

Rules for Modified Indoor Fast-pitch Softball

Teams

- Teams will be able to play no more than five (5) players on the field
- Teams can play with a minimum of four (4) players on a field
- Teams will be able to bat as many as six (6) players in a game, but only play 5 in the field
- There will be 1 pitcher, 1 catcher, and as many as 3 fielders
- Each team will play 5 games that last 55 minutes each and will receive Approximately, a 15 minute warm-up prior to each game.
- Players are allowed to wear Tennis shoes, Rubber Cleats, Turf shoes, or Molded cleats; **THERE ARE TO BE NO METAL CLEATS WORN** at Sports of All Sorts/Incredi-Plex.

Game

- Games will consist of approximately a 15 minute warm-up prior to game time and the game will last approximately 55 minutes or 7 innings
- Pitchers will pitch from their age groups distance (40ft [14U] or 43ft [High School])
- Catchers can wear shin guards while hitting as there is no need to run out a hit
- Batters will begin with a 1-1 count
- Umpire will determine balls/strikes and outs. All calls are made by the Umpire and their judgment is **FINAL!!!!**
- There is a maximum time limit that a fielder will have to throw the ball to first base to record an out (4 seconds for 14U & High School)
- If the defensive team fails to throw the ball to first within the time limit, it will result in a 'ghost runner' on first base for the offensive team
- Ghost runners will apply through-out the game and can only advance on batted balls, batter hit by pitch, walks or dropped third strike
- If there is a drop third strike, the catcher must throw the ball to first (when the situation allows): first base is not occupied by ghost runner; or, ghost runner on first base with two outs.
- The first time a ball is hit into the ceiling, and it is fair, any fielder may catch it for an out. If at any time the ball hits a net or is foul, the play will result in a strike. The second time, in the same at-bat, the ball strikes the ceiling it will result in an out.
- Defensive players may play the ball off the net, in fair territory, to record an out at first base.
- In order to gain a runner for a bunt, it must be struck and come to rest within the arc in front of the Batter's Box (the white line includes this space).
- If the ball that is bunted travels outside of the arc, a fielder must field it and throw it to the catcher in the time allotted or will result in a runner. If a defensive player picks up the bunted ball, while in motion before crossing the arc, it will result in a runner
- Runners will result on these basis: ball is not received at first base prior to the sound of the buzzer; ball strikes area between **ORANGE** and **YELLOW** lines; ball strikes Double or Triple Sign; ball hits the net above the Yellow Line and does not touch the ceiling (considered a Home Run); a walk; batter is Hit By Pitch (HBP)
- A scorekeeper will be present and supplied by Sports of All Sorts to keep track of base runners, outs, runs and innings. Their stats will be visible to players, official, and fans
- The scorekeeper will act as a secondary official in that stats, outs, and batter count will be monitored by them as well. Judgments on the field are made by the umpire
- There will be **NO** arguing with an official's call by **ANYONE**. If a player, coach, or parent are acting hostile or using offensive language towards an official, the scorekeeper, or anyone else; they will be ejected from the game and premises.
- A foul ball is designated by the white lines on the field and the vertical yellow

cord in the net. However, along the first base line, if a ball crosses the foul line prior to the dragnet to the right it will be foul. If it crosses after and goes behind the net, it will be considered a fair ball. Same goes for the furthest net on the Third Base side; if a ball is struck and hits the side facing the batter it will be considered a foul ball. If the ball wraps around the backside of the net, again, it will be considered a fair ball. A batter will receive a 2 foul ball limit after achieving their 2nd strike. Upon fouling off a 3rd ball, the batter will be out.

- There is no cap to the amount of runs that can be scored by a team in one inning. There will be no mercy rule enforced within this league. However, the most a team can bat within one inning is twice through the batting order.

- League Champion will be determined in the following:
 - Head-to-head competition
 - Run differential in head-to-head competition
 - In the event of no head-to-head competition, total runs scored and total runs allowed throughout the season will be used to determine.