

PLEASANT HILL BASEBALL ASSOCIATION

GIRLS SOFTBALL – AMERICAN LEAGUE (AGES 9 & 10)

2018 Season

AMERICAN SOFTBALL ASSOCIATION (“ASA”), 2018 Youth Fast Pitch, Rules will apply with the following exceptions and/or clarifications:

GENERAL PHBA RULES

1. All games will have a time limit: GP: 1 ½ hours, GA/GN/GW 2 hours. All weekday games begin at the scheduled time. A new inning begins immediately following the third (3rd) out. No new inning will start after the time limit of play for any/all games (including weekend games). Once a new inning is started within the time limit, the inning will be played to completion, unless called in accordance with Rule #10. The time limit pertains to starting a new inning, not finishing the inning once it has been started. A shorter time limit may be utilized for games rescheduled due to weather or other approved reason.
2. All forfeiture times are ten (10) minutes after starting game time. Umpire’s time is considered official. GN/GW ONLY: For all games played at the Valley View & College Park fields (Saturday nights), there will be a strict time limit. The scheduled 5:30 pm game will end at the completion of six innings or 7:45 pm, which-ever occurs first. The scheduled 8 pm game will be limited to the applicable # of innings or 10:20 pm, whichever occurs first. This rule supersedes Rule #1 as it applies to the two hour limit. To determine the winner of the game at the end of the two hour time limit, refer to Rule #10.
3. The team roster for all teams will be set on Roster Night. Players will be removed from the roster for the following reasons:
 - a) Player experiences a season ending injury
 - b) Player becomes automatically ineligible when he/she participates in another league during the PHBA season
 - c) Player moves out of town
 - d) Player officially quits in writing for personal reasons
 - e) Player is removed from the league for disciplinary reasons.

Extra/Late Sign-up/New players after Roster Night will be placed on a league waiting list as replacement players, and will enter the league on a first registered/first opening basis. Replacement players can only be added to team rosters from the waiting list by approval of the Head Commissioner or his/her designee.

4. Home Team supplies the "Official" scorekeeper. Visiting Team supplies an additional scorekeeper. Each Manager must present to the opposing scorekeeper a completed lineup card prior to the beginning of the game. After each inning, Visiting Team scorekeeper will check with the Home Team scorekeeper for the correct score. Disagreements will be resolved by the Umpire.
5. One team will be designated the HOME TEAM for each game. Both Home and VISITING TEAMS are responsible for the preparation of the field. Each team will be scheduled as the HOME TEAM approximately one half of the games so no team has an undue advantage. The HOME TEAM will occupy the third (3rd) base dugout; the VISITING TEAM will occupy the first (1st) base dugout. The VISITING TEAM will practice first.
6. No practice on lined fields until (20) minutes before game time. Each team is allowed ten (10) minutes practice prior to the start of the game (time permitting). IN the event the field is not ready twenty (20) minutes before the game, practice time available will be equally split between the two teams.
7. Each team must have a minimum of six players throughout the entire game or forfeit.
8. Six (6) innings shall constitute a regular game. If after three (3) innings the game must be called, it will go on record as a complete game (2 ½ innings if the HOME TEAM is ahead).
9. If after six (6) innings the game is tied, the game will continue until a winner is determined, time permitting (see Rule #1 above). If a tie game must be called, it will be counted as ½ win for each team.
10. Umpire(s) may call a game because of any unsafe playing conditions such as, but not limited to, darkness, foul weather, and rain. Through April 29, 2018, Umpire(s) must call the game for darkness ten (10) minutes after the published sundown time for Pleasant Hill (posted on the PHBA website). If a game is called before any full inning is completed, the score reverts to the last full inning.* No consideration to the score will be given by the Umpire(s) in determining whether to call a game. When the Umpire(s) call a game the game will immediately stop and the score will revert to the end of the previous full inning. *For purposes of this rule, the last "full inning" and the previous "full inning" are defined as the last inning in which the Visiting Team has completed its turn at bat with three (3) outs and the Home Team has either completed its turn at bat with three (3) outs or the Home Team is at bat and either tied or is leading in runs scored, regardless of the number of outs. There are three possible scenarios:
 - a) If a game is called in accordance with Rule #10 and the Visiting Team is still at bat, the score will revert back to the score at the end of the prior inning.
 - b) If a game is called in accordance with Rule #10 and the Home Team is at bat with less than three (3) outs, and the Home Team is behind in runs scored, the score will revert back to the score at the end of the prior inning. If the Home team has tied the score after being behind the previous inning, the game will be scored a TIE. The score will revert back to the score at the end of the prior inning in any other scenario except rule 10c.
 - c) If the game is called in accordance with Rule #10 and the Home Team is at bat and is leading in runs scored, the score will be the current score and the Home Team will declared the winner.

