

# **2026 NeoSoftball Girls Fastpitch League Rules**

Revised 10/30/25



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## 1. Official Game(s):

- a. Any items not addressed within these rules will revert to current USA SOFTBALL Official Rules of Softball
- b. Please review the respective **Supplemental Rules for the Tee-ball and Coach-Pitch classifications**
- c. Innings:
  - i. Games are seven innings for 11/12U and 13/14U divisions. 10U and younger divisions will be six innings.
  - ii. If both managers agree, additional full inning(s) can be played if the 7<sup>th</sup> inning ends in a tie (6<sup>th</sup> for 10u and younger).
  - iii. A game can end at any point beyond 3 completed innings and still be official if both acting team managers agree.
  - iv. Do NOT revert to a previous inning's score once a new inning has started (can't undo game play).
- d. Suspended Games:
  - i. If a game is suspended due to darkness, rain/inclement weather, field conditions, etc. and can't resume within 1 hour of the delay then the game can be ruled official if four or more innings have been completed with same number of at bats (minimum of five complete innings for 11/12U and 13/14U), or a minimum of 3 ½ innings if the home team is ahead (4 ½ if home team is ahead in 11/12U and 13/14U)
    1. DO NOT revert to a previous inning's score if an inning is partially completed.
    2. End-of-Season Tournament games must play a full 6 innings for 9/10U and full 7 innings for 11/12U and 13/14U.
    3. Only the Championship games must play a full 6 innings for Coach-Pitch divisions.
  - ii. All other games (even if due to inclement weather) will be considered suspended/incomplete.
  - iii. Suspended games should resume at the exact point the game left off
    1. Due to roster batter requirements, any additional rostered players should be inserted in the bottom of the batting order if available when the game resumes even if they weren't present initially.
    2. If a player is not available for the rescheduled game, an out will NOT be recorded unless the team drops to 8 players.
- e. Mercy Rule:
  - i. 10U and younger, an official game shall be declared if at the end of four or more full innings, the visiting team is ahead by 10 or more runs (3 ½ innings if home team is ahead by 10), the game shall be official and can end.
  - ii. 11/12U and 13/14U mercy rule is 10 or more runs after five innings (4 ½ innings if home team is ahead), 15 runs or more after four complete innings (3 ½ innings if home team is ahead) or 18 runs or more after three complete innings.
  - iii. Teams can continue to play past the mercy rule, but the game is officially complete once the mercy limit is met (no further scores will be recorded if the game continues to play).
- f. Run Limit:
  - i. There shall be a maximum of 5 runs per inning per team for 10U and younger through the 5<sup>th</sup> inning. NOTE: There are unlimited runs in the 6<sup>th</sup> inning & additional (An umpire cannot declare an inning as unlimited prior to the 6<sup>th</sup>).
  - ii. There shall be a maximum of 7 runs per inning per team for 11/12U and 13/14U through the 6<sup>th</sup> inning. NOTE: There are unlimited runs in the 7<sup>th</sup> inning & additional (An umpire cannot declare an inning as unlimited prior to the 7<sup>th</sup>).
- g. Time Limit:
  - i. No new inning shall start after 2 hours of gameplay (official start time shall be when umpire declares "play ball"/first pitch to when the 3<sup>rd</sup> out is recorded). If two rounds of games are played the same day (like the first Saturday of tournaments) then both rounds will be **1 hour 45 minutes** no new inning time limits.
  - ii. **CP1 & CP2 only:** no new inning shall start after **1 hour 30 minutes**.
  - iii. The time limit rule supersedes the required # of innings rule (but at least 3 complete innings are required for an official game).
  - iv. Games can end in a tie during season if time limit is met (additional innings will be played in tournaments. The last completed at bat (batter) from the previous inning will be placed on 2<sup>nd</sup> base for each team at start of the extra inning/s.
  - v. Spring GOLD Championship games only will not have a time limit (the time limit will remain for all other games).

