

Fastball Rules

1.00 General

1.01 Fastball follows regulation baseball rules as modified below.

1.02 Defense will consist of nine players. Offense will consist of a minimum of nine batters, with a 16 player maximum. Free defensive substitutions are allowed.

1.03 Fastball games are 7 innings in length, or 75 minutes. One minute between innings: On 10 second intervals, strikes will be called if offense is not ready; balls will be called if defense is not ready (exception: catcher was on base or was last batter), or if the pitcher does not deliver the next pitch within 10 seconds of receiving the ball back from the catcher. Base-on-Balls: 3 balls. Strike-out: 2 strikes.

1.04 Playing divisions will depend on gender, age, and the speed of the pitch: **2-3 Division:** 55-65mph; **4-5 Division:** 50-60mph;

1.05 Pitch speed to be measured by a USFA authorized device:

a). Radar gun with digital readout (Preferred). Tournaments will utilize this method.

b). Radar gun operated by plate umpire with screen, or an official behind the backstop.

c). Stop Watch, with base umpire utilizing Fastball Stop Watch. The stop watch will be utilized as an 'appeal' play only. The batter or catcher may appeal a speed pitch. The plate umpire will appeal to the base umpire, who will make call based on stop watch, and confidence in accuracy. Plate umpire judgment will prevail in all disputes and radar malfunction.

1.06 All pitches other than straight fast balls are considered an 'illegal pitch', and will be called a ball (Fastballs with minor natural "movement" is considered a legal pitch, at the discretion of the umpire). All pitches outside the speed range will be an 'illegal pitch', and will be called a ball. Pitches 5+ mph faster or slower than speed range (monitored by radar only), and obvious "breaking" pitches (curves, knuckle balls, etc.) will be called "blatant", and result in being called a ball and a balk. A pitcher must be removed from pitching with the second "blatant" illegal pitch in the first five innings of the game, and with the first "blatant" illegal pitch from the sixth inning on. A base hit off an 'illegal pitch' or 'blatant illegal pitch' will stand, but a batter attempting to advance beyond first base on a base hit off an "illegal pitch" or "blatant illegal pitch", is subject to being thrown out.

1.07 Bunting, stealing, and hit-and-run strategies are allowed. No leading off, but base stealing is allowed after pitcher releases the ball. Runner will be called out for leaving base early while attempting to steal or hit-and-run on a live ball. Runners that leave early will return to base on a foul ball.

2.00 Equipment

3.01 Balls are official 9.5 inch Rawlings Fastballs.

3.02 Bats must be wood, unless specifically authorized.

3.03 Metal cleats will not be allowed in any situation.

3.04 Batters and runners must use batting helmets.

3.05 Catchers must wear full gear.