

2019 Rules
Fastpitch Softball
ALL AGE BRACKETS – GENERAL INFORMATION
Website – alle-kiski-asa.org

<u>Board Members</u>	<u>Age Group Representative</u>
Gary Meanor -- President/Treasurer	14s and 18s -- 724-681-1529
Jim Jones -- 1 st Vice President	12s -- 724-290-7160
Jessica Riggle -- Secretary	8s, 10s, and Website -- 724-859-2711
Diane Meanor -- Treasurer	

Representatives are responsible for supervising that games get played; scores are recorded; rosters reviewed; problems, complaints and concerns handled; and rules are adhered to. If problems are not resolved, they will be taken to the president and then to the Board for resolution. Infractions must first be brought to the rep's attention. Board members may contact anyone directly to obtain 1st person accounts of the issue to be resolved. The Representative will be contacted with the decision of the Board. All decisions of the Board will be final.

All rules not covered herein, please refer to the current ASA Official Fast Pitch Softball Rules for Women.

Player eligibility will be based upon the player's age as of January 1st of the current year. If a player plays college softball, they are unable to play Class B softball.

Players are permitted to play up in an age bracket but **CANNOT** be pulled down or pulled across in an age bracket to field a team. The player being pulled up can play anywhere on the field (there are no restrictions).

For 10U, 12U and 14U teams, a maximum of 3 players can be double-rostered. For 18U, the most is 5.

Maximum roster is 15, unless waived because of special circumstances.

No out-of-area players allowed starting in the year 2011. If there is not an ASA team in the player's area, the player can leave the district and play for another district.

A roster of 8 players is required to start and finish a game. If a team cannot field 8 players, the game will be recorded as a forfeit. A **15-minute grace** period will be allowed to produce needed players before a forfeit is recorded. You can call up players when needed. If you start the game with 8 players, the absent 9th player is **NOT** recorded as an out.

In the event of a tie game at the conclusion of the last regulation inning, the International Tie Breaker rule will apply. The next scheduled inning of play will begin with an offensive player on 2nd base. This player will be the last legal player who batted in the previous inning. Each teams' turn at bat will continue in this manner until a game-winning score is registered. The home team will have the opportunity to bat at the bottom of each inning. If the game is called due to darkness, the game will be recorded as a tie. Each team will be awarded 2 points.

During the playoffs, the International Tie Breaker rule will not apply.

12U, 14U, 18U -- A 2-hour time limit will apply to all games during the school year. No new inning will begin after the two hour mark. Once an inning is started, it will be finished. The final inning will be completed after it is started, meaning both teams will play offense and defense. No time limit on Friday, Saturday, and Sunday unless stated by the home team at ground rules due to a game following.

If a player is injured and cannot bat and play the field for any reason, the player will be removed from the game and cannot re-enter the game in any position. The vacated batting position is NOT recorded as an out unless the player was ejected from the game. If a player leaves the game for personal reasons, the batting position will be recorded as an out.

If a player is late for the start of a game and you intend to play her when she arrives, she must be placed in the lineup at the start of the game. If the player has not arrived and it is her turn to bat, she is an out in the inning and each consecutive inning until she arrives or she must be removed from the lineup. **A player cannot be added to the lineup after the game has started.**

Team members are to wear their issued uniform, which must include a numbered jersey. Players are to remain on the bench when not on the playing field. Catchers must wear helmets with a facemask and an attached throat protector as well as a chest protector and shin guards. Defensive facemasks are voluntary to each organization. All batters and base runners must wear an approved batting helmet with a **protective facemask**. Chinstraps are voluntary. The helmet must be worn securely at all times while on the field. If a helmet is not worn securely and the player loses the helmet while running, the player will be declared out and all play stops. Runners will return to the base occupied before the play started. Refusal to wear a helmet will result in the player being called out and ejected from the game. The batting order will continue. Batting helmet cannot be removed by the runner until in the dugout area. Helmets dislodged due to contact with other players, the player is not called out.

The home team manager is to provide at least 1 **new** Alle-Kiski softball for each game (safety for 8U, 11 inch for 10u, 12 inch for all others). The home team manager is responsible for having the field ready for the game and cleared of any obstructions that are a hazard to the players or might interfere with play. An 8-foot circle is to be drawn around the pitcher's rubber. A double first base is MANDATORY.

