

FAYETTE / LOVEJOY YOUTH SOFTBALL ASSOCIATIONS Spring 2006 - Rules

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*****Please read all rules. These rules cover the agreed upon joint league rules and will be adhered to in all parks. More specific association conduct guidelines will be addressed in a separate document published by the individual associations.**

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GENERAL CONDUCT RULES

1.1 GRIEVANCES

1.1.1 During play, any grievances or disagreements shall be brought to the umpire and opposing manager and not displayed on the playing field in the presence of the girls. The umpire has the final authority! Any manager/coach not showing good sportsmanship will be warned of the first incident and may be relieved of his/her position if this behavior should continue.

See "Game Protest" in section 2.7

1.2 RESPONSIBILITIES

1.2.1 The home team is responsible for the "OFFICIAL" scorebook.

1.2.2 Each team is responsible for the cleanliness of the dugout and bleachers. Any items found should be turned in to "Lost and Found" located at the concession stand.

1.2.3 The home team is responsible for posting the score of their game in the concession stand or by whatever means is dictated by each park per season. If the score is not posted within 24 hours a forfeit of that game may result. The only exception is Saturday games; a 48-hour posting time is allowed.

Scores can also be posted by email to: fcsoftball@yahoo.com

1.3 SCHEDULES

1.3.1 Once the game schedule has been published there will be no changes made. Normally, the only rescheduling of games will be due to inclement weather. Any extraordinary circumstances should be brought before the Board of Directors who will decide accordingly.

1.3.2 The Board of Directors shall have sole responsibility for scheduling.

1.4 DUGOUTS

1.4.1 Only active participants are allowed in the dugout during games.

1.4.2 Coaching staff is restricted to the dugout area. Three coaches are allowed on the field of play for 8U and below. Coaches should refrain from standing behind the backstop and instructing players.

1.4.3 All teams are responsible for cleaning out their dugouts after games. Please help each association keep their parks clean.

SLOW PITCH JOINT LEAGUE RULES

2.1 SANCTIONING RULES

2.1.1 Sanctioning association(s) rules shall apply unless otherwise stated in the local rules (i.e. USSSA, ASA, NSA etc.). This season we will be sanctioned by ASA.

2.2 MINIMUM EQUIPMENT

2.2.1 Catchers must wear a mask with throat protector, helmet and chest protector. These are to be worn during games and practices.

2.2.2 Batters and base runners must wear helmets with earflaps and securely fastened NOCSAE approved face mask guard. Face mask guards are not required in the Pre-T (3 & 4 year olds) division.

2.2.3 All pitchers must wear a face mask during all games and practices. Face mask are not required in the Pre-T (3 & 4 year olds) division.

2.3 FREE SUBSTITUTION

2.3.1 Free substitution rule: All girls are placed in the batting order and any 10 players (10U) or all players (8U and below) can play defense. Players can be rotated on defense at the discretion of the coach. However, each player must play at least every other inning.

2.4 MINIMUM NUMBER OF PLAYERS / PULL UP RULE

2.4.1 The minimum number of girls to field a team shall be eight (8). Start with 8 and finish with at least 8. Should additional players arrive during the game, they will be added to the line up (at the bottom of the official batting order). This rule does not apply to Pre-T.

2.4.2 If a team is unable to field each playing position, (10) in 10 and under and below and (9) in 12 & under and up, the coach has the right to pull up to three (3) players from the age group below (registered with the leagues recreation teams only; no travel teams) to reach the maximum number of players. The following limitations to this rule apply:

- a) A coach who pulls a player from a division below to play in a game must notify a Board Member on duty and the opposing coach with the names of the player(s) before the game is played.
- b) A player cannot be pulled up if they have a conflicting game for their primary team.
- c) Any player pulled up to an older division must play the required minimum in that game.
- d) After a game starts with pulled up players, any rostered team player that shows will be added to the end of the batting order. The pulled up player will continue to play the required minimum in that game.
- e) Games by teams using an illegal player will be forfeited.

2.5 PLAYER LEAVING GAME

2.5.1 Should a player have to leave the game or become ill or injured during play and unable to bat, she will be ineligible for the remainder of the game. Her position in the batting order is skipped and no penalty is assessed to the offensive team. The coach will inform the umpire, official scorekeeper, and opposing coach that the player is being removed from the game. Scorekeeper will make a notation in scorebook "player removed".

2.5.2 Ejection rule: If a player is ejected from a game, the official scorekeeper shall make a notation in the scorebook "player ejected". The scorekeeper will alert the umpire on each succeeding time this player comes up in the batting order and an "out" shall be recorded each time.

