

**South Dayton Community Fast Pitch
Softball League
Participant Manual**

Official League Rules



2011

South Dayton Community Fast Pitch Softball League Participating Communities

This handbook contains the rules and regulations for the 2011 season of the South Dayton Community Fast Pitch Softball League. Every attempt has been made to align the rules with that of the Amateur Softball Association (ASA) rules with exceptions deemed appropriate based on the skill level of each league. We urge everyone to take the time to read this handbook so that there is a clear understanding of the rules and regulations of league play. Any rule not covered by this rule book will be governed by the Amateur Softball Association Official Rules of Softball Rule Book (www.asasoftball.com).

The following communities have agreed to participate in the South Dayton Community Fast Pitch Softball League and agree to participate and abide by the league rules outlined in the handbook for the 2011 Softball Season.

- **Bellbrook Lion's Club Girls Softball**
- **Centerville Baseball League**
- **First Kettering Athletic League**
- **Miamisburg Civic Youth Baseball and Softball Association**
- **Springboro-Clearcreek Baseball Association**
- **Waynesville Baseball Association**
- **West Carrollton South Dayton Fast Pitch**

South Dayton Community Fast Pitch Softball League 2011

League Board of Directors

Executive Board

- President – Mark Schutter mark.schutter@mvg.com
- Vice President – Greg Meeker gabm50@aol.com
- Treasurer – Lori Caldwell lori.caldwell@sugarcreek.k12.oh.us
- Secretary/Communications Director – Amy Thornton thornton.al@pg.com

Board of Commissioners (one representative from each community)

- Bellbrook Representative – Rick Robertson rbrobert@aol.com
- Centerville Representative – Chris Wamsley csgroup1@yahoo.com
- Kettering Representative – Connie Teserovitch cteserovitch@woh.rr.com
- Miamisburg Representative – Mike Bragg cbragg716982@aol.com
- Springboro Representative – Amy Thornton thornton.al@pg.com
- Waynesville Representative – Lori Caldwell lori.caldwell@sugarcreek.k12.oh.us
- West Carrollton Representative – Jerry Blessing sd Daytonfastpitch@aol.com

League Coordinators

- 6U T-Ball League – N/A
- 8U Coach Pitch League – Jennifer Fannin Jenfannin2003@yahoo.com
- 10U Rookie League – Chris Wamsley csgroup1@aol.com
- 12U Minors League – Angie Berger angieberger6@yahoo.com
- 14U Majors League – Amy Thornton thornton.al@pg.com
- 16U High School League – TBD
- 18U Senior League – TBD
- 23U College League – N/A

ASA "Recreation" League Community Umpire Directors

- Bellbrook – Rick Robertson rbrobert@aol.com
- Centerville – Nick Pullano nkpullano@att.net
- Kettering – Roger O'Connor roger.oconnor@gosigor.com
- Miamisburg – Mike Gerrety judgementcalls@yahoo.com
- Springboro – Kevin Campbell Campbellke@mcoho.org
- Waynesville – Ryan Cook purplepryde80@embarqmail.com
Dwaine Coffman dwainecoffman@embarqmail.com
- West Carrollton – Ed Trout etrout2498@yahoo.com

**South Dayton Community Fast Pitch Softball
League
Playing Rules
2011**

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I. SPECIAL POINTS OF INTEREST FOR SOUTH DAYTON COMMUNITY FAST PITCH SOFTBALL LEAGUE PLAY

Purpose and Objectives

1. The purpose of the South Dayton Community Fast Pitch Softball League (SDSL) play are:
 - A. To provide girls softball for as many children as possible in our respective communities.
 - B. To teach basic knowledge of the game of softball and to develop character in the children by teaching them to play together fairly, abide by the rules, and to win and lose like sportsmen.

The SDSL provides two leagues of play in each age division as follows:

ASA "Recreation" League – Intercommunity Recreation League

ASA "C" All Star Recreation League – Intercommunity Recreation All Star League

Relative to team formation in the "Recreation" League, each community organization is required and committed to the following process:

- Notify and advertise to all families in their respective geographic community jurisdiction regarding the opportunity for all girls meeting the age and residency requirements to sign up and play softball;
- Conduct a community-wide open registration process;
- Following closure of the registration process, each community will conduct a league approved team formation process;
- The goal of the team formation process is for each community to construct teams of equal talent and avoid situations of forming teams that are superior to other teams from that community.

Relative to team formation in the “C” League, each community may follow any process they would like so long as all girls meet each community’s player registration and residency requirements.

If a community participating in the SDSL does not have enough players to form a team in either the “Recreation” or the “C” league at any particular age level, it may request the league to allow those affected players to register with another neighboring community already participating in the SDSL. Girls from another community registering in this manner will be assigned to a team based on the neighboring community’s “Recreation” league team formation process or “C” league team formation process.

Each community organization is responsible for fielding, outfitting, and equipping its teams for league play. Games will be played on the home team’s community fields with that community’s umpires. For all “Recreation” league games, participating community umpires are not required to be ASA certified but will be required to attend preseason league organized umpire training sessions. For all “C” league games, participating community umpires are required to be ASA certified.

The “Recreation” and “C” leagues will be governed by a Board of Directors made up of an Executive Board and one (1) representative from each participating community organization. The Board will select a four (4) member Executive Board consisting of a League President, Vice President, Treasurer, and Secretary who will be responsible for the overall operation of the league. In addition, the Board will select a board member to act as a League Coordinator for each age division of each age specific league (i.e. one Coordinator for the 10U “Recreation” and “C” leagues, one Coordinator for the 12U “Recreation” and “C” leagues, etc.). Each participating community organization will be responsible for identifying a member of their organization to represent them for each age specific league who will act as the Community Liaison and work with the SDSL League Coordinator to represent their respective community on all league operating matters.

Any items that involve player, coach, parent and spectator behavior, rule interpretation, protests, disciplines, suspensions, or any other league matter, will be handled by the

Community Liaison of the organization in which such complaint originates. To the extent the complaint involves multiple communities, the Community Liaison shall present the complaint to the SDSL League Coordinator at that age level division for resolution. The SDSL League Coordinator is required to notify the Board of all complaints/issues and will seek resolution with guidance from the Board or other League Coordinators depending on the complexity of the complaint/issue.

Operating expenses associated with league operations (i.e. trophies, league website, etc) will be shared proportionately by each community organization based on the number of teams it fields in each respective age specific league. Each community organization will maintain its organizational autonomy (relative to concessions, teaching philosophy, coach selection, liability insurance, uniforms, equipment, umpire selection, player registration, team formation (see above), field maintenance, etc...) and will continue to bear their respective costs associated with running their organizations and teams. The SDSL is a league for South Dayton inter-community softball play only and is not a merger of South Dayton community softball organizations.

II. General Rules

The rules outlined in the following paragraphs are the common set of rules for SDSL play. All league play shall be governed by the Official ASA Softball Rules except as noted herein and in the ensuing individual league rules that follow.

III. Eligibility Rules

To be eligible to play, each girl must register with their applicable community recreation softball organization and meet that community organization's residency and registration requirements.

If a participating community does not have enough girls to field a team in a particular league but has girls interested in playing softball, those girls may register to play in the league by registering through a neighboring participating community so long as such registration does not violate that community's residency and registration requirements.

IV. General League Structure

League Structure

1. Each league will be structured as follows:
 - a. 6U T-Ball League (“Recreation” League Only)
 - b. 8U Coach Pitch League (“Recreation” League Only)
 - c. 10U Rookie League
 - d. 12U Minors League
 - e. 14U Majors League
 - f. 16U High School League
 - g. 18U Senior League
 - h. 23U College League

A player’s age on December 31 prior to the commencement of the season determines the league to which a player is eligible to participate.