## 2. Substitution(s):

- a. All attending players must play a minimum of two innings in the field by the 4<sup>th</sup> inning (free substitutions). Exception: Player does not have to play two innings if being disciplined, but the opposing coach should be notified prior.
- b. Each player available for a game will be inserted into the batting order and will bat even though he may not be playing in the field (continuous batting order for regular season games).
- c. 11/12U and 13/14U TOURNAMENTS ONLY: If the team with the higher # of players matches the opposing team's # of batters available, subs are linked in the batting order - SEE BATTING SECTION.

## 3. Pitching:

- a. Pitching Distances:

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- i. Shall be 30' for Coach-Pitch
  - ii. Shall be 35' for 9U and 10U (and for 8U player-pitchers, if applicable).
  - iii. Shall be 40' for 11/12U.
  - iv. Shall be 43' for 13/14U.
- b. Pitching Legal Delivery - Fastpitch (USA p. 60, 6A Section 3):
- i. The pitcher shall not make any motion to pitch without immediately delivering the ball to the batter.
  - ii. The pitcher shall not use a pitching motion in which, after bringing the hands together, the pitcher removes one hand from the ball and returns the ball to both hands.
  - iii. The pitcher shall not make a stop or reversal of the forward motion after separating the hands.
  - iv. The pitcher shall not make two revolutions of the arm on the windmill delivery. A pitcher may drop the arm to the side and to the rear before starting the windmill motion.
  - v. The delivery shall be an underhand motion with the hand below the hip and the wrist not farther from the body than the elbow.
  - vi. The pitch shall be delivered on the throwing arm side of the body and not behind the back or through the legs.
  - vii. The release of the ball and follow through of the hand and wrist must be forward and past the straight line of the body.
- c. Pivot Foot must remain in contact with the pitching rubber prior to pushing off.
- d. The pitcher must be removed from the mound at 2<sup>nd</sup> charged coach's trip to the mound in the same inning.
- e. Managers can remove a pitcher and put them back in at pitcher one time in later innings (one re-entry as pitcher, but they can't re-enter in the same inning they're removed).
- f. The umpire has the discretion to remove a pitcher at any point if they believe there is a safety concern or malicious intent.
- g. Intentional walks will only be permitted by announcement from pitcher, catcher, or team manager (no pitching required)
- h. Warm-up pitches
- i. At the beginning of each half inning, or when a pitcher relieves another pitcher, not more than one minute may be used to deliver not more than five pitches. Play shall be suspended during this time.
  - ii. For excessive warm-up time or pitches, umpire may award a ball to the batter for each pitch that takes more than ten seconds. This does not apply if the umpire delays the start of play due to substitution, conference, injuries, etc.
- i. No Pitch shall be declared (USA p.63, 6A Section 10):
- i. When the pitcher pitches during the suspension of play.
  - ii. When the pitcher attempts a quick return of the ball before the batter has taken a position in the batter's box or when the batter is off balance.
  - iii. When a runner is called out for leaving a base prior to the pitcher releasing the ball.
  - iv. When a pitch is delivered before a runner has retouched their base after being legitimately off that base.
  - v. When a player, manager or coach calls time, employs any other word or phrase, or commits any act while the ball is live for the obvious purpose of trying to make the pitcher commit an illegal pitch. A warning shall be issued to the offending team, and a repeat of this type of act by any member of the team warned shall result in the offender being ejected from the game.
- j. Travel players are limited to 3 innings of pitching per game (see rule 11 Player/Team Eligibility\_i.Travel Players\_ii.)
- k. Double Rostered players are limited to 3 innings of pitching per game if pitching for their secondary team (see rule 11 Player/Team Eligibility\_g. Double Rostered Players\_ii.)