However, should the player batting before the ejected player receive a base on balls (intentional or unintentional) the ejected player will be "skipped" without an out being recorded and the next batter will come to the plate.

Should a player be ejected while *on* base, an out shall be recorded. No courtesy runner is allowed. Should a player become ill while on base, a courtesy runner shall be allowed. The courtesy runner will be the player who made the previous out.

2.6 GAME START TIME AND LENGTH

2.6.1 On weeknights, forfeit time for games shall be 15 minutes after the scheduled starting time. This applies to the first games only. Forfeit time for succeeding games is game time. Forfeit time for weekend games is game time.

2.6.2 Each game is limited to seven (7) innings or time limit, which ever comes first. No new inning may start later than sixty (60) minutes from the official start time. During the regular season the "International Tiebreaker Rule" will apply for one additional inning if after regulation play a tie exists. The umpire and the Board member on duty have the right to call the game to an end as a tie if time becomes excessive to determine the winner. **THIS IS A JUDGEMENT CALL AND DECISIONS WILL BE FINAL.**

NOTE: see special game length rules for Pre-T (3.3.1), 6U (4.2.14), and 8U (5.2.1)

2.6.3 10 Run Rule: If the home team is ahead by 10 or more runs at the end of 4 1/2 innings or the visiting team is ahead by 10 or more runs at the end of 5 innings, the game shall be considered complete. This rule shall be waived during division playoff games.

2.7 GAME PROTESTS

2.7.1 If a game is protested, a fee of **\$50.00** must be paid immediately to the Board Member on duty with the type of protest and game situation accurately documented. This fee will go to the team that wins the protest. If the protest is upheld, the fee will be refunded to the protesting team. If it is not then the fee will go to the opposing team.

Note: Coaches should be aware that the time clock does not stop when the protest is filed and action is being taken. However, if the protest needs to be turned over to the protest committee for action and the committee upholds the protest; the game will be replayed from the point of infraction. Judgment calls cannot be protested.

4 & UNDER PRE-T SPECIAL RULES

3.1 OBJECTIVE

3.1.1 This age group was designed to be instructional only, not competitive. Please use good judgment during the games. Remember this is an introductory division and all the players need our combined help in learning this game and helping them to have fun.

3.2 LEAGUE ORGANIZATION

3.2.1 The Pre-T teams are comprised of players between the ages of 3 and 4 years old as of Jan 1st of each registering year. There will be a maximum of 8 games scheduled (depending on number of teams) with no umpires and score will not be kept. This age group will not participate in any recreational season tournaments. The roster will consist of a minimum of 5 and a maximum of 7 players.

3.3 GENERAL

3.3.1 Each game is limited to four (4) innings or sixty (60) minutes, whichever comes first.

3.3.2 If you are short players you can pull from the other teams in the same age group straight across.

3.3.3 Pre-T will use the 10" yellow safety ball. Each player receives two (2) pitches from their coach and four (4) off the tee.

3.3.4 Pitching distance shall be 35 feet with an 8' radius circle around the pitcher's rubber. A coach shall pitch to his own team at any position in the circle and must start with both feet in the circle.

3.3.5 A semi-circle foul line shall be placed 10 feet out from the back of home plate. A ball not leaving this area is considered a foul ball.

3.3.6 Bases shall be 50 feet with hash marks halfway between 1st-2nd, 2nd-3rd, 3rd and home. Play stops when the ball is thrown towards the pitcher or infield. Runners will advance to base determined as the closest.

3.3.7 Each team will bat their entire batting order per inning then the following inning the batting order is reversed.

6 & UNDER COACH PITCH / T SPECIAL RULES

4.1 FIELD OF PLAY

4.1.1 Bases shall be 50 feet with hash marks halfway between 1st-2nd, 2nd-3rd, 3rd and home. When the umpire stops play he will place the runner at the base he determines as the closest base.

4.1.2 Pitching distance shall be 35 feet with an 8' radius circle around the pitcher's rubber. A coach shall pitch to his own team at any position in the circle and must start with both feet in the circle.

4.1.3 A semi-circle foul line shall be placed 10 feet out from the back of home plate. A ball not leaving this area is considered a foul ball.

4.2 GENERAL

4.2.1 Each game is limited to five (5) innings or time limit, which ever comes first. No new inning may start later than sixty (60) minutes from the official start time. During the regular season the "International Tiebreaker Rule" will apply for one additional inning if after regulation play a tie exists.

4.2.2 After a batted ball, the pitcher (coach) must leave the field of play preferably the opposite direction from where the ball is hit.

