



NEW RICHMOND FASTPITCH

Local Travel 12U Senior Fastpitch Rules

Updated: May 24, 2026

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 may 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

- Teams will play 3 outfielders.
- All outfielders must begin each play on the outfield grass.

G. Special Rules

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

H. 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 Limits

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

C. Warm-Up Pitches

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

- New pitchers receive 5 warm-up pitches.

D. Intentional Walks

- Not permitted.

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).

B. Bunting

- Allowed.
- Foul bunt with 2 strikes results in an out.

C. Throwing the Bat

- One warning; subsequent offenses result in an out.

D. Safety Equipment

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

E. 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

- Stealing 2nd and 3rd base is allowed.
- No stealing home.
- No advancement on an overthrow during a steal attempt.

B. Leaving Early

- Runners may not leave the base until the ball is released.
- Leaving early results in an out.

C. Look-Back Rule

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

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 prohibited (except returning to a base).
- Leaving early before the pitch crosses the plate.

F. Double First Base

- Runner uses the colored base unless the fielder is pulled 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.

- Batting 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
 - No defensive coaches on the field unless time is called.
 - Offensive coaches must remain in the coaches' boxes unless time is called.
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