#### **4. Batting/Playing Requirements:**

- a. All players present for a game must be inserted into the batting order (Roster batting - No Matching Rosters regular season games).
  - i. All available players should participate in the field (defensively) a minimum of 2 innings (inserted into the field by the 3<sup>rd</sup> inning so they get their minimum 2 innings of playing time by the end of the 4<sup>th</sup> inning).
  - ii. For 11/12U and 13/14U tournaments only, the team with more players can choose to match the team with less players (this is NOT required. Teams can choose to bat all available players the whole game).
    1. Remaining players must be substituted by the 3<sup>rd</sup> inning (2 inning minimum playing requirement rule still applies)
    2. Only one re-entry per player, per game.
    3. Once subbed, those two players are linked at that position in the batting order and can't bat in another position.
    4. For example: In tournament game 1, Team XYZ has 14 players and Team ZYX has 12 players. Team ZYX can choose to bat 12 players, but the remaining two players need subbed in by the 3<sup>rd</sup> inning to play the 3<sup>rd</sup> and 4<sup>th</sup> inning. The two starters would not play the two innings the subs are in.
- b. Teams are permitted to play a game if only 8 players are available:

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- i. An out will be declared in the 9<sup>th</sup> position of the batting order (this is NOT up to coaches to negate at 9/10U and older divisions).
- ii. If a team has 7 or less players at any point, the game will result in a forfeit.
- c. If players are removed from the game due to injury, illness, or discipline no out will be recorded at their position in the batting order (unless the total # of participating players drops to 8).
- d. Players that are removed from the batting order (skipped) due to injury cannot reenter the same game.
- e. Players arriving late to the game may be added to the bottom of the batting order once they arrive (this only applies when roster batting and not using substitutions). An out would only be recorded in their batting position if there are less than 9 batters at any time. The late arriving player must be available by the 3<sup>rd</sup> inning or there cannot be added to the game.
- f. See USA p. 78-79 Rule 7 Section 2 – Batting Order.

## 5. Baserunner(s):

- a. Malicious Contact and Fielder Obstruction:
  - i. No malicious contact rule is in effect (umpire's discretion). However, defensive players must position themselves to receive the ball so as not to impede the runner's progress.
  - ii. Runners do NOT need to slide into a base (including home), but they should not initiate contact with fielders.
  - iii. Malicious Contact Penalty: runner is out (if deemed flagrant, player can be removed from game).
  - iv. Malicious Contact and Fielder Obstruction are umpire judgment calls and can't be challenged/protested.
- b. Courtesy Runner:
  - i. Can be used at any time for the catcher.
  - ii. Should be the player that was the last out recorded or run last scored if no out recorded (or the linked sub player, if applicable).
- c. Safety Base:
  - i. For the "safety base" at 1<sup>st</sup>, the batter-runner shall take the outside/foul side unless the fielder switches to catch a ball then the batter-runner should take the inside base, if possible, to avoid a collision.
  - ii. The fielder can only use the side of the safety base they are on (for example: if on the field side, they should not extend their foot onto the foul side of the base).

## 6. Equipment:

- a. Bats:
  - i. Must be marked "Official Softball" (must bear ASA 2000, ASA 2004, or USA Softball certified markings), and must not be listed on the USA Softball Non-Approved Bat list.
  - ii. Shall be no more than 34" long nor exceed 38oz.
  - iii. Must be free of damage, defects, and/or excessive wear.
- b. Game Ball(s):
  - i. Official Softballs
    1. Coach-Pitch: 11" Synthetic Level 5 (A.D. Starr DX5 11-SO only).
    2. 10U: 11" Synthetic (A.D. Starr OUSA1147PS or Diamond 11 FPSC Tournament).
    3. 12U and 13/14U: 12" Synthetic (A.D. Starr OUSA1247PS or Diamond 12 FPSC Tournament).
    4. 15-18U: 12" Leather (A.D. Starr OUSA1247PL).
  - ii. The Home Team shall provide game balls during season. For tournaments, each team shall provide at least 1 new game ball and 1 good used ball (additionally good used balls shall be provided by teams equally as needed).
- c. All offensive (batting) players must have a helmet on while in the field of play.
- d. All defensive infielders (pitcher, 1<sup>st</sup>, 2<sup>nd</sup>, SS, 3<sup>rd</sup>) must wear a defense softball fielder's mask during game play.
- e. Uniforms:
  - i. Teams must wear full matching uniforms with the player's number clearly visible on the shirt.
  - ii. Players may wear a solid-colored undershirt. It is not mandatory that all players wear an undershirt, but if more than one player wears one, they must be like in color and style. No player may wear ragged, frayed or slit sleeves on exposed undershirts.
- f. No metal spikes for 12U and younger divisions (13/14U - metal spikes are permitted).
- g. Reflective sunglasses are not permitted when pitching (umpire discretion).
- h. Catchers must be properly equipped.
- i. Coaches must wear proper attire and have closed-toe shoes if within the field of play.
- j. JEWELRY: Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game.

