

2024 Seymour Ball Club Fall Ball Rules

8U Rules

Equipment & Uniforms

1. Metal cleats are prohibited.
2. Pants are required.
3. All infield players are required to wear fielding mask.
3. Catchers are required to wear a mask, helmet, chest protection, and shin guards.
4. Batters & Base runners must wear a helmet with face shield.

Conduct

1. Drinking alcohol, smoking, chewing tobacco, or swearing on the field or in the dugout areas by the players or coaches is prohibited.
2. Cheering for your own team only. Disruptive actions or cheering against the other team is not allowed.

General

1. All play will follow ASA rules if not otherwise stated.
2. Players should rotate defensive positions each inning. Make sure everyone plays infield and outfield.

Players

1. A team must have 6 players present to start a game or a forfeit will be awarded to the opposing team.
2. 10 girls maximum (4 outfielders) and 6 minimum on the field on defense. We encourage smaller teams at this level to maximize at-bats and ball touches.
3. All players present at the beginning of the game must play. Coaches may bench a player for disciplinary reasons.

Batting

1. All players present at a game must bat. Players arriving late will be added to the end of the lineup. Players leaving early will be skipped over in the batting order without penalty.

2. On deck batters must warm up behind the batter.
4. Batter gets five (5) swings to put the ball in play. Seven (7) to eight (8) pitches max per hitter.
 - a. Player will use a tee after allotted pitches. Ball is live once hit off the tee. No strikeouts
5. Coaches may use discretion on pitching distance and speed of pitch to maximize hitter's success.
6. Three (3) outs, five (5) runs or through your batting order ends your inning, whichever happens first.
7. No bunting

Base Running

1. Runners can advance 1 base on an overthrow.
2. Stealing bases is not allowed.
3. Runners leave base when the ball is hit.
4. Runners must stop when the ball enters the infield. If the runner is not at least 1/2 way to the next base when the ball breaks the plane of the infield, they must return to their previous base.

2024 Seymour Ball Club Fall Ball Rules

Time Length

1. All games will play 4 innings or 1 hour time limit, whichever comes first.

Additional Rules

1. Dropped Third Strike is not allowed.
2. Infield Fly rule is not enforced.
3. Look Back rule is not enforced.

2024 Seymour Ball Club Fall Ball Rules

10U-R (10U Recreational) Rules

Equipment & Uniforms

1. Metal cleats are prohibited.
2. Pants are required.
3. All infield players are required to wear fielding mask.
4. Catchers are required to wear a mask, helmet, chest protection, and shin guards.
5. Batters & Base runners must wear a helmet with a face shield.

Conduct

1. Drinking alcohol, smoking, chewing tobacco, or swearing on the field or in the dugout areas by the players or coaches is prohibited.
2. Manager or acting managers are the only people who can talk to an umpire during the game.

Any parent or assistant coach who comes out on the field during play to argue will be ejected

from the facility. Any player, coach, or fan that abuses an umpire can be banned by the league officers.

3. Cheering for your own team only. Disruptive actions or cheering against the other team is not allowed.

All play will follow ASA rules if not otherwise stated.

Players

1. A team must have 6 players present to start a game or a forfeit will be awarded to the opposing team.
2. 10 girls maximum (4 outfielders) and 6 minimum on the field on defense.
3. All players present at the beginning of the game must play. Coaches may bench a player for disciplinary reasons.

Batting

1. All players present at a game must bat. Players arriving late will be added to the end of the lineup. Players leaving early will be skipped over in the batting order without penalty.

2. On deck batters must warm up behind the batter.
3. Bunting is not allowed.
4. Batter cannot show bunt, pull the bat back and then swing at the ball. Batter is out if they do this.
5. Slap hitting is not allowed.

