

AA Division Softball Rules

(Rev 3/11/13)

The purpose of this league is to teach the players the rules of the game, the fundamentals, sportsmanship and competitive play. Good sportsmanship is a MUST at all times.

6.0 Girls Softball “AA” Division

6.1 Game Time

6.1.1 Game time is 5:45 p.m., or as indicated on the schedule.

6.1.2 The game is played with ten (10) fielders. If nine (9) players are present per team, the game must begin at the scheduled start time.

6.1.3 If a team does not have a minimum of nine (9) players in attendance at game time, a fifteen (15) minute grace period will be granted.

6.1.4 At the end of the grace period, the game may be played with eight (8) players. If either team has fewer than eight (8) players, that team will forfeit the game.

6.2 Length of Game

6.2.1 Games will be six (6) innings. In case of a tie at the end of six innings, as many complete innings as necessary to break the tie will be played. (New Hartford must limit Saturday home games to 2 hours due to field schedule.)

6.2.2 A new inning cannot be started after 7:45 p.m. Umpires can use their discretion about starting an inning near 7:45 p.m.

6.2.3 Umpires will have the authority to end any game prematurely should conditions warrant, i.e. insufficient visibility, wet conditions, lightning, excessive cold, continuous harassment from anyone present, etc.

6.3 Playing Time and Substitutions

6.3.1 Each player must play a minimum of 2 innings in the field. Those need not be consecutive innings.

6.3.2 FREE defensive substitutions will be allowed only when the defensive team takes the field. Exceptions: pitching change, injury or illness.

6.3.3 A starting pitcher who is withdrawn cannot return to the pitching position in the same inning nor more than once during the game.

6.3.4 Pitching distance will be 40 feet from the front of the pitching rubber to the rear point of home plate.

6.3.5 If a temporary pitching rubber is used, it must be installed with metal spikes.

6.3.6 The pitcher must begin delivery in a stationary position, with both feet on the rubber. When delivering the pitch, the player is allowed one step towards the plate (no walking in) and one foot must stay in contact with the ground at all times (no “crow hopping”).

6.3.7 The league gives the pitcher the option of using a windmill or modified delivery. Pitchers shall not deceive the batter by using both deliveries in one at bat.

6.3.8 A hit batter, which includes a ball that strikes the ground prior to hitting the

batter, will result in a dead ball situation and batter will be awarded first base, as long as that batter attempted to avoid being hit by the pitch.

6.3.9 A maximum of five (5) warm-up pitches or one (1) minute, whichever comes first, will be allowed between half innings.

6.3.10 PLEASE NOTE: Any player, regardless of ability, can and should be withheld from the entire game if disciplinary reasons are such that it is necessary. Good Sportsmanship is a must and it is the coach's responsibility to appropriately address any concerning/poor sportsmanship like behavior. The opposing coach must be notified of this immediately if it occurs during a game and the child is being withheld for the rest of the game or prior to the game that the child will be withheld.

6.4 Defense

6.4.1 Teams will use ten (10) players maximum on defense, of which four (4) must be outfielders.

6.4.2 All four (4) outfielders must be positioned no less than ten (10) feet behind the edge of the infield prior to the batter making contact with the ball.

6.4.3 All four (4) infielders must be properly positioned prior to the batter making contact with the ball. Positioning any infielder on one of the bases is contrary to the intentions of the league.

6.4.4 There will be no infield fly rule.

6.5 Offense

6.5.1 Each team will submit a batting order prior to the start of each game.

6.5.2 The batting order must include all those players who are present at the game and must remain intact throughout the entire game.

6.5.3 Players who arrive after the 1st pitch must be placed at the end of the batting order.

6.5.4 A team will remain at bat until (3) outs or 5 runs have been scored. In the sixth and subsequent innings or agreed upon last inning, (3) outs must be reached to end the inning. A mercy rule of 15 runs will be in effect at completion of the 5 innings, or 4 ½ innings if the home team is leading and the game will be over. However, if time and conditions permit, this rule may be waived, by the agreement of the coaches, to allow additional playing time for the players.

6.5.5 The strike zone is between the armpits and knees of the batter assuming a normal batting stance at the plate. Exaggerated stances will not alter the strike zone. Any pitched ball that hits home plate shall be called a ball.

6.5.6 A base runner may take a three stride lead off any base once the pitched ball crosses home plate. The ball is live until it is thrown back to the pitcher from the catcher, then the runner(s) must immediately return to their original base(s). It is the umpire's discretion if the player(s) are taking more than the allotted 3 stride lead off the base(s) and will give one warning and any following infractions may result in the runner being called out.

6.5.7 After a pitch has been thrown runners may not advance on an errant throw

back to the pitcher from the catcher.