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- k. Medical alert bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body, so the medical alert information remains visible. Any pertinent medical equipment/devices should be discussed in ground rules.

## 7. Field(s):

- a. Field Preparation:
  - i. The home team is responsible for field preparation/lining prior to game (1/2 hour or more prior is preferable).
  - ii. Tournament game fields will be prepped/lined by the hosting community.
  - iii. Base path distances shall be 60'.
  - iv. An 8' radius circle shall be chalked around the pitcher's rubber/mound (see section 3 for pitching distances).
  - v. Batter's box shall be 7'x3' (4' towards pitcher's mound and 3' towards catcher), 6" off home plate (see USA p.29 for diagram).
  - vi. A (double) "safety base" shall be used at 1<sup>st</sup> base (one side of the base is in fair territory and the other side in foul).
  - vii. Batter's boxes:
    - 1. Coach-Pitch can be 3'x6'
    - 2. 9U-14U must be 3'x7' (4' forward and 3' back from center line of plate)
    - 3. Make sure boxes are squared to pitcher (2<sup>nd</sup> base) and that the inside of the chalk line is exactly 6" from home plate.
- b. Managers should agree on infield practice, allowing for equal time for both teams prior to the game if applicable.

## 8. Umpires:

- a. Home team is responsible to schedule and pay for an experienced umpire for regular season games (for tournaments, each team shall pay half the total umpire fee prior to game)
- b. Home plate umpires should be a minimum of 14-yrs-old for the CP divisions, 15 for 9U/10U, 16 for 11/12U, and 17 for 13/14U division.
- c. Umpires should have proper umpire attire, protective gear, etc., and have attended an NeoBaseball/NeoSoftball umpire clinic.
- d. Umpire/s and Team Managers (or Coaches) should complete ground rules at least 5 minutes prior to the scheduled game time.

## 9. General Rules:

- a. Rule Changes:
  - i. Changes/modifications to rules can be proposed and voted on by participating community representatives at the regularly scheduled representative meeting/s after season (See Schedule of Events).
  - ii. One vote per active local association/community in attendance (after their first year), per Neo U-I-C, and per NeoSoftball director. (At least 60% of votes are required to implement rep proposed changes.
  - iii. Rules may be clarified (expanded) during season by the NeoSoftball director as needed.
- b. Strike Zone:
  - i. Shall be the umpire's discretion (younger divisions should have a larger strike zone than the older divisions).
  - ii. Can't be appealed.
- c. Ejection Rule:
  - i. First time ejection of coaches/players/etc. could result 0-2 game suspension depending on the situation and severity.
  - ii. 2<sup>nd</sup> ejection in one season will result in a minimum of a 2-game suspension.
  - iii. Coach/player will be removed for remainder of season if ejected 3 times.
- d. Dropped Third Strike:
  - i. Drop Third Strike will apply to the 11/12U and 13/14U divisions only.
  - ii. No dropped third strike rule at 10U and younger (Batter is out 3<sup>rd</sup> strike whether the catcher drops the ball or not).
- e. Infield Fly Rule:
  - i. Infield Fly Rule is in effect for 11/12U and 13/14U (No infield fly rule for 10U and younger divisions).
  - ii. Infield fly occurs when (all the following occur):
    - 1. A fair fly ball can be caught with "ordinary effort" by an infielder (this is umpire judgment and cannot be challenged)
    - 2. Runners occupy first and 2<sup>nd</sup> base; or first, second, and third base at start of the pitch
    - 3. There are less than two outs (so it only applies when there are no outs or there is one out)
    - 4. Umpire verbally declares "infield fly" when the ball is in the air (can't retroactively declare "infield fly" after play)
  - iii. When infield fly is declared:
    - 1. The batter is automatically "out".

