

# Gwinnett Middle School Fast Pitch League Rules

USA/ASA championship play rules with the following exceptions:

- 1) Game time is forfeit time; a 10 minute grace period will apply only to the first game of any day. Games will start as soon as 8 players are available to play. Teams must be ready to start the second game of doubleheaders at game time in order to minimize the lateness of the students getting home. Two umpires will be scheduled to all games, but games will be played if only one umpire is available at game time.
- 2) No new inning after 1:20, drop dead after 1:30 (score will revert to the end of the previous inning if the home team doesn't have an opportunity to tie or win). Games can end in a tie during league play; all games will be played to a winner in the final tournament. Tiebreak innings as described in USA/ASA will be played if game time allows.
- 3) Run ahead rules are 12 after 3 innings, 8 after 5 innings (2-1/2 or 4-1/2 if home team is ahead).
- 4) Teams may bat any number of players at their option; 9, 10, 11, or all. The number must be per the starting lineup, and cannot change during the game (except if more players arrive after game time, they can be added to the bottom of the batting order). If batting players must leave or are injured and cannot continue, they will be skipped without penalty; an out will only apply if a team drops below 9 batters in the USA/ASA shorthanded rule.
- 5) With regard to #4, teams may substitute defensively freely and without reporting to the plate umpire. Only batting substitutions must be reported. Additionally, teams may use the DP/FLEX rule if they wish.
- 6) Courtesy runners for pitcher and catcher are optional. If a team has players who do not bat, those players may be used as courtesy runners in addition to playing defensively. If a team is batting all its players, the courtesy runner will be the last completed batter not currently on base (if that is the pitcher or catcher, skip back one, or both). This is intended as a speed-up rule to enable the maximum usage of playing time.
- 7) The NFHS/GHSA (high school) rule eliminating team huddles on the field will be enforced. Teams have one minute from the last out in the prior inning to throw a maximum of 5 warm-up pitches and be prepared to throw the first pitch. The one minute rule and the 20 seconds between pitches will be enforced.
- 8) The pitching rule will be the USA/ASA pitching rule (both feet in contact with the pitching plate).
- 9) Per USA/ASA JO rules, face guards are mandatory for all offensive players. No metal cleats.
- 10) All bats must meet USA/ASA standards; USSSA (only) bats are illegal, as per NFHS/GHSA.
- 11) NEW in 2019: The NFHS penalty for illegal pitches (ball on batter, NO RUNNER ADVANCE) will apply, not the USA/ASA penalty.
- 12) NEW in 2019: The NFHS hit-by-pitch rule (batter is not required to attempt to avoid a pitched ball that is completely in the batter's box) will apply, not the USA/ASA rule.
- 13) NEW in 2019: The NFHS definition of an attempted bunt (bat must be withdrawn from the strike zone) will apply, not the USA/ASA rule.

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