



BRW REC LEAGUE RULES Exceptions /Clarifications AS OF 4/22/2024

All AGE GROUPS:

We will use the USSSA rulebook as our “Base Rule Book”. Please see this link: https://ussa.com/docs/Fastpitch/Fastpitch_Rules.pdf

- Time Limit:
 - 7 innings or the new time limit.
 - Max 5 runs per half inning.
 - No new inning after 1 Hour and 20 minutes. However, PLEASE finish the full inning you’re in unless and until the home team gains the lead. Coaches are encouraged to play to the time limit for experience, even if mathematically eliminated.
 - Games may end in a tie.
- All outfielders must start the play with their feet in the outfield grass.
- Continuous Batting Order required: Injuries or early departing players do not cause an out. Late Arrivals must be added to the last position in the pre-game batting order.
- If at any point, a player is hit by a pitch*, they will take first regardless of whether the ball has made contact with the ground!
- Play is stopped when the ball is in the possession and control of any defensive player within the pitching circle. The “Look Back Rule” will be enforced as we continue to focus on long term game instruction.
- Runs Limits:
 - 12 run lead after 4 completed innings
 - 10 run lead after 5 completed innings

8U: • **No Dropped Third Strike, No Infield Fly Rule.**

- 11” Softie ball to be used. “Softie” is defined as a Reduced Injury Factor, Level 1 ball.
- In 8U, if a batter is hit by a pitch, they shall advance to first base. However, there are no bases-on-balls in 8U.
- First two innings will feature a player-pitched inning.
- After four player-pitches, regardless of count, the Offensive Coach will come in to operate the pitching machine for up to 3 additional pitches. The ball-strike count will carry over from the player-pitch session to the Machine-pitched session. Therefore, a batter may strike out during the player-pitch session OR on the first, second or third machine pitch.
- A foul ball on the third or subsequent machine pitch will earn the batter an additional machine pitch.
- Strikeouts will occur whenever the batter takes three strikes from the pitcher (or swings or any combination of taken strikes and missed swings) Or swings and misses (3) or takes 3 pitches from the machine.
- Innings 3 and beyond will be 100% machine pitch. These innings will feature five (5) machine pitches per batter.
- Pitching Machine settings will be determined and communicated by the League.
- 10 defensive players. This 10th player must be a 4th outfielder (Short Center).
- Base Runner may leave the base when the pitched ball crosses the plate to encourage aggressive base-running and to prepare players for the higher age / skill levels of the game. If the ball is not struck by the batter, baserunners must return to the base. While they are off the base, they are “in play” to be picked off.
- No Stealing.
- When a defensive play is attempted at First Base, the batter-runner may advance a maximum of one additional base on an overthrow that remains in play. This base is not “awarded” but must be attempted for the batter-runner to advance. The ball remains in play during this continuation, and the runner advances at her own risk.
- In addition to the defensive coach positioned behind the catcher (to expedite the return of the ball to the pitcher); if a coach feels that it’s absolutely necessary to position 1 additional defensive coach in the field, the League respectfully requests that said coach is positioned behind the infielders and does not carry with him/her drinks, clipboards or other accessories while in the field.



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10U:

- **No Dropped Third Strike, No Infield Fly Rule.**
- 100% Player-pitched games.
- 11" Regulation Ball to be used.
- Pitching:
 - No Pitcher may pitch more than 2 consecutive innings nor more than 3 total innings.
 - With regard to a pitcher's limits, one pitch is considered one inning
- Base Runner may leave the base when the pitched ball crosses the plate.
- Stealing is allowed & ENCOURAGED. (1 base at a time but can't steal home). Stealing one base at a time encourages catchers to attempt the throw w/o risk of runners advancing.
- Bunting is encouraged. Slapping is encouraged. "Slashing" is not permitted ("Slashing": showing the bunt but swinging away).

12U:

- See the USSSA Rule Book and "All Age Group" Exceptions/Clarifications, at the top of page 1.

BRW Pitching Distance & Ball Size

8U - Pitching Distance 35 Feet Ball Size 11" Softie

***Blue Flame Pitching Machine Setup A4 B2 C5 Set the machine 40' from the back of home plate. Use 40lbs Sand Bags to secure pitching machine.**

10U - Pitching Distance 35 Feet Ball Size 11" Regulation Ball

12U - Pitching Distance 40 Feet Ball Size 12" Regulation Ball