

**2019 Edgewood Athletic Association**  
**Softball**  
**Rules & Regulations (Revision: 13JAN2019)**

**1. Governing Rules**

- A. Unless otherwise noted herein, the fast pitch rules established by the Amateur Softball Association (ASA) will govern the Edgewood Athletic Association (EAA) regular season softball program. Softballs, bats and related equipment must meet ASA require standards and specifications. The Board of Directors shall determine the locations and dimensions of all playing fields.

**2. Manager/Coach Duties and Responsibilities**

A. Promoting Good Sportsmanship and Fundamentals

- 1) The primary focus shall be good sportsmanship, teamwork, sound fundamentals and development of an environment conducive to enjoyment of the game.
- 2) Managers and Coaches shall strive to promote and maintain proper conduct (manager/coach, team, parents) toward opposing managers/coaches, teams, parents, umpires and league officials.
- 3) Managers and Coaches shall refrain from both tobacco use and alcohol consumption during both practices and games whether or not on EAA grounds. Managers and Coaches shall wear shirts while at EAA facilities and when acting as an EAA representative.
- 4) Any act by a Manager, Coach or team during an EAA function that a reasonable individual could deem inappropriate shall be reviewed by the Vice President (VP) or its representative. At the discretion of the VP or its agent, a violation of any EAA or ASA rules or regulations, whether intentional or otherwise, may result in a reprimand, a suspension or expulsion.

B. League Rules

- 1) Managers and Coaches shall possess knowledge of ASA and EAA rules.

C. Attendance

- 1) Managers shall attend coach's meetings, league-wide drafts, and any and all regularly scheduled meetings, and any emergency meetings called by the League Representative, the Player Agent or the Vice President.

D. Pre-season Field Preparation

- 1) The Manager/Coach shall coordinate team participation in the diamond clean-up day. Teams failing to attend shall forfeit assigned playing field practice times.

#### E. Field Maintenance

- 1) The Home Team (2<sup>nd</sup> team listed on schedule) shall chalk the base lines, pitcher's circle, batter's box and hash marks (applicable for Cadet League only) prior to each game.
- 2) The Visiting Team (1<sup>st</sup> team listed on schedule) shall manage the scoreboard, returning the control to storage following the game. Preferably, the scorekeeper will be at least (14) years of age. The Visiting Team shall also drag the field following each weeknight game and the final Saturday game.
- 3) Following the game, each team shall be responsible for cleaning their dugout, diamond stands and surrounding areas prior to the receipt and distribution of treat tickets.

#### F. Team Pictures

- 1) The Manager shall facilitate player attendance at the designated place and time

#### G. Concession Stand Coverage

- 1) The Manager shall coordinate parent volunteers for the assigned date and time. Each player must be represented during the team's assigned concession stand duty by an individual that is 14 years of age or older. Failure to have appropriate representation will result in suspension of the following game for each player not represented.

#### H. Practices

- 1) The Manager or Coach shall conduct regular practices, both prior to and during the regular season.
- 2) The combination of practices and games shall not exceed four (4) per week
- 3) A team practice involving public or private batting machine and/or cage shall be considered one (1) of the permitted weekly practices.
- 4) Recreation league teams are **not** permitted to practice on Sundays under any circumstances. A single violation by a manager shall result in a single-game suspension; a second violation shall result in a season-long suspension.
- 5) VP or Player Agent (PA) approval shall be obtained prior to practicing on an EAA diamond during scheduled season play.

#### I. Player Attendance

- 1) A player failing to attend at least fifty percent (50%) of team practices without advance manager approval shall forfeit eligibility. Upon written notice to the VP or PA, the manager may remove the player from the team.
- 2) A player absent two (2) consecutive times without prior manager or coach approval shall forfeit eligibility for the next regularly scheduled game, provided the manager submits written notice to the VP or PA.

- 3) The Manager shall immediately notify the VP or PA of a player resignation. If possible, a player substitution will be made.

J. Team Equipment

- 1) Managers shall assure the safekeeping, maintenance and proper operation of all team equipment, returning the same in good working order at league official direction following the season.

K. Communication

- 1) Managers shall ensure all team members (and parents) are properly notified of rainouts, special events and other league-related matters in a timely manner.