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2. The ball remains live (infield fly is not a “dead ball” situation).
3. Baserunners can advance at their own risk (Runners must tag up if an infield fly ball is caught. Runners do NOT need to tag up if an infield fly ball is NOT caught).
- iv. If the batted “infield fly” ball is not caught and lands in fair territory, then the batter is “out” regardless (even if the ball hits the ground untouched in fair territory and then rolls foul before passing first or third). If the batted “infield fly” ball is not caught and lands in foul territory, then it is a “foul ball” even if “infield fly” was declared (it is preferred that umpires declare “infield fly, if fair” when the fly ball is near the foul line to help minimize potential confusion).
- f. Ball Out of Play:
  - i. Each runner including the batter-runner may, without liability to be put out, advance:
    1. Two bases, if a fair ball bounces or is deflected into the stands outside the first or third base foul lines; or if it goes through or under a field fence
    2. Two bases when a thrown ball goes into the stands, or into a bench, or over or under or through a field fence. The ball is dead. When such wild throw is the first play by an infielder, the umpire, in awarding such bases, shall be governed by the position of the runners at the time the ball was pitched; in all other cases the umpire shall be governed by the position of the runners at the time the wild throw was made.
- g. Lighting/Thunder:
  - i. In cases of lightning, game play should be stopped, players should be removed from field of play and seek shelter.
  - ii. Game can resume 30 minutes after last occurrence.

## 10. Reschedule(s):

- a. Only “rain-out” games or games lacking players due to school related functions can be rescheduled
- b. Postponed/Suspended games (rainouts) must be rescheduled within 48 hours to be played within 14 days of the original game date (and/or prior to tournament seeding, whichever is first)
- c. Reschedule Policy:
  - i. Home team shall provide three dates that the rescheduled game can be played, and the visiting team shall choose one of the dates provided
  - ii. If the visiting team is not able to commit to playing one of the dates provided, then the home team shall contact a NeoBaseball representative immediately so they can set a date for the rescheduled game
  - iii. If the home team does not have a suitable field available within 14 days of the original game date, the game shall be rescheduled to be played at the visiting team’s field or a neutral facility. (Note: The home and away teams shall remain as originally scheduled)
  - iv. Failure to play the game as scheduled may result in a forfeit
  - v. It is the home team manager’s responsibility to contact the Assignor to cancel/request the Umpire (full umpire fee shall be paid to the umpire by the home team if they don’t cancel the umpire and the umpire shows to the scheduled game that was canceled prior).

## 11. Player/Team Eligibility:

- a. Team Registration:
  - i. Team registration & fees are due at the scheduled registration meeting (See Schedule of Events)
  - ii. All team fees are non-refundable
- b. Roster:
  - i. Must be entered by the roster cutoff date prior to season (See Schedule of Events)
  - ii. Must include all participating players and managers/coaches (see Managers/Coaches requirements). Teams may be removed from games and/or tournaments for rule violations.
  - iii. The current Neobaseball method of submittal and/or roster template must be used. Teams don’t submit using the correct method/form will be excluded from tournaments (and potentially remaining games if other violations occur). Effective 2026 Spring season, there will be an online roster registration link available on the Neobaseball webpage.
  - iv. All players must be female (at birth).
- c. Age Cutoff:
  - i. January 1<sup>st</sup> age cutoff (player’s age on December 31<sup>st</sup> of the prior year is their roster age).
  - ii. For example: a girl who is 11 years old before January 1<sup>st</sup> of the current year cannot be on a 10U team but can be on an 11/12U.
  - iii. Players can only be rostered two years above their roster age, even though not suggested.
  - iv. Age Exception Players:
    1. With written approval, up to two “age exceptions” may be permitted per team