Schedule

2. All leagues will have at least a fourteen (14) game regular season schedule except the 8U Coach Pitch and 6U T-Ball leagues. The 8U Coach Pitch and 6U T-Ball leagues will have at least a twelve (12) game regular season schedule. There is no set number of games guaranteed in any of the league regular seasons. Regular season games rained out will be rescheduled by the League Scheduler. If regular season rained out games cannot be rescheduled before commencement of the year end league tournament, they will not be rescheduled.

Trophies

3. Trophies or like awards will be determined annually by the League Board of Directors.

Violating Rules

4. Managers, coaches, and players who violate the SDSL rules will be subject to review by the Board and may be subject to suspension by the League possibly for the remainder of the regular season and post season tournament play if such suspension is warranted by the determination of the League Board.

V. Responsibilities of Managers and Coaches

Each participating community will make every effort to select managers with the ability to teach the girls good sportsmanship, develop character, and develop basic knowledge and skills of the game. As a condition of managing and/or coaching a team competing in the SDSL, each manager shall be required to read and sign the League's Manager/Coach Code of Conduct.

Some specific responsibilities of Managers and Coaches are the following:

General

1. The manager has three (3) primary responsibilities –
 - a. To do everything possible to encourage the participation and enjoyment of each player.
 - b. To teach and develop the proper softball skills.
 - c. To protect the girls from permanent injury frequently caused by improper playing and throwing techniques.

Discipline

2. A player may be disciplined by being benched for any scheduled games. The opposing manager must be notified before the game begins or the player must play in the game.

Conduct of Managers

3. The manager must be in complete charge of his coaches, players, and parents/spectators at all times and is responsible for the instruction and enforcement of all League rules.

Treatment of Umpires

4. Managers, coaches and players must not argue with or be abusive toward umpires before, during or after games. They may question interpretation of the rules but not a judgment call. The manager must also ensure that abusive language and unsportsmanlike conduct directed at umpires and other teams is completely eliminated on the part of his or her players and coaches. An umpire may remove from the game and park any manager, coach or player for use of abusive language or unsportsmanlike conduct.
5. Any manager, coach or player ejected from a game by an umpire shall also be suspended for one (1) additional game. It shall be the responsibility of the League's Coordinator and Community League Liaison to ensure enforcement of this rule.

Profanity

6. Profanity will not be tolerated and will be cause for immediate ejection from the game.
7. Managers are responsible for the action and behavior of their parents/spectators. Any parent or spectator who is abusive toward umpires can cause their team to forfeit the game if not controlled by the manager after the first warning from the umpire. At the request of the umpire, a manager/coach is required to provide the name and contact information of a parent/spectator ejected from the park for inappropriate behavior. If the manager/coach does not know the parent/spectator ejected, he/she should so state to the umpire. If, in the judgment of the umpire, the manager does not cooperate, the manager/coach shall be ejected from the game.

Use of Tobacco or Alcohol Products

8. The use of tobacco, alcohol, or other controlled substances is prohibited by anyone on the playing field and in the dugouts.

Emergency Procedures

9. If a player is injured and requires professional assistance, teams are to follow the procedures of their community organization.

VI. Team/Player/Manager/Coach/ Parent/Spectator Conduct Rules

1. The following actions will not be condoned or permitted under any circumstances:
 - a. Abusive actions, language, profanity, or unsportsmanlike behavior on the field, in the dugout, or in the stands.
 - b. Abuse of equipment.
 - c. Use of any tobacco products inside fences, dugouts, on the field, or in the stands.
 - d. Consumption of alcohol or illegal narcotics on any community park property.
 - e. Managers, coaches, players, and parents/spectators shall abide by each participating community park rules relative to the use of tobacco, alcohol, or other controlled substances on park and/or school grounds.

2. When playing in a league game, the umpire is the final authority. He or she can eject a player, coach, or parent/spectator from the field and/or stands for any acts identified above.

A parent/spectator ejected from an SDSL Park for a second time will be contacted by the League Community Liaison to discuss behavior issues, expectations, and possible consequences if such behavior occurs at future SDSL games.

Consequences to a parent/spectator who does not abide by an umpires order may involve any one or more of the following:

- Ejection from the ball field and surrounding area.
- Ejection from the Park.
- Notification of Law Enforcement.
- Banishment from attendance at future SDSL games.

3. Runners are responsible for avoiding collisions with the defensive players.

When the defensive player has the ball and is waiting for the runner, and the runner remains on his feet and crashes into the defensive player, the runner will be declared out. If in the umpire's judgment, contact was made deliberately, the player shall be ejected from the game. The intention of this rule is to encourage the players to slide.

If a defensive player without the ball obstructs a runner, it is a call to be made by the umpire(s) but collisions must still be avoided.

When a play on a runner is imminent, the runner must either slide, try to "get around" the tag or surrender to the tag without making physical contact with the defensive player in any way. Failure to comply shall result in the runner being declared "out".

When a defensive player blocks the runner from the base without the ball and the runner slides, she will be awarded the base due to obstruction. If the ball and the runner arrive simultaneously, the call will be based on the umpire's judgment. If the runner fails to slide and contact is made, other than incidental, the runner will be called out. If there is no slide, but there is no contact, there will be no violation of this rule. This rule does not apply at first base as there is no requirement to slide at first base. However, malicious contact at first base will still be grounds to be called out, ejected, or both.

The intent of this rule is to minimize injuries caused by unnecessary collisions. No player shall be called out for simply failing to slide. All of these instances shall be judgment calls by the umpire(s).

4. The throwing (slinging) of a bat shall not be tolerated. On the first occasion during any game, the team shall be given a warning. On the second occasion by any player, regardless if that player was the player who threw the bat on the first occasion, the player shall be called out and the team shall be given a second warning. On the third occasion during the same game, the player who throws the

bat, regardless if that player had thrown the bat the previously during that game, shall be called out and is subject to ejection from the game in the discretion of the umpire.

5. Players are not permitted to taunt the opposing team's players. Chants may not include a player's name or nickname.
6. The penalty for a player being ejected from a game shall be that he/she shall sit out the team's next game. The umpire shall document the offending player and the manager shall be responsible to make the player sit out the next game. If the player does not sit out, the team will incur a forfeit.
7. The penalty for a manager, coach, or scorekeeper being ejected from a game shall be that he or she sits out the team's next game. The umpire shall document the offending person and report it to the Community's League Liaison who will report it to the SDSL League Coordinator for that particular league and notify the affected team manager. If the offending person fails to comply, the team will incur a forfeit.

VII. Player Equipment Rules

1. Each community shall be responsible at their cost for outfitting their community teams with the proper uniform attire and softball equipment.
2. Catchers must wear a chest protector, shin guards, protective mask, and skull helmet including while warming up pitchers.
3. All batters, base runners, and bat persons must wear protective helmets. Any player judged to have intentionally discarded their protective helmet while running the bases will be called out by the umpire.
4. All players are required to wear caged helmets with a chin strap.
5. All players must keep their helmets on until they are safely inside the dugout fence even if the play is dead. This includes going back to the dugout from any base or from home plate after making an out. The only time a player can remove their helmet while in the field of play is due to an injury.
6. Metal cleats are not permitted.
7. Violation of these rules is punishable by the ejection of the player from the game and suspension from the next succeeding game.

8. All equipment must be kept inside the dugout fences at all times.
9. All jewelry must be removed before a player is permitted to play. The only exception is for medical identification, which must be hidden.

