% OF **MIDDLE SCHOOL LEAGUE GAMES TO BE ELIGIBLE FOR POST SEASON PLAY** (in the case of an uneven number of games we would round up. Ex: 5 games ,must play in 3).A PLAYER IS LIMITED TO PLAYING IN A TOTAL OF **THREE GAMES A WEEK.** THIS IS TO PREVENT A SCHOOL PLAYING IN THE CHAMPIONSHIP GAME WITH A DIFFERENT TEAM THAN THAT OF WHICH THEY HAD DURING THE SEASON