

2006 SOFTBALL RULES

Participating Organizations:

C.A.A.
Highland
Revere
Richfield
W.A.B.L.

Revised January 2006

LEAGUE OBJECTIVES

The League has been organized to provide all girls ages six (6) through eighteen (18) the opportunity to play organized softball. Our objectives are to teach youths the fundamentals of the game, to encourage them to always strive to improve their abilities, to show them the values of fair play, and to help them work and play together as a team. In doing so, we will help youths become better adults.

ELIGIBILITY RULES

AGE	LEAGUE	EXPLANATION
15-18	SENIOR	Girls play in the 18 and under league. Girls whose 18 th birthday is on or after August 1, 2006.
13-14	JUNIOR	Girls whose 15 th birthday is on or after August 1, 2006.
11-12	NATIONAL	Girls whose 13 th birthday is on or after August 1, 2006.
9-10	AMERICAN	Girls whose 11 th birthday is on or after August 1, 2006.
6-8	INSTRUCTIONAL	Girls whose 9 th birthday is on or after August 1, 2006.

1. A team roster which shall include the names, addresses, and birth dates of all players must be completed and filed with their Community Director who shall make the roster available for inspection by interested parties.
2. A player in the League cannot play in any other softball League until after the Day of Champions. (Exceptions: Scholastic programs when eligible and tournament teams selected to represent the League in various tournaments and non-league games are permitted.)
3. No player is eligible who has not been assigned to a team by their Community Director. Names of non-assigned but otherwise eligible players who wish to play must be turned over to their Community Director for assignment to a team.
4. A team manager in the league may request no more than one coach prior to the draft. That new coach's daughter is the first pick in the draft unless otherwise agreed to

by their Community Director. A team on which a coach selected the previous year is able to coach the current year is considered as that one coach.

5. There shall be no trading of players once the draft of the teams is complete.
6. Any player proven to have been ineligible will be expelled for the reason and may, at the discretion of their community directors, be declared ineligible from future participation in the League. All games in which an ineligible player has participated may be declared forfeited by the Protest Committee after a proper hearing.
7. All managers and coaches are urged to verify dates of birth.
8. Any matters relating to player personnel, birth date verification, player rating, conduct of the tryouts, player draft and placement of players signing up after tryouts or after completion of the draft, and not specifically covered in this section, shall be within the sole discretion and authority of the community director.

GENERAL RULES

1. ASA Softball Rules shall govern the softball leagues respectively unless noted otherwise in these rules.
2. Two adults may be allowed to coach from the coaching boxes. The second coach may be a uniformed player from the roster. Only the manager, registered players, coaches, and the scorekeeper shall be allowed in the immediate area of the bench.
3. Molded rubber cleated shoes may be worn in all classes or leagues. Metal cleated shoes shall be prohibited.
4. Catchers must wear a catchers mask, throat guard, helmet, chest protector, and shin guards.
5. A game in any class in which five (5) full innings have been completed (4 if the home team leads) and which is ended due to rain, darkness, or other unforeseen developments shall be considered a complete game.
6. A game not completed due to rain or other unforeseen developments (including darkness) shall be a suspended game and play shall be resumed from the point where play was suspended. Insofar as is possible, the same players who were in the lineup at the time play was suspended shall resume play. In the event such players are unavailable due to illness, absence or pitching rules, substitutions shall be permitted, with substitutes to assume the position of the player they replace in the batting order. If two full innings have not been completed, the game shall be canceled with no rescheduling.