3. Regular Season

A. Leagues

- 1) The EAA Softball program shall be comprised of the following leagues: Cadets, Juniors, Seniors, High School. League age is considered the age of a player on January 1<sup>st</sup>.
  - a) Cadets- League age 7 and 8
  - b) Juniors- League age 9 and 10
  - c) Seniors- League age 11 – 13
  - d) High School- League age 14 – 18

B. Complete Game

- 1) A game shall be deemed complete at the completion of either the appropriate number of innings for that league or one hour and forty-five minutes (1 hour 45 minutes). No new inning shall start after such time unless the League Representative or VP approves the start of a new inning.
  - a) Cadets – six (6) innings
  - b) Juniors, Seniors and High School – seven (7) innings
- 2) In case of a rain or darkness, the following number of innings shall constitute a complete game (scoring reverts to the last complete inning):
  - a) Cadets – three (3) innings
  - b) Juniors, Seniors and High School – four (4) innings

- 3) The “mercy rule” shall be invoked and a game shall be deemed complete if a team is ahead by fifteen (15) runs after four (4) innings or ten (10) runs after five (5) innings.
- 4) If a game is tied following completion of the number of innings necessary to constitute a complete game, or the minimum number of innings have not be completed and the game cannot continue, the League Representative, with the approval of the VP or PA, shall set a date for completion.
  - a) According to ASA rules, the game shall resume from the exact point play halted and each team shall use the same batting order.
  - b) A player not available during the original game, but who is available for completion of the postponed game, shall be inserted at the end of the batting order.

#### 4. **Rules of Play**

##### A. Official Start Times

- 1) Unless otherwise noted, all weekday single games will begin at 6:00 pm. Doubleheader games (if applicable) will begin at 5:15 pm with the 2<sup>nd</sup> game beginning at 7:00 pm. Each game will have a 1 hour and 45 minute time limit.
- 2) When the umpire signals the start of the game, the time indicated on his/her watch shall be the official start time and shall be indicated on the scorebook maintained by the Home team.

##### B. Postponements; Game Suspensions

- 1) Only the President, VP, PA or League Representative or a combination thereof may suspend or postpone a game due to bad weather, threatening weather or darkness. ASA rules will govern game disposition.
- 2) Unless the VP or PA otherwise notifies managers, games will be suspended/postponed no earlier than one (1) hour prior to game time.
- 3) The VP and PA shall be responsible for rescheduling suspended/postponed games

##### C. Record Keeping

- 1) **Statistics for each game (hitting and pitching) must be entered on the EAA website within 72 hours of the completion of that game. No excuses or exceptions will be entertained.**
- 2) Each team shall maintain its own records, compiling the following information online:
  - a) Official game score
  - b) The last names of pitchers, number of inning pitched
- 3) Failure to comply with rule #1 or #2 above will result in the following:

- a) 1<sup>st</sup> Offense – Written Warning
  - b) 2<sup>nd</sup> Offense – A LOSS will be recorded for the most recent win
  - c) 3<sup>rd</sup> Offense and beyond – A LOSS will be recorded for the second and consecutive most recent win
- 4) The Home Team shall maintain the “official” game scorebook. The Softball Board shall utilize the official scorebook to resolve disputes and protests.

#### D. Protests

- 1) A Manager must file a written protest with the VP or PA within twenty-four (24) hours following game completion. The Softball board shall solve all protests.
- 2) Protests involving violations or interpretations of the Rules of Play first must be made to the umpire prior to the next pitch. If possible, the umpire and League Representative shall immediately settle the protest. A visit to the diamond by a League Representative on duty must be requested by an official manager or coach of the team participating. Complaints or requests by non-official participants (i.e. parents, grandparents, siblings, etc.) will not be entertained. Managers and Coaches of each team should make this perfectly clear to their team’s parents. Should the protesting Manager deem the resolution unsatisfactory, he/she shall notify the umpire and opposing Manager of the intent to file a formal protest (See Protests D1 above).
- 3) Protests can only be made regarding rule interpretation and NOT judgement calls by the officials. Protests involving judgement calls will not be heard nor accepted.

#### E. Pre-Game Practice

- 1) Dugouts – The home team shall occupy the third (3<sup>rd</sup>) base dugout, with the visiting team occupying the first (1<sup>st</sup>) base dugout.
- 2) Infield Practice will take place according to the following schedule:
  - a) Visiting team will take infield practice for 10 minutes (from 25 minutes prior to the scheduled game time). If less than 25 minutes are available prior to the game time due to a previous game running long or other circumstance, an equal amount of time will be distributed between the visiting and home team being sure to allow 5 minutes of unoccupied field time prior to play.
  - b) While one team is utilizing their infield time, the other team may use the extreme outfield grass being sure they do not hinder the infield practice taking place.

