

FYBA Fall Fastpitch Association Rules Rev. 8-1-2025

- Divisions 8U, 10U, 12U, 14U, 18U

Players' age as of Jan 1st of the upcoming season will determine the players' appropriate age group. Players are permitted to play up in an older age group, players may not play down if registered with an older age group.

- Team Composition

8U – 10 players on the field. Catcher / Pitcher / 4 infielders / 4 Outfielders, Roster Bat

10U-18U – 9 players on the field. Catcher /Pitcher / 4 infielders /3 out fielders, Roster Bat

10U-18U teams must have 8 players to start a game.

Any team playing short will be required to take an out in the 9th batting order position.

Rosters are to not exceed 15 players per team.

Select Players

Each Team can have up to 4 Select players permitted on their roster. Select player definition is a player that plays outside of the chartered Origination with in the Ohio Valley Fastpitch Association. Player must be Rostered prior the first game and must play in 50% of the team's games to be eligible for the post-season tournament.

If is found a team is playing with more than the allotted select players: all games will be forfeited that the player(s) played in and that player(s) are suspended for the remainder of the season.

Select players are defined as a registered player on a sanctioned team ex... USA, USSSA, USFA.

Sub Players

Sub are permitted from a lower level at any time from within the same organization, Subs cannot pitch or catch and must bat last in the roster batting order. Opposing coach must be notified of a sub player.

Subs are not permitted to play for a different team with in the same division, Example if your organization has (2) 14U teams, if the player is rostered on 14U Team A they are not permitted to sub for 14U Team B.

Exception is 18U/High School but pitchers can't pitch for other team.

Must Play Rule

All players present at the game must play 2 innings of defense prior to the completion of the 4th inning. Exception: If a player is at the game and not playing due to injury or discipline, opposing coach and umpire must be notified at pre-game meeting. This player is not permitted to enter the game at any point.

NO PLAYER WILL BE PERMITTED TO MOVE FROM ONE ORGANIZATION TO ANOTHER AFTER OPENING DAY UNTILL THE CONCLUSION OF THE SEASON.

Exception: Extenuating circumstance at their current organization. This will need to be approved by the OVFA Board.

- Field Composition

All Bases will be at 60'

Pitching Mounds 8U 32', 10U 35', 12U 40", 14U-18U 43'

All pitching circles will be 16' diameter from the center of the pitching rubber.

- Regulation Game Composition

All leagues: 1:30 minute, drop dead time limit. 15 minute break between games for double headers in 10u, 12u, 14u.

Equipment Composition

Uniforms

Uniforms shall all be a jerseys of a uniform color with number on the back larger than 8", numbers will be unique to the player for scoring purposes. Players are not allowed to switch jerseys at any point after line-ups are exchanged.

Official Bats

All bat are to Maintain the USSSA softball standard with an NSA or ASA logo with a 1.20 BPF stamp and marked "Official Softball "or " Official Fastpitch " . All bats must be on the Legal List which can be found at WWW.TEAMUSA.ORG

Official Softballs

8U 11" raised seam leather ball of choice.

10U 11' Approved Leather Ball, Blue Seams/Red Seams

12U-18U 12" Approved Leather Blue Seams/Red Seams

Cleats

8U -12U only plastic molded cleats are permitted.

14U-18U metal cleats permitted. Batters Helmet Batter shall be equipped with a helmet and full facemask.

Face Mask

Pitcher, 1 ST base and 3rd base are required to wear a fielders mask while playing infield.

Catcher Equipment

All catcher's equipment will consist of a full face and helmet covering the entire head, Full body chest plate and shin guards that covers from the top of the knee to the ankle and proper glove.

Player Safety

No metal frame sunglasses are permitted, Metal Prescription eye wear is permitted.