7. All leagues shall have a 15-minute grace starting period, and no game shall be started after 7:00 p.m. without the consent of both managers.
8. For purposes of pitching eligibility, an inning is defined as any appearance on the mound. If a pitcher makes one or more appearances on the mound in any one inning, it shall constitute one inning of eligibility.
9. A courtesy runner may be used in two out situations for a catcher-baserunner. The courtesy runner must be the player who made the last out.
10. No appeal is necessary for the umpire to call out a batter-runner who either fails to touch a base (advancing or returning) or fails to tag up properly after a fly ball.
11. Disciplinary action by a manager - Any player arriving after the start of a play of a regularly scheduled league game for the second time in a season may be withheld from playing in that game at the discretion of his manager, provided notice and reason is given to the opposing manager.
12. Each team must field seven (7) players at the start of a game or a forfeit shall be declared. However, a game may be completed with a lesser number players. In case of illness during the game, injury, or ejection of a player, a player from the team roster to be chosen by his own manager must be reinserted into the game if available. If a player must leave a game and no substitute is available, his/her team will not be penalized for a vacant batting slot upon proper notice to the opposing team manager. If this player, for whom no substitute is available, is unable to continue while a batter, the next player in the batting order becomes the batter and starts with a new ball and strike count. If a baserunner, for whom no substitute is available, is injured or unable to continue as a baserunner, the player making the last out must be used as a courtesy runner.
13. If a player misses two or more regularly scheduled practices or one or more regular season games without excuse or prior notification to the manager or coaches, the manager must notify the parent or guardian that the player may be suspended from the next regular season game. Such suspension must be communicated to the Community Director at least 24 hours prior to the next scheduled game and to the opposing manager prior the start of such game. After such suspension, in the event that such unexcused absence continues, the manager must apply to the Community Director for consent to permanently suspend the player and such consent shall not be unreasonably withheld.
14. When a defensive player has the ball or is about to catch a thrown ball and the runner remains on her feet and crashes into the defensive player, the runner is out.
15. A defensive player shall not fake a tag on a runner when that player does not have the ball in his/her possession or when a play is not imminent. Penalty: Obstruction

will be called and followed by subsequent awarding of bases.

16. Any non-starter present at the start of the game (except the Girls Senior teams) is required to start the next league game for which he or she is present at the start of the game. Penalty: Forfeiture of the game. This rule does not supersede any disciplinary rules.

17. There is no limit to the number of times a manager may talk to pitchers in the American League.

18. Any pitcher taking the mound for the second time is entitled to no more than 5 warm-up pitches.

19. All batters, on-deck batters and baserunners must be wearing protective headgear as approved by the League when the ball is in play. The batter will be declared out if not wearing such headgear when both feet enter the batters box, and runners may be called out for deliberately discarding of the headgear while running, except after a base on balls or time has been called. Umpires are to enforce this rule. Batters and baserunners must wear face guards.

20. There shall be no head first sliding unless returning to a base. The penalty is that the runner shall be declared out by the umpire. This "no head first sliding" rule shall not apply to the girls Senior League teams.

21. Copley and Revere teams playing on their fields are required to supply the bases regardless of whether or not they are the home team. W.A.B.L teams playing on their fields are required to supply the bases regardless of whether or not they are the home team.

22. Any non-adult catching a pitcher at any time must wear a catcher's face mask and throat protector.

23. There shall be a two-hour time limit for all American, National and Junior League games. The two-hour time limit for a game shall be continued for suspended games.

24. The home team shall supply the game balls, one new softball and one good used softball, for each game. The softballs used in the Girls League shall be:

American League: Dudley SBL11, SBC11 or SBC-YFP
National, Junior and Senior Leagues: Dudley SB12L, SB12LND, or SB12LNDYFP.

Any backup ball shall be of the same quality or better. The umpire approves the game balls and all backup balls. If the home team does not provide the correct type of game ball, the visiting team, at its option, may provide the correct type of ball, before the

beginning of the game, to be used as the game ball.

25. There shall be continuous batting in the American, National and Junior Leagues (except for girls unable to play due to injury, sickness, or disciplinary reasons). All girls shall be in the batting order even though they may not be playing in the field. The first ten (10) batters do not have to be the 10 girls playing in the field.

26. Any pitcher who hits three (3) batters with a pitch in one inning shall be removed as the pitcher for the remainder of the inning. Any pitcher who hits five (5) batters with a pitch in any one game shall be removed as the pitcher for the remainder of that game.

CONDUCT RULES

1. The managers and coaches have full responsibility for their team's action on the field. Managers will do their utmost to control spectators and shall be responsible for the conduct of spectators from their own team. Failure to so control may allow the umpire to suspend or forfeit the game. To handle misconduct situations, the umpires' procedure shall be as follows:

(a) The umpire shall instruct the appropriate manager to control the unruly person(s).

(b) If the disruption continues, the umpire halts the game and directly advises the offender to stop all disruptions. The umpire has the option to forfeit the game in favor of the other team if the disruptions of the advised person(s) continue.

2. If a manager or coach is ejected from a game by the umpire, that manager or coach is suspended for his or her team's next game. If a manager or coach is ejected for the second time that season, he is suspended for the remainder of the season. A manager or coach ejected from the game by the umpire must return to his or her automobile in the parking lot normally used for the particular field for the duration of the game.