VIII. Field Maintenance

The players of both teams are to clean up the area around the ball diamond after each game.

IX. General Playing Rules

Playing Field Dimensions and Requirements

1. The foul lines shall be lined and extended ten (10) feet beyond first (1st) and third (3rd) base.
2. Distance between bases shall be sixty (60) feet for all leagues. If the bases are found to be at a different length and play has started the teams will complete the inning and adjust the bases to the proper distances. The time necessary to fix the bases will not be counted toward the game time limit.
3. The pitching distance and pitcher's circle radius is different for each league.
4. The pitching rubber must be on a horizontal plane with home plate.
5. The home team will occupy the third base dugout.

Rosters, Eligibility and Participation

6. A team must field at least eight (8) players if a particular league normally plays with nine (9) or ten (10) players at game time. A manager shall have up to fifteen (15) minutes after the scheduled time of his game to field a team of eligible players after which a forfeit will be declared.
7. Each player must play three (3) innings in each six (6) or seven (7) inning game with two (2) innings of participation in the infield occurring within the first four (4) innings. In addition, no player will sit the bench for two consecutive innings and no player may sit twice before all players have sat one inning. The only exception to the above rule is upon written request of a player's parents/guardian that their

daughter play only the outfield positions during the season. Managers should maintain a copy of such request if challenged during a game.

For the 23U College League and 18U Senior League, the two (2) inning infield rule above shall not apply. In addition, for the 12U and older leagues, the two (2) inning infield rule shall apply for all regular season games but not in post season league tournament games.

A violation of this rule will not be subject to protest; however, a warning shall be given to the manager for the first rule violation and the removal of the manager for the rest of the year for a third violation of this rule. A violation of this rule in a tournament game will be protested to the League Coordinator and be subject to the Coordinator's decision to remove the manager for the remainder of the tournament or forfeit of the game, if so warranted.

The above rule does not apply in the event of player disciplinary action. In the event of player disciplinary action, the League and opposing manager must be informed of such action before the start of the game.

8. All team players present at the start of a game will be in the offensive line up and bat continuously. The only exception to this rule is if a player is injured, sick, ejected or disciplined by her coach.

Any team player arriving after the start of the game but before the top of the third (3rd) inning will be added to the end of the batting order, but shall only be required to play half (1/2) of the remaining innings.

9. If an umpire ejects a team player from the game, her position in the batting order is an out.
10. If a player leaves a game due to injury, her inability to bat will not result in an out.
11. In all leagues, when a player is injured or unable to continue playing and is removed from the game, another player can come in off the bench and take the injured player's place in the field. If a player is injured or unable to continue during her at bat and is removed from the game, the batter who made the last out comes to the plate and assumes the injured batter's count. The injured batter

from that point on is skipped in the batting order unless she is later able to participate, when she shall assume her prior batting order position.

12. Only team players, manager, three coaches, one scorekeeper, and a bat person for each participating team will be allowed in their respective dugout. The offensive team will be permitted base runners, on deck batter, batter, and only two members of the coaching staff (limited to the coaching boxes) on the field while the ball is in play. The coaches must not interfere with any player or their attempt to make a play on the ball.

All players must remain in the dugout and behind the fences until moving onto the on deck spot. Players may not stand in the doorway to await their turn to bat or while sitting out of the defensive lineup.

13. Only one (1) player is permitted in the on deck spot.
14. The base coaches cannot touch a player until the play is dead.

Hazardous Conditions

15. The stated inclement weather and field condition protocol of the home team community park shall govern the guidelines to be used in determining whether it is safe for a game to start or resume.
16. When hazardous weather conditions threaten the safety and health of the players, the game shall be suspended until the conditions have subsided. At that time, the umpire may resume the game.
17. At a minimum, if lightening is imminent or a thunderstorm is approaching, all personnel, athletes and spectators shall evacuate to available safe structures or shelters.
18. Thirty-Minute Rule – Upon the first indication that thunderstorm development is within fifteen miles of the contest, the umpire shall suspend the competition until thirty (30) minutes after the storm has left this fifteen (15) mile zone. Any subsequent lightning or thunder after the beginning of the thirty (30) minute count shall reset the clock and another count should begin.
19. The umpire shall wait a minimum of thirty (30) minutes before calling a game unless the managers agree to terminate earlier.

Time Limits

20. The time limit for all league games, except 6U T-Ball League games, will be one (1) hour and thirty (30) minutes or six (6) innings in those leagues that play six (6) innings or seven (7) innings in those leagues that play seven (7) innings. For 6U T-Ball League games, the time limit will be one (1) hour and fifteen (15) minutes or six (6) innings.
21. The umpire shall announce the official start time and keep the official time. The umpire's watch will be the official time.
22. For purposes of determining the time limit, a new inning will be considered to have started upon the execution of the third (3rd) out of the previous inning, or the sixth run crossing the plate (for those age level divisions playing with the six (6) run inning rule).
23. No new inning may start after one (1) hour and thirty (30) minutes. However, any new inning started prior to the time limit shall be completed in full (unless, of course, the home team is ahead after the visiting team has finished its offensive half of the inning).
24. Teams will have a two (2) minute time limit between innings. The umpire will have sole discretion on this as it is his/her responsibility to keep the game moving.
25. Fifteen (15) minutes will be allowed after the umpire calls "play ball" before a forfeit is declared due to the inability of either team to field a team.
26. Prior to game time, teams are to warm up in the grass areas only. The exception being that both teams are granted five (5) minutes of infield practice, fifteen (15) minutes before game time. Managers (not umpires) are responsible for seeing that their teams get this pre-game infield practice. Failure to comply will result in forfeit of practice time. Games must be started on time. Pitchers will be granted three (3) to five (5) warm-up pitches or two (2) minutes, whichever comes first, before each half inning.
27. Games will not be started after 7:00 p.m. on school nights and 8:00 p.m. on other nights.

Legal Game

28. A complete game shall consist of six (6) or seven (7) innings, depending on the league involved as follows:

- 6U T-Ball League – Six (6) Innings
- 8U Coach Pitch League – Six (6) Innings
- 10U Rookie League – Six (6) Innings
- 12U Minors League – Six (6) Innings
- 14U Majors League – Seven (7) Innings
- 16U High School League – Seven (7) Innings
- 18U Senior League – Seven (7) Innings
- 23U College League – Seven (7) Innings

In a game called for any reason other than time limit, four (4) innings shall constitute a legal game and the losing team must have completed four (4) times at bat. In the case of a time limit, the game is legal after the losing team has had its turn at bat.

29. Games stopped for the four (4) inning requirement due to inclement weather, will not be rescheduled.
30. When a legal game is tied after the time limit has expired, the game shall end in a tie and be recorded as such in the league standings. For tournament games, see Section IX.58 League Tournaments for application of the international tie-breaker rules to determine the outcome of the game.
31. League standings will be final at the conclusion of the regular season play. Teams that end up tied will be decided by the tie breaker system defined in Section IX.60 League Tournaments.
32. If the scheduled umpire(s) fails to appear, the game played will only be a legal game if both managers agree prior to the start of the game on how the game is to be umpired.

Forfeits

33. A manager shall have up to fifteen (15) minutes after the scheduled time of his game to field a team of eligible players or forfeit the game (see Section IX.6 General Playing Rules).

Substitutions

34. Substitutions may be made freely but must be made prior to the start of new innings on defense. However, pitchers may be substituted from the bench or the field at any time.
35. If a pitcher is removed during any game, the manager shall be permitted to remove her from the pitching position for a minimum of three (3) outs and then later return her to the pitching position as long as she does not pitch more than the innings (outs) allowed for that league. Only one (1) re-entry at pitcher is allowed.
36. If a pitcher hits three (3) batters in one inning, that pitcher shall be removed from the pitching position and is permitted her one (1) re-entry at pitcher pursuant to the guidelines above provided she has not already re-entered at the pitching position.
37. The violation for violating Substitutions Rules shall be forfeiting of that game.