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2. Age exception players can be no more than 1 year older than the rostered age division (for example: an 11-yr-old can be rostered on 10U team, but NOT a 12-yr-old as of the January 1<sup>st</sup> cutoff unless otherwise noted).
  3. Age exception players are not permitted to pitch or catch.
  4. For 14U, a 15-yr-old exception will only be permitted if they are in 8<sup>th</sup> or 9<sup>th</sup> grade (a 14-yr-old age-eligible H.S. player is permitted on roster after the H.S. season ends).
  5. Age exceptions are only suitable when the age exception players are not on par with the other players at their correct age group or there is not a team available for the local area at their correct age group. Age exception players may be used to help balance the number of players on teams in two age groups assuming either the youngest or least skilled players are selected as the age exceptions (skilled players should not play down for teams to gain a competitive advantage).
  6. Age exception players cannot be double rostered (if they can play in their correct age group for the local area, then they should only play in that age group).
  7. Age-exception players in attendance must be disclosed by the Scorekeeper when the lineup is provided to the opposing team and announced by the Team Manager at ground rules prior to game (violation will result in forfeit).
- d. Age Verification:
- i. The manager should have legible copies of all players' birth certificates on hand prior to start of season.
  - ii. If player eligibility verification is requested, the team manager (or community representative) must produce a legible copy of the player's birth certificate within 24 hours
- e. Residency/School Rule:
- i. Teams shall consist of players from within the community and/or school system
  - ii. No more than **two** players per team shall be from another school system and/or community (local association) participating within the league (an out-of-area/school player exception can't play on a travel team. It is reserved for recreational players only).
  - iii. An authorized *Player Release and Disclosure* is required prior to roster approval for all out-of-area players.
  - iv. Any exceptions (multiple player releases from a community when no team is available) must have written approval from Neobaseball. Unapproved/Violation of these rules shall result in 1–2-year(s) suspensions of coach(es) and/or representative.
- f. **No less than 10 players and no more than 16 players shall be permitted on a team roster.**
- g. Double Rostered Players:
- i. Up to three players can be rostered in two teams from the same area in two different age divisions within NeoSoftball league (Players can't be double rostered in the same age group and they can't play at two different areas in the same season).
  - ii. Double rostered players can pitch for their primary team without restrictions. However, they can pitch a **maximum of 3 innings** per game for their secondary team. Violation will result in forfeit first offense, and removal of player and/or team 2<sup>nd</sup> offense.
  - iii. Must be placed in immediately adjacent divisions. (For example: Can be both 10U and 12U, but not 10U and 14U).
  - iv. Both teams must be registered through the same local association/community (players can't play for two different local organizations in the same spring season).
  - v. Are not required to participate in every game. The 75% minimum participation rule is still required for tournament play if they are rostered and/or have participated on a travel team at any point during the current ("spring") season.
  - vi. Age-exception Players cannot be double rostered (if they can play in their correct age group, then they should only play in that age group and not down as an age-exception).
- h. Communities with more than one team in an age group should attempt to create fair and balanced teams (draft when possible) – Stacked/hand-picked teams are against the intent of the recreational community-based league structure, and may be excluded from tournaments if hand-picked, even in part.
- i. Travel Players:
- i. Are permitted to participate in recreational softball during regular season for their local area/school organization only (no out-of-area travel players) – they must live in the district or attend school there.
  - ii. Are limited to no more than 3 innings (9 outs) of pitching per game. Exceeding the limit will result in forfeit first violation, removal of the player and/or team the 2<sup>nd</sup> violation.
  - iii. Can be rostered and participate for one team in NeoSoftball. (They are limited to their travel team and one NeoSoftball team in the same season).
  - iv. To participate in tournament games, travel players must have participated in a minimum of 75% of the team's scheduled games.
- j. Illegal/Ineligible Player Penalty: 1<sup>st</sup> offense during season - Team will forfeit all games the illegal/ineligible player(s) participated in. 2<sup>nd</sup> offense – player and/or team will be removed from remaining game schedule. Illegal/Ineligible players used during tournaments will result in a forfeit and the team will be removed from all remaining games.