3. Habitual arguing or fighting with umpires, team personnel, or spectators will be prohibited and may lead to a forfeit.

4. Any unruly display of temper or foul language or conduct detrimental to League objectives by a manager, coach or player may result in disciplinary action by the Protest subcommittee.

5. No player or spectator shall be permitted (less than 15 ft.) behind the backstop during the progress of game.

6. Players, managers and coaches are prohibited from calling out by name to players

on opposing teams. There shall be no negative cheering or disruptive behavior from the bench, stands or the field. After the first warning, by the umpire, the offending team may forfeit the game.

7. Throwing of equipment may result in ejection of the offender from the game by the umpire.

8. The home team shall occupy the first base bench.

9. No coaches or umpires should be permitted to use tobacco products while a game is being played. There shall be one warning per team and any other coach seen using tobacco products shall be ejected from the playing area. Umpires using tobacco products while a game is being played will not be paid for that game.

SCORING RULES

1. The visiting team scorekeeper shall verify the score and pitching eligibility at the end of each half inning with the home team scorekeeper. In the event that the visiting team fails to do so, the home team score book shall be deemed to be official. If, however, a disagreement in the score or pitching eligibility exists, play shall be halted before the start of the next inning; and every reasonable effort shall be made by the scorekeepers and managers to resolve the discrepancy. In the event they are unable to resolve the problem, the umpire shall then make the final determination by a play by play recap of the half inning; and his decision shall be final and shall not be the subject of a protest.

2. The home team shall note in its score book the number of innings pitched by each pitcher for both teams, inning by inning, at the bottom of the score book. Both managers and the umpire shall sign the home team's score book at the end of the game.

PROTESTS

MAKEUP OF THE PROTEST SUBCOMMITTEE

1. The protest subcommittee shall consist of: The director of each community league or the designee. A minimum of three subcommittee members must be present to hold a protest hearing.
2. Any member of the Protest Committee, including the chairman, having a child or relative playing, managing, coaching, or who is otherwise associated with the team(s) and the class or league involved in the protest shall not be present during the discussion and voting of the protest. The Committee shall have the

right to appoint such additional members as necessary to constitute a quorum.

PROTESTS INVOLVING PLAYING RULES AND PLAYING ELIGIBILITY

1. Protests shall be considered only when based on the violation of a playing rule or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgment.
2. When the protest involves the violation or application of a rule of the game of baseball/softball, the protest must be made at the time of the infraction and before the start of the next play by notification to the umpire and opposing manager and by notation in the appropriate place in the home team's score book, initialed by the umpire and protesting manager. If not so made, the protest will be regarded as having been waived. When the basis of the protest is the use of an ineligible player or the violation of a pitching or participation rule, the protest must be made under the two day time limit set forth above.
3. Detailed information supporting the protest must be filed in writing by the manager or acting manager with a member of the Protest Committee accompanied by a protest fee of \$20.00 not later than two days following (but not including) the day on which the game was placed. All protest fees shall be retained unless the protest is upheld.
4. The Protest Committee will meet after the filing of a protest, and both managers and the umpire, if involved, must be given notification of the time and place of the protest hearing at least 48 hours in advance and must be given an opportunity to state their positions, either in person or in writing.

DISCIPLINARY ACTION

- a. All disciplinary actions for violation in the League rules will be at the discretion of the League.
- b. No disciplinary action shall be taken against a manager, coach or player without prior notice given to him/her of such action intended to be taken against him/her.
Disciplinary meetings shall be heard separately from protest meetings and include the involvement of no less than 2 of the committee members.

Disciplinary action can range from probation to suspension for a game or the season.

PLAYOFF RULES

1. All teams finishing the season shall be eligible for the playoffs in the Girls American, National and Junior Leagues. NOTE: The mercy rule for the playoffs is the same as the regular season mercy rule.
2. For all games leading up to the championship game, the assigned field will be the home field of the higher seeded team of the two teams playing based on:
 1. Better regular season league record.
 2. Better record in head to head competition if the two teams have identical regular season league records.
3. There is no two-hour time limit.
4. All regular season rules shall apply to playoff games unless indicated below.
5. The championship game will always be at the field designated by the Directors of each community.

