



# NEW RICHMOND FASTPITCH

## Local Travel 10U Junior Fastpitch Rules

Updated: May 24, 2026

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### 1. GAME FORMAT

#### A. Game Length

- Games are 6 innings or end based on the time limit.
- No inning may begin after 1 hour 20 minutes from the scheduled start time
- A complete game is defined as 3 full innings in cases of rain, darkness, or time expiration.

#### B. Speed-Up Rules

- With two outs, if the next-inning catcher is on base, the previous batter will substitute as a courtesy runner.
- The pitcher may also be substituted to allow warm-up time.

#### C. Run Limit

- Maximum 5 runs per inning per team.
- Continuation is allowed on the final play, but only 5 runs will count.

#### D. Batting Order

- All players present will bat in a continuous order.

### **E. Player Rotation**

- Players must rotate from bench to field every inning.
- No player may sit more than **1 inning more than any other player**, nor sit **2 consecutive innings**.
- No player may play the same position more than **2 innings per game**.
- Each player must play **at least 1 inning in the infield** and **1 inning in the outfield**.
- Coaches highly encouraged to develop multiple pitchers and catchers.

### **F. Defensive Alignment**

- Up to 9 players on defense.
- All outfielders must begin each play on the outfield grass.

### **G. Special Rules**

- No infield fly rule.
- No dropped third strike rule.

### **H. Pitch Count**

- At-bats begin with a 1–0 count.

### **I. Governing Rules**

- High School softball rules apply unless otherwise noted.

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## **2. PITCHING REGULATIONS**

### **A. Pitching Mechanics**

- Pitchers must start with both feet on the rubber.
- The back foot may drag as long as it stays in contact with the ground.
- Pitchers may step back with the non-pivot foot prior to the pitch.
- Pitching distance is 35 feet.

### **B. Pitching to Batters**

A pitcher continues until one of the following occurs:

- Ball is put in play.
- Batter strikes out.
- Foul ball is caught.

- Four called balls are issued.

#### **Coach Pitch Rule:**

- After ball four, the coach of the batting team pitches 2 pitches to the batter.
- Batter must attempt to put the ball in play.
- Batter is out after 2 unsuccessful swings unless the final pitch is an uncaught foul ball.
- Player-pitcher must keep one foot in the pitching circle during coach pitch.

#### **C. Pitching Limits**

- Maximum 2 innings per game per pitcher.
- Innings do not need to be consecutive.
- A pitcher may re-enter once.
- One pitch constitutes an inning.

#### **D. Warm-Up Pitches**

- 5 warm-up pitches to start the game.
- 3 warm-up pitches between innings.
- New pitchers receive 5 warm-up pitches.

#### **E. Development**

- Coaches are encouraged to develop multiple pitchers.
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## **3. HITTING RULES**

#### **A. Strikeouts**

- Batter is out after 3 strikes (swinging or called).
- No advancement on dropped third strike.

#### **B. Coach Pitch Procedure**

- After ball four, the count resets.
- Batter receives 2 pitches from the coach.
- Batter continues only if the second pitch results in an uncaught foul ball.

#### **C. Bunting**

- Allowed only while the youth pitcher is pitching.
- Foul bunt with 2 strikes results in an out.

#### **D. Throwing the Bat**

- One warning; subsequent offenses result in an out.

#### **E. Safety Equipment**

- All batters, runners, and on-deck batters must wear helmets with face masks.
- On-deck batter positioning depends on batter handedness.

#### **F. Bat Safety**

- No swinging bats outside the field of play.
  - Bats must be official softball bats (2¼" diameter or less).
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## **4. BASE RUNNING RULES**

#### **A. Stealing**

- Allowed only if the pitched ball gets behind the catcher.
- Runners may advance one base per pitch.
- No stealing home.
- No stealing with a 10-run lead.
- No stealing during coach pitch or on ball four.

#### **B. Look-Back Rule**

- When the pitcher controls the ball in the circle, runners must immediately return to base if not advancing.

#### **C. Overthrows**

- No advancement on overthrows during normal plays or legal steal attempts.

#### **D. Out-of-Bounds Throws**

- Infield overthrow: runners advance 2 bases from the start of the play.
- Outfield overthrow: runners advance 2 bases from the time of the throw.

#### **E. Runner Outs**

- Leaving the baseline to avoid a tag.
- Contact with a fielder without sliding (if contact occurs).
- Head-first sliding (except returning to a base).
- Leaving early on the pitch.

## **F. Double First Base**

- Runner uses the colored base unless the fielder is drawn into that area.
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## **5. UMPIRES**

- Umpires are typically middle-school or high-school students; coaches must support them.
  - Coaches should assist with rule interpretation when needed.
  - Umpires may stop play for unsafe conditions (weather, darkness, behavior).
  - Any Player, Parent or Coach ejections result in suspension for the next game; a second offense results in dismissal.
  - All umpire decisions are final.
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## **6. GENERAL SAFETY & EQUIPMENT**

- Long pants recommended; no metal spikes.
  - Catchers must wear full protective gear.
  - No jewelry allowed.
  - Helmets with face masks required.
  - Fielding masks are required for all fielders.
  - New Richmond Fastpitch issued jerseys are mandatory.
  - Rainouts determined at the field.
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## **7. STORM PROTOCOLS**

- Coaches must use good judgment during storms.
  - Play is suspended immediately upon lightning.
  - Tornado warnings require immediate sheltering.
  - Coaches must account for all players before leaving.
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## **8. COACHING RULES**

- Teams consist of 1 head coach and 2 assistants.
- Coaches must accept assigned players.

- Only the President, Vice President or Local Travel Director may add or remove players from a roster
  - Recruiting players is prohibited.
  - No coaching from behind the backstop.
  - Coaches must complete required training and background checks prior to working with players
  - Defensive coaches may position themselves in the outfield grass.
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