



PLAY IT FORWARD >

## **2015 Plex Indoor Fastpitch Rules**

### **All Age Divisions**

**Standard National Federation of State High School Associations Softball Rules will be used for The Plex Indoor Fastpitch Softball at Plex South with the following notes and changes.**

#### **RULE 1: Players, Field & Equipment**

- All leagues shall have 9 defensive players on the field at a time, 4 infielders, 3 outfielders, a pitcher & a catcher.
- Maximum rosters size is 14
- A player must be rostered and age appropriate to be eligible to play for any team at The Plex. Players in their respective division must be that age or younger on the first day of play. Birth certificates may be required upon request.
- Any player on the field **MUST** be on that team's roster before their 1<sup>st</sup> playoff game.
- A player is not considered rostered until he/she has filled out and signed the roster wavier form (or a parent/guardian, if under 18 years old).
- It is the team's responsibility to make sure all players are rostered before their 1<sup>st</sup> playoff game. If a non-rostered or "illegal" player is found to be playing, the team will automatically suspend all games the illegal player participated in or be subject to suspension from the playoffs.

## **The Playing Field-Playing Distances**

	<b>Bases (ft)</b>	<b>Pitching (ft)</b>	<b>Playing Distance (ft)</b>
10U	60'	35'	168' left, 172' center, 156' right
12U	60'	40'	168' left, 172' center, 156' right
14U-18U	60'	43'	168' left, 172' center, 156' right

Standard MLB Bases put in anchors in the ground at the appropriate distance Pitcher plate set at the appropriate distance for the age group

### **Equipment**

- No metal cleats will be allowed.
- Batting helmets and catcher's equipment must be Plex approved.
- Catchers must wear a helmet, which includes full ear protection – dual ear flaps.
- The size of glove/mitts is not restricted.
- There is NO Bat Weight or Length Restriction

### **RULE 2: Playing Terms and Definitions**

- There is a infield fly rule
- A 1/2 inning is over when there are 3 outs, or when the batting team has increased their lead by 8.
- 8 –RUN PER INNING RULE: On offense, players of the trailing team shall bat until 3 outs are recorded or until the trailing team has gone ahead by 8 runs. Players of the leading team shall bat until 3 outs are recorded or until they have scored eight runs in addition to the lead they had at the beginning of the inning.

### **RULE 3: Substituting – Coaching – Bench & Field Conduct – Charge Conferences**

- Only one Head Coach and at most TWO Assistant Coaches allowed in the player bench area/dugout, along with the rostered players. Everyone else must sit in the designated spectator area. NO siblings, non-rostered players, or other parents allowed in the player bench area/dugout or on the field.
- On defense, free substitution shall be allowed.
- Two charged visits per pitcher
- 1 balk warning per pitcher
- On offense, the batting order shall contain the entire roster of players present.
- A team may start or end a game with 5 players, and an automatic out will NOT be charged for the missing player. If a team has less than 5 players present at game time, it can borrow the needed players from the other team so long as the opposing team would still have at least 6 players. This will be considered a forfeit though. But if the

opposing team does not have sufficient number of players, the teams can agree to play a scrimmage with less than the regulation number of players.

- A player who carelessly or unintentionally throws their bat or helmet shall receive 1 team warning. Further infractions by the same team, or a player who intentionally throws their bat or helmet, shall result in the player being ejected from the game.
- No protests will be allowed – feedback is welcome and can be sent to the The Plex South office about game issues.

#### **RULE 4: Starting and Ending the Game**

- Games shall start and end on time
- Game start time is forfeit time
  - Play 7-innings as time allows
  - The league will not reschedule games for any reason, including, but not limited to, inability for players to get to The Plex due to winter storms. No refunds will be given for un-played games.
- 1 hour 10 minute games – Umpire will be running the time - when 1 hour mark hits **you will not start another inning.**
- At 1 hour and 10 minute mark hits you will finish the batter. **The score after the last at-bat will remain the final score.**

#### **RULE 5: Pitching**

- A pitcher will be allowed four pitches or one minute to warm up between innings. The time starts from the time the last out is made on offense. This includes new pitchers entering the game.

#### **RULE 6: Batting**

- A team's batting order shall consist of the entire roster of players present at the game.

#### **RULE 7: Base Running**

- Sliding is allowed.
- Stealing is allowed.

#### **RULE 8: Scoring – Record Keeping**

- Official game scores and standings can be found at [www.plexsports.com](http://www.plexsports.com).

#### **RULE 9: Umpiring**

- Plex will provide one (1) paid official for each game. He or she may take any position desired. The umpire is responsible for calling all plays at all bases, for calling balls and

strikes, and for enforcing all rules of the game. Under no circumstances will a spectator or other person be permitted to be a second umpire during any game. All coaches are expected to familiarize themselves with the rules regarding conduct of coaches, spectators and players toward paid Plex officials.

### **Plex South 'Ground Rules'**

- If a batted ball hits anything in foul territory before it is caught, including the ceiling net, wall nets, or wall padding, it is a foul ball.
- ***If a batted ball hits the ceiling at any point it is a dead ball and cannot be caught for an out.***
- Batted balls that hit the ceiling net in fair territory BEYOND the yellow tape on the ceiling net, and then drop, are playable but cannot be caught for an out. Batted balls that hit the 'Outfield Fence' 'on the fly,' and then drop, are playable but cannot be caught for an out.
- Batted balls that go over the fence in center field or above the yellow line on the out field net in the air will be ruled as a Home Run.

### **Keeping things moving**

- Teams can practice/warm-up in their designated throwing lane and designated hitting tunnel starting when the game before yours begins.
- As soon as the umpire signals the end of the previous game, the team should advance to the field and put their bags outside their player bench area. Once the teams of the previous game have left the dugout, the new teams should store their gear in the dugout, and the home team should take the field. The 1 hour and 10 minute game clock starts on the allotted times for each game whether the teams are ready or not.
- No time will be allowed for taking 'infield'
- Teams must clear the field as quickly as possible after each game. Post-game meetings can be held outside the playing field in the lobby area.

### **Playoff Rules**

- If a playoff game ends up with a tie after time has expired. Extra inning will be played to determine a winner.
- **Extra Inning Rules:** Each team will start with a full count and 2 outs, with bases loaded. This will continue until a team becomes victorious.
- Teams will get seeded based on overall record from Pool Play. Seeding tie breakers are determined as follows: Head to head, runs allowed, runs scored, coin flip.
- In case of a three way tie once a category is determined not applicable it cannot be brought back to decide the tie break. (i.e. Team 1, Team 2, Team 3 have tied in the head-to-head category. In the runs allowed category Team 1 wins with Team 2 and Team 3 tying again. With only Team 2 and Team 3 left the tie-breaker must move on to runs scored.)