GIRLS AMERICAN LEAGUE RULES

1. These games shall ordinarily consist of six innings unless a tie score exists at the end of six innings, in which case the game shall be continued until completed. A game shall be called at the end of two hours with full innings to be completed. There shall be a 2 hour maximum time limit if the game is tied after the 2 hour limit. A game shall also be called when a twelve (12) run differential exists after four (4) full innings have been completed (3-1/2 innings if the home team is leading).
2. No pitcher may pitch more than three innings per game. One pitch thrown to a

batter constitutes an inning. A pitcher may reenter as a pitcher only once per game. This rule will be in effect during the regular season, during the playoffs, and on the Day of Champs. Failure to comply with this rule shall be a forfeit.

3. A baserunner cannot leave her base until the ball has crossed the front of home plate or the batter hits the ball. A baserunner will be called out if, in the judgment of the umpire, she leaves the base early.

4. A team's half-inning "at bat" will be defined as each team batting until three outs are made or each member of the team has batted in that inning, whichever comes first. If a team has more players than the opposing team, the team with fewer players will be allotted to bat up to the same number of players per inning as the team with more players or until 3 outs are reached. The team with fewer players will be required to start batting in the next inning with the batter following the player that made the last out OR following the last batter from the previous inning, i.e. you can't keep starting with the top of the batting order every inning.

5. The defensive infield shall consist of a maximum of seven (7) players, but managers may play with only six (6) infielders. The other players shall be placed in the outfield. ALL GIRLS will play every inning on defense. All outfielders must take their defensive positions beyond the cut of the infield.

6. The ground rules at Case field are:

a. A hit ball, touched or untouched, and rolling into the Case field playground is an automatic triple.

b. A fly ball hitting the Case field playground (in fair territory) on the fly is an automatic home run.

7. Girls may wear either of the following types of pants: 1) Long grey softball pants; or 2) Shorts provided all girls on the same team wear the same color of shorts.

8. A baserunner may steal third base, but may not steal second base or home and may steal a maximum of one base per pitch.

9. There shall be no continuous walk and no infield fly rule. However, three (3) batters per inning may bunt, but the umpire must be informed before the first pitch of the half inning.

10. When the ball is thrown to the pitcher in the pitching circle by an infielder with the intent of stopping the play, the pitcher enters the pitching circle with the ball, or the ball reaches the infield from the outfield, any baserunner advancing to the next base may advance to that base at her own risk and may advance no farther. If the runner has stopped when the ball is thrown to the pitcher, the pitcher enters the pitching circle with

the ball, or the ball enters the infield from the outfield, she cannot advance to the next base. The dividing line between the infield and the outfield is the baseline extended to the out of play territory. At the completion of the play, the baserunner will be sent back to the proper base by the umpire if the baserunner has safely advanced too far.

11. A game in which less than four full innings have been completed (3-1/2 innings if the home team leads) and which is ended due to rain or darkness shall be considered a suspended game and shall be continued from the point at which the game is stopped.

12. The standard or windmill delivery is recommended for pitches in the American League.

13. An 11-inch ball shall be used in the American League. [The "standard" softball has a circumference of 12 inches.]

14. The batter is out on a dropped third strike.

15. Each American League team shall be limited to a maximum of twelve (12) players on its roster.

16. The distance in the American League shall be:

a. Between bases - 55 feet;

b. Between the front of the pitcher's rubber and the back of home plate - 33 feet;

c. Between the back of home plate and the middle of second base - 77 feet, 9-1/2 inches.

17. There shall be no intentional walks in the American League. If, in the judgment of the umpire, a pitcher intentionally walks a batter, the batter will be awarded a homerun and all baserunners on base at that time shall score a run as well.

GIRLS NATIONAL LEAGUE RULES

1. These games shall ordinarily consist of seven innings unless a tie score exists at the end of seven innings, in which case the game shall be continued until completed. A game shall be called at the end of two hours with full innings to be completed. A game shall also be called when a twelve (12) run differential exists after five (5) full innings have been completed (4-1/2 innings if the home team leads). There are no tie games.

2. Bunting, continuous walk and stealing are permitted in the National League. The batter may steal first base on a dropped third strike.