#### F. Line-ups

- 1) Managers should exchange line-ups fifteen (15) minutes prior to the game time, with each providing a line-up to the umpire. The line-up shall at minimum note player’s last name and uniform number. .

- a) The batting order shall contain each member of a team roster.
- b) The name of a player not present at the start of game time shall be placed at the end of the batting order and the manager shall notify the umpire and opposing manager of player arrival.
- c) A player not present by the start of the fourth (4<sup>th</sup>) inning (which begins at the 3<sup>rd</sup> out of the second half of the 3<sup>rd</sup> inning) shall forfeit eligibility for the game.
- d) A player leaving the game early will **not** result in an out in the line-up.

#### G. Fielding a Team

- 1) Each team may field up to ten (10) defensive players. The tenth (10<sup>th</sup>) player shall be an outfielder and shall be positioned in the outfield grass at the time of the pitch.
- 2) To ensure all players are afforded an opportunity to play, a player may be sat out a maximum of two (2) innings per game, but the innings may **not** be consecutive.
- 3) A team must field a minimum of seven (7) players from its roster or forfeit the game.

#### H. Borrowed Players

- 1) A team may borrow up to a maximum of two (2) registered Edgewood recreation league players from the same league division or lower.
  - a) Teams with seven (7) roster players may borrow 2 players
  - b) Teams with eight (8) roster players may borrow 1 player
  - c) Teams with nine (9) roster players must play with nine (9)
- 2) Borrowed players shall only play in the outfield and may **not** bat
- 3) At her option, a borrowed player must be permitted to finish the game.
  - a) If an eligible roster player arrives prior to the start of the fourth (4<sup>th</sup>) inning, she must be substituted for the borrowed player, with the team member and borrowed player alternating the remaining innings in the field.
  - b) If a Manager/Coach removes a borrowed player from the game without obtaining permission from the player, he/she automatically will forfeit the game.
  - c) The VP, PA or League Representative must approve borrowed players prior to game time, ensuring they have been chosen pursuant to the foregoing rules. A Manager or Coach refusing to follow the above procedure or refusing to accept the borrowed player(s) shall forfeit the game. No games shall be rescheduled due to Manager/Coach dissatisfaction with the borrowed player(s).

## I. Uniforms

- 1) All players must wear the entire league-issued uniform (jersey, pants and socks) during sanctioned play. Visors are encouraged, but not required to be worn on defense.
- 2) Offensive players shall wear a helmet with a chinstrap and facemask at all times. When on the field of play. A helmet may not be removed until the offensive player is completely inside the dugout. A player failing to wear a helmet out of the dugout or removing a helmet early shall be called out by the umpire. Deliberate or accidental removal of a helmet during play shall result in an out, but shall not remove the possibility of a force-out during the play.
- 3) Umpires shall wear a facemask when behind the plate. The Manager of the home team shall ensure compliance.
- 4) A player serving as a base coach must wear a helmet with a facemask.

## J. Removal from Game; Ejection

- 1) When the occupants of a dugout demonstrate violent disapproval of an umpire decision, the umpire shall first issue a verbal warning that such action should cease.
  - a) If such action continues, the umpire may order the offender(s) from the bench and away from the playing field.
    - (1) A manager/coach ejected from the game immediately shall leave the field and may not remain within fifty (50) yards of play and may not physically or verbally coach from that position.
    - (2) A player removed from the game by an umpire may remain in the dugout.
  - b) If the umpire is unable to detect the offending player(s) or coach, following consultation with the official on duty, the game may be forfeited.
  - c) The umpire may eject an unruly spectator, after first asking the manager of the team to address the situation. Should the spectator refuse to leave promptly, the umpire shall ask the official on duty to address the situation. Forfeiture of the game may be an acceptable penalty if unacceptable behavior cannot be reasonably halted.
2. The intentional throwing, slamming, or kicking of any equipment inside or outside the field of play by any player, manager or coach will not be tolerated. Any penalty including ejection from the game will be at the judgement of the umpire, League Representative or any EAA official.

