

**PLEASE SHOW THIS TO THE UMPIRE PRIOR TO YOUR GAME**

**2018 GIRLS FAST PITCH SOFTBALL MODIFIED GAME RULE**

1. **TIME LIMIT**  
**LENGTH OF GAME** No new inning may start after 1 hour and 25 minutes.  
(5) Innings or the time limit  
Umpire – are to inform both managers of the starting time.
2. **THE DISTANCES** Pitching Rubber set at 43 Feet. Bases distance is 60 feet.  
15 Foot Circle around the Pitching rubber
3. **CONTINUOUS BATTING ORDER** Everyone must be placed in the batting order.
4. **MERCY RULE** 15 Runs after 3 innings. 12 Runs after 4 innings. Losing team must bat equal number of times in all innings.
5. **SLAUGHTER RULE** No team may score more than (5) runs in an inning. If 5 runs are scored before 3 outs—the inning is over. **Not used in playoffs!**  
Only – In the first (3) innings
6. **SHORTHANDED RULE** A team may start the game with 8 players. The 9<sup>TH</sup> spot is not an out. The 9<sup>th</sup> player may enter at anytime.
7. **INCLEMENT WEATHER** Umpires will stop the game for 30 minutes if Thunder or Lightning takes place. **Any games stopped after 6:45 p.m. will not be restarted. The game will be rescheduled from the beginning.**
8. **EJECTED PLAYER** When a team starts the game with (9) players and a player is ejected the ruling is: If the team does not have a replacement, then that spot in the batting order is an out. However, when a team has only (8) players and one is ejected – the player must be replaced by a sub or the team forfeits the game.
9. **FLEX PLAYER**  
(must bat in 10<sup>TH</sup> spot) Team may have an additional hitter in their line-up. The FP may interchange in the field (defensively)with another player at any time. The coach must designate the player at the start of the game.  
**EJECTED PLAYER** If a player is ejected, the ejected player may be (*When 10 players start*) replaced in the field by the Flex Player (FP).  
*The extra player spot in the line-up is ignored if a team can not finish with the 10 players when the extra player is unable to continue. Officials ignore that spot in the line-up. It is not an out.*
10. **METAL SPIKES ARE PERMITTED** Participants are permitted to wear metal spikes.
11. **SPEED UP RULES:**  
*No wasting time* No throwing the ball around the diamond after an out.  
*Intentional Walk* No pitches thrown – Just inform the umpire.  
*Courtesy runner for the catcher* Must do with 2 outs. Optional with less than 2 outs.  
The player who made the **last batted out** must run for the catcher with no effect on their game status. .

**Rainout Hotline 1-216-664-6002 (Call after 4 p.m.)**

**Winning Coach will call in the score immediately after your game to (216) 664-2014**

Umpire Assignor: Theresa Rice at (216) 314-0401 League Director: Ashley Jackson (216) 664-2014

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