11. No game will be rescheduled, except for bad weather or unsafe playing conditions. All proposed rescheduling must be approved in advance by the League Commissioner. Rain outs are a tie if not rescheduled Games not played due to weather will be rescheduled at the discretion of the League Commissioner.
12. A game called under Rule 10 that is not yet a complete game under Rule 8 will be rescheduled to the extent possible under Rule 11. A rescheduled game will resume at the point that the game was called and will continue until it qualifies as a complete game, i.e., 3 innings completed; 2 1/2 innings if the home team is ahead. The batting order, pitchers, and pitch counts will carry over to the resumed game.
13. No one may stand behind the backstop unless bleachers are positioned there. Coaches standing behind the backstop may be ejected by the Umpire.
14. EJECTION: Either physical or verbal altercations will result in an automatic ejection from the game. This includes Players, Managers, Coaches and Spectators. Any ejected person must leave the area before resumption of the game is permitted. ALL PLAYERS, MANAGERS AND COACHES will be subject to the PHBA Code of Conduct. Any Player, Manager or Coach ejected from a game by the Umpire may face further disciplinary action to be determined by the League Commissioner and Head Commissioner that may affect their standing in future games. Additional sanctions may be imposed at the discretion of PHBA. Umpires will provide the Chief Umpire with written documentation outlining the reason for the ejection with 24 hours of the end of the game. Any Player, Manager, or Coach ejected for a second time in a season will face further disciplinary action to be determined by the League Commissioner and Head Commissioner that may affect their standing in future games. The PHBA Board of Commissioners will review all suspensions and any appeals to a suspension.
15. No Manager, Player, Substitute, Coach or Batboy shall at any time, whether from the bench, the coach's box or on the playing field, or elsewhere
 - a) Incite, or try to incite, by word or sign a demonstration by spectators;
 - b) Use language which will in any manner refer to or reflect upon opposing players, an umpire, or any spectator;
 - c) Call "Time", or employ any word or phrase or commit any act while the ball is alive and in play for the obvious purpose of trying to make the Pitcher commit a balk.
 - d) Make intentional contact with the Umpire in any manner.
 - e) Rules 15abcd are subject to immediate Ejection by the umpire.
16. No fielder shall take a position in the batter's line of vision, and with deliberate unsportsmanlike intent, act in a manner to distract the batter. PENALTY: the offender shall be removed from the game and shall leave the playing field, and, if an illegal pitch is made, it shall be nullified.
17. ALCOHOLIC BEVERAGES & SMOKING ARE NOT ALLOWED in the playing or spectator area. Smoking and/or chewing tobacco by a Manager, Coach or Players are not allowed during practice or a game.
18. No player will be allowed to play with steel spikes. Rubber cleats may be used.

19. Each player must play a minimum of two (2) innings, six (6) defensive outs, within the first four (4) innings of each game. The Manager will bat every player present (whether playing defensively or not), through the complete roster, in every game. The following section applies for teams that field thirteen (13) or less players for the game. In the event that the game progresses beyond four innings, each player will play a minimum of three (3) innings in the first five (5) innings and four (4) innings in the first six (6) innings. The number of innings played may be reduced only by an incidence of player's late arrival, or leaving early. A late arriving player will play in half the innings that the player attends. Each player must play a minimum of one inning (3 defensive outs) in the infield during the first four innings. Managers may be suspended for violating this rule.
20. When a team is at bat, all team members, Managers and Coaches must be in the dugout area. The only exceptions are the hitter, the on-deck player, and the two (2) base line coaches. Absolutely no swinging of bats outside the on-deck circle or the batter's box is allowed. The batter and on-deck player must wear helmets and remain in their appropriate designated areas. Hitting Sticks are not allowed within the fence lines of the field. If a coach wants to warm up the (in the hole) batter, it must be outside the fenced area. Note, these are public areas and there will be a lot of kids and parents walking around. If you feel the need to use a hitting stick during games, you must make sure you are protecting the public from your player swinging a bat.
21. Any player warming up a pitcher, regardless of location, must wear a Catcher's mask.
22. When a defensive player is attempting to make a play on a runner at any base including home, unless the runner is sliding, the runner will be called out if they intentionally collide with the defensive player.
23. Any player removed from the game by their Manager may re-enter during a natural break in play as approved by the home plate umpire.
24. Managers, Coaches or Players cannot dispute any judgment call by the Umpire (i.e., balls, strikes, etc.) Disputing a judgment call may result in an ejection from the game.
25. GA/GN/GW Only: Protests may be entered on the interpretations of the rules or the illegal use of players. There can be no protest over a judgment call of the Umpire.