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## 12. Managers/Coaches:

- a. All managers/coaches must have approved national background screenings/checks (NCSI), concussion awareness training certificates (NFHSLearn and/or CDC), and complete Lindsay's Law: Sudden Cardiac Arrest requirements.
- b. Shall be required to adhere to current Ohio Health Department mandates for baseball/softball regarding COVID-19
- c. No more than 1 team manager and 4 assistant coaches (5 total) are permitted in the dugout and/or on the field per game
- d. A representative from each team must attend the pre-season coaches & scheduling meeting/s
- e. Winning team should enter the game score within 24 hours of completion (player pitch count should be entered by both teams)
- f. See rule 7.a.vii. for coach boxes size (base coaches must remain in the coach boxes during play). Coaches are not permitted on field during game play (coaches should NOT be on the field coaching from ball buckets).

## 13. Regular/Spring Softball Season:

- a. Regular (spring) season shall consist of around 10 to 16 games depending on age.
- b. Shall run from mid-April to late June (mid-July including tournaments and all-star games, if applicable)
- c. Teams must complete at least 78% of the scheduled games to compete in the end-of-season tournament.

## 14. Fall Softball Season:

- a. Fall Official Game(s):
  - i. **The current NeoSoftball regular season (spring) rules (and supplemental rules for 9u hybrid and coach-pitch, if applicable) shall apply except for the additions and/or modifications listed below that are specific adjustments for the "fall" season.**
  - ii. Fall Timed Games:
    1. Time Limit: No new inning shall start after 1 hour 15 minutes of game time.
    2. Any inning started shall finish (both home/away should bat unless otherwise noted below).
    3. If the last (3<sup>rd</sup>) out in the bottom of the inning is recorded at 1 hour 14 minutes, then a new inning shall start, and it will be the final inning. Games should NOT be preemptively declared as final based on the approaching time limit – either the time is exceeded, and no new inning is started, or the time limit is not hit, and another inning should be played (umpires can still declare an inning as final if it's due to impending darkness or inclement weather, just shouldn't be due to an approaching time limit).
    4. If your game is the final game on that field for the day, an additional inning can be played for extra practice if both team managers and the umpire agree (final score shall remain as when time expired, if applicable).
    5. The official time should start when umpire states "play ball" (just prior to first pitch). The time limit should be reevaluated as ending (being met or exceeded) once the 3<sup>rd</sup> out is recorded at the bottom of an inning.
  - iii. No more than 5 warmup pitches between innings (please have catchers ready to go or a coach should warm up the pitcher).
- b. FALL AGE DIVISIONS (NOTE: The age cutoff is the same as in spring which is the player's age on 12/31):
  - i. 8U GCP Fall Teams will play "Coach-Pitch Rules" from spring, except as noted.
    1. If team numbers allow for it, we can try to split the division between 6U GCP1 and 8U GCP2, but previous fall seasons have been one GCP division
  - ii. 8U Hybrid Fall Teams will play "9U Hybrid Rules" from spring, except as noted.
    1. Up to two 9u age exception players will be permitted to pitch in the 8U Hybrid fall division (if there are 3 or more 9u players then register for the 9U fall division)
  - iii. 9U Fall Teams will play 10U spring rules, except as noted.
  - iv. 9/10U Fall Teams will play 10U spring rules except as noted.
  - v. 11/12U Fall Teams will play 12U spring rules except as noted.
  - vi. 12-14U Fall Teams will play 14U spring rules except as noted.
- c. Fall Umpires will be provided (Adjustment to rule 8a).
- d. If applicable, reschedules shall be scheduled through the league (Adjustment to rule 10).
- e. Residency/school requirement is not in effect for fall (Adjustment to rule 11e).
- f. Out-of-Area Travel and/or Select Players are permitted to participate in fall (Adjustment to rule 11i).
- g. At least (1) new game ball will be provided by the league to the umpire per game (Adjustment to 6b) – all balls should be returned to the umpire at the end of the game.

