

2018 Top Gun Softball EXCEPTION RULES

AGE REQUIREMENTS

GIRLS 8 & UNDER CANNOT TURN 9 BEFORE JANUARY 1, 2018
GIRLS 10 & UNDER CANNOT TURN 11 BEFORE JANUARY 1, 2018
GIRLS 12 & UNDER CANNOT TURN 13 BEFORE JANUARY 1, 2018
GIRLS 14 & UNDER CANNOT TURN 15 BEFORE JANUARY 1, 2018
GIRLS 16 & UNDER CANNOT TURN 17 BEFORE JANUARY 1, 2018
HS DIVISION CANNOT TURN 19 BEFORE JANUARY 1, 2018

AGE GROUPS, BASE PATH, & PITCHING DISTANCE

GIRLS 8 & UNDER 60 FEET BASE, 35 FEET PITCHING PLAY 6 INNINGS
GIRLS 10 & UNDER 60 FEET BASE, 35 FEET PITCHING PLAY 6 INNINGS
GIRLS 12 & UNDER 60 FEET BASE, 40 FEET PITCHING PLAY 7 INNINGS
GIRLS 14 & UNDER 60 FEET BASE, 43 FEET PITCHING PLAY 7 INNINGS
GIRLS 16 & UNDER 60 FEET BASE, 43 FEET PITCHING PLAY 7 INNINGS
GIRLS 18 & UNDER 60 FEET BASE, 43 FEET PITCHING PLAY 7 INNINGS

BAT & BALL

USE THE HIGH SCHOOL FEDERATION RULE ON BATS AND BALLS
8 & 10 Under use an 11" Ball

RUNNERS FOR THE PITCHER AND CATCHER

EACH TEAM MAY USE A RUNNER FOR THE PITCHER OR CATCHER IF SO DESIRED. THE RUNNER MUST BE AN ELIGIBLE SUBSTITUTE AND IF NO SUBSTITUTES ARE AVAILABLE YOU MAY USE THE ATHLETE WHO MADE THE LAST OUT.

PITCHER AND CATCHER MAY NOT RUN FOR EACH OTHER.

INTENTIONAL WALK

Pitcher does not have to pitch to the batter.

Batter can be put on 1st base just by the coach of the opposing team telling the umpire to do so.

TEAMS HAVE THE OPTION OF BATTING THE ENTIRE LINE-UP IF THEY DESIRE

Teams have the option of batting 9 players up to their entire roster if desired. The rule to bat more than 9 is not mandatory and is left up to each individual team.

If all rostered players bat, there will be no subs and an injury or sickness is an out when that position comes up to bat. You may use the last recorded OUT MADE to be the courtesy runner if you are batting the entire lineup. If you are not batting the entire line-up, then a sub or burnt sub must be used as courtesy runner or if no subs available the Last Batted out can be used.

Teams may choose 1 of the following: Each team is on their own and may choose their own way to play regardless of what the other team decides to do.

1. Bat Entire Line-Up
2. Bat 9 players (may use DH if so desired)
3. Bat 10 or 11 this is using up to 2 EP's (No DH is allowed)

EJECTIONS: In case of an ejection-and NO eligible subs are available that position will be OUT at each at bat. **High School Federation-DH Rule: Top Gun will allow the DH rule. Teams that choose to use a DH, they must follow NFHS rule, and only bat 9 players.**

TEAMS MUST HAVE 8 PLAYERS TO START

A TEAM MUST BE ABLE TO FIELD AT LEAST 8 PLAYERS IN ORDER TO START A GAME. THE 9TH BATTING POSITION WILL BE AN OUT. THE 9TH PLAYER MAY BE INSERTED AT ANYTIME UPON ARRIVAL.

TEAMS MUST HAVE 8 PLAYERS TO FINISH

TEAMS MAY FINISH WITH 8 PLAYERS DUE TO INJURY OR EJECTION. EACH POSITION IN THE BATTING ORDER THAT IS VACATED WILL BE AN AUTOMATIC OUT

NO METAL CLEATS

NO METAL CLEATS WILL BE ALLOWED IN THE
8, 10, & 12 UNDER

ALL HIGH SCHOOL & 14 UNDER DIVISIONS WILL BE ALLOWED TO WEAR METAL CLEATS.