## **2018 Edgewood Athletic Association Softball**

## Cadet League Rules

### 1. Official Play

#### A. Pitching

- 1) The pitching distance shall be thirty (30) feet from the plate. Both players and managers/coaches shall pitch from this distance.
- 2) The pitcher shall take a position with both feet in contact with the pitcher's plate and must remain in contact at all times prior to the forward step.
  - a) First offense: umpire will issue a warning
  - b) Second offense: an illegal pitch will be called and a ball is awarded to the batter
    - i) If the batter hits the ball and reaches first base safely and if all runners have advanced at least one base on the batted ball, the illegal pitch is nullified.
    - ii) Otherwise the manager has the option to take the result of the play, or the illegal pitch is enforced by awarding a ball to the batter.
- 3) In the act of delivering the ball, the pitcher must take one step with the non-pivot foot simultaneous with the release of the ball. **The step must be forward and toward the batter within the 24-inch length of the pitcher's plate.** Pushing off and dragging the pivot foot in contact with the ground is required.
  - a) First offense: umpire will issue a warning
  - b) Second offense: an illegal pitch will be called and a ball is awarded to the batter
    - i) If the batter hits the ball and reaches first base safely and if all runners have advanced at least one base on the batted ball, the illegal pitch is nullified.
    - ii) Otherwise the manager has the option to take the result of the play, or the illegal pitch is enforced by awarding a ball to the batter.
- 4) Players shall pitch the first (1<sup>st</sup>) and second (2<sup>nd</sup>) inning of each game. The manager or coach of the offensive team shall pitch the third (3<sup>rd</sup>) and consecutive innings. During the 3<sup>rd</sup> and consecutive innings, the defensive team shall field a pitcher's helper.
- 5) A player may not pitch more than one inning per game. A pitcher **may not** pitch in consecutive games
- 6) Should a pitcher walk or hit four (4) players, or any combination thereof, the offensive manager, coach or designated parent-pitcher shall finish pitching the inning and that pitcher may not return during the inning.
  - a) During coach pitch, each batter shall have three (3) swinging strikes or six (6) pitches in which to put the ball into play; otherwise, the batter shall be out. Foul balls on the sixth (6<sup>th</sup>) pitch and beyond shall prolong the at-bat. A player may not reach base via a walk or hit-by-pitch.



- b) The pitcher's helper shall wear a facemask and heart-guard at all times. They must also stand at a position that has one foot inside the circle, somewhere behind the coach.
- c) The coach-pitcher may not interfere with normal play and shall make every reasonable effort to avoid a batted ball and/or a defensive player fielding or attempting to field a batted ball. Once a batted ball hits the coach-pitcher, it shall be deemed "dead." The batter will be given a ball in the count and continue the at bat. If this occurs on the 6<sup>th</sup> pitch, it will prolong the at-bat.
- d) The dropped third strike rule shall not be in effect.

## B. Base-running

- 1) Base paths shall be a distance of 55 feet
- 2) Pinch runners shall be permitted only if the batter or base-runner is injured. The last eligible player in the batting order shall be used.
- 3) During a live ball, the base-coach shall not touch the base-runner or the runner will be called out.
- 4) A base-runner may steal home during the first 2 innings while kid pitch is in effect only. The base-runner may not leave the base until the ball has crossed the plate.
- 5) Overthrows - An overthrow is defined as an attempt to throw to a base or the pitcher. A batter advancing to first (1<sup>st</sup>) base shall be awarded first base on an overthrow of first (1<sup>st</sup>) and shall be permitted to advance one (1) additional base at her own risk. If the defense attempts to make the play on any advancing runner and another overthrow occurs, runners may continue to advance bases for each over thrown ball at her own risk.
- 6) The infield fly rule shall not be in effect.
- 7) The circle rule shall be in effect; the umpire immediately shall call time when the ball has been returned to the pitcher in the pitcher's circle and the pitcher has control of the ball. **The ball must be returned to the pitcher or pitcher's helper. A fielder running the ball into the pitcher's circle must transfer the ball to the pitcher before time may be called.**
- 8) Hash marks shall be made in the mid-way point between the base paths. A base- runner that has not reached the hash mark when the umpire calls time, will be returned to the base previously occupied. A base-runner that has crossed the hash mark shall be awarded the next base. A base-runner's positioning will be determined by the umpire and no challenge on his/her call will be accepted.