Pitching

1. Pitchers may pitch a maximum of 2 innings per game. One pitch constitutes an inning. If the game goes into extra innings, a pitcher may be brought back to pitch 2 extra innings.
2. Pitchers will use ASA pitching rules.
3. The pitcher shall take a position with their pivot foot in contact with the pitcher's plate and their non-pivot foot in contact with or behind the pitcher's plate.
4. Drag foot cannot replant prior to forward step and must remain in contact with the ground during delivery. If a hole is formed in front of the pitching rubber, the drag foot must be no higher than the level plain of the ground.
5. Pitching distance is 35 feet from back point of home plate to the front of the pitching plate. 6.

There are no walks. After 4 balls a coach will come in to pitch. Each batter that is hit by pitch will

result in the coach pitching unless the player is injured. The coach will then have the option of the

batter or a courtesy runner taking 1st base.

- a. Strike count will remain when coach comes in to pitch.
- b. Ball that hits the ground first and then hits batter is still a hit by pitch.
- c. If a player hit by pitch cannot continue, the last out will take 1st base.

Base Running

1. The Runner Is Out – When a defensive player has the ball, and the runner remains upright and

crashes into the defensive player. EFFECT: The ball is dead. The runner is out. All runners must

return to the last base touched. If the act is determined to be flagrant, the offender shall be

ejected. An errant throw drawing the defense into the path of the runner is not a crash. If a base

runner interferes with a fielder that is trying to make a play on the ball they will get a warning.

2. If a fielder interferes with the runner and the fielder does not have the ball or is not making a play

on the ball, they will receive a warning.

3. Once the ball is controlled on the infield the runner may no longer advance. Runner may try to

advance an additional base if the ball is hit into the outfield.

4. One base on an overthrow if the ball goes into foul territory. Players cannot score on an

overthrow.

5. If an overthrow goes into the outfield, rule #4 applies. They must be 1/2 way when the ball breaks

the plain of the infield or else they return to the previous base.

6. Stealing/Advancing Runners is allowed. Players are allowed to steal 1 base per time on the base

path. Runners are allowed to leave the base on the pitchers release. If they leave

early, runner will be sent back to their original base. No runner may score on a ball overthrown

from the catcher back to the pitcher.

7. The base runner may leave the base on the pitcher release.

a. If the umpire determines that base runner leaves early, the runner will return to their previous base and receive a warning the first time. Runner will be out the second time.

- i. If pitch was a ball or hit the batter, pitch won't count.
- ii. If pitch was a strike, a strike will be called.

Infield vs. Outfield

- 1. Players may not play more than 3 innings in the infield.
 - a. If you have less than 10 players, some players will play more than 3 innings in the infield.

All players must play 3 innings in the infield before others play more than 3.

- 2. Catching is considered an outfield position. Player may catch a maximum of 4 innings.

- 3. If a team is caught violating either of these rules, bring it to the umpire and other coach's

attention immediately and it must be corrected.

- 4. Infield rules are not enforced during extra inning, but please play your players fairly during this

time also.

- 5. Outfield players must remain on the grass. a. If the field is a larger field with a larger infield,

coaches should agree on where players should play prior to the start of the game.

2024 Seymour Ball Club Fall Ball Rules

Time Length

- 1. All games will play 5 innings. No new innings will be started after 1 hour 10 minutes. Hard stop at 1 hour 30 minutes.

Additional Rules: Coaches may modify rules if both agree and it is beneficial for both teams.

- 1. 5 runs maximum per inning except last inning which is unlimited. Last inning means 5th inning or if

time limit has arrived and both managers agree that it's the last inning before the inning starts. If

it is not announced prior to the inning starting the 5 run limit will apply.

2. Dropped Third Strike is not allowed.
3. Infield Fly rule is not enforced.
4. Look Back rule is not enforced.

2024 Seymour Ball Club Fall Ball Rules

10U-T (10U Team/Travel) RULES

1. 11" ball, 35' pitching distance,
2. A coin toss will determine the home team.
3. 6 inning games (if time limit does not come into play).
4. No new inning after 1 hr. and 10 min for all games with a 1 hr. 30min hard stop.
5. There will be a 15-run rule after 3 innings, 12 runs after 4 innings, and 10 runs after 5 innings.
6. 5 runs max per 1/2inning. Unlimited in the last inning. The umpire will tell each coach when the last inning is. Umpire will tell the start time to each bench at the start of the game (first warm up pitch starts the clock).
7. Games can end in a tie.
8. All infield players are required to wear fielding mask.
9. Metal cleats are not allowed.
10. No pre-game practice on the infield. Batting cages are available on a first come, first serve basis – no hitting soft toss into fences.
11. You may use up to 10 players in the field, provided 4 are in the outfield (in the grass) with
a minimum of 7 on the field.
12. Stealing allowed on the pitcher's release (one stolen base per baserunner, per pitch