INTERNATIONAL TIE BREAKER RULE

TO START EACH EXTRA INNING OF A TIED BALL GAME, THE FOLLOWING PROCEDURE MAY BE USED, WITH ALL OTHER GAME RULES APPLYING.

1. TO START THE EXTRA INNING THE VISITING TEAM WILL PLACE THE LAST OUT RECORDED DURING THE PREVIOUS INNING, AS A RUNNER AT 2ND BASE.
2. TO COMPLETE THE EXTRA INNING THE HOME TEAM WILL PLACE THE LAST OUT RECORDED DURING THE PREVIOUS INNING AS A RUNNER AT SECOND BASE.
3. PLAY EACH EXTRA INNING UNTIL THREE OUTS ARE RECORDED.
4. CONTINUE WITH THIS PROCEDURE UNTIL A WINNER IS DECIDED.

SAFETY GUARDS AND SHIELDS ON HELMETS

TOP GUN REQUIRES ALL ATHLETES TO USE THE SAFETY GUARDS AND SHIELDS ON ALL BATTING HELMETS.

PENALTY FOR NOT WEARING THE SAFETY GUARDS AND SHIELDS WILL RESULT IN A WARNING, IF PLAYER DOES NOT ACT ON WARNING IMMEDIATELY, IT WILL RESULT TO THE PLAYER BEING EJECTED FROM GAME.

MOUTH PIECES

TOP GUN REQUIRES ALL ATHLETES WHO PLAY ON THE INFIELD WITH THE EXCEPTION OF THE CATCHER TO WEAR A MOUTH PIECE OR FACE PROTECTIVE GEAR DURING PLAY.

PENALTY FOR NOT WEARING THE MOUTH PIECE WILL RESULT IN A WARNING, IF PLAYER DOES NOT ACT ON WARNING IMMEDIATELY, IT WILL RESULT TO THE PLAYER BEING EJECTED FROM GAME.

GAME FACE

GAME FACE IS NOT REQUIRED, BUT HIGHLY RECOMMENDED FOR ALL PITCHERS.

JEWELRY

NO JEWELRY WILL BE ALLOWED AT ANYTIME ON THE PLAYING FIELD. WITH THE EXCEPTION OF PHITEN BREAK AWAY NECKLACES.

PENALTY FOR NOT REMOVING JEWELRY WILL BE EJECTION OF PLAYER FROM GAME.

PLAYER PICK-UP RULES

TEAMS MAY PICK-UP PLAYERS TO FILL THEIR ROSTERS AT ANYTIME, PROVIDED THAT THE PLAYER THEY PICK-UP IS NOT ON A ROSTER OF A TEAM THAT IS SCHEDULED TO PLAY IN A TOP GUN EVENT THAT SAME WEEKEND.

PICK-UP PLAYERS ARE NOT ALLOWED TO PITCH

PENALTY FOR USING A PICK-UP PLAYER AS PITCHER: PLAYER AND HEAD COACH WILL BE EJECTED FROM THE GAME. THE PLAYER MAY REMAIN IN THE DUGOUT BUT HER SPOT IN THE LINE-UP WILL BE AN OUT EACH TIME SHE COMES UP IN THE BATTING ORDER FOR THE REMAINDER OF THE GAME (THERE WILL BE NO SUBSTITUTIONS FOR HER SPOT) THE PLAYER WILL BE ALLOWED TO PLAY THE NEXT GAME BUT WILL NOT BE ALLOWED TO PITCH. THE HEAD COACH IS EJECTED FOR THE REMAINDER OF THE GAME AND MUST LEAVE THE PARK IMMEDIATELY. HE WILL NOT BE ABLE TO RETURN FOR THE NEXT SCHEDULED GAME FOR HIS TEAM.

If you pick-up players, you must add them to your online roster and turn in a week-end roster with the pick-up players added to your original roster. This will not in anyway affect your original roster it just lets me know for insurance purposes etc., that you have a pick-up player for the weekend.