## C. Scoring

- 1) No team may score more than six (6) runs in any half (½) inning for the first 5 innings of a game. A team may score unlimited runs in the 6<sup>th</sup> inning. Managers, coaches and umpires must wait until all play has ceased after the sixth (6<sup>th</sup>) run has scored before leaving the field.

- 2) The “mercy rule” shall be invoked and a game shall be deemed complete if a team is ahead by fifteen (15) runs after four (4) innings or ten (10) runs after five (5) innings.
- 3) A game shall be deemed complete at the completion of six (6) innings or one hour and forty-five minutes (1 hour 45 minutes). No new inning shall start after such time unless the League Representative or VP approves the start of a new inning.

D. Warm-ups

- 1) Due to limited space, players *may not* warm up or play catch during a game, even with a coach.

E. Rules Violations

- 1) Within twenty-four (24) hours following game completion, the umpire shall submit a written report addressing rules violations to the VP.

F. Tournament Play

- 1) Following regular season play, each league shall participate in a tournament, the format of which shall be determined by league officials.
- 2) Scoring and mercy rules shall be the same as in league play.
- 3) In the championship game, the time limit shall be 2 hours.
- 4) Post season tournament pairings shall be based on the regular season standings for that division.
- 5) The team with the higher seeding shall be home team and take the 3<sup>rd</sup> base dugout.

## **2018 Edgewood Athletic Association Softball**

### **Junior League Rules**

#### **1. Official Play**

## A. Pitching

- 1) ASA pitching rules shall govern.
- 2) The pitching distance shall be thirty-five (35) feet from the plate.
- 3) A player may pitch an unlimited amount of innings per game and may pitch in consecutive games.
- 4) The pitcher shall take a position with both feet in contact with the pitcher's plate and must remain in contact at all times prior to the forward step.
  - a) First offense: umpire will issue a warning
  - b) Second offense: an illegal pitch will be called and a ball is awarded to the batter
    - i) If the batter hits the ball and reaches first base safely and if all runners have advanced at least one base on the batted ball, the illegal pitch is nullified.
    - ii) Otherwise the manager has the option to take the result of the play, or the illegal pitch is enforced by awarding a ball to the batter.
  - c) In the act of delivering the ball, the pitcher must take one step with the non-pivot foot simultaneous with the release of the ball. **The step must be forward and toward the batter within the 24-inch length of the pitcher's plate.** Pushing off and dragging the pivot foot in contact with the ground is required.
  - d) First offense: umpire will issue a warning
  - e) Second offense: an illegal pitch will be called and a ball is awarded to the batter
    - i) If the batter hits the ball and reaches first base safely and if all runners have advanced at least one base on the batted ball, the illegal pitch is nullified.
    - ii) Otherwise the manager has the option to take the result of the play, or the illegal pitch is enforced by awarding a ball to the batter.
- 5) The dropped third strike rule shall **not** be in effect.

## G. Base-running

- 1) Base paths shall be a distance of sixty (60) feet
- 2) Pinch runners shall be permitted only if the batter or base-runner is injured. The last eligible player in the batting order shall be used.
- 3) During a live ball, the base-coach shall not touch the base-runner or the runner will be called out.
- 4) A batter may be walked intentionally only once per game. The umpire shall determine, at its discretion, if the second (2<sup>nd</sup>) and any following walk is intentional. If so determined, the batter automatically shall be awarded a triple.