- In Game Offence Rules

3 outs per inning, 4 balls /3 strikes, Run rule 12 Runs after 3 Inning, 10 Runs after 4 innings and 8 runs after 5 innings completed

Run Limits

Run rule 12 Runs after 3 Inning, 10 Runs after 4 innings and 8 runs after 5 innings completed

8U – 5 Runs an Inning.

10U- 5 Runs an Inning.

12U – 6 Runs and Inning.

14U-18U unlimited runs an inning.

Have to make it to the last inning to be called unlimited runs. Example is 12U-18U is 7 innings for a complete game has to make it to the 7th inning before unlimited runs can be called. Example... 10U make it to the 5th inning, 12U make it to 7 innings. Umpire does not make last inning call.

Roster Batting

Roster batting order, teams must maintain the same batting order throughout the entire game. If a player is unable to for field due to injury/illness they will be skipped in the batting order with no consequence (must inform opposing coach). If a player is removed for disciplinary actions (thrown out by the umpire or coach) or has to leave the game early the batting team will be forced to take and out in that position of the order Prior to

first pitch each teams score keeper will exchange there batting order with players names and uniform numbers prior to the coaches meeting.

Lead Off and Stealing

8U players are permitted to lead off the base but **No Stealing** they cannot make an attempt to take a base until the ball is put in play by the batter.

10U-18U Lead off, Players are allowed to lead off any base after the release of the pitch. Any player leaving the base prior to the release of the pitch will be called out.

Stealing

8U Base stealing is not permitted.

10U Players may seal up to (1 base per pitch), they are not permitted to advance on an over throw in the attempt to throw them out.

10U division can steal home, run rule per inning is still into affect.

12U-18U Runners are allowed to progress at will during a live ball, once the ball is in a players' procession in the pitching circle all players are to commit to a base immediately, Look back rule will be enforced.

Look Back Rule

When the pitcher is in the pitching circle with the ball the runner(s) must commit to the next base or retreat to the last base they possessed, no juke/standing allowed in the base line to draw a throw from the pitcher. **This is a judgement by the umpire.**

Drop Third strike – Infield Fly.

10U- Will not play drop third strike.

12U ONLY DROP THIRD STRIKE, any pitch deemed strike 3 if the catcher does not maintain control of the ball allowing it to hit the ground the batter is allowed to advance to first base as long as 1st base is not OCCUPIED on that pitch, If the player is tagged or thrown out at first base the batter will be a recorded out for the inning. IF there is runner on first base and that runner steals 2nd on the strike 3 pitch the base is deemed occupied, and the batter is not allowed to advance. After strike 3 if the batter leaves the batter box with the bat they will be called out.

14U-18U Drop 3rd strike is in effect with 2 outs regardless if 1st base is occupied.

Infield Fly will be called at Umpires discretion, this is a judgement by the umpire.

Runner Substitution / Courtesy runner

Runner substitutions are only permitted if a player becomes injured while on the base paths, the substitute runner will be the teams' last player to record an out.

Courtesy runner will be the player(s) with the last recorded outs.

Sliding

All divisions are permitted to slide into any base at any time, 8U-12U feet first only slide, 14U-18U head or feet first sliding in legal.

Hit by Pitch.

Any batter hit by a pitch will be awarded first base, this will be a dead ball and runners cannot advance at will. Except the following situations

Any batter not making an attempt to avoid the pitch will not be awarded the base and scored as a Ball in the umpires count, **Umpire's discretion.**

Any batter who's body part is over the plate outside of the batter's box, this will be called a Ball or Strike depending on the pitch location, **Umpires discretion.**

Bunting / Slap Hitting

Both are permitted, players must keep at least one foot in the batter's box during contact, if no batter's box is present top edge of batter's box will be decision of umpire. Any player attempting to bunt or slap hit a foul ball after 2nd strike will be strike 3 without drop 3rd strike. **Umpire's discretion.**

Batter of Record

Any batter that takes steps into the batter's box will be the batter of record, if the 3rd out is recorded without the batter completing their at bat that batter will start the next inning with a 0-0 count, any player batting out of order will be an out for that batting position.