unless an attempt is made on the baserunner). Stealing home is allowed.

13. No stealing of second by the batter on a walk.

14. Must bat your entire line up. Unlimited substitutions, no penalty for a player being injured. They may re-enter if able.

15. Bunting is allowed, no fake bunting then swinging.

16. Pitchers may pitch unlimited innings. Starting pitchers may leave the mound and re-enter

the position once.

17. Coach pitch on the 4th walk per inning (hit by pitch counts as a walk). Coaches will pitch to

their own players. Player must hit or strike out on coach pitch. No stealing or bunting on coach pitch.

18. For the first inning, pitchers get 5 warm up pitches and infielders and outfielders get warm

up balls. Every inning thereafter will be 4 warm up pitches and no warm up balls.

19. Courtesy runner for the pitcher or catcher is allowed. The pinch runner is the last batted

out if you bat the entire line up or a player not currently in the lineup.

20. No running to first base on a dropped third strike.

21. Infield fly rule will be enforced.

22. On-deck batters will be placed to the back of the batter for safety purposes

23. No collisions. Runners must avoid contact with the defensive player by sliding on close

plays. Fielders may not block the path of a base runner without control of the ball. There may be inadvertent collisions with no penalty to either player.

24. Umpires handle all issues on the fields. Judgement calls come from the umpire on the

field. Umpire decisions are final. Head coach is responsible for the conduct of players, other coaches, and its spectators. Abuse of umpires will NOT be tolerated. An ejection

for a coach, player or spectator is for the day, not just the game.

25. Coaches may modify rules if both agree and it is beneficial for both teams.

26. No carry-ins allowed in the parks or in the parking lots. There will be full concession stands with reasonable prices. This is Seymour Flames Fastpitch/Eau Claire Fastpitch Softball's primary fundraiser, and we appreciate your cooperation!

2024 Seymour Ball Club Fall Ball Rules

12U RULES

1. 12" ball with 40' pitching distance.
2. A coin toss will determine the home team.
3. 6 inning games (if time limit does not come into play).
4. No new inning after 1 hr. and 20 min for all games with a 1 hr. 30 min hard stop.
5. There will be a 15-run rule after 3 innings, 12 runs after 4 innings, and 10 runs after 5 innings.
6. 5 run max per 1/2 inning. Unlimited in last inning. The umpire will tell each coach when last inning is. Umpire will tell start time to each coach at the start of the game (first warm up pitch starts the clock)
7. Games can end in a tie.
8. All infield players are required to wear fielding mask.
9. Metal cleats are not allowed.
10. No pre-game practice on the infield. Batting cages are available on a first come, first serve basis – no hitting soft toss into fences.
11. You may use up to 10 players in the field, provided 4 are in the outfield (in the grass) with
a minimum of 7 on the field.
12. Stealing allowed on pitchers release (one stolen base per baserunner, per pitch

unless an attempt is made on the baserunner). Stealing home is allowed.

13. No stealing of second by the batter on a walk.

14. Must bat your entire line up. Unlimited substitutions, no penalty for a player being injured. They may re-enter if able.

15. Bunting is allowed.

16. Pitchers may pitch unlimited innings. Starting pitchers may leave the mound and re-enter the position once.

When a Rec team is part of the matchup: Each batter after 4 walks that receives 4 balls will result in the coach pitching.

17. For the first inning, pitchers get 5 warm up pitches and infielders and outfielders get warm up balls. Every inning thereafter will be 4 warm up pitches and no warmup balls.