Legal Team

38. See Section IX.6 General Playing Rules.

Batting Order

39. See Section IX.8 General Playing Rules.

Contact Rule

40. See Section VI.3 Team/Player/Coach/Parent Conduct Rules.

Charged Conferences

41. With the exception of the 6U T-Ball, 8U Coach Pitch, and 10U Rookie Leagues, required pitching changes will be based on “Defensive Charged Conferences.” A Defensive Charged Conference will be defined as occurring when time is called for the purpose of a conference by a manager or coach with any defensive player. A second such charged conference in an inning with the same player on the mound will result in that player’s removal from the pitching position. Time granted for an

obviously incapacitated player shall not constitute a Defensive Charged Conference. There shall be no limit on the number of offensive charged conferences.

Player Pick-Up Rule

42. Teams may pick-up players to fill in for an absent or injured roster player(s) from that community's league below.
43. No Pick-Up players from outside any participating community's organization are allowed.
44. The Pick-Up players may bat anywhere in the lineup and play any position except pitcher and catcher.
45. Any team using Pick-Up players must field at least six (6) rostered players.
46. Players rostered on a SDSL "C" Recreation All Star League team are not eligible to play as Pick-Up players for a "Recreation" League team.

Protests

47. No protests will be allowed on judgment calls of the umpire.
48. If a manager desires to protest a rule interpretation by the umpire, the manager shall notify the Home Plate Umpire that they are lodging a protest prior to the next pitch. At this point the Home Plate Umpire will call a conference at home plate with both managers, other members of the umpire team, and both scorekeepers to notify them that the game shall be played under protest. The Home Plate Umpire shall mark in the score books the current game situation and complete the league Protest Form within twenty-four (24) hours of completion of the game. If the protesting manager desires to follow-up on the protest at the end of the game, the protest has to be presented in writing to the League Coordinator in writing within twenty-four (24) hours.
49. All protests must be accompanied by a fifty (\$50) dollar cash protest fee which will be refunded if the protest is ruled in favor of the manager.
50. The League Coordinator shall review the protest with the assistance of the League Executive Board and strive to return a decision within one (1) week from the date of the protest.

Score Keeping

51. The home team will be the official scorekeeper.
52. The home team will be responsible for reporting all game score results to the League Coordinator within 24 hours of the completion of each game.
53. Umpires must sign the official scorebook at the end of each game.

League Tournaments

54. All league regular seasons will be followed by a single elimination tournament. In the event any league other than 6U T-Ball and 8U Coach Pitch is comprised of four (4) teams or less, the league will play a double elimination tournament.
55. To be eligible to participate in the league tournament, a player must have played in at least half (50%) of her team's regular season games. If, due to injury, a player did not play in at least half (50%) of her team's regular season games, the player shall be eligible to participate in the year end league tournament.
56. All league tournament games shall abide by the same six (6)-run per inning maximum and game time limits as during the regular season. The only exception is the year end league tournament championship game in which there shall be no time limit.
57. When a tournament game is tied after the time limit has expired (or, in the case of the tournament championship game the last inning is played), the international tie-breaker rules shall be in effect at the start of the next inning and play shall continue until a winner is determined. The international tie-breaker rules require the team at bat begin the inning with one out and a runner at second base. The player representing the last out of the previous inning is the runner that occupies second base to begin the inning.
58. Team seeding for each league tournament will be based on a team's position in the final regular season league standings based on team winning record percentages (the team finishing with the best winning percentage shall be awarded the #1 seed, the team with the second best winning percentage the #2 seed, etc.).
59. The higher seed (i.e. lower numerical seed) is always the home team for tournament games. The home team for the championship game is determined by coin flip.

60. In situations where two teams are tied in the league regular season standings with the same winning percentage, the following tie breaker system shall be used in order of priority until the tie is broken:

- a. Head-to-head competition
- b. Record against team immediately above them in the standings
- c. Record against team immediately below them in the standings
- d. Runs scored in head-to-head competition
- e. Runs scored against team immediately above them in the standings
- f. Runs scored against team immediately below them in the standings.
- g. Flip of a coin

X. ASA "Recreation" League Intercommunity Softball League Specific Rules

1. GIRLS 23U COLLEGE LEAGUE RULES (Exceptions to Official ASA Softball Rules)

Legal Team

1. Nine (9) players shall constitute a team, but teams shall be permitted to play with eight (8) players (see Section IX.42 Player Pick-Up Rule for utilizing players from other teams or a lower league).

Pitching

2. Pitchers are allowed one re-entry. Pitchers must be removed after hitting three (3) batters in one inning and may re-enter the game at the pitching position subject to the one re-entry rule.
3. ASA Softball Rules require pitchers do the following:
 - A. Start with both feet in contact with the rubber and hands apart when starting the pitching rotation.
 - B. The pitchers must begin with both feet in contact with the rubber and come forward (i.e. not step back) to the plate as part of the pitcher's motion.
 - C. Drag the back foot as the Pitcher's motion takes her toward home plate (i.e. cannot hop in an effort to gain more velocity on the pitch).

Managers and Coaches are to teach the girls the proper technique for pitching. Such rules will be fully enforced for all College League games.

4. Any pitch declared “illegal” by the umpire shall be declared a “ball” with no advancement by runners unless the batter swings and makes contact. If contact is made, the ball is live and runners advance accordingly. If the batter swings and fouls the pitch, a strike shall be registered. If the batter swings and misses, a strike shall be registered and the runners may not advance.
5. Intentional walks are permitted but the pitcher must throw four (4) balls.
6. A circle, eight (8) feet in radius and sixteen (16) feet in diameter, shall be lined around the pitching rubber.
7. Distance from the front edge of the pitching rubber to the base edge of home plate is forty-three (43) feet.

Stealing

8. Stealing/Lead offs can occur after the ball leaves the pitchers hand.

Bunting

9. Bunting is allowed in this league.

Maximum Runs

10. Pursuant to ASA rules, there is no limit to the number of runs a team can score in any inning. Following ASA rules, a complete game will be declared if after four and half (4 ½) innings the home team is ahead by 12 runs or more and if after five (5) innings the visiting team is ahead by 12 runs or more.

Look-Back Rule

11. The Look-Back Rule pertaining to base runners’ actions while the pitcher has the ball in the pitching circle will apply. There will be one warning per team per game. Subsequent occurrences will result in the runner being declared out.

Dropped Third Strike

12. The dropped third strike rule will be enforced in this league.

Outfielder Positions

13. This league shall field three (3) outfielders.
14. All outfielders must be positioned in the outfield grass until the pitch crosses home plate. If playing on a field with a large infield (i.e. a baseball field), outfielders must be positioned twenty (20) feet behind the bases until the ball crosses home plate.

2. GIRLS 18U SENIOR LEAGUE RULES (Exceptions to Official ASA Softball Rules)

Legal Team

1. Nine (9) players shall constitute a team, but teams shall be permitted to play with eight (8) players (see Section IX.42 Player Pick-Up Rule for utilizing players from other teams or a lower league).

