

Rapid City Girls Junior Olympic Amateur Fastpitch Association U10 - U18 League Rules and Information

General Information

Field Conditions/Weather and Rainout Information

Field conditions/rainout information will be available after 3 p.m. Monday through Friday.

RAINOUTS WILL BE TEXTED TO THE HEAD COACH: (IF THE HEAD COACH DOES NOT RECEIVE A TEXT THEY MAY TEXT 415-0226 FOR RAINOUT INFORMATION)

The weather is the single most unpredictable factor affecting any softball season. Umpires and Board will use the following criteria for canceling games in progress as taken from Appendix D of the NCAA rule book and as recommended by the National Severe Storms Laboratory (NSSL):

"Thunder always accompanies lightning, even though its audible range can be diminished because of background noise ... The current recommendation of the NSSL is to consider terminating play when the lightning is six miles away ("flash-to-bang" time of 30 seconds or less). This ... was developed as a practical way to make a judgment in situations where other resources ... are not available."

(Games will be delayed 15 minutes with a lightning strike that requires game stoppage.)

Rainout Dates

Due to the short "window" of opportunity to play games in the girls' fastpitch leagues—primarily due to the need to be completed by the time the State tournament begins—the ability to make up rained-out games are limited. However, EVERY attempt will be made to schedule rained-out games prior to July 1 if field space is available. To do so may require that teams play an additional night during the week.

General Rules for Rapid City Girls Fastpitch Association

- U12-U18 play with 12" regulation softball
- U10 play with a 11" regulation softball
- U14-U18---43' pitching rubber
- U12---40' pitching rubber
- U10---35' pitching rubber
- U14-U18 may wear metal cleats
- Clean all trash from your dugout
- Open substitution
- All players must bat
- Game ties will be played out (International Tie Breaker)
- Courtesy Runners for catcher and pitcher only (last out will run)
- **5 league games to play in State Tournament**
- U12-U18 - Half innings end after 3 outs or 7 runs (7 runs will be enforced for the entire game)
- U10 – Half innings end after 3 outs or 5 runs (5 runs will be enforced the entire game)
- Run rule will be 12 after 3, 10 after 4, 8 after 5
- A game will be based upon a time limit of 1 hour and 20 minutes. The inning will be completed unless the home team is ahead.

- 5 warm up pitches for first inning then 3 after that unless new pitcher comes in.
- **Only RCASA registered players will be allowed to play in league games.**
- Batters are required to wear a helmet with a chinstrap and a facemask the entire time they are offensively on the field (batting, running bases, in the on-deck circle, etc.).
- Anyone under the age of 18 on the field as a base coach must wear a batting helmet.
- The player up to bat and the on-deck player are the only two people that are allowed to swing the bat.
- Batters can advance to first base after being hit by a pitch only if she made an attempt to get out of the way.
- Runners are encouraged to slide on all close plays.
- The infield fly rule is in effect when first and second bases or all three bases are occupied with less than two outs. When it seems apparent that a batted fair ball (not including a line drive or an attempted bunt) can be caught by an infielder, pitcher, or catcher with ordinary effort, the umpire shall yell "infield fly". The batter is out; the runners are not required to advance. However, if the runners do decide to advance, they must tag up first and they run the risk of being thrown out.
- The catcher must wear safety equipment when catching (catcher's helmet, chest protector, and shin guards).
- Chattering is allowed, but calling opposing players by their name or number will not be allowed. The catcher must remain quiet through the pitch.
- Teams can play with 8 players and no outs will be assessed; however, less than 8 players will constitute an out in that part of the lineup. You may borrow players from another team but only if you have less than 9 players.
- After the last game of the night "both" teams are required to sweep and clean up all debris from the stands, dug outs and all other general field maintenance.
- For play in League games and non-League tournaments, teams may only pick up players from other teams with the manager's consent prior to talking to the player. For League games, the shorthanded team may only pick up players to the point where the team has nine players.

U10 Modifications:

- Bunting is allowed
- Batters may not advance on a dropped third strike
- Stealing is allowed; however, runners may only advance one base per pitch. For example, if an overthrow is made as a runner is attempting to steal second base; the runner has to stay at second base. She may not advance to third base during that same play; she can attempt to steal third base on the next pitch.
- Runners are not allowed to steal home. They may only advance home on a batted ball, base on balls with the bases loaded, and when the ball goes out of play.
- Runners may lead off after the ball leaves the pitcher's hand.
- No limitation on the Pitcher or Catcher positions but are encouraged to give opportunities to other players.