Year 2004 or above ASA stamped softball bats only.

All teams must use the designated Alle-Kiski softball. **No** other balls can be used.

The traveling or away team should be at the field at least 20 minutes prior to game time. If conditions permit, the home team will provide the traveling team 15 minutes field time to warm up the players. Both teams should not warm up on the same field at the same time.

Prior to start of the game, all judgments regarding weather of field conditions will be the responsibility of the home team manager. After the game has started, all judgments regarding weather or field conditions will be the responsibility of the plate umpire. In no event will a game continue if there is lightning sighted or thunder heard. The game will be stopped immediately and all participants are to leave the playing field to seek shelter. The plate umpire will determine if a game is to be stopped because of weather conditions. If the game is stopped, both team managers and the plate umpire will confer if the game should be cancelled or continued. The plate umpire will have the final decision regarding continuation of play.

If a game is started, and cannot be finished due to weather, the umpire will sign the scorebook and the game will start right where it is stopped. However, if the game in progress did not make it past one full complete inning, the game will be restarted when it is played next.

Before each game, the umpire will issue a bench warning to the team managers regarding thrown bats. If, in the umpire's opinion, a player intentionally throws a bat, that player will be ejected from the game and declared out. Play will be stopped and all base runners will be returned to the base last held at the time of the infraction. The player will be removed from the roster and the batting order will continue. The player will be recorded as an out each time she is to bat for the remainder of the game. The umpire will give no courtesy warnings once the game has started.

Batters must attempt to get out of the way of the pitch. If batter does not attempt to move, the batter will not advance to 1st base.

If a close play is being made at any base (umpire's judgment), the runner **MUST** slide into the base (avoid contact at all cost). If the runner does not slide and there is contact, she will be called out. Additionally, 15U and 18U may slide headfirst. 12U, 10U, and 8U are not permitted to slide headfirst. If a girl in the lower age bracket slides headfirst, she will be given a warning. After the first warning, the girl will be called out for each following infraction of the rule.

Continuous batting order is in effect for all age brackets.

The team at bat may use a courtesy runner for the pitcher or catcher at any time. Courtesy runner is the player who made the last out.

Metal cleats are only approved for 18U.

Jewelry shall be defined as rings, bracelets, watches, earrings, and necklaces. The umpire in charge will determine if the jewelry being worn can be hazardous to the player. If, in the umpire's judgment, the jewelry is a hazard, the player will be instructed to remove the jewelry. If the player refuses to remove the jewelry, the player will be ejected from the game. The player will be recorded as an out and all play will stop. The player will be removed from the lineup and the batting order will continue. Players are permitted to wear a medical identification bracelet/necklace.

Team rosters must be submitted to the league secretary **prior to the start of the season using the designated format found on the website**. Failure to submit a team roster will result in the games being played recorded as **forfeits**. Roster changes must be submitted to the league secretary.

This is rec-league ball and games are to be scheduled all 7 days of the week.

GAME SCORING

There is a point system in place to ensure all scheduled games are completed.

Decision	Win	Tie	Loss	Not Played	**Forfeit
Points	3	2	1	0	-1

ALL game scores, cancellations, or forfeits must be recorded on the website by each team (alle-kiski-asa.org) **within 24 hours** (except for 8U). If you do not report your scores for the games you played, the games will **NOT** be counted. You will **NOT** receive a call at the end of the season for unreported game scores. You will be seated according to the scores that have been received.

****Games can only be cancelled due to a school function or inclement weather. Any game cancelled for any other reason will be scored as a forfeit. If you do not have enough players, it is a forfeit.**

PLAYER PARTICIPATION

8U -- ALL players must have played 2 FULL innings by the end of the 4th inning.

10U and 12U – ALL players must have played 2 FULL innings by the end of the 5th inning. If the game is shortened to 4 innings due to the 10-run rule, each girl is required to play at least 1 inning.

14U and 18U -- ALL players must play 3 FULL innings by the end of the 6th inning. If the game is shortened to 5 innings due to the 10-run rule, each girl is required to play at least 2 innings.

Defense substitutions will be given to the opposing scorekeeper at each inning. Scorebooks will be signed by the coaches at the end of the game verifying player participation.

