

Bee Devils Fast Pitch 2025 Rules

updated 4/5/25

We will follow OHSAA Softball rules with the following modifications:

1. Fielders' masks will be required to be worn by all players in an infield position. Metal Cleats are not allowed.
2. A minimum of 7 players are required to start/finish a game. A 10 minute grace period will be allowed in case a team is short a player (6 or less) or a manager. Time limits are still in effect as the original scheduled game start time, not the 10 minute grace period start time. The 10 minute grace period only applies to the first game of the evening. The late game will start on time with no grace period.
3. To avoid forfeiture, lateral borrowing amongst teams in the same division is allowed. They must wear the jersey of their rostered team. Permitted to play outfield only. No restrictions on batting order. No travel girls are permitted to play at any time.
4. There are 9 fielders. Maximum number of infielders is 6.
5. Games will consist of 6 innings. Four innings will constitute a complete game.
 - Jr Bee Devils (Ages 11-13): All games will be at least 1 hour 20 minutes in length. Once 1 hour 20 minutes is reached no new inning will be started.
 - Sr Bee Devils (Ages 14-18): All games will be at least 1 hour 50 minutes in length. Once 1 hour 50 minutes is reached no new inning will be started
6. There are to be no balls allowed in the infield or outfield between innings. New pitchers will be allowed 5 warmup pitches. Returning pitchers will be allowed 3 warmup pitches.
7. All players must play a minimum of 3 innings in the field.
8. All players are in the batting order whether they are in the field or not. All batters bat in a continuous batting order
9. Any players that arrive after the start of the game must be added to the bottom of the lineup. Any player not added to the bottom of the lineup will constitute a forfeit.
10. Maximum 5 runs scored per inning until the last inning is declared. Mercy rule will apply if any team is up by 15 runs after 4 innings or 12 runs after 5 innings.
11. Catchers must wear full catching gear (mask, shin guards, and chest protector).
12. The wearing of jewelry is allowed as long as it is not dangling or distracting. This follows the new OHSAA regulations.
13. Coaches are responsible for contacting their team for rain outs and make-up games.
14. **ALL UMPIRE DECISIONS ARE FINAL.** There are no protests or appeals.
15. Winning team's coach needs to submit the score within 24 hours.
16. Team scorekeepers are to verify the score after each inning. The home scorebook will be considered official if scores are not verified and there is a discrepancy.

Batting

- a. Dropped 3rd Strike
 - **Jr Bee Devils:** No dropped 3rd strike rule is in effect. The batter is out on strike 3 irregardless if the catcher catches the ball.
 - **Sr Bee Devils:** Batter may run on a dropped 3rd strike. Batters may make an attempt to run to first base when the third strike is dropped by the catcher and first base is unoccupied and there are less than 2 outs. When there are two outs, the batter may try to take first on a dropped third strike even if the base is occupied. All runners may advance at their own risk.
- b. All batters and base runners **must** wear a batting helmet with a **face mask**. The batting helmet must have two (2) earflaps.
- c. Any USA, ASA or USSSA approved 2 ¼" diameter bats with the 1.20 BPF thumbprint label may be used.
- d. A batter shall be called out, on appeal, when the batter fails to bat in the proper turn, and another batter completes a time at bat in her place.
- e. Batter should run to the orange 1st base and the fielder should use the white 1st base except on the occasion of a dropped third strike.
- f. Feet first sliding is allowed. Head first sliding is not allowed and will result in the runner being declared out.
- g. Hit by Pitch:
 - **Jr Bee Devils:** If a pitched ball hits the ground before hitting the batter, it is considered a ball.
 - **Sr Bee Devils:** "Hit by Pitch" will follow High School rules. If a batter is hit by a pitch, including after hitting the ground first, the batter is granted 1st base.

Base Running

- a. Base distance will be 60 feet.
- b. No leading off.
- c. Stealing of all bases, including home, is permitted.
 - 1) Runners can not leave the base until the pitch leaves the pitcher's hand. Any batter caught leaving early will be declared out.
 - 2) Baserunners can advance at their own risk until the pitcher has the ball within the 16ft pitchers circle.
- d. Baserunners may tag up on a caught fly ball.
- e. Baserunners may advance multiple bases at their own risk and are not capped at advancing just one base. Once the ball returns to the pitcher in the pitching circle, base runners must comply with the Look Back Rule
- f. Infield fly rule is in effect with runners on 1st and 2nd or 1st, 2nd and 3rd with less than 2 outs.
- g. Sliding is permitted. If there is a close play, the runner must avoid initiating contact with the fielder. If the umpire rules the runner initiated contact, the runner will be called out. **The umpire's ruling is final.**
- h. Runner is out when running more than 3 feet from the base path.
- i. Runner is out when struck with a fair untouched batted ball while not in contact with base.
- j. Runner is out when she interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball.
- k. The last batter declared out may pinch run for the pitcher or catcher
- l. The Look Back rule will apply. This rule takes effect when the pitcher has control of the ball within the 16 ft pitchers circle and is not attempting to make a play on the runner. All runners stopped at a base must remain and any runner not already on a base must immediately advance to the next base or return to the previous base. Any subsequent change in direction or stop by the runner (as long as the pitcher does not attempt a play) is declared out. This rule forces runners to choose a base promptly without the "cat and mouse" games that can otherwise occur, slowing up the progression of the game.

m. Continuous Walks

- Jr Bee Devils:

A batter is awarded 1st base on ball 4 and may not advance further unless a play is made

- Sr Bee Devils:

A base on balls is treated the same as a batted ball. The batter/runner may continue past 1st base and is entitled to run toward 2nd base as long as she does not stop at 1st base. This is known as a “continuous walk.” If the player rounds first, she must proceed to second base. If the player rounds first and then returns to first without a play being made on her, she will be declared out.

Pitching

Pitching Rubber Distance. (Measured from back of home plate to front of pitching rubber)

- Jr Bee Devils: 40 feet
- Sr. Bee Devils: 43 feet.

The pitcher must present the ball with her pivot foot on the pitcher’s plate and the non-pivot foot either in contact with or behind the pitcher’s plate. Upon bringing her hands together, she may begin the wind up. She may step either forward or backward with the non-pivot foot while keeping the pivot foot in contact with the plate. The pivot foot must remain in contact with the ground until the ball is released. Leaping or crow hopping off the pitcher’s plate will constitute an illegal pitch. At all times during the pitching process, she must keep both feet within the width of the pitcher’s plate

Makeup Games

- Makeup games will be played on Sundays
- Games canceled Monday through Wednesday will be played that Sunday
- Games canceled Thursday through Saturday will be played the following Sunday (the next week)
- Sunday Games will be scheduled to start between 12pm and 6pm.
- Game location may change due to field condition and availability, but the home and away teams will remain the same.