

Lebanon Fastpitch 2024 Lebanon Fall League

- Please check in before your first game at Colonial Park East Concession/ Spirit Wear Stand if you need to turn in any payments or rosters to one of the board members on hand.
- Please turn in your scores immediately following your game(s). This will allow us to update/post in a timely manner. Please text the score to 513-460-6720. Please include the game time and team names along with the score. (e.g. 4:30 Rockets - 5 Torpedoes - 4)
- Please have your teams promptly exit the dugout at the end of your game so that incoming teams can begin on time.
- Rosters are final once the season begins. They should be submitted on the website or to Andy Groseclose (andygroseclose@yahoo.com). Subs may be allowed if rostered players are missing to get rosters up to 11 players for 10u or 10 players for all other ages. Sub player names and birthdates shall be submitted ahead of game time. Subs shall be announced to the opponent at the game-opening umpire meeting, and subs are not allowed to pitch. Please contact the designated board member above with any roster questions or updates.
- **No alcoholic beverages, tobacco products or vaping is allowed in the park**

USSSA Rules & Regulations will be followed with these exceptions: All Age Divisions

1. **Games:** will be based on the time limit first and then innings. No new innings will start after 75 minutes. The game will drop dead at 90 minutes. Complete games are 6 innings for all ages unless the home team is ahead

after 5 ½ innings or the run rule or time rule is in effect at any point in the game.

2. **Run Rules:** Run Rule (12/3, 10/4, 8/5) criteria will be used for all divisions. International tie-breaker will start after time or innings are exhausted in tournament elimination games only. Regular season games can end in a tie. Run cap per inning at 5 (10u), 6 (12u). 14u has no limit.
3. **Batting:** Roster batting shall be used by all teams. At a minimum, you must match your opponent in numbers. (A has 13, B has 11 - if A bats 13, B must hit 11). A team with more players can always bat the entire roster.
4. **Courtesy runner:** may be used for the **pitcher or catcher** only once they become a base runner. If a courtesy runner is used, it must be either a player not in the game or the last out. In the event that an out has not occurred and there are no subs, then the last batter in the order runs. The same player cannot run for 2 different players in the same inning.
5. **Substitution:** Unlimited defensive substitutions.
6. **Infield fly** rule is in effect.
7. **Home team:** will be determined by the schedule posted online. In a single-elimination tournament, the higher seed is Home.
8. **Seeding:** will be determined by: win/loss, head-to-head, runs allowed, runs scored, and then coin toss if needed.
9. All teams must be ready to play 15 minutes prior to your scheduled game time.
10. 60-second rule to be ready to play - balls will be called on defense and strike on offense. The ONLY time there will be leeway is when the catcher is the 3rd out.
11. **Pitching Distance:** 35ft (10U), 40ft (12U), 43ft (14U)

12. **NO METAL CLEATS** for 12u and younger. They are allowed for 14u and older.
13. **Any rules/roster protests:** must be done before the next pitch for rules and before the end of the 4th inning of the given game. Notify the home plate umpire and present \$100 cash to the umpire to file an official protest.
14. Only positive cheering directed at your own team or players is permitted. (No screaming or taunting of the other team or players will be tolerated.)

Additional 10-U B/C Division Rules

1. A walked runner may steal 2nd base as long as they do not stop/pause at 1st base.
2. Unlimited stealing on a pitch or passed ball.
3. No drop 3rd strike. A batter is immediately out on a called third strike or a swing and miss for strike 3.
4. A team may use 10 players defensively, by having 4 outfielders. Outfield positions must be at least 20 feet behind the normal base path as the pitch crosses the plate.
5. No Infield fly rule.
6. An eleven (11) inch ball will be used.
7. Umpires are instructed to be flexible with the pitchers due to the fact that this age group represents the beginning level of instruction. We encourage umpires to discuss technical flaws in pitching mechanics with coaches after the game, rather than holding up the game. Coaches are also advised not to hold up games by “nit-picking” the technical flaws of the opposing pitchers.