GENERAL UMPIRE RULES

There will be 1 umpire assigned for the 10U and 12U games.

There will be 2 umpires assigned for the 14U and 18U games.

Umpires should be paid a regulation game fee **prior** to the start of each game.

Umpires are **required** to sign the scorebook at the end of each game.

All inquiries regarding an umpire's activity are to be reported to your association representative. Your association representative is to file a report with the league director. The league director will handle all inquiries.

MANAGER'S RESPONSIBILITIES

Each manager will receive a copy of the team's game schedule prior to the start of the season. The game schedule will include all scheduled games for the appropriate age bracket.

The home team manager is responsible for determining game cancellations prior to the first pitch. After the game has started, the plate umpire makes all decisions.

If a game is cancelled due to weather, poor field conditions, or forfeited due to a lack of players, the home team manager must send this information in through the website. Please contact the opposing team's manager first. The umpire head must be informed next for him to cancel the umpire or umpires.

If, while the umpire is traveling to the game, the home team manager cancels the game, the umpire will be **paid ½ of the regular game fee** for travel expenses. The home team manager will be at the field to meet the umpire and inform them the game has been cancelled. If the umpires arrive at the field and the manager has not cancelled with the umpire head, the home team is responsible for paying ½ the umpire fee to each umpire.

PITCHING

The pitcher must start the windup with both feet in contact with the pitching rubber. NO stepping backward off the rubber.

If, in the umpire's judgment, a pitcher is endangering a batter, the pitcher can be removed from the position for the rest of the game. If a pitcher hits 2 batters – above the waist in the same inning – the pitcher will be removed from the position for 1 full inning. If placed back in the pitching position in the same game and she hits a 3rd batter above the waist, it will be the umpire's discretion.

ALL pitchers may return to the mound as long as she has not surpassed her number of innings.

10U and 12U – Pitchers are permitted to pitch a maximum of 4 innings per game.

14U -- No pitching restrictions.

18U -- No pitching restrictions.

Pitching rubber – 8U – 35 feet from home plate
10U – 35 feet from home plate
12U – 40 feet from home plate
14U – 43 feet from home plate
18U – 43 feet from home plate

No 19 year olds are allowed to pitch.

A single pitch in the inning counts as an inning pitched.

In an intentional walk situation, the pitcher **must** pitch to the batter (12U, 14U, and 18U).

8 & UNDER

Games are 5 innings or 1 hour and 30 minute time limit (whichever comes first).

Each batter will receive 7 total pitches. The 7th pitch must be hittable and in play. If the 7th pitch is a foul ball, another pitch may be thrown. Pitches will continue until the batter strikes out or the ball is hit (for fouls on 7th pitch only). If the ball is hittable and the batter isn't swinging, the batter will be called out on the 7th pitch.

There are 3 outs per inning. 3 strikes are considered an out. If 3 strikes occur before the 7th pitch, the batter is out.

When a ball is hit to the outfield, the batter and base runners can continue to run until the ball is **controlled** by an infielder.

If the teams have enough players, 4 outfielders are to be used. Outfielders are to play their position in the grass. Additionally, a player should be dressed as the catcher.

The coach pitches to their own team and a player fields the pitching position. In mid June, you may experiment with pitching the players.

You can only bat your entire lineup once per inning.

- No walks
- No stealing
- No bunting
- No advancement on an overthrow

10 & UNDER

2-hour time limit on all games played at all times. If you are in the middle of an inning and come to the 2-hour mark, the game is over. The score will revert back to the last completed inning. Stalling the game by asking for conferences will not be tolerated.

Games are 6 innings. If a game is terminated for darkness, weather, field conditions or umpire's call, 4 complete innings (3 ½ innings where applicable) will determine a regulation game.

A 15-run rule will be in effect for all games after 4 full innings (3 ½ innings where applicable). A 10-run rule is in effect for all games after 5 full innings (4 ½ innings where applicable).

When 5 runs are scored in the offensive team's half of the inning, the offensive team takes the field regardless of the number of outs. As soon as the 5th run safely crosses home plate, the play is dead and the half inning is over. The 5-run rule **is** in effect during the final inning.

Any player can enter the game defensively anytime and at any position.

The infield fly rule does NOT apply.