3. The infield fly rule is in effect in the National League.

4. A baserunner cannot leave her base until the ball crosses the front of home plate or the batter hits the ball. A baserunner will be called out if, in the judgment of the umpire, she leaves the base early.
5. The distances in the National League shall be:
 - a. Between bases - 55 feet.
 - b. Between the front of pitcher's rubber and the back of home plate - 37 feet.
 - c. Between the back of home plate and the middle of second base - 77 feet, 9-1/2 inches.
6. The starting lineup shall consist of ten (10) players, if available. All players will be in the batting order. See Rule 8 for the field or defensive substitutions.
7. No pitcher may pitch more than four innings per game. A pitcher may re-enter as a pitcher only once per game. This rule will be in effect during the regular season, during the playoffs and championship. Failure to comply with this rule shall be a forfeit.
8. There shall be unlimited substitution of defensive players in the field; however, it is the intent of these rules to have as many girls play the game as possible. Every girl present at the start of the game and who is physically able to play the entire game shall play defense at least 50% of the game. In an odd number of inning games, the players shall play 50% of the total number of innings minus one. Example: A player must play defense in 3 innings of a seven inning game $[(7-1)/2 = 3]$. In order to count as a defensive inning played, the player must play the entire inning in the field. Failure to comply with this rule is a forfeit.
9. Girls may wear either of the following types of pants: 1) Long grey softball pants; or 3) Shorts provided all girls on the same team wear the same style and color of shorts and wear one protective sliding sleeve which covers their calf and knee, when batting or running the bases.

If a player wears shorts, she must wear at least one protective sliding sleeve which covers her knee and calf area. The sliding sleeve must cover the knee and calf area and must be worn in the "up position" once the batter safely reaches a base and prior to the start (next pitch thrown) of the next play. Note the batter is not required to have the sliding sleeve in the "up position" while batting. The umpire shall warn both teams of a violation of this rule. Any subsequent violation of this rule shall result in the baserunner being called out. This is a safety rule and it shall be enforced by the umpire.
10. The defensive infield shall consist of a maximum of seven (7) players, but manager may play with only six (6) infielders. All outfielders shall take their defensive positions beyond the cut of the infield.

GIRLS JUNIOR LEAGUE RULES

1. These games shall ordinarily consist of seven innings unless a tie score exists at the end of seven innings, in which case the game shall be continued until completed. A game shall be called at the end of two hours with full innings to be completed. A game shall also be called when a twelve (12) run differential exists after five (5) full innings have been completed (4-1/2 innings if the home team leads). There are no tie games.
2. Bunting, continuous walk and stealing are permitted in the Junior League. The batter may steal first base on a dropped third strike.
3. The infield fly rule is in effect in the Junior League.
4. A baserunner cannot leave her base until the ball is released from the pitcher's hand. A baserunner will be called out if, in the judgment of the umpire, she leaves the base early.

5. The distances in the Junior League shall be:
 - a. Between bases - 60 feet.
 - b. Between the front of pitcher's rubber and the back of home plate - 40 feet.
 - c. Between the back of home plate and the middle of second base - 84 feet, 10-1/4 inches.
6. The starting lineup shall consist of ten (10) players, if available. There shall be no more than six (6) infielders and all outfielders must play beyond the cut of the infield. All players will be in the batting order. See Rule 8 for the field or defensive substitutions.
7. There are no restrictions on the number of innings a pitcher may pitch in a game; however, a pitcher may re-enter as a pitcher only once per game. This rule will be in effect during the regular season, during the playoffs and championship. Failure to comply with this rule shall be a forfeit.
8. There shall be unlimited substitution of defensive players in the field; however, it is the intent of these rules to have as many girls play the game as possible. Every girl present at the start of the game and who is physically able to play the entire game shall play defense at least 50% of the game. In an odd number of inning games, the players shall play 50% of the total number of innings minus one. Example: A player must play defense in 3 innings of a seven inning game $[(7-1)/2 = 3]$. In order to count as a defensive inning played, the player must play the entire inning in the field. Failure to comply with this rule is a forfeit.
9. Girls may wear either of the following types of pants: 1) Long grey softball pants; or 2) Shorts, provided all girls on the same team wear the same color of shorts and wear one protective sliding sleeve which covers their calf and knee, when batting or running the bases
If a player wears shorts, she must wear at lease one protective sliding sleeve which covers her knee and calf area. The sliding sleeve must cover the knee and calf area and must be worn in the "up position" once the batter safely reaches a base and prior to the start (next pitch thrown) of the next play. Note the batter is not required to have the sliding sleeve in the "up position" while batting. The umpire shall warn both teams of a violation of this rule. Any subsequent violation of this rule shall result in the baserunner being called out. This is a safety rule and it shall be enforced by the umpire.

RESCHEDULING/MAKEUP GAME POLICY

1. Any game canceled due to inclement weather shall not be rescheduled.

2. No game shall be rescheduled without the consent of the Community Directors.