

FALCON RULES

- **Game Time:** Game is 1 hour 10 minutes or 6 innings.

Mercy Rule: If a team is leading its opponent by at least 8 runs after 4 or more equal innings or after 3 ½ innings if the home team has an 8 run lead at the end of its third inning, the game shall be terminated and the team in the lead declared the winner.

Infield fly rule: The infield fly rule **does not apply**

Drops strike 3 rule: The drop strike 3 rule **does not apply**.

- Teams will bat all players present. 6 players must be present to field a legal team. **There are no automatic outs**. Players that arrive late to a game may be added to the bottom of the order. Teams will have free defensive substitutions. 10 players will play on defense, 4 outfielders
- **Six Run Offensive limit:** Falcon league games will play a six run offensive limit ALL INNINGS. The play where the sixth run is scored is live and all runs will be counted until the play is complete (by getting ball to pitcher or a third out). If home team is down more than 9 runs in the last inning they will not be able to win the game.
- **Stealing:** There will be stealing of bases. Players will be allowed to leave occupied base one ball has crossed home plate.
- Any Falcon player, who receives a base on balls, may not advance past first base.
- All play must stop (Dead Ball) when the pitcher is standing within the pitching 8 foot radius circle and the ball enters or passes through the circle—regardless of whether the pitcher catches it or not, or the pitcher carries ball into circle. Base runners must go to the nearest base. Clarification—only applies to ball being thrown to pitcher, not if thrown ball passes through circle when trying to make a play on a base runner.
- Falcon will not be allowed to steal home when leading by 12 or more runs. [SEP]
- In league play all players will be put in the batting order and bat each time their turn comes around.

- Helmets must be worn by the batter, the on deck batter and by all base runners.
- Games rained out will not be made up unless absolutely necessary. Four (4) complete innings will be called a game.
- All players should play at least ½ of each official game
- Fielder has priority on the baseline, if she is making a play. If runner interferes with the fielder she is called out and all remaining runners will return to their bases.
- Umpires for the falcon league are strongly encouraged to expand their strike zone to include all pitches that a batter can reach (shoulders to mid shin and anything close on the edges of the plate). Especially, when it is evident that the batter is looking to walk and is not going to swing the bat. Coaches are strongly discouraged to have batter take pitches.
- Umpires are responsible to keep the game moving, encourage teams to hurry on and off the field. Keep warm up pitches to a minimum. Coaches please be aware of this and do your part to get a full game in.
- The use of metal cleats will not be allowed by any U.G.S.A. player in the Falcon, Filly, or Fox Leagues.

**COACHES ARE RESPONSIBLE FOR THEIR TEAMS AND THEIR FANS
PLEASE LEAD BY EXAMPLE**

(THE PLAYING FIELD)

LEAGUE REGULATIONS		Falcon	Filly	Fox
PLAYING FIELD	Base Line Distance	60'	60'	60'
	Pitching Distance	32'	35'	43'
	Minimum Home Run	175'	175'	175'
	Home Plate to Backstop (opt)	30'	30'	30'
	Batter's Box Measurements	3' x 7'	3' x 7'	3' x 7'
REGULATION GAMES	Number of Innings	6	6	7
	Note: Number of innings can be modified by local city recreation discretion or time restrictions.			
BATS official fastpitch	Maximum Length	32"	32"	34"
	Maximum Diameter	2 1/4"	2 1/4"	2 1/4"
SOFTBALLS	Circumference	11"	12"	12"