Pitching

2. Pitchers are allowed one re-entry. Pitchers must be removed after hitting three (3) batters in one inning and may re-enter the game at the pitching position subject to the one re-entry rule.
3. ASA Softball Rules require pitchers do the following:
 - D. Start with both feet in contact with the rubber and hands apart when starting the pitching rotation.
 - E. The pitchers must begin with both feet in contact with the rubber and come forward (i.e. not step back) to the plate as part of the pitcher's motion.
 - F. Drag the back foot as the Pitcher's motion takes her toward home plate (i.e. cannot hop in an effort to gain more velocity on the pitch).

Managers and Coaches are to teach the girls the proper technique for pitching. Such rules will be fully enforced for all Senior League games.

4. Any pitch declared “illegal” by the umpire shall be declared a “ball” with no advancement by runners unless the batter swings and makes contact. If contact is made, the ball is live and runners advance accordingly. If the batter swings and fouls the pitch, a strike shall be registered. If the batter swings and misses, a strike shall be registered and the runners may not advance.
5. Intentional walks are permitted but the pitcher must throw four (4) balls.
6. A circle, eight (8) feet in radius and sixteen (16) feet in diameter, shall be lined around the pitching rubber.
7. Distance from the front edge of the pitching rubber to the base edge of home plate is forty-three (43) feet.

Stealing

8. Stealing/Lead offs can occur after the ball leaves the pitchers hand.

Bunting

9. Bunting is allowed in this league.

Maximum Runs

10. Pursuant to ASA rules, there is no limit to the number of runs a team can score in any inning. Following ASA rules, a complete game will be declared if after four and half (4 ½) innings the home team is ahead by 12 runs or more and if after five (5) innings the visiting team is ahead by 12 runs or more.

Look-Back Rule

11. The Look-Back Rule pertaining to base runners’ actions while the pitcher has the ball in the pitching circle will apply. There will be one warning per team per game. Subsequent occurrences will result in the runner being declared out.

Dropped Third Strike

12. The dropped third strike rule will be enforced in this league.

Outfielder Positions

13. This league shall field three (3) outfielders.
14. All outfielders must be positioned in the outfield grass until the pitch crosses home plate. If playing on a field with a large infield (i.e. a baseball field), outfielders must be positioned twenty (20) feet behind the bases until the ball crosses home plate.

3. GIRLS 16U HIGH SCHOOL LEAGUE RULES (Exceptions to Official ASA Softball Rules)

Legal Team

1. Nine (9) players shall constitute a team, but teams shall be permitted to play with eight (8) players (see Section IX.42 Player Pick-Up Rule for utilizing players from other teams or a lower league).

Pitching

2. Pitchers are allowed one re-entry. Pitchers must be removed after hitting three (3) batters in one inning and may re-enter the game at the pitching position subject to the one re-entry rule.
3. ASA Softball Rules require pitchers do the following:
 - G. Start with both feet in contact with the rubber and hands apart when starting the pitching rotation.
 - H. The pitchers must begin with both feet in contact with the rubber and come forward (i.e. not step back) to the plate as part of the pitcher's motion.
 - I. Drag the back foot as the Pitcher's motion takes her toward home plate (i.e. cannot hop in an effort to gain more velocity on the pitch).

Managers and Coaches are to teach the girls the proper technique for pitching. Such rules will be fully enforced for all High School League games.

4. Any pitch declared “illegal” by the umpire shall be declared a “ball” with no advancement by runners unless the batter swings and makes contact. If contact is made, the ball is live and runners advance accordingly. If the batter swings and fouls the pitch, a strike shall be registered. If the batter swings and misses, a strike shall be registered and the runners may not advance.
5. Intentional walks are permitted but the pitcher must throw four (4) balls.
6. A circle, eight (8) feet in radius and sixteen (16) feet in diameter, shall be lined around the pitching rubber.
7. Distance from the front edge of the pitching rubber to the base edge of home plate is forty-three (43) feet.

Stealing

8. Stealing/Lead offs can occur after the ball leaves the pitchers hand.

Bunting

9. Bunting is allowed in this league.

Maximum Runs

10. The batting team may score a maximum of six (6) runs per inning. However, if more than six runs are scored within the completion of the batters at bat in which the sixth (6th) run scores, all runs count. For example, if the offense has five (5) runs scored already in an inning and there are runners at 1st, 2nd, and 3rd bases and the batter hits a triple, all three (3) runs count. When the play ceases, all play is stopped and the fielding team becomes the batting team. Play ceases and the half inning is complete when the runners have stopped running and the umpire calls time. This rule shall apply to all innings in each game, including the last inning.

11. Pursuant to ASA rules, a complete game will be declared if after four and half (4 ½) innings the home team is ahead by 12 runs or more and if after five (5) innings the visiting team is ahead by 12 runs or more.

Look-Back Rule

12. The Look-Back Rule pertaining to base runners' actions while the pitcher has the ball in the pitching circle will apply. There will be one warning per team per game. Subsequent occurrences will result in the runner being declared out.

Dropped Third Strike

13. The dropped third strike rule will be enforced in this league.

Outfielder Positions

14. This league shall field three (3) outfielders.
15. All outfielders must be positioned in the outfield grass until the pitch crosses home plate. If playing on a field with a large infield (i.e. a baseball field), outfielders must be positioned twenty (20) feet behind the bases until the ball crosses home plate.

4. GIRLS 14U MAJOR LEAGUE RULES (Exceptions to Official ASA Softball Rules)

Legal Team

1. Nine (9) players shall constitute a team, but teams shall be permitted to play with eight (8) players (see Section IX.42 Player Pick-Up Rule for utilizing players from other teams or a lower league).

Pitching

2. Pitchers are permitted to pitch no more than twelve (12) outs per game. The only exception to this rule is if a game goes into extra innings. Pitchers are allowed one re-entry. Pitchers must be removed after hitting three (3) batters in one inning and may re-enter the game at the pitching position subject to the one re-entry rule.

3. ASA Softball Rules require pitchers do the following:

- J. Start with both feet in contact with the rubber and hands apart when starting the pitching rotation.
- K. The pitchers must begin with both feet in contact with the rubber and come forward (i.e. not step back) to the plate as part of the pitcher's motion.
- L. Drag the back foot as the Pitcher's motion takes her toward home plate (i.e. cannot hop in an effort to gain more velocity on the pitch).

Managers and Coaches are to teach the girls the proper technique for pitching. Such rules will be fully enforced for all Major League games.

- 4. Any pitch declared "illegal" by the umpire shall be declared a "ball" with no advancement by runners unless the batter swings and makes contact. If contact is made, the ball is live and runners advance accordingly. If the batter swings and fouls the pitch, a strike shall be registered. If the batter swings and misses, a strike shall be registered and the runners may not advance.
- 5. Intentional walks are permitted but the pitcher must throw four (4) balls.
- 6. A circle, eight (8) feet in radius and sixteen (16) feet in diameter, shall be lined around the pitching rubber.
- 7. Distance from the front edge of the pitching rubber to the base edge of home plate is forty (40) feet.

Stealing

- 8. Stealing/Lead offs can occur after the ball leaves the pitchers hand.

Bunting

- 9. Bunting is allowed in this league.

Maximum Runs

11. The batting team may score a maximum of six (6) runs per inning. However, if more than six runs are scored within the completion of the batters at bat in which the sixth (6th) run scores, all runs count. For example, if the offense has five (5) runs scored already in an inning and there are runners at 1st, 2nd, and 3rd bases and the batter hits a triple, all three (3) runs count. When the play ceases, all play is stopped and the fielding team becomes the batting team. Play ceases and the half inning is complete when the runners have stopped running and the umpire calls time. This rule shall apply to all innings in each game, including the last inning.

12. Pursuant to ASA rules, a complete game will be declared if after four and half (4 ½) innings the home team is ahead by 12 runs or more and if after five (5) innings the visiting team is ahead by 12 runs or more.