If a pitcher throws four balls on a batter, the offensive coach will come in and pitch to the batter (pitch count goes back to 0-0). When the coach comes in to pitch, the batter must make contact with the ball or strikeout (there will be no walks granted). The coach **must** stay in the circle when pitching to the batter. The umpire will address how a coach is expected to pitch at the plate meeting (no lobbing the ball and no arc on the ball). If an umpire deems the coach's pitching unacceptable, the umpire will handle the situation.

When a batter is hit by the pitch, she will be awarded 1st base. Under no circumstance should the coach come in and pitch to the player.

Base runners cannot leave the base until the pitched ball has crossed home plate.

Base runners starting at 1st or 2nd base are entitled to advance or steal only one base per pitch, with liability to be put out. Runners starting from 3rd base may not steal or advance home on a passed ball, a wild pitch or a bad throw back to the pitcher but can be put out if they come off of the base. Also, if a defensive player makes a play on any runner, at any base, the runner is entitled to advance at the risk of being put out (example -- runner at third and catcher makes a play).

A runner attempting to advance beyond the one base they are entitled to advance or steal may be put out while between bases. A runner cannot be put out while in contact with a base. After all play ceases and the ball becomes dead, if a runner occupies a base beyond the one the runner was entitled to advance or steal will be returned to the correct base without liability to be put out.

If a batter strikes out and the ball is dropped, the batter is out and cannot advance to 1st base, but the ball remains live for the purpose of throwing and advancing runner out. The dropped 3rd strike rule does not apply.

If a batter squares around to bunt, the batter is not allowed to pull back and swing.

If both teams have enough players, four outfielders can be used. If one team does not have enough players for four outfielders, then only three outfielders will be used for each team. When playing with four outfielders, all outfielders must be in the grass at the start of the pitch. Additionally, an outfielder is not permitted to cover a base on a steal.

12 & UNDER

Games are 6 innings. If a game is terminated for darkness, weather, field conditions or umpire's call, 4 complete innings (3 ½ innings where applicable) will determine a regulation game.

A 10-run rule will be in effect for all games after 4 full innings (3 ½ innings where applicable).

When 6 runs are scored in the offensive team's half of the inning, the offensive team takes the field regardless of the number of outs. As soon as the 6th run safely crosses home plate, the play is dead and the half inning is over. The 6-run rule is waived in the final inning.

Any player can enter the game defensively anytime and at any position.

The infield fly rule is in effect.

Base runners must wait until the ball leaves the pitcher's hand before they can leave the base.

Softball bats only, unless they are more than 2 ¼ inches in diameter or 34 inches in length.

If both teams have enough players, four outfielders can be used. If one team does not have enough players for four outfielders, then only three outfielders will be used for each team. When playing with four outfielders, all outfielders must be in the grass at the start of the pitch. Additionally, an outfielder is not permitted to cover a base on a steal.

14 & UNDER AND 18 & UNDER

Games are 7 innings. If a game is terminated for darkness, weather, field conditions or umpire's call, 5 complete innings (4 ½ innings where applicable) will determine a regulation game.

A 10-run rule will be in effect for all games after 5 full innings (4 ½ innings where applicable).

Any player can enter the game defensively anytime and at any position.

The infield fly rule is in effect.

Base runners must wait until the ball leaves the pitcher's hand before they can leave the base.

Softball bats only, unless they are more than 2 ¼ inches in diameter or 34 inches in length.

*If an area does not have an 18U team, three 15 year olds can be rostered on the 14U team.

-These 15 year olds are **not** allowed to pitch.

*On any 18U team, there can be two 19 year olds rostered.

-These 19 year olds are **not** allowed to pitch.

PLAYOFFS

During playoffs, the **higher seed** will always be the home team.

RULES MATRIX

	10U	12U	14U	18U
Infield Fly Rule	No	Yes	Yes	Yes
Dropped 3 rd Strike	No	Yes	Yes	Yes
Innings	6	6	7	7
Mercy Rule	15 after 4 10 after 5	10 after 4	10 after 5	10 after 5
Continuous Batting	Yes	Yes	Yes	Yes
Pitched Innings Allowed	4	4	-	-
Pitching Mound	35	40	43	43

- **14U and 18U -- There is no mercy rule before the 5th inning. You must complete 5 innings (4 ½ innings where applicable).**