

2024 Tri County League Rules

League Playing Rules- All Levels

1. 6:00 Doubleheaders
2. The **host team** is responsible for providing USA trained umpires.
3. Doubleheader games are 7 innings or 65 minutes.
4. All games must be a minimum of 3 innings, 2 ½ if the home team is ahead. 1 or 2 inning games will not count toward seeding. If a game is called for any reason, please resolve on the field with umpire if necessary.
5. Home team is considered the local team for the first game / second game is the traveling team. **Each team** is required to provide one new and one used game ball per doubleheader.
6. Host team coach/manager is responsible for entering their scores to the Tri County web site within 24 hours of completing the game.
7. Tie Breaker Rule: The offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base (e.g., if the number five batter is the leadoff batter, the number four batter in the batting order will be placed on second base. A substitute may be inserted for the runner).
8. **League games can end with a tie.** These are doubleheader games, and it is the responsibility of the umpire to keep the games going to complete both games.
9. 15 runs after 3 innings, 12 runs after 4 and 8 runs after 5 innings.
10. Teams are required to make up games **before** the on-line seed meeting.
11. On deck batters' will be placed to the back of the batter for safety purposes.
12. Steel cleats to be allowed at 14U, 16U and 18U, High School
13. **Make as an option, 5 run rule at 12U C**, if proposed before the game and mutually agreed upon by the coaches. This will be for league play only.
14. A maximum of Three coaches/adults will be allowed on the bench. At least one coach must be ACE educated. All bench coaches/adults must have a background check and be SafeSport trained.

Batting

1. In League play all teams bat the roster.
2. At State Qualifier's and State for 10U/12U you are required to bat all your players in attendance. If you reduce a player there is no penalty until you reduce below nine (9) batters. If you reduce to eight (8), the spot is an out. If you reduce to seven (7), the game is over.
3. At State Qualifier's and State for 14U/16U/18U – you have the option to bat as many players as you want or use straight 9 or DP/Flex. If you reduce a player there is no penalty until you reduce below nine (9) batters. If you reduce to eight (8), the spot is an out. If you reduce to seven (7), the game is over. You must declare how many players you are using before the game to the umpire and opposing coach.

10U Specific

1. **10U A&B** follow the same rules as the older age groups with the following exceptions:
2. **10U C will follow the dropped 3rd strike rule.** Batter will be out on a dropped 3rd strike. On-base runners may advance at their own risk.
3. Teams are limited to 5 runs per half inning. **The last batter to bat, if they were not out or were not a part of the 5th run, i.e., got a hit or walked then they will be first up to bat the following inning.**
4. Use an 11" ball.
5. All 10U will play one doubleheader, 65-minute games on Thursday night until school is out. Tuesday and Thursday night doubleheaders will begin after the school year has ended.

Pitching Distance

- 10U 35'
- 12U 40'
- 14U, 16U and 18U 43'

No Shows:

A team must contact their opponent by 4:00 PM on game day if they are not able to play. Failure to do so results in a "Forfeit due to no show." This will be recorded as a 7-0 win. Any team forfeiting three league night games will be ineligible to play in the league qualifier tournament.

For a complete list of league and tournament rules please go to www.tricountyfastpitch.com.