Look-Back Rule

13. The Look-Back Rule pertaining to base runners' actions while the pitcher has the ball in the pitching circle will apply. There will be one warning per team per game. Subsequent occurrences will result in the runner being declared out.

Dropped Third Strike

14. The dropped third strike rule will be enforced in this league.

Outfielder Positions

15. This league shall field three (3) outfielders.

16. All outfielders must be positioned in the outfield grass until the pitch crosses home plate. If playing on a field with a large infield (i.e. a baseball field), outfielders must be positioned twenty (20) feet behind the bases until the ball crosses home plate.

5. GIRLS 12U MINOR LEAGUE RULES (Exceptions to Official ASA Softball Rules)

Legal Team

1. Ten (10) players shall constitute a team (four (4) outfielders), but teams shall be permitted to play with eight (8) players (see Section IX.42 Player Pick-Up Rule for utilizing players from other teams or a lower league).

Pitching

2. Pitchers are permitted to pitch no more than twelve (12) outs per game. The only exception to this rule is if a game goes into extra innings. Pitchers are allowed one re-entry. Pitchers must be removed after hitting three (3) batters in one inning and may re-enter the game at the pitching position subject to the one re-entry rule.
3. ASA Softball Rules require pitchers do the following:
 - A. Start with both feet in contact with the rubber and hands apart when starting the pitching rotation.
 - B. The pitchers must begin with both feet in contact with the rubber and come forward (i.e. not step back) to the plate as part of the pitcher's motion.
 - C. Drag the back foot as the Pitcher's motion takes her toward home plate (i.e. cannot hop in an effort to gain more velocity on the pitch).

Managers and Coaches are to teach the girls the proper technique for pitching. However, in the spirit of focusing the girls' efforts on throwing strikes, the umpires have been asked to relax their interpretation of the above rules for all games in the Minor League. If, in the umpire's judgment, the pitcher is gaining an unfair advantage by not enforcing the above rules, the umpire shall enforce the above rules accordingly.

4. Any pitch declared "illegal" by the umpire shall be declared a "ball" with no advancement by runners unless the batter swings and makes contact. If contact is made, the ball is live and runners advance accordingly. If the batter swings and

fouls the pitch, a strike shall be registered. If the batter swings and misses, a strike shall be registered and the runners may not advance.

5. Intentional walks are permitted but the pitcher must throw four (4) balls.
6. Strike Zone: An optional strike zone may be adopted by the plate umpire. This optional zone is defined as follows – The strike zone shall be vertically from the batters shoulder to the knee, and horizontally to 3” from either side of the plate. This is a recommended zone that the plate umpire may enforce. NOTE: THIS MUST BE DISCUSSED AT THE PRE-GAME MEETING OF THE UMPIRES AND COACHES. At mid-season, the strike zone will be called according to ASA rules.
7. A circle, eight (8) feet in radius and sixteen (16) feet in diameter, shall be lined around the pitching rubber.
8. Distance from the front edge of the pitching rubber to the base edge of home plate is forty (40) feet.

Stealing

9. Stealing/Lead offs can occur only after the ball crosses home plate.

Bunting

10. Bunting is allowed in this league.

Maximum Runs

11. The batting team may score a maximum of six (6) runs per inning. However, if more than six runs are scored within the completion of the batters at bat in which the sixth (6th) run scores, all runs count. For example, if the offense has five (5) runs scored already in an inning and there are runners at 1st, 2nd, and 3rd bases and the batter hits a triple, all three (3) runs count. When the play ceases, all play is stopped and the fielding team becomes the batting team. Play ceases and the half inning is complete when the runners have stopped running and the umpire calls time. This rule shall apply to all innings in each game, including the last inning.
12. Pursuant to ASA rules, a complete game will be declared if after three and half (3 ½) innings the home team is ahead by 12 runs or more and if after four (4) innings the visiting team is ahead by 12 runs or more.

Look-Back Rule

13. The Look-Back Rule pertaining to base runners' actions while the pitcher has the ball in the pitching circle will apply. There will be one warning per team per game. Subsequent occurrences will result in the runner being declared out.

Dropped Third Strike

14. The dropped third strike rule will be enforced in this league.

Outfielder Positions

15. This league shall field four (4) outfielders as long as the team has ten (10) or more players present.
16. All outfielders must be positioned in the outfield grass until the pitch crosses home plate. If playing on a field with a large infield (i.e. a baseball field), outfielders must be positioned twenty (20) feet behind the bases until the ball crosses home plate.

Infield Fly Rule

17. The infield fly rule will be enforced in this league.

6. GIRLS 10U ROOKIE LEAGUE RULES (Exceptions to Official ASA Softball Rules)

Legal Team

1. Ten (10) players shall constitute a team (four (4) outfielders), but teams shall be permitted to play with eight (8) players (see Section IX.42 Player Pick-Up Rule for utilizing players from other teams or a lower league).

Pitching

2. Pitchers are permitted to pitch no more than six (6) outs per game. The only exception to this rule is if a game goes into extra innings. Pitchers are allowed one re-entry. Pitchers must be removed after hitting three (3) batters in one

inning and may re-enter the game at the pitching position subject to the one re-entry rule.

3. Ohio High School Softball Rules require pitchers do the following:
 - A. Start with both feet in contact with the rubber and both hands apart when starting the pitching rotation.
 - B. The pitchers must begin with both feet in contact with the rubber and come forward (i.e. not step back) to the plate as part of the pitcher's motion.
 - C. Drag the back foot as the Pitcher's motion takes her toward home plate (i.e. cannot hop in an effort to gain more velocity on the pitch).

Managers and Coaches are to teach the girls the proper technique for pitching. However, in the spirit of focusing the girls' efforts on throwing strikes, the umpires have been asked to relax their interpretation of the above rules for all games in the Rookie League. Any style of pitching is acceptable as long as upon release of the ball one foot is in contact with the pitching rubber or the pitcher is properly dragging her back foot.

4. Any pitch declared "illegal" by the umpire shall be declared a "ball" with no advancement by runners unless the batter swings and makes contact. If contact is made, the ball is live and runners advance accordingly. If the batter swings and fouls the pitch, a strike shall be registered. If the batter swings and misses, a strike shall be registered and the runners may not advance.
5. Strike Zone: An optional strike zone may be adopted by the plate umpire. This optional zone is defined as follows – The strike zone shall be vertically from the batters shoulder to the knee, and horizontally to 3" from either side of the plate. This is a recommended zone that the plate umpire may enforce. NOTE: THIS MUST BE DISCUSSED AT THE PRE-GAME MEETING OF THE UMPIRES AND COACHES. At mid-season, the strike zone will be called according to ASA rules.
6. A circle, eight (8) feet in radius and sixteen (16) feet in diameter, shall be lined around the pitching rubber.

7. Distance from the front edge of the pitching rubber to the base edge of home plate is thirty-five (35) feet.

Base on Balls

8. There shall be NO WALKS in the Rookie League. If the batter receives a ball four (4) count, the team manager of the hitting team, or his/her designee, shall pitch a maximum of three (3) pitches to the batter. The strike count will continue from its previous point when the ball four (4) count was achieved, and umpires will continue to call swinging strikes. If during the first or second coach pitch, the batter receives a third non-foul swinging strike, the batter shall be called out. In the event the batter fouls the coach's third pitch, the batters at-bat continues until she either puts the ball in play, swings and misses, or takes another subsequent pitch.
9. If the manager/pitcher interferes with the fielding play, the batter or runner shall be declared out.

