

MIDDLE SCHOOL EXTRAMURALS

FASTPITCH RULES AND GUIDELINES

- Fours day per week of practice for the “A” team.
- Each individual must have a minimum of ten (10) practice days before the first competition.

COMPETITION LEVEL

- “A” team will consist of one team comprised of 6th, 7th and 8th graders. (Do not cut below 15)

Please note, if a student is cut from the “A” team and would like to turn out for another sport during the same season that does not have cuts, they will abide by WIAA rule 17.12.3 which states:

“Practices in one (1) sport can not be transferred toward the number of practices required in another sport.”

GENERAL INFORMATION

- Playing time - Teams must play a number of players equal to the smallest number of players on either team. **(Example: Team “Red” has 12 players, Team “Blue” has 15 players; Team “Blue” must play 12 players)**
- Emergency information/Equipment - emergency information cards and first aid box must be carried by the coach to all games.
- “*Activity Contract Form*” - A must be on file with the Athletic Director at each school.
- Physical - Each athlete is required to have a current physical form on file with the Athletic Director.
- School issued uniform – school colors, school names, and number
- Each athlete must have a parent permission slip, current grade check, and proof of an ASB sticker purchase on file with the building athletic director.

EQUIPMENT

- **No metal cleats will be allowed.** No exceptions
- The “home school” 1 will be responsible for the game ball. Regulation size Fastpitch (12") will be used.
- The catcher must wear a catchers mask with a skull helmet (must meet the NOCSAE standard), throat protector, chest protector, and shin guards.
- Batters, base runner(s), and non-adult base coaches must wear a protective helmet (must meet the NOCSAE standard).
- Schools will provide regulation bats (with required ASA Bat Performance Standard stamp) and balls.
- Each school should bring ice to the event in case of an injury.
- Coaches should request (from building administration) the use of a cell phone for off site practices.

RULE CLARIFICATIONS

- The District Athletic Office will arrange officials and transportation for all games.
- The home school will keep the official score book.
- The coach must present the batting order at the start of the game. It will include all players eligible to play. **If coaches before the game agree to bat all players during the game or agree to bat as many players as the smallest team (example: if one team is 13 and the other is 15, both teams will bat 13), this will be allowed. Both coaches must approach the umpire together stating which agreement will be followed for the game.**
- No new inning will start after 12 hours of play unless there is a tie. In this case, the teams will play one extra inning. If teams are still tied, the game will go to the point system: 2 points = win, 1 point = ties; 0 point = loss. The game will be stopped, if after five innings, one team is ahead by more than ten (10) runs.
- The maximum a team may score in one inning is **seven (7) runs**. If this should happen before the three outs occur, the inning will end as soon as the **7th run** is scored except for the last inning.

CANCELLATION

- If a game is canceled for weather or playing conditions, the home team athletic director will contact the visiting school=s athletic director before 12 (noon) on the day of the cancellation. If cancellation is decided early morning, Maintenance should also be notified.
- The home team athletic director is also responsible for contacting the officials association before 12pm if a game is cancelled (Assignor: Ken Laase – (253) 539-9575).
- The visiting team athletic director is also responsible for calling Transportation (Beth at 571-1857) by 12pm if a game is cancelled.

RULES

Governed by Washington Interscholastic Activities Association and National Federation 2011 Rules.