

**FAST Wizard Fall Ball Rules and Regulations-2021**

**1. Game times are 12:00 and 1:30 and 3:00 for 3 team round robins. For 4 teams, game times are 1:00 and 3:00 unless designated differently. Game starting time is at the first pitch warm-up.**

**2. Time limit for games is at 1hr. 15 mins. for 3 team round robins and 90 minutes for 2 or 4 team round robin. No new inning may start after the time limit. If tied, we will be using the international tie-breaker. Ties will NOT be allowed except at 8 or 10u. 8u and 10u will only have one extra inning of ITB and can end in a tie.**

**3. Each team will bat the entire line up, with 3 outs per inning. Coaches are allowed to change the batting line up to the second game, but not after that. Wherever the batting order ends at one game, it starts with the next batter at the next game, even if it is the following week. Freedom of defensive substitution is allowed Only three outfielders are allowed on defense in all divisions except 8u.. Each team supplies a good used or new ball, USA or USSSA certified ball.**

**4. If a team does not have enough players on defense, the offensive team will rotate players in to play defense so the game may be played.**

**5. The pitching distance for 14u is 43 feet, 12u is 40 feet, 10u is 35 feet and 30' at 8u.**

**6. Courtesy runners are allowed for pitchers and catchers. Courtesy runners must only be the last official batter that is not on base, even if it was the previous inning.**

**7. The 10U division will have a 5 run rule limit meaning that a team can tie the score and then score an additional 3 runs. The ball size will be 11”. There are only three outfielders for this age group and no coach pitch for any reason. Runners may lead off at the release of the pitch and steal any base including home plate. They may only steal one base per pitch, no advancing on overthrows for steals. They are subject to being put out if they do advance. The ball is still alive until they are on a base and then will be returned back to their legal base. The infield fly rule is not in effect. There is no “dropped third strike” rule in the 10U division. Players may steal 2nd base on a walk. Runners may advance additional bases on overthrows on a hit ball. No advances on overthrows only apply to a runner stealing a base. Only 1 inning of ITB is allowed at 10u and the game can end in a tie.**

**8. The 12U Silver division will have a 5 run rule limit meaning that a team can tie the score and then score an additional 3 runs.**

**9. There are no protests. Ruling by the umpires are final. A conference between the coaches and umpires may be requested and shall not last longer than 5 mins. Players who cannot take her turn at bat due to sickness or illness is removed from the game and cannot return for the rest of the day. There is only an automatic out if the batting order falls below 9 players.**

**10. Any injuries or other problems must be brought to the attention of the Fall Ball Commissioner as soon as possible. For serious injuries, do not hesitate to call the Rescue Squad. A written report should be submitted immediately to the Fall Ball Commissioner stating the incident and names and phone numbers of witnesses.**

**11. Except for the above rules, the League will be following USA Rules**

**12. Players may be discipline for just cause and the coach may sit them out part of a game for disciplinary reasons. The league may expel a player by the Fall Ball Commissioner. No refunds will be given. Reasons for expulsions may include but not limited to, fighting, gross profanity and false information on their registration forms.**

**13. Coaches may be discipline for not adhering to the principles of the league and conduct that is unbecoming of a coach. This may be for on or off field activities.**

**14. Players are required to stay on or near their bench during game times and not interact with spectators. They are required to get permission from their coach to leave this area. Players are required to notify their coach if they are going to be late or miss games. There is no penalty if they make proper notification.**

**15. Rain delays or cancellations will be decided by the home team coach. He will then notify Martin Drain at 419-343-4716 by text or calling as well as the other opposing teams.**

**17. The League will schedule all Sunday games. Teams wishing to play on days not scheduled can do so by emailing teams from their age division requesting opponents. Once the opponents and fields are confirmed, please email me at fast2home@yahoo.com requesting umpires. Once umpires are assigned, I will email you the names and phone numbers of the umpires so you can call directly if there are any changes to the game schedule. Please ensure that you have the umpire information prior to the games as there are many schedules, cancellations and changes and we want to ensure that all games are covered. If you need to change and games, notify me and the umpires of such changes. Failure to do so may result in you being charged an $90.00 forfeit fee that must be paid prior to any future games being played.**

**18. Please report scores and an up to date win/loss record to fast2home@yahoo.com every Monday. Ensure that you put your team name, your team designation (such as B4), with your up to date win/loss record, such as 6-0 (6 wins 0 losses). We may re-schedule the last Sunday so teams of equal talent will play each other.**

**19. Any abusing of umpires by players, coaches or fans will not be tolerated. Immediate forfeit by the offending team is possible. This does not mean that you cannot question rules or calls, just do it in a civil manner. There is never an excuse to question balls or strikes.**

**8u rules will be the same as above except for special rules in a separate document.**

**Any violations of these rules and regulations should be brought to the attention of the FAST Wizard Fall Ball Commissioner. Martin F. Drain -Director Cell—419-343-4716 or e-mail: Fast2home@yahoo.com**