Stealing

10. Stealing of second (2nd) and third (3rd) base is allowed but the runner may gain only the one (1) base she is attempting to steal (no advancement on overthrow).
11. There is no stealing of home at anytime unless a play is made on the runner at third.
12. Stealing/Lead-offs can only occur after the ball crosses home plate.

Bunting

13. Bunting is not allowed in this league.

Maximum Runs

14. The batting team may score a maximum of six (6) runs per inning. However, if more than six runs are scored within the completion of the batters at bat in which the sixth (6th) run scores, all runs count. For example, if the offense has five (5) runs scored already in an inning and there are runners at 1st, 2nd, and 3rd bases

and the batter hits a triple, all three (3) runs count. When the play ceases, all play is stopped and the fielding team becomes the batting team. Play ceases and the half inning is complete when the runners stop running and the umpire calls time. This rule shall apply to all innings in each game, including the last inning.

15. Pursuant to ASA rules, a complete game will be declared if after three and half (3 ½) innings the home team is ahead by 12 runs or more and if after four (4) innings the visiting team is ahead by 12 runs or more.

Look-Back Rule

16. The Look-Back Rule pertaining to base runners' actions while the pitcher has the ball in the pitching circle will apply. However, no out shall be assessed.

Defense Position Overthrows

17. There will be a maximum of one additional base on an overthrow from any position. If a second overthrow results at the next base the runner may advance another base. For example, an overthrow occurs on runner at 1st base, the runner is allowed one base (i.e. is allowed to go to 2nd base). However, if the runner does not attempt to advance to 2nd base, the runner is not awarded 2nd base. The base must be earned by the runner. If the runner's advancement to 2nd base results in a second overthrow, the runner may attempt to advance one more base. This rule is designed to prevent runners from running around the bases while an overthrown ball is in play.

Dropped Third Strike

18. The dropped third strike rule will not be enforced in this league. The batter is considered out after the third strike and cannot advance.

Outfielder Positions

19. This league shall field four (4) outfielders as long as the team has ten (10) or more players present.

20. All outfielders must be positioned in the outfield grass until the pitch crosses home plate. If playing on a field with a large infield (i.e. a baseball field), outfielders must be positioned twenty (20) feet behind the bases until the ball crosses home plate.
21. Any batted ball fielded by any outfielder must be thrown to an infielder to produce an out in the infield. The intent of this rule is to teach outfielders to throw the ball to the infield.

Infield Fly Rule

22. The infield fly rule will not be enforced in this league.

Hit By Pitch

23. While there are no walks in this league, if a batter is hit by a pitched ball from a player, the batter shall be awarded first (1st) base. No such award shall be made if a batter is hit by a pitched ball made by the manager/coach of a hitting team.

Regulation Ball

24. An 11" ball will be used in this league.

7. GIRLS 8U COACH PITCH LEAGUE RULES (Exceptions to Official ASA Softball Rules)

Legal Team

1. Ten (10) players shall constitute a team (four (4) outfielders), but teams shall be permitted to play with eight (8) players (see Section IX.42 Player Pick-Up Rule for utilizing players from other teams or a lower league).

Pitching

2. This is a coach pitch league. There is no player pitching.
3. The team manager of the batting team, or his/her designee, shall pitch from within the pitching circle. However, a manager can pitch from a shorter pitching distance to accommodate a batter(s) skill level.

4. The fielding team will have a fielding pitcher standing with both feet in the pitcher's circle to either side of the manager/pitcher. In the event a batted ball strikes the coach/pitcher, the ball shall be considered "live" and will remain in play. If, in the umpire's judgment, the manager/pitcher intentionally interferes with a fielding play, the batter or runner shall be declared out.
5. The coach/pitcher cannot coach while the ball is in play. The only time a coach/pitcher can talk to a player is if the coach/pitcher is giving instructions to the batter before making the pitch. If the coach/pitcher coaches in any other way, the umpire will issue a warning. Any additional offenses during the same game will result in the umpire calling the player(s) out.
6. A circle, six (6) feet in radius and twelve (12) feet in diameter, shall be lined around the pitching rubber.
7. Distance from the front edge of the pitching rubber to the base edge of home plate is thirty-five (35) feet.

Time At Bat

8. No balls or strikes shall be called. A maximum of seven (7) pitches may be thrown to each batter by the batting team coach. If the batter fouls off the seventh (7th) pitch she is entitled to continue until she either puts the ball in play, swings and misses, or takes another subsequent pitch.

Base on Balls

9. There shall be NO WALKS in the Coach Pitch League.

Stealing

10. Base stealing is not permitted in this league and runners may not advance on a wild pitch or a passed ball by the pitcher. Runners may only advance upon a batted ball by the batter.

Bunting

11. Bunting is not allowed in this league. The batter must take a full swing. A batter bunting or intentionally taking a partial swing will be called out.

Maximum Runs

12. The batting team may score a maximum of six (6) runs per inning. However, if more than six runs are scored within the completion of the batters at bat in which the sixth (6th) run scores, all runs count. For example, if the offense has five (5) runs scored already in an inning and there are runners at 1st, 2nd, and 3rd bases and the batter hits a triple, all three (3) runs count. When the play ceases (as defined by Play Stoppage below), all play is stopped and the fielding team becomes the batting team. This rule shall apply to all innings in each game, including the last inning.
13. Pursuant to ASA rules, a complete game will be declared if after three and half (3 ½) innings the home team is ahead by 12 runs or more and if after four (4) innings the visiting team is ahead by 12 runs or more.

Play Stoppage

14. Runners may only advance one base if the batted ball does not leave the infield. If the ball reaches the outfield, the runners may continue to advance until the ball is returned to the possession of an infielder. At this point, the umpire shall call time so that no runners can advance or attempt to advance after the call by the umpire. Runners not yet half way to the next base will be sent back to the previous base.
15. No runner advancement is allowed on any overthrow at any base.

Look-Back Rule

16. The Look-Back Rule does not apply in this league (see Play Stoppage Rule above).

Dropped Third Strike

17. The dropped third strike rule will not be enforced in this league.

Catcher Position

18. In this league, at the coach's discretion, the catcher will either be positioned behind the plate to catch the balls pitched by the opposing team's coach or stand off to the side of the plate and retrieves the ball off the backstop and returns it to the Coach-Pitcher. If not positioned behind home plate, the catcher will be positioned to the bat side of the hitter, facing the batter, and near the backstop in the designated area.
19. In an effort to speed up play, coaches may be positioned behind home plate or in the catching position to catch pitches and return the ball to the "Coach Pitcher." A player must still be positioned at the catcher position and must play the position with respect to batted balls and plays on runners at home plate.

Outfielder Positions

20. This league shall field four (4) outfielders as long as the team has ten (10) or more players present.
21. All outfielders must be positioned in the outfield grass until the pitch crosses home plate. If playing on a field with a large infield (i.e. a baseball field), outfielders must be positioned twenty (20) feet behind the bases until the ball crosses home plate.
22. Any batted ball fielded by any outfielder must be thrown to an infielder to produce an out in the infield. The intent of this rule is to teach outfielders to throw the ball to the infield.

Infield Fly Rule

23. The infield fly rule will not be enforced in this league.

Hit By Pitch

24. If a batter is hit by a pitched ball by the manager/coach of the hitting team, the batter is not awarded first (1st) base. The pitch is counted as one of the pitches against the seven (7) maximum pitch count.

Fair Ball Hit in Front of Home Plate

25. There is no arc in front of home plate. Therefore, any ball hit in front of home plate shall be a fair ball and it should be played as any other fair ball.