- In Game Defensive Rules

Defensive team will need 3 outs to end the inning.

Timeouts

The coach is permitted 2 time outs an inning maximum of 2 min, Umpires discretion

A coach CANNOT call a timeout then make a pitching change after timeout has been completed. A pitching change and a timeout CANNOT occur in same defensive inning.

Pitching

Delivery- all pitchers must start their pitching motion with one foot on the pitching rubber, pitcher are allowed to step back before moving forward as long as one foot stays on the pitching rubber.

All pitching deliveries will be one fluid motion to the batter delivering the ball, once the pitcher puts a foot on the pitching rubber they must deliver the ball to the catcher, if they

step off or take a practice wind up without delivering the ball it will be an illegal pitch and counted as a ball.

HIT BY PITCH, any ball that comes into contact with the batter during the delivery of the pitch the batter will be awarded first base, this is a dead ball and runners cannot advance any further until the delivery of the next pitch, this will be scored as a HBP.

Mid Inning Pitching Change

Pitching change mid-inning is permitted if the coach enters the field of play it is considered a coached timeout, MAX 5 warm up pitches during mid inning pitching change.

Once a pitcher is removed from the pitching position, they cannot pitch for the remainder of the inning Pitcher Change due to injury will be unlimited warm up pitches until the pitcher is ready as long as they have not pitched in the current game.

Mid inning Fielder Change

Fielders can be changed at any time during the inning in a dead ball situation, any player that is moved from the field to the dugout is not permitted to return to the field for the remainder of the inning. Player(s) can be moved to various positions at will in the field of play except the pitcher.

Interference /Obstruction

Call will be made by officiating umpire/umpires.

1st Base Safety bag

The defensive player has the right to make the defensive out on either the orange or white bag. Example: If a throw from the catcher to first base carries the 1st baseman over to foul territory then the 1st baseman can use the safety bag to make a play at first base.

-General Game Rules

Home team will provide a "New" game ball and visiting team will supply a suitable back up ball.

Coaches meeting will be held 5 min prior to game time. Official game time will start at the umpire's command (usually when the pitcher takes their warmup pitches)

Games will end at the conclusion of the allotted innings or time limit whichever is first. Games can end in a Tie, if the teams are at the inning limit but with time remaining, they can play an additional inning.

Cheering / Chanting

All cheering shall be at a reasonable monotone level, at the conclusion of a cheer the offensive team may not start another cheer or chant until the pitch is delivered. No cheer or chant shall be directly related to another player or position, calling out of a player or position is prohibited.

Any team in violation the manager will receive a warning on the first time and ejected for the second offence **Umpires discretion.**

Late Player Arrival

A player can be added to the lineup as long as the team has not completed a batting cycle, the late player is to be added to the bottom of the order and opposing team notified. If the player arrives after your team has made it back to the #1 batting position the player is no longer eligible to play in that game. You may put a late player in your batting order and take an out in that position until they arrive, in this case the player is eligible to participate in that game.

Coaches/ Player Ejection

1st offense. In the event of a coached /assistant coach/ player is ejected from the umpire, the coach/assistant coach/ player will have to leave the property/ area of the field for the remainder of the game and will not be eligible for the following game. In this event the coach /assistant coach / player is NOT TO BE on the premises for the following game.

2nd offense, the 2nd occurrence player / coach / assistant coach is removed from the remainder of the game and will be suspended from play indefinitely until OVFA Softball committee and review the 1st and 2nd offence and determine the appropriate action and can end in a season ending suspension.

Game field Area is considered any place where the ejected party can visibly be seen from field, the ejected party is not permitted on the property of the following game.

In the event of a player ejection, when that players' spot is due in the batting order, that spot will count as an out for the remainder of the game.