- 5) A base-runner shall be permitted to leave a base at risk upon the release of the pitch. A base-runner leaving prior to the release of the pitch may be called out per the umpire's judgement.
- 6) Overthrows – The base-runner is **not** limited to bases upon an overthrown ball. A base-runner may advance bases at her own risk until the ball is thrown to the pitcher in the pitcher's circle at which time the look back rule will come into effect.
- 7) The Look Back rule explained as in ASA Rules:
  - a. The "Look Back" rule shall be in effect for all runners when the ball is live, the batter runner has touched first base or has been declared out, and the pitcher has possession and control of the ball within the pitcher's circle. The pitcher is considered to be in the pitcher's circle when both feet are on or within the lines.
    - i. When a runner is legitimately off a base after a pitch or as a result of a batter completing a turn at bat, and while the pitcher has control of the ball within the eight foot radius of the pitcher's plate, the runner may stop once, but then must immediately return to the base or attempt to advance to the next base
    - ii. Once the runner stops at a base for any reason, the runner will be declared out if leaving the base.
    - iii. Responsibilities of the batter-runner after touching first base, and while the pitcher has control of the ball within the eight foot radius of the pitcher's plate, including a base on balls or a dropped third strike are as follows:
      1. A batter-runner who rounds first base toward second base may stop once, but then must immediately non-stop return to first base or attempt to advance non-stop to second base.
      2. A batter-runner who over-runs first base toward right field turns left and immediately stops, must then return non-stop to first base or attempt to advance non-stop to second base.
      3. A batter-runner who over-runs first base toward right field, turns left and moves directly toward second base and stops is committed to second base and must attempt to advance non-stop to second base
      4. A batter-runner who over-runs first base toward right field, turns left and moves back toward the infield in any direction except directly toward second base is committed to first base and must return non-stop to first base.
      5. A batter-runner who over-runs first base toward right field, and turns right is committed to first base and must return non-stop to first base.

**EFFECT** – The ball is dead. "No pitch" is declared when applicable, and the runner is out. When more than one runner is off base, if one is called out, the ball is dead and other runners are returned to the last base touched. One runner only may be called out.

**EXCEPTION** – The runner will **not** be declared out if

  - a. A play is made on any runner. A fake throw is considered a play
  - b. The pitcher no longer has possession of the ball within the eight foot radius, or
  - c. The pitcher releases the ball on a pitch to the batter
- 8) The infield fly rule **shall not** be in effect.

## H. Scoring

- 1) No team may score more than six (6) runs in any half (½) inning for the first 6 innings of a game. A team may score unlimited runs in the 7<sup>th</sup> inning. Managers, coaches and umpires must wait until all play has ceased after the sixth (6<sup>th</sup>) run has scored before leaving the field.
- 2) The “mercy rule” shall be invoked and a game shall be deemed complete if a team is ahead by fifteen (15) runs after four (4) innings or ten (10) runs after five (5) innings.
- 3) A game shall be deemed complete at the completion of either seven (7) innings or one hour and forty-five minutes (1 hour 45 minutes). No new inning shall start after such time unless the League Representative or VP approves the start of a new inning.

## I. Warm-ups

- 1) Due to limited space, players *may not* warm up or play catch during a game, even with a coach.

## J. Rules Violations

- 1) Within twenty-four (24) hours following game completion, the umpire shall submit a written report addressing rules violations to the VP.

## K. Tournament Play

- 1) Following regular season play, each league shall participate in a tournament, the format of which shall be determined by league officials.
- 2) Scoring and mercy rules shall be the same as in league play.
- 3) In the championship game, the time limit shall be 2 hours.
- 4) Post season tournament pairings shall be based on the regular season standings for that division.
- 5) The team with the higher seeding shall be home team and take the 3<sup>rd</sup> base dugout.

# **2018 Edgewood Athletic Association Softball**

## **Senior League Rules**

### **1. Official Play**

#### L. Pitching

- 1) ASA 12U pitching rules shall govern.

- 2) The pitching distance shall be forty (40) feet from the plate.
- 3) A player may pitch an unlimited amount of innings per game and may pitch in consecutive games.
- 4) The pitcher shall take a position with both feet in contact with the pitcher's plate and must remain in contact at all times prior to the forward step.
  - a) First offense: umpire will issue a warning
  - b) Second offense: an illegal pitch will be called and a ball is awarded to the batter
    - i. If the batter hits the ball and reaches first base safely and if all runners have advanced at least one base on the batted ball, the illegal pitch is nullified.
    - ii. Otherwise the manager has the option to take the result of the play, or the illegal pitch is enforced by awarding a ball to the batter.
  - c) In the act of delivering the ball, the pitcher must take one step with the non-pivot foot simultaneous with the release of the ball. **The step must be forward and toward the batter within the 24-inch length of the pitcher's plate.** Pushing off and dragging the pivot foot in contact with the ground is required.
  - d) First offense: umpire will issue a warning
  - e) Second offense: an illegal pitch will be called and a ball is awarded to the batter
    - i. If the batter hits the ball and reaches first base safely and if all runners have advanced at least one base on the batted ball, the illegal pitch is nullified.
    - ii. Otherwise the manager has the option to take the result of the play, or the illegal pitch is enforced by awarding a ball to the batter.
- 2) The dropped third strike rule *shall* be in effect.