18. Teams must have a minimum of 8 players to play. If your team starts the game short
1

player, any added player must be listed in the 9 spot in the batting order.

19. Courtesy runner for the pitcher or catcher is allowed. The pinch runner is the last
batted

out if you bat the entire line up or a player not currently in the lineup.

20. Dropped third strike rule in effect.

21. Infield fly rule will be enforced.

22. On-deck batters will be placed to the back of the batter for safety purposes.

23. No collisions. Runners must avoid contact with the defensive player by sliding on
close

plays. Fielders may not block the path of a base runner without control of the ball. There
may be inadvertent collisions with no penalty to either player.

24. Umpires handle all issues on the fields. Judgement calls come from the umpire on
the

field. Umpire decisions are final. Head coach is responsible for the conduct of players,
other coaches, and its spectators. Abuse of umpires will NOT be tolerated. An ejection
for a coach, player or spectator is for the day, not just the game.

25. Coaches may modify rules if both agree and it is beneficial for both teams.

26. No carry-ins allowed in the parks or in the parking lots. There will be full concession stands with reasonable prices. This is Seymour Flames Fastpitch/Eau Claire Fastpitch Softball's primary fundraiser, and we appreciate your cooperation!

2024 Seymour Ball Club Fall Ball Rules

14U/HS RULES

1. 12" ball and 43' pitching distance.

2. A coin toss will determine the home team.

3. 6 inning games (if time limit does not come into play).

4. No new inning after 1 hr. and 20 min for all games with a 1 hr. 30 min hard stop.

5. There will be a 15-run rule after 3 innings, 12 runs after 4 innings, and 10 runs after 5 innings.

6. 6 run max per 1/2 inning. Unlimited in last inning. The umpire will tell each coach when last inning is. Umpire will tell start time to each coach at the start of the game (first warm up pitch starts the clock)

7. Games can end in a tie.

8. All infield players are strongly encouraged to wear fielding mask.

9. Metal cleats are allowed.

10. No pre-game practice on the infield. Batting cages are available on a first come, first serve basis – no hitting soft toss into fences.

11. You may use up to 10 players in the field, provided 4 are in the outfield (in the grass) with

a minimum of 7 on the field.

12. Stealing allowed after the ball crosses the plate (one stolen base per baserunner, per pitch

unless an attempt is made on the baserunner). Stealing home is allowed.

13. Must bat your entire line up. Unlimited substitutions, no penalty for a player being injured. They may re-enter if able.

14. Bunting is allowed.

15. For the first inning, pitchers get 5 warm up pitches and infielders and outfielders get warm up balls. Every inning thereafter will be 4 warm up pitches and no warmup balls.

16. Teams must have a minimum of 8 players to play. If your team starts the game short
1

player, any added player must be listed in the 9 spot in the batting order.

17. Courtesy runner for the pitcher or catcher is allowed. The pinch runner is the last
batted

out if you bat the entire line up or a player not currently in the lineup.

18. Teams may bat 9 players with a possible DP/Flex, or you may bat your entire line
up. If

batting the entire line up, defensively you may have free substitution. If batting your
entire roster and a player is injured, they can be removed from the batting order without
penalty.

19. Dropped third strike rule in effect.

20. Infield fly rule will be enforced.

21. On-deck batters will be placed to the back of the batter for safety purposes.

22. No collisions. Runners must avoid contact with the defensive player by sliding on
close

plays. Fielders may not block the path of a base runner without control of the ball. There
may be inadvertent collisions with no penalty to either player.

23. Umpires handle all issues on the fields. Judgement calls come from the umpire on
the

field. Umpire decisions are final. Head coach is responsible for the conduct of players,
other coaches, and its spectators. Abuse of umpires will NOT be tolerated. An ejection
for a coach, player or spectator is for the day, not just the game.

24. No carry-ins allowed in the parks or in the parking lots. There will be full concession

stands with reasonable prices. This is Seymour Flames Fastpitch/Eau Claire Fastpitch Softball's primary fundraiser, and we appreciate your cooperation!