Parent / Spectator ejection

Any parent or spectator ejected from the game must be removed from the area or spectating area for the remainder of the game, along with the player of the parent /spectator will be removed from the game as well, THIS WILL NOT COUNT AS AN EJECTION TOWARDS THE PLAYER.

Forfeit / Game Cancelation

No Forfeits in Fall ball. If a team is short players, they may play short or borrow players from the other team for defense

Weather Cancelations

Any game canceled due to weather, Home team is responsible for umpire cancelation and game re-scheduling of the game. If game is played at an alternate location home team listed will remain as home team and is responsible for umpire fees, umpire scheduling and game balls. 7 days if no report then goes to VP of league

Any Rules not covered in this supplement please revert to the NFHS/OSHAA Rule book.

www.NFHS.com \$12.00 per book to download.

8U Rules

MISSION

Our mission at Ohio Valley Fastpitch is to strive to create an environment that is fun for the girls, while teaching the skills, the teamwork, and the competitive nature to help to grow the girls' talent, collaboration, and confidence.

8U only

Coaches

Offense, will consist of 3 coaches, pitching coach at the pitching location, 1st base and 3rd base.

Defense – 2 coach permitted on the field.

Both teams need a dugout coach, this coach's job is to make sure the catcher is ready for the next inning, if there are 2 outs and the catcher is on base, then the last batted out runs for the catcher. Also making sure everyone is batting in correct order. Goal is to keep half innings to 3 minutes and play 6 innings each game.

Defense

Each team plays with 10 players on the field per inning. This will consist of (1) pitcher, (1) catcher, (4) standard infield positions and (4) outfielders. Infielders cannot play the same position more than 2 times per game except for catcher or Pitcher during kid pitch. Team must field at least 7 players to start a game.

Outfielders are not allowed to make tag on any base at any time, they will have to throw to a defensive infielder to make the out.

Pitchers shall not be allowed to make a force out at any base by running an tagging the base, only time this will be legal will be on bunt situations (home plate) or fielding a ball in the area of the base (5')

Pitching

Coach and players will pitch from the 32' pitching distance.

Coach Pitch - Batter will receive 5 pitches or 5 swings, whichever comes first. If a batter fails to make contact it will be recorded as an out.

FIFTH PITCH RULE: Each batter will receive up to 5 pitches or 5 missed swings, whichever comes first. Exception: The batter continues the at bat if they foul on the 5th pitch on the next pitch the batter either bats the ball in play or is out if the batter misses the ball. The batter continues the at bat if they continue to foul the ball until the 7th pitch and then the batter is either out or puts the ball in play. It is the role of the pitching coach to keep track of the pitch count.

Offense

Base Runners must keep their batting helmets on at all times while on the base paths

Pitching Coach will pitch there players, they are responsible for pitch count, safe and out calls. 3 outs end the inning. The 1st base coach and 3rd base coach will help make fair/foul calls on/at their respective area.

A continuous batting order will be in effect. All players that are at the game will bat in a continuous order even if that player did not play the field that inning. If a player has to leave the game for any reason, that spot in the lineup will be skipped without penalty. If a player arrives after the game starts, they are placed at the end of the lineup.

No Stealing

On all fly balls that are caught, runners must stay tagged or re-tag their base to advance. This tagging procedure must take place during or after the ball is first touched by the defense. No infield fly rule in effect.

Overthrows /Additional Bases

No base runner may advance to any additional bases to which they are approaching when an infielder throws the ball. On a ball hit to the outfield, no base runner may advance any additional bases after the ball has entered the infield regardless of possession.

Example: Runner on 1st and 2nd, the ball is hit to the shortstop who attempts to throw the ball to second base but overthrows the ball into the outfield. Ruling: runner stays at 2nd and also at 3rd while batter is safe at 1st. When a ball is hit to the outfield, all

runners may advance to and only to the bases they are going to at the time the ball enters the infield area regardless of if the ball stays in play or not. This rule forces the outfielders not only to go after and field the ball, but to throw the ball into and toward the bases.