

Howard County Softball

Alliance Rules of Play

Fall 2019

**General ASA Rules Apply for All Age Groups
except where modified below.**

1. The player's age for league purposes is her age on December 31st of the previous year.
2. League will begin play in September and continue until end of October (weather permitting).
3. Games will be played with 60-foot base paths.
4. For all games, the Alliance Coordinator will procure umpires.
5. Each Organization must provide a home field or fields for the Alliance Coordinator to use for scheduling
6. Home team must provide one new game ball and have two back up balls available.
7. Home team shall line and prep the field accordingly for each game.
8. Games will be a **maximum of 6 innings** in length
 - d. Saturday Games, no inning may be started after 105 minutes (1 hr 45 min)**
9. All players attending will bat (a.k.a. Bat the Bench).
10. A maximum of five runs per inning may be scored by each team. Once five runs are scored, that half of the inning is over. This rule does not apply to the 6th inning or in cases where the game is shortened, the last inning (as estimated and declared by the umpire, when considering rule 8).
 - a. When the last inning is declared, IF the HOME team is down by 5 or more runs:
 - HOME TEAM will stay at the plate and bat to start the "top of the inning"
 - If Home team does not erase deficit - GAME Ends. Otherwise VISITOR gets final "At-Bat".
11. Every effort should be made to play scheduled games. Borrowing players is permissible in the fall season.
12. Unlimited substitutions will be allowed. This rule is to include pitchers - who may return to pitch after playing elsewhere in a previous inning (as long as rules 14 and 15 are adhered to).
13. The number of innings a player plays in the field (defensive innings), may not exceed the number of defensive innings of any other teammate by more than one. (Example: If Sarah plays six defensive innings, everyone else on her team must have played five defensive innings.)
14. Each player will be limited to pitch a maximum of two consecutive innings, and no more than 4 total innings per game. (One pitch thrown is equivalent to pitching an entire inning).
15. Defensive positions Before Play Begins:
 - Outfielders should be positioned no closer than 10 yards beyond base paths (i.e. 3 Steps in Grass) when play begins.
 - No more than 5 defensive players (4 Fielders and Pitcher) can be positioned on the infield to start the play.

16. If a pitcher hits two (2) batters in one inning, she must either sit on the bench or be moved to a non-pitching position. If she returns in a subsequent inning, and hits two (2) more batters for a total of four (4) batters, then she will not be allowed to pitch for the remainder of that game.
 - Clarification/Point-of-Emphasis: Especially at the 10U level, a ball that bounces/rolls and hits a batter while still ruled a dead-ball shall not be considered a "credited" hit-by-pitch by this rule, and the batter, while having option to take first base, should be encouraged to remain hitting.
17. Any pitching style (High School Federation, ASA, NSA or Pony) is legal for League play. Both feet need to start on the rubber. Once the hands come together you may not step back off the rubber. The pivot foot may remain in contact with or may push off and drag away from the rubber prior to the front foot touching the ground, as long as the pivot foot remains in contact with the ground. You may not replant the pivot foot and push off again.
18. Batters may NOT Throw Bats. Upon first instance, BOTH teams will be warned verbally by umpire. All subsequent instances result in Dead Ball, batter-runner to be declared out and base-runners return to their previous bases.
19. Coaches shall remain in the first and third base boxes when their team is at bat.
20. Absolutely no one (coach, player, fan, and parent) is permitted to sit or watch the game from behind the backstop while a game is in progress.
21. Any coach, player, parent, or spectator ejected from a game must leave the field area immediately and may not continue to watch the game.
22. Any coach or player who is ejected will serve a mandatory one-game suspension. Any further disciplinary action will be at the discretion of the Alliance Coordinator.

10u Age Group

Games will be played on **Saturdays**.

Pitching 35 feet; base 60 feet; 11-inch softball

SPECIFIC MODIFICATIONS:

1. Games are limited to a maximum of 6 innings.
2. Limited to once per inning: A runner can attempt to steal a base once the pitched ball crosses home plate or either foul line. A runner may not lead off and must maintain contact with the base until the ball crosses home plate. No stealing of home.
3. No bunting
4. No dropped 3rd strike rule.
5. Teams may have as many as 10 players on the field.
6. The 10u League shall use a “modified player-pitch” format for all games. The “modified player-pitch” format is designed to minimize walks; thus allowing the batters to put the ball in play, while allowing the defensive team more opportunities to make defensive outs and giving pitchers more game experience in the circle. The intent of the “modified player-pitch” format is to create a more lively game, which enhances the enjoyment and skills of the players.
7. Coach Pitch Rules:
 - a. The batting team’s coach will come in and pitch to any batter who has four balls. The batter will keep the same strike count and can only hit the ball or strike out. The umpire will record only strikes against the batter while a coach is pitching.
 - b. Note that no additional walks are allowed for any relief player pitcher that enters the game during that inning.
 - c. The coach shall pitch non-windmill to each batter and throw a flat (non-arc, non-slow pitch style) pitch at a speed as close as possible to a realistic game speed pitch.
 - d. While the coach is pitching to the batter, the player pitcher must be positioned within the pitcher’s circle, but not in such a way as to interfere with the coach who is pitching.
 - e. If the coach hits the batter a dead ball is declared and the batter continues batting.
 - f. If a batted ball hits the coach, the ball is live. The coach is considered to be part of the field, similar to a base umpire. HOWEVER, if the coach catches a batted ball, the batter will be declared out.
8. Play will stop when the pitcher has control of the ball in the circle. There will be no advancements on overthrows.
9. An inning is complete when three (3) outs are made or five (5) runs are scored, whichever happens first. No team can record more than five (5) runs per inning, except in the last inning. For the last inning, if the visiting team is trailing by any number of runs or tied when it comes to bat, it can score as many runs as possible to make up any deficit, plus go ahead by five (5) runs. If the visiting team is leading in the last inning, it can only score five (5) runs. If the home team is trailing or tied when it comes to bat, it can score as many runs as possible to make up any deficit plus go ahead by one (1) run to win the game. Tie games end in a tie. Extra innings are not allowed.