Regulation Ball

26. An 11" ball will be used in this league.

Defensive Coach

35. Teams are allowed two defensive coaches behind the first and third base lines to help instruct infielders and outfielders. The coach shall not come in contact with the ball or players nor shall they cross the baseline. If this happens, the play becomes dead, the runners are awarded the base they are running to and the coach will remain in the dugout for the rest of the game. The umpire's decision is final.

8. GIRLS 6U T-BALL LEAGUE RULES (Exceptions to Official ASA Softball Rules)

Player Participation

1. The goal of T-Ball is to be instructional as to the proper playing techniques for the future, not win by any means necessary.

Legal Game

2. A nine (9) batter rule per inning shall apply. All runs scored after the ninth run on the same play will count as scored.
3. The time limit for a T-Ball game will be one (1) hour and fifteen (15) minutes. The time limit will be strictly enforced. Tied games will not be played out except for tournament games.
4. The official scorekeeper must notify the umpire when the last batter of the inning is up at bat.

Legal Team

5. Ten (10) players shall constitute a team (four (4) outfielders), but teams shall be permitted to play with eight (8) players (see Section IX.42 General Playing Rules for utilizing players from other teams or a lower league).

Pitching

6. This is a T-Ball league. There is no player or manager pitching.
7. A circle, six (6) feet in radius and twelve (12) feet in diameter, shall be lined around the pitching rubber.
8. Distance from the front edge of the pitching rubber to the base edge of home plate is thirty-five (35) feet.

Time At Bat

9. A maximum of seven (7) swings are allowed. A foul ball not inside the arc on the seventh swing entitles the batter to one more swing.
10. In order for the ball to be in play, it must travel beyond the foul arc. The foul arc distance shall be marked on the field twenty (20) feet from the base edge of home plate.
11. A ball contained within the arc is a foul ball and counted as one (1) swing. A swing shall be counted if the batter swings over the ball and misses or when the batter hits the tee under the ball. Runners may not advance unless the ball is batted into play.
12. A coach is permitted to help get the batter set prior to the swing but shall not interfere with the play.
13. Batters must be positioned in a traditional batting stance, square to home plate (no crooked stances intended to pull the ball one way or another will be permitted). However, batters may move forward or backward within the six (6) foot batters box (three (3) feet forward and backward from the center of home plate).

Base on Balls

14. Since this is a T-Ball league, there are NO WALKS in this League.

Stealing

15. Base stealing is not permitted in this league and runners may only advance upon a batted ball beyond the foul arc by the batter.

Bunting

16. Since this is a T-Ball league, bunting is not allowed. The batter must take a full swing. An attempted bunt shall be considered a swing. The umpire's decision is final.

Maximum Runs

17. There are no maximum runs per inning rule in this league as there is a nine (9) batter rule per inning. All runs scored on the ninth (9th) batter's at bat on the same play will count. For example, if the offense has five (5) runs scored already in an inning and there are runners at 1st, 2nd, and 3rd bases and the ninth (9th) batter hits a triple, all three (3) runs count. When the play ceases, all play is stopped and the fielding team becomes the batting team. The play ceases and the half inning is over after the last batter crosses home plate or when any defensive infielder receives the ball and tags home plate or executes the third (3rd) out of the inning. This rule shall apply to all innings in each game, including the last inning.
18. The tee upright is not considered part of home plate. For purposes of scoring runs, registering outs, and play stoppage above, the home plate secured to the field of play is the official home plate.

Play Stoppage

19. Runners may only advance one base if the batted ball does not leave the infield. If the ball reaches the outfield, the runners may continue to advance until the ball is returned to the possession of an infielder. At this point, the

umpire shall call time so that no runners can advance or attempt to advance after the call by the umpire. Runners not yet half way to the next base will be sent back to the previous base. However, see Maximum Runs above for the exception to this rule during the ninth (9th) batters at bat to end the half inning.

20. No runner advancement is allowed on any overthrow at any base.

Look-Back Rule

21. The Look-Back Rule does not apply in this league (see Play Stoppage Rule above).

Dropped Third Strike

22. The dropped third strike rule will not be enforced in this league.

Catcher Position

23. In this league the catcher will be positioned to the bat side of the hitter, facing the batter, and near the backstop in the designated area.

Outfielder Positions

24. This league shall field four (4) outfielders as long as the team has ten (10) or more players present.

25. All outfielders must be positioned in the outfield grass evenly spaced in an umbrella formation (no stacking to one side or the other will be allowed) until the batter makes contact with the ball. If playing on a field with a large infield (i.e. a baseball field), outfielders must be positioned twenty (20) feet behind the bases until the batter makes contact with the ball.

26. Any batted ball fielded by any outfielder must be thrown to an infielder to produce an out in the infield. An outfielder can only make an unassisted out by catching a fly ball. The intent of this rule is to teach outfielders to throw the ball to the infield.

Infielder Positions

27. Infielders must position themselves at normal playing positions and at a normal depth in relation to the bases (just in front of or just behind the runners' running lanes). Normal depth is defined as follows:

- First Base – within 5 feet of first base.
- Second Base – within 15 feet of second base.
- Third Base – within 5 feet of third base.
- Shortstop – equidistant (but allowing for positioning within a ten (10) foot radius) between 2nd and 3rd base.
- Pitcher – must have one foot on the pitching rubber.

The intent of this rule is to teach the players to position themselves properly in the infield and to prohibit a team from using abnormal positions to take unfair advantage of a batter or runner.

Infield Fly Rule

28. The infield fly rule will not be enforced in this league.

Hit By Pitch

29. Since this is a T-Ball league, a batter can never be hit by a pitch.

Ball Hit in Front of Home Plate

30. There is a twenty foot (20) arc in front of home plate. Any ball hit in front of home plate that does not pass the arc shall be a foul ball and counted as one swing.

Regulation Ball

31. An 11" ball will be used in this league.

Defensive Coach

38. Teams are allowed two defensive coaches behind the first and third base lines to help instruct infielders and outfielders. The coach shall not come in contact with the ball or players nor shall they cross the baseline. If this happens, the play becomes dead, the runners are awarded the base they are running to and the coach will remain in the dugout for the rest of the game. The umpire's decision is final.

39. There will be only two coach's time outs per inning, except for injury.

XI. ASA "C" All Star Recreation League Intercommunity Softball League Specific Rules

1. GIRLS 23U COLLEGE LEAGUE RULES (Exceptions to Official ASA Softball Rules)

Application of ASA Softball Rules

1. This league shall follow the rules as outlined in the ASA Official Rules of Softball.

2. GIRLS 18U SENIOR LEAGUE RULES (Exceptions to Official ASA Softball Rules)

Application of ASA Softball Rules

1. This league shall follow the rules as outlined in the ASA Official Rules of Softball.

3. GIRLS 16U HIGH SCHOOL LEAGUE RULES (Exceptions to Official ASA Softball Rules)

Application of ASA Softball Rules

1. This league shall follow the rules as outlined in the ASA Official Rules of Softball.

4. GIRLS 14U MAJOR LEAGUE RULES (Exceptions to Official ASA Softball Rules)

Application of ASA Softball Rules

1. This league shall follow the rules as outlined in the ASA Official Rules of Softball.

5. GIRLS 12U MINOR LEAGUE RULES (Exceptions to Official ASA Softball Rules)

Application of ASA Softball Rules

1. This league shall follow the rules as outlined in the ASA Official Rules of Softball.

6. GIRLS 10U ROOKIE LEAGUE RULES (Exceptions to Official ASA Softball Rules)

Application of ASA Softball Rules

1. This league shall follow the rules as outlined in the ASA Official Rules of Softball.

Regulation Ball

2. An 11" ball will be used in this league.