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Revised 10/30/25

- h. The fall ball hosting community and/or league representative will notify Team Managers of any other rule clarifications or modifications as required during the season.
- i. Fall rainout notification and occasional updated will be sent via SportsEngine app (There will be a Fall Managers group chat established for each division).
- j. Failure to play games as scheduled could result in game forfeits and/or removal of the team from the remainder of fall season.
- k. There will be a \$30 rescheduling fee per game change requested after August 2<sup>nd</sup> (This applies to requested reschedule dates or time adjustments only - This fee won't apply to rainout reschedules required, if applicable).

## **15. End-of-season Tournaments:**

- a. Single elimination tournament shall take place at the end of June to beginning of July (see schedule of events)
- b. Shall be seeded based on points or teams shall choose bracket based on seeding (to be announced at tournament meeting)
  - i. 3 for win, 2 for tie, 1 for loss, and no points awarded for games not played (and incomplete game).
  - ii. Run differential shall be used for head-to-head split (one team wins one game and the other wins the 2<sup>nd</sup> game).
  - iii. Runs allowed or blind draw may be used as the points tie breaker if head-to-head is not available or 3 or more teams tie points and head-to-head is not decisive.
- c. Higher seed is considered home team and will bat 2<sup>nd</sup>.
- d. Shall be hosted by areas/communities within the league (see hosting requirements document).
- e. Age classifications with 16 or more teams will generally have gold & silver brackets.
- f. Music is not permitted during regular season or end-of-season tournament games (even if between innings or used as walkup music). Playing music prior to game is permitted if the music is appropriate for children (don't play it if it has excessive foul language).

## **16. Sportsmanship/Behavior:**

- a. Teams are responsible to complete all games as scheduled - Failure to play the games will result in a forfeit, and possible removal of the team from the tournament and/or league.
- b. Noisemakers and/or excessive noise (particularly intended to distract pitcher/s) will not be permitted.
- c. Music is not permitted during regular season or end-of-season tournament games (even if between innings or used as walkup music). Playing music prior to game is permitted if the music is appropriate for children (don't play it if it has excessive foul language).
- d. Coaches, players, parents, spectators, etc. shall be removed and/or shall be banned from future events for inappropriate activities (ie. Use of drugs/alcohol at games, use of profanity, unsportsmanlike conduct, any type of harassment, etc.).

## **17. Protests/Appeals:**

- a. A protest/appeals committee (of up to four) shall be chaired and appointed by the league president yearly, prior to start of season, to assist in addressing regular season rules, questions, protests, and appeals.
- b. Games may be played "under protest" and completed if declared to the umpire immediately upon the disputed rule infraction. Notify U-I-C and/or Neobaseball president immediately (or within 2 hours of the game's completion if it's a game ending ruling).

## **18. All-Star Game/s:**

- a. After the end-of-season tournament, an All-Star game can be held for each of the 10U, 12U, and 14U age divisions (see the current All-Star Games document and Schedule of Events for complete details).
- b. If held, each team will have the option to send two players to participate in the All-Star game, unless otherwise noted.

## **19. Insurance:**

- a. All teams/participants must have liability insurance (minimum of \$1 million per occurrence) in place with secondary medical coverage (minimum of \$100,00 participant accidental medical limit).
- b. Coverage may be available on a NeoBaseball League policy for an additional fee, or teams/areas can purchase coverage elsewhere (Neobaseball must be listed as certificate holder and additionally insured).
- c. Participation in league related events is consent for any necessary medical treatment required.

## **20. Waiver:**

- a. Physical activities & sports include potential risk of physical injury, and most in-person events increase risk of infection/spread of COVID-19 and other illnesses. Parents/guardians, managers/coaches, participants, spectators, etc. agree to assume the risk of injury to their child/participant, or to them, resulting from their attendance and/or the child's participation in this program.
- b. Participation and/or attendance is acknowledgment that all league related claims shall be waived and released.
- c. The waiver and release extend not only to Neobaseball, local communities, and any other league/parent organization, but all sponsors, volunteers, officers, owners, occupiers of land upon which the activities may take place.
- d. All fees are non-refundable (even if players/coaches/team are removed for behavior, rule violation, and/or other reasons).