4.2.3 To avoid abusive base running, all play will halt and bases awarded when the following conditions occur:

- a) A batted ball is thrown to a defensive player who has both feet in the pitcher's circle. The defensive player does not have to catch or have control of the ball but must make an attempt to do so.
- b) A batted ball is carried into the pitcher's circle by a defensive player who has both feet inside the circle.
- c) A batted ball is held by a defensive player and stops advancement of the lead runner(s).

Note: Time will not be called if the defensive player runs the ball through the pitcher's circle attempting to put out a base runner.

4.2.4 A maximum of eleven (11) batters per inning or three (3) outs. The offensive team will announce the 11th batter. Should a team fail to do so, the batter is out and no runs will be recorded.

6 & UNDER COACH PITCH / T SPECIAL RULES CONTINUED

4.2.5 After the 11th batter has batted the ball, stoppage of play will result when one of the following occurs:

- a) Defensive player on any base path has stopped the lead base runner.
- b) Any defensive player touches home plate while having full possession of the ball.
- c) The third out is made.

Note: The umpire shall determine all rulings.

4.2.6 A player will receive 4 pitches and 2 swings from the tee (if necessary). After the 4th pitch, the player will be allowed two swings at the ball off the tee or two additional coach pitches. If the 2nd tee swing is not a fair ball, the batter will be out.

4.2.7 A coach for the offensive team places the ball on the tee and adjusts the height for the batter. To avoid injuries, the coach removes the tee and bat after the ball is hit.

4.2.8 All girls will participate in the batting line-up and in the field with a standard infield in place. Outfielders must stay behind the baseline until a ball is batted.

4.2.9 The defensive team must provide a coach at the backstop.

4.2.10 Since coaches are permitted on the field of play, any interference of an offensive coach with the play of the ball will result in the batter batting over (Umpire's judgment). Any interference of a defensive coach will advance the runner. Two defensive coaches must stay behind their players in the field.

4.2.11 Defensive team shall position their players so they are not in direct contact with the baseline. The umpires are directed to make sure the defensive team is not standing in the baselines prior to a batted ball. The baselines must remain clear to avoid collisions and injuries at these younger ages. The umpire will give the defensive coach a warning. If the rule is flagrantly violated an extra base(s) will be awarded to the base runner on following violations.

4.2.12 Unless otherwise specified by these rules, regular ASA rules shall apply.

4.2.13 Players may use a Tee-Ball Little League Bat.

4.2.14 No intentional walks

4.2.15 The infield fly rule is waived.

8 & UNDER SPECIAL RULES

5.1 FIELD OF PLAY

5.1.1 Bases shall be 55 feet with hash marks halfway between 1st-2nd, 2nd-3rd, and 3rd-home base. Bases will be awarded when play is stopped to the closest base as determined by umpire's judgment.

5.1.2 Pitching distance shall be 35 feet with an 8' radius circle around the pitcher's rubber. A coach shall pitch to his own team at any position in the circle. The coach must start his delivery with both feet inside the circle.

5.2 GENERAL

5.2.1 Each game is limited to five (5) innings or time limit, which ever comes first. No new inning may start later than sixty (60) minutes from the official start time. During the regular season the "International Tiebreaker Rule" will apply for one additional inning if after regulation play a tie exists.

5.2.2 After a batted ball, the pitcher (coach) must leave the field of play preferably the opposite direction from where the ball is hit.

5.2.3 All play will halt and bases awarded when control of the ball is maintained within the pitcher's circle by the pitcher only.

5.2.4 A maximum of eleven (11) batters per inning or three (3) outs. The offensive team will announce the 11th batter to the umpire. Should a team fail to do so, the batter is out and no runs will be recorded.

5.2.5 After the 11th batter has batted the ball, stoppage of play will result when one of the following occurs:

- a) The defensive team has stopped the lead base runner.
- b) Any defensive player touches home plate while having possession of the ball.
- c) The third out is made.

Note: The umpire shall determine all rulings.

5.2.6 Batter will be allowed five (5) pitches per batter or three (3) strikes, whichever comes first. Unlimited fouls allowed on the 5th pitch. There will be no walks.

5.2.7 All girls will participate in the batting line-up and in the field with a standard infield in place. Outfielders must stay behind the baseline until a ball is batted.

5.2.8 The team in the field will provide a coach at the backstop.

5.2.9 Since coaches are permitted on the field of play, any intentional interference of an offensive coach with the play of the ball will result in the batter being out. Unintentional interference will result in a foul ball (Umpire's judgment). Any interference of a defensive coach will advance the runner. Two defensive coaches must stay behind their players in the field.