#### M. Base-running

- 1) Base paths shall be a distance of sixty (60) feet
- 2) Pinch runners shall be permitted only if the batter or base-runner is injured. The last eligible player in the batting order shall be used.
- 3) During a live ball, the base-coach shall not touch the base-runner or the runner will be called out.

- 4) A batter may be walked intentionally only once per game. The umpire shall determine, at its discretion, if the second (2<sup>nd</sup>) and any following walk is intentional. If so determined, the batter automatically shall be awarded a triple.
- 5) A base-runner shall be permitted to leave a base at risk upon the release of the pitch. A base-runner leaving prior to the release of the pitch may be called out per the umpire's judgement.
- 6) Overthrows – The base-runner is **not** limited to a number of bases on an overthrown ball. A base-runner may advance bases at her own risk until the ball is thrown to the pitcher in the pitcher's circle at which time the look back rule will come into effect.
- 7) The Look Back rule explained as in ASA Rules:
  - a. The "Look Back" rule shall be in effect for all runners when the ball is live, the batter runner has touched first base or has been declared out, and the pitcher has possession and control of the ball within the pitcher's circle. The pitcher is considered to be in the pitcher's circle when both feet are on or within the lines.
    - i. When a runner is legitimately off a base after a pitch or as a result of a batter completing a turn at bat, and while the pitcher has control of the ball within the eight foot radius of the pitcher's plate, the runner may stop once, but then must immediately return to the base or attempt to advance to the next base
    - ii. Once the runner stops at a base for any reason, the runner will be declared out if leaving the base.
    - iii. Responsibilities of the batter-runner after touching first base, and while the pitcher has control of the ball within the eight foot radius of the pitcher's plate, including a base on balls or a dropped third strike are as follows:
      1. A batter-runner who rounds first base toward second base may stop once, but then must immediately non-stop return to first base or attempt to advance non-stop to second base.
      2. A batter-runner who over-runs first base toward right field turns left and immediately stops, must then return non-stop to first base or attempt to advance non-stop to second base.
      3. A batter-runner who over-runs first base toward right field, turns left and moves directly toward second base and stops is committed to second base and must attempt to advance non-stop to second base
      4. A batter-runner who over-runs first base toward right field, turns left and moves back toward the infield in any direction except directly toward second base is committed to first base and must return non-stop to first base.
      5. A batter-runner who over-runs first base toward right field, and turns right is committed to first base and must return non-stop to first base.

**EFFECT** – The ball is dead. "No pitch" is declared when applicable, and the runner is out. When more than one runner is off base, if one is called out, the ball is dead and other runners are returned to the last base touched. One runner only may be called out.

**EXCEPTION** – The runner will **not** be declared out if

  - a. A play is made on any runner. A fake throw is considered a play
  - b. The pitcher no longer has possession of the ball within the eight foot radius, or

c. The pitcher releases the ball on a pitch to the batter

8) The infield fly rule **shall** be in effect.

N. Scoring

- 1) No team may score more than six (6) runs in any half ( $\frac{1}{2}$ ) inning for the first 6 innings of a game. A team may score unlimited runs in the 7<sup>th</sup> inning. Managers, coaches and umpires must wait until all play has ceased after the sixth (6<sup>th</sup>) run has scored before leaving the field.
- 2) The “mercy rule” shall be invoked and a game shall be deemed complete if a team is ahead by fifteen (15) runs after four (4) innings or ten (10) runs after five (5) innings.
- 3) A game shall be deemed complete at the completion of either seven (7) innings or one hour and forty-five minutes (1 hour 45 minutes). No new inning shall start after such time unless the League Representative or VP approves the start of a new inning.

O. Warm-ups

- 1) Due to limited space, players **may not** warm up or play catch during a game, even with a coach.

P. Rules Violations

- 1) Within twenty-four (24) hours following game completion, the umpire shall submit a written report addressing rules violations to the VP.

Q. Tournament Play

- 1) Following regular season play, each league shall participate in a tournament, the format of which shall be determined by league officials.
- 2) Scoring and mercy rules shall be the same as in league play.
- 3) In the championship game, the time limit shall be 2 hours.
- 4) Post season tournament pairings shall be based on the regular season standings for that division.
- 5) The team with the higher seeding shall be home team and take the 3<sup>rd</sup> base dugout.