8-UNDER LEAGUE RULES

- Coaches need to operate the game with the highest amount of integrity. At all times keep the kid's best interest in mind.
- Games start at 6:15PM. Games will be 5 innings or 65-minute time limit. Home team must be ahead after 2 ½ innings to be considered complete. Please hustle on and off the field to keep the games moving along.
- Teams will bat the roster.
- Half innings are complete after 3 outs or 5 runs.
- The run ahead rule is 15 runs after 3 innings, 12 runs after 4 innings, 8 runs after 5 innings.
- The home team will be determined by a coin toss.
- After the game, the umpire will turn in the blue card with the final score.
- Defense will have 9 players on the field. However, there will be no penalty for playing with 8 players. Teams with 7 players can play, however, the 8th player in the line-up will be an out.
- Each batter gets 3 swings or 5 pitches unless the last pitch is a foul ball. If a foul ball is hit, the at bat will continue. An errant pitch because of machine error will not count against pitch count.
- Bunting is not allowed.
- The infield fly rule will not be applied.
- Runners will not be allowed to advance after a dropped third strike.
- Stealing is not allowed.
- Designated players (DP) will not be allowed.
- Leading off is not allowed. Runners may not leave their base until the ball contacts the bat. This includes not allowing players to leave the base early anticipating bat/ball contact.
- The front post of the pitching machine will be placed on the pitching plate.
- Pitching machines should be calibrated to ensure strikes can be thrown. In the event the machine cannot throw strikes, coaches will work together to change the settings prior to the game and during the game if needed.
- The pitcher must stay in the pitcher's circle and behind or on the side of the coach until the ball contacts the bat. For clarification, draw a line at the 35' mark across the entire circle and use that line for the pitcher to stand behind. The pitcher may line up on either side of the pitching machine. However, absolutely no movement can be made by the pitcher which places them in front of the pitching machine and or coach prior to pitch.
- Prior to the pitch, the pitching coach must verbalize and check that the defense is in the ready position and ready for play to begin.
- Outfielders must start the play standing on the grass at the edge of the infield or deeper. If the infield is cut for baseball create an arc 15 feet behind the bases and the outfielders must start behind that. They cannot move until the bat has contacted the ball.

Players and runners will stop when:

- A ball that never leaves the infield/dirt. Once a fielder has control of the ball the runners should stop at the next base. This encourages the infielder to throw the ball to the appropriate base without the fear of runners advancing to the next base because of an overthrow.
- Ball fielded on the infield dirt, or the arc equals one (1) base per infield hit.
- A ball hit to the outfield: If no outfielder has control of the ball the runners may continue to advance. Once the outfielder gains control of the ball and throws it toward the infield the runners will stop at the next base. Even if the ball doesn't make it to the "infield dirt" on the throw, the "release" of throwing the ball in is the attempt at making the correct play. Players must stop at the next base. Exception, the outfielder can carry the ball to the infield to make an out. The runners can keep advancing in this situation.
- Maximum number of coaches allowed on the field: The defense can have three (3) coaches. Two coaches in the field and one will be working with catcher on technique and proper fitting of catcher's gear. The offense can have three coaches (3). Two will be base coaches and one will be running the pitching machine.
- Coaches are part of the field, are in play, and need to make every effort to stay out of all players way.

- The coach feeding the pitching machine must keep a maximum of two (2) softballs in his/her possession, and not laying on the ground around the machine.
- Fielders should not crowd bases or block them, preventing players from reaching a base. Room needs to be made for a runner to reach a base.

8-UNDER STATE TOURNAMENT RULES

- Games cannot end in a tie. 8U will use the tie breaker rule and start the inning with a runner on 2nd base with 1 out. (STATE TOURNAMENT RULE ONLY)
- After one inning of playing the tie breaker rule a coin flip will be done to determine the winner.
- There may be youth umpires for the State Tournament games. Calls will not be disputed. If there is a concern, talk to the tournament director.

HIGH SCHOOL (16U/18U) LEAGUE RULES

Big West and Tri County 16-Under and 18-Under teams will play in a combined league.

Games will be played on Monday and Wednesday. You are allowed to only play league one night if you want to. Your team is required to play five (5) nights for a minimum of ten (10) league games.

Teams have the option to bat as many players as they want in league games, use 9 players, or 9 DP/FLEX.

If a coach is batting more than nine (9) players, they may reduce their lineup with no penalty. Once a lineup is reduced below nine (9) players, an out will occur in the missing player's spot.

This league, state qualifier, and state will have teams from different age groups and classes. Teams will be seeded and placed in a state tournament based on ranking, not age or classification.

The pitching distance is 43 feet. The base distance is 60 feet. Metal cleats are allowed.

The first game will start at 6:15PM and the second game will start five (5) minutes after the first game has ended.

The host team will be the home team in the first game. The visiting team will be the home team in the second game.

Games are 65 minutes, 7 innings long, or shortened by run rule. The run rule is 15 runs after 3 innings, 12 runs after 4 innings, and 8 runs after 5 innings.