

# PRAIRIE LAKES LEAGUE FASTPITCH SOFTBALL RULES FOR 2021

Rules all stay the same as last year.

1. Nine players on each team but can start the game with eight players.
2. All appeals must be made by the teams. NO automatic appeals made by the umpire, such as a runner misses a base.
3. Batter is **NOT** out on a foul ball on the third strike unless it was an attempted bunt.
4. 14U and 18U can wear metal cleats.
5. Designated hitter may be used, but no extra hitter may be used.
6. Helmets must be worn by batter, runners, and players on deck – 5 helmets needed.  
**MASKS “MUST” be on all helmets worn. If not, after 1 warning, the next batter will be out.**
7. Double header games are played with the first game starting at 5:30 PM. 7 innings maximum of 75 minutes – no new inning after 75 minutes.
8. 15 run rule after 3 innings and 8 run rule after 5 innings.
9. Home team **must** furnish the 12 inch game balls.
10. **Age of eligibility** is, if you are 18 or younger as of December 31, you are eligible to play the following year.
11. 14 & under players **can** play up **but** 15 & up players **cannot** play down.
12. Home team to furnish at least 1 umpire, 2 is recommended. Umpires must be older than the age of the players that are playing. **Umpire must be behind the plate.**
13. **PITCHING POINTS: UMPIRES MUST ENFORCE THE FOLLOWING RULES!**
  - Both feet **MUST** be within the pitching rubber. **NO STEPPING BACK!!!**
  - The hands **MUST** be apart while taking or simulating taking the sign and then come together for a second before the ball is pitched.
  - The wrist **MAY NOT** be further away from the pitchers body than the elbow when delivering the pitch.
  - The push-off foot **MAY** leave the pitching rubber; however, it **MUST** drag the ground before the ball is released. No crow-hopping.
14. Pitcher has one minute to throw **no more than 5 warm-up pitches** before each inning.  
**UMPIRES MUST ENFORCE THIS RULE.**
15. After entering the pitching circle, the pitcher has 20 seconds to throw each pitch.
16. Intentional walks must be pitched.
17. Players must wear mask when warming up the pitcher before games and between innings.
18. Leading off from base and stealing is permitted after the pitcher releases the ball.
19. Runners must decide within 2 seconds which base they are advancing to; if the pitcher is in the pitcher's circle (16 ft. circle in diameter) and not making a play on the runner. Umpire will make the judgment call on calling the runner out.

20. Bases are 60 ft apart and the pitching rubber is 40 ft from home plate with an 8 ft circle.  
For 18U & 14U the pitching rubber will be set at 43'.
21. Courtesy runners may be used for the PITCHER and the CATCHER – ONLY!!
22. A team can have 3 defensive conferences (i.e. going out to the mound to visit the pitcher or a defensive player). For each additional time after that, the pitcher must be removed.
23. Can use any mitt in the outfield including a first base mitt.
24. Foul tip—sharp, Foul ball—arch on it (need to tag base before advancing—hope to avoid gray area.
25. Legal/illegal bats website: [www.asasoftball.com](http://www.asasoftball.com)
26. Please encourage your players to be quick between innings to prepare for the next at bat.
27. Coaches of both teams, PLEASE call your scores to Tavia Bachmann  
[tbachmann@frazee.k12.mn.us](mailto:tbachmann@frazee.k12.mn.us) right after the game.
28. Look back Rule – go back to first or 2<sup>nd</sup> when pitcher has ball within the pitchers circle.
29. On deck batter can warm up in on-deck circle.