- 5.2.10 Players may use a Tee-Ball Little League Bat.
- 5.2.11 Defensive team shall position their players so they are not in direct contact with the baseline.
- 5.2.12 No intentional walks
- 5.2.13 The infield fly rule is waived.

SECTION VI

10 & UNDER SLOW PITCH SPECIAL RULES

6.1 FIELD OF PLAY

- 6.1.1 Base paths will be 60 feet in distance.
- 6.1.2 Pitching distance will be 40' in distance.

6.2 GENERAL

- 6.2.1 A maximum of 10 runs can be scored by the same team in the same inning during the first three (3) innings of the game. The remaining innings of the game there is no run restrictions.
- 6.2.2 The infield fly rule is waived.
- 6.2.3 Players will be allowed to steal with the following guidelines:
The runner(s) on 1st base or 2nd base only can steal once the ball crosses home plate.
 - (a) The ball must stay within catchers reach for runner to steal to next base.
 - (b) If the ball goes past the catcher, or the batter swings, the runner cannot advance to the next base.
 - (c) Coaches cannot encourage catchers to intentionally miss the ball. If the umpire, in his judgment, sees this happening, he is to warn the head coach the first time and then if it happens again, the head coach will be removed from the game. If it continues to happen, then the plate umpire will stop the game and consult with the Director on whether or not to forfeit the game or continue to play. The Director's decision will be final.
 - (d) Runners may advance only one (1) base at a time. No runner will be allowed to steal home. The only way for the runner to go home is on a batted ball, walk (if bases are full) or overthrow from the field after the ball is hit.
 - (e) If there is an overthrow due to base stealing the runner still only gets one (1) base. If an overthrow is from the field, the runner can continue to run as long as the ball is in play.
- 6.2.4 No intentional walks

FAST PITCH PROGRAM

7.1 OBJECTIVE

7.1.1 The Fast-Pitch League is designed to provide both competitive and instructional level play for those girls interested in Fast-Pitch softball.

7.2 LEAGUE ORGANIZATION

7.2.1 The Fast-Pitch teams are comprised of three age groups 10U, 12U, 13+ age groups. A 14U and 15+ age group may be established if enough girls register in those respective age groups. Age groups may be combined due to number of participants registered to play and to field similar aged teams against other competition.

7.3 MINIMUM EQUIPMENT

7.3.1 Catchers must wear a mask with throat protector, helmet, chest protector, and shin guards. These are to be worn during games and practices.

7.3.2 Batters and base runners must wear helmets with earflaps and securely fastened NOCSAE approved face mask guard.

7.3.3 All pitchers must wear a face mask during all games and practices.

7.4 FIELD OF PLAY

7.4.1 Pitching Distance is 35' for 10U and all other ages are 40' in distance. Any and all pitchers that pitch in the first inning are ineligible to pitch in the second inning. They can return to pitching in the third and all subsequent innings of the game. Pitching is defined as making one pitch.

Note: This rule is waived in the 13+ or 15+ age divisions.

7.4.2 Bases are set at 60 ft

7.5 GAME START TIME AND LENGTH

7.5.1 On weeknights, forfeit time for games shall be 15 minutes after the scheduled starting time. This applies to the first games only. Forfeit time for succeeding games is game time. Forfeit time for weekend games is game time.

7.5.2 Each game is limited to seven (7) innings or time limit, which ever comes first. No new inning may start later than sixty (60) minutes from the official start time. During the regular season the "International Tiebreaker Rule" will apply for one additional inning if after regulation play a tie exists. The umpire and the Board member on duty have the right to call the game to an end as a tie if time becomes excessive to determine the winner. **THIS IS A JUDGEMENT CALL AND DECISIONS WILL BE FINAL.**

7.5.3 10 Run Rule: If the home team is ahead by 10 or more runs at the end of 4 1/2 innings or the visiting team is ahead by 10 or more runs at the end of 5 innings, the game shall be considered complete. This rule shall be waived during division playoff games.

7.6 4 RUN / 2 INNINGS RULE

7.6.1 A maximum of 4 runs can be scored by the same team in the same inning during the first two (2) innings of the game. The remaining innings of the game there is no run restrictions.

7.7 PLAYER PARTICIPATION

7.7.1 All players are in the batting order. 10 defensive players take the field in 10 & Under age group. All other age groups use 9 defensive players. Free substitution is allowed.

7.7.2 Courtesy runners can be used anytime for the pitcher and catcher only. The courtesy runner must be a player not currently in the defensive lineup.

7.8 INFIELD FLY RULE

7.8.1 Infield fly rule applies to 12 & Under and older.

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