PROTEST PROCEDURE: The protesting Manager shall immediately notify the Umpire, before another ball is pitched or any succeeding play begins, that the game is being played under protest. The Umpire will then notify the opposing Manager and both scorekeepers. The protest (in writing from the protesting Manager) must be delivered to the Commissioner of that league within 48 hours of the game's end. Violation of this procedure voids the protest. A \$20.00 fee must be included with the formal protest and will be returned only if the protest is allowed.

26. New- INNING SURRENDER RULE -Each manager may decide to end their offensive half of an inning if they chose by notifying the umpires that they will surrender the remainder of their at bats for the inning. At that point the half inning is over and the other team will come up to bat. **This is only allowable in unlimited run innings (5 and 6)**. If the team that surrenders their inning comes up again, the batting order must start exactly where it was left off before so that **no batters are skipped**.

27. Both team managers are responsible for posting the game score on the league website within 24 hours.
28. All scorebooks are subject to audit by the League Commissioner at any time.
29. SLAUGHTER RULE: If a team is ten (10) runs ahead at the end of the fifth inning, the game will be called.
30. Sliding is allowed.
31. HEAD-FIRST slides are **NOT** allowed except when a runner is returning to a previously occupied base. If a runner slides head first other than when returning to a base, the runner will be called out.
32. Outfielders and rover (optional) must stay out of the infield area; this is, outside the baseline with at least one foot on the edge of the grass. Pitcher and catcher positions must be filled at all times.
33. Catcher must leave an avenue to the plate for the runner at home **if not in possession of the ball.**
34. All batters must wear batting helmets with facial protection. Personal helmets will NOT be allowed if they do not have commercially available facial protective devices installed. No C-flaps allowed for batting helmet.

PITCHING RULES

35. All pitchers must pitch in a windmill fashion. If the windmill motion is not employed, the pitch will be called a ball unless successfully put in play, in which case it is the offensive manager's option to take the play or the called ball.
36. Pitching changes can be made at any time except in the middle of a player's at bat.
37. Pitcher must start with both feet on the pitching rubber.
38. The Umpire shall call "Batter-Up" after the pitcher has pitched five (5) warm-up pitches. New or starting pitchers may take up to ten (10) warm-up pitches not to exceed one minute.
39. Once one (1) pitch is made in an inning, it counts as an "inning pitched" for that pitcher.

DUGOUT RULES

40. ONLY managers, coaches, and team parent volunteers with PHBA ID badges (must have badge on person) and players are permitted in the dugout or on the playing field. No exceptions.

GIRLS AMERICAN LEAGUE EXCEPTIONS/CLARIFICATIONS:

- A. Each player must play a minimum of two innings (6 defensive outs) in the infield during the first four innings. Managers may be suspended for violating this rule.

- B. There will be three (3) runs maximum per team per inning through the 4th inning. The number of runs in the 5th and 6th innings is unlimited. In the first four innings, the batter, any baserunners and the fielders should play any batted ball to the natural conclusion of the play, even when it appears that the third and final allowable run for that inning will score before the natural conclusion. There is one exception to the maximum runs rule: for any batted ball hit over the outfield fence for a home run, all runs scored on that home run will be counted in the game score. If the home run fence is not in use, this exception does not apply.
- C. Bunting is allowed.
- D. Dropped third strike rule does apply.
- E. Infield fly rule does not apply.
- F. Official Diamond dimensions are 60 feet, the double base will be used at first base.
- G. Runners may lead off or steal once the ball leaves the pitcher's hand. If the runner leaves the base before the ball leaves the pitchers hand, the runner will be called out.
- H. Stealing is allowed. Stealing home is allowed.
- I. On a walk (4 balls), No Turn and Burn at 1B will be allowed.

PITCHING RULES

- J. All pitchers must wear facemasks.
- K. Pitchers are allowed to pitch a maximum of two (2) innings in any one game. Once one (1) pitch is made in an inning, it counts as an "inning pitched" for that pitcher.
- L. A circle, sixteen (16) feet in diameter (8 foot radius), will be marked around the center of the pitching point thirty (35) feet from the rear tip of home plate.
- M. If play is stopped by the Pitcher being in control of the ball with at least one foot inside the pitching circle, the ball is dead. The Pitcher must have control of the ball in her glove or hand to constitute a dead play, once this is established runners will be allowed to advance to the next base provided the runner has passed a base.
- N. When a play is made on the runner and the ball goes out of play, or into the field of play past the infielder where the play is being made, the runner may advance no more than (1) base.
- O. Base Runners will stop advancing when: Pitcher has control of the ball within the pitchers circle, or a Baseman (1B, 2B, SS, 3B, C) has control of the ball at any base (1st, 2nd, 3rd, Home). If a runner has already passed a base before any baseman gains control, the runner will be allowed to proceed at her own risk to the next base. If a runner is continuing to a base where the ball is in control, a tag or force out will apply.