

JFA 100 Inning Fundraiser Rules

General Rules for All Age Brackets:

1. 3 run limit per at-bat in each half inning
2. Each player gets a maximum of 5 pitches – no exceptions. (This may get reduced to save time to get your inning quota completed)
3. All girls will bat in the batting order regardless of playing in the field or not
4. No “throwing the ball around the infield” before, during nor after the inning
5. Hustle on and off the field at all times
6. Each team will bat two (2) innings at a time and bases will be cleared after 3 outs or 3 runs, whichever occurs first...again to save time.
7. Any batted ball that hits the pitching machine (Coach in 8U) is considered a dead ball and a new pitch will be given which does not count towards the 5 pitch maximum.

Specific Age Bracket Rules:

8U:

1. Coaches pitch...using an 11” softie ball and must be pitched from inside pitcher’s circle.
2. 3 defensive coaches allowed on field, but must be positioned in outfield
3. Maximum 14 girls to be placed on defense, with only 6 allowed in the infield (in front of base paths...which includes catcher)
4. Play is declared “over” and dead-ball declared by umpire and play halted once an attempt is made to throw the ball to the pitcher. Runner’s more than half-way to next base are awarded next base. Those less than half-way are to return to previous base.
5. No lead-offs until contact is made by batter on a pitched ball
6. Any overthrow of 1st base that is more than 3 feet beyond the foul line is declared a “dead ball” by the umpire
7. Batted fair ball must travel beyond and remain 10 feet away from home plate before being called in play unless a pop-up is caught within the 10 foot region.
8. The “infield fly” rule is not in effect.

10U:

1. Batter comes to plate with a count of 1-1 (1 ball & 1 strike)
2. Pitching machine will be used for all pitches and set at approximately 43 MPH at a distance of 33 feet.
3. Stealing will be permitted once ball leaves pitching machine.
4. No stealing of home.
5. The “infield fly” rule will be in effect.
6. Play is over and time is called once ball is caught by player/coach in vicinity of pitching circle/pitching machine...safety of players comes first.

7. Maximum of 10 girls placed on defense.
8. Dropped third strike rule is not in effect.
9. The “lookback rule” will be in effect.

12U:

1. Batter comes to plate with a count of 1-1 (1 ball & 1 strike)
2. Pitching machine will be used for all pitches and set at approximately 48 MPH at a distance of 38 feet.
3. Stealing will be permitted once ball leaves pitching machine.
4. Stealing of home is permitted.
5. The “infield fly” rule will be in effect.
6. Play is over and time is called once ball is caught by player/coach in vicinity of pitching circle/pitching machine...safety of players comes first.
7. Maximum of 10 girls placed on defense, 4 girls must start each pitch with both feet in outfield grass .
8. Dropped third strike rule is in effect.
9. The “lookback rule” will be in effect.

14U:

1. Batter comes to plate with a count of 1-1 (1 ball & 1 strike)
2. Pitching machine will be used for all pitches and set at approximately 53 MPH at a distance of 38 feet.
3. Stealing will be permitted once ball leaves pitching machine.
4. Stealing of home is permitted.
5. The “infield fly” rule will be in effect.
6. Play is over and time is called once ball is caught by player/coach in vicinity of pitching circle/pitching machine...safety of players comes first.
7. Maximum of 9 girls placed on defense.
8. Dropped third strike rule is in effect.
9. The “lookback rule” will be in effect.