

## Lebanon Fastpitch 2025 Lebanon Fall League

- Please check in before your first game at Colonial Park East Concession area if you need to turn in any payments or rosters to one of the board members on hand. This is only required if payment or rosters are still due.
- Please turn in your scores immediately following your game(s). This will allow us to update/post in a timely manner. Please text the score to Andy Groseclose at [513-460-6720](tel:513-460-6720). Please include the game time and team names along with the score. (e.g. 4:30 Rockets - 5 Torpedoes - 4)
- Please have your teams promptly exit the dugout at the end of your game so that incoming teams can begin on time.
- Rosters: We understand it is the time for creating, building, and finalizing teams, and rosters may change a lot and quickly. We will try to allow for this. However, please keep in mind that this is a time for developing your players and teams and not trophy hunting. Rosters shall be submitted on the website or to [Andy Groseclose \(andygroseclose@yahoo.com\)](mailto:andygroseclose@yahoo.com) prior to any games being played. Rosters may be resubmitted as the season goes on. Players must be rostered prior to the 5th week of games to pitch in the tournament. Subs may be allowed if rostered players are missing to get rosters up to 11 players for 10u or 10 players for all other ages. Sub player names and birthdates shall be submitted ahead of game time. Subs shall be announced to the opponent at the game-opening umpire meeting, and subs are not allowed to pitch. If a sub player pitches or the roster rules manipulated so that a non-permanent member of your team pitches, your team will be removed and banned from the league and all monies forfeited. Please contact the designated board member above with any roster questions or updates.

- No alcoholic beverages, tobacco products or vaping is allowed in the park

**USSSA Rules & Regulations will be followed with these exceptions:**  
**All Age Divisions**

1. Regular season games are 75 minutes drop dead, or complete games are **6** innings for all ages, unless the home team is ahead after 5 ½ innings or the run rule or time rule is in effect at any point in the game. If called for time and the home team is in the lead (or tied) and up to bat, then the current score is reported. If the visiting team is up to bat, then the score reverts to the end of the previous inning and is reported.
2. EOS Tournament Games will be based on time limit first, and then innings. No new inning can start after 75 minutes. If the home team is winning at that time, the game ends, and the scores are reported. If not, play shall continue until that inning is completed and scores are reported as of the end of that inning.
3. **Run Rules:** Run Rule (12/3, 10/4, 8/5) criteria will be used for all divisions. International tie-breaker will start after time or innings are exhausted in tournament elimination games only. Regular season games can end in a tie. Run cap per inning at 5 (10u), 6 (12u). 14u & HS have no limit.
4. **Batting:** Roster batting shall be used by all teams. At a minimum, you must match your opponent in numbers. (A has 13, B has 11 - if A bats 13, B must hit 11). A team with more players can always bat the entire roster.
5. **Courtesy runner:** may be used for the **pitcher or catcher** only once they become a base runner. The pitcher or catcher must have started or played the previous inning. No runner for a pitcher or catcher coming in the next inning. If a courtesy runner is used, it must be either a player not in the game or the last out. In the event that an out has not occurred and there are no subs, then the last batter in the order runs. The same player cannot run for 2 different players in the same inning.

6. **Substitution:** Unlimited defensive substitutions.
7. **Infield fly** rule is in effect.
8. **Home team:** will be determined by the schedule posted online. In a single-elimination tournament, the higher seed is Home.
9. **Seeding:** will be determined by: win/loss, head-to-head, runs allowed, runs scored, and then coin toss if needed.
10. All teams must be ready to play 15 minutes prior to your scheduled game time.
11. 60-second rule to be ready to play - balls will be called on defense and strike on offense. The **ONLY** time there will be leeway is when the catcher is the 3rd out.
12. **Pitching Distance:** 35ft (10U), 40ft (12U), 43ft (14U & HS)
13. **NO METAL CLEATS** for 12u and younger. They are allowed for 14u and older.
14. **Any rules/roster protests:** must be done before the next pitch for rules and before the end of the 4th inning of the given game. Notify the home plate umpire and present \$100 cash to the umpire to file an official protest.
15. Only positive cheering directed at your own team or players is permitted. (No screaming or taunting of the other team or players will be tolerated.)

### **Additional 10-U Division Rules**

1. A walked runner may steal 2nd base as long as they do not stop/pause at 1st base (look-back rule).
2. Unlimited stealing on a pitch or passed ball.
3. No drop 3<sup>rd</sup> strike. A batter is immediately out on a called third strike or a swing and miss for strike 3.

4. A team may use 10 players defensively, by having 4 outfielders. Outfield positions must be at least 20 feet behind the normal base path as the pitch crosses the plate.
5. No Infield fly rule.
6. An eleven (11) inch ball will be used.
7. Umpires are instructed to be flexible with the pitchers due to the fact that this age group represents the beginning level of instruction. We encourage umpires to discuss technical flaws in pitching mechanics with coaches after the game, rather than holding up the game. Coaches are also advised not to hold up games by “nit-picking” the technical flaws of the opposing pitchers.