6.5.8 When the pitcher is in the 8 foot radius circle and in possession of the ball, the base runner(s) may not leave their base(s).

6.5.9 Once the ball is in the possession of the pitcher in the circle, the runners must continue to the base that she is heading to or go back to the base that she came from. She can not dance between bases or she shall be called OUT. If the ball is held by the pitcher, the runner may not advance past the base she is heading to. If the pitcher tries to make a play then play will continue with only one base on an overthrow. Should the fielder choose to throw to the base where the runner is headed, play will continue.

6.5.10 A three-strike, four-ball count will be maintained throughout the game (pitcher can walk in runs). The maximum runs allowed per inning shall be as specified in 6.5.4 above.

6.5.11 Runners may advance, at the risk of being put out, on overthrown balls. All runners may advance at least one base, without liability to be put out, if the overthrown ball leaves the playing area (over fences, into dugouts, or as otherwise determined by the umpire). Bases awarded shall be as determined by the umpire.

6.5.12 Runners may advance one base on pitched balls missed by the catcher (passed ball or wild pitch).

6.5.12.1- Stealing is allowed. The runner may not leave the base in which they currently occupy until the pitched ball crosses home plate.

6.5.12.2 – Only two attempts to steal home per inning (successful or not).

6.5.12.3- Delayed Stealing is not allowed.

This is defined as any time after a base runner takes her lead when the pitched ball crosses home plate, other than on a passed ball or wild pitch. Or, with multiple runners on base as in the example below:

Example: With runners on 1st and 3rd, if the runner on 1st attempts to steal 2nd base, the runner on 3rd is not allowed to steal home on the catcher's throw to 2nd base. She may only attempt to steal home if she leaves 3rd base at the same time as the runner attempting to steal 2nd.

6.5.13 Throwing the bat, at the umpire's judgment, shall result in a team warning and the next occurrence will result in the batter being called out.

6.6 Umpires

6.6.1 Given complete charge of the game. These individuals should be treated with the same respect that others in the program expect.

6.6.2 Only protests on an interpretation of a rule(s) will be entertained and must be settled respectfully, without unnecessary disturbance, on the field among the umpires and coaches. There are no protests on judgment calls.

6.7 Equipment

6.7.1 Players must wear the league issued shirt and visors, bill forward (visors are optional) provided for their team. No exceptions will be allowed. Face masks are highly recommended for all pitchers and infielders and suggested for outfielders.

- 6.7.2** In cool weather, if sweatshirts are worn they must be worn under team shirts.
- 6.7.3** Metal spikes are prohibited. Players must wear rubberized cleats or sneakers.
- 6.7.4** All catchers' equipment must be worn by the catcher while behind the plate. Any player that is warming up a pitcher must wear a catcher's mask/helmet.
- 6.7.5** All batters and base runners must wear protective headgear (including face mask), either their own or as provided by the team. Those failing to comply will not be allowed to hit or run.
- 6.7.6** All players are to be informed that bracelets, watches, rings, necklaces, and/or earrings cannot be worn during practices or games. There are to be no exceptions. These items are dangerous to both the player and her opponent.
- 6.7.7** The official game ball will be an 11" Yellow ASA approved softball. Color of ball shall be consistent throughout the game.
- 6.7.8** NEW BALL to be provided by the home team at each game and an acceptable used ball provided by the visiting team at each game.
- 6.7.9** ALL bats to be used will conform to ASA Official Rules (Rule 3, Section 1). This means that the bats must be marked as official softball bats. Little League or baseball bats are illegal. No double-wall bats allowed. [Logos added]
- 6.7.9** Bunting is allowed, however if the batter shows a bunt, they are not allowed to swing at the pitch, they must attempt to bunt or take the pitch.

6.8 Coaches

- 6.8.1** After one visit by the coach, per pitcher, per inning, the pitcher must be removed.
- 6.8.2** Coaches are allowed to make one visit, per game, to the pitcher's mound to confer with any players.
- 6.8.3** Coaches are allowed one time out per inning for instruction from the baseline.
- 6.8.4** Coaches should remember that players and spectators will emulate their conduct.
- 6.8.5** Kindly set an example by providing a model reflecting those values and concepts herein.
- 6.8.6** Coaches should have his/her team on and off the field so that half innings take no longer than one minute.

6.9 Postponements

- 6.9.1** In case of inclement weather, home team coaches are responsible for notifying other coach by 4:30 of cancellations.
- 6.9.2** If the games are not canceled by 4:30 p.m., cancellation will be the responsibility of the umpires. Teams and umpires must report to the field of play, unless otherwise notified.
- 6.9.3** The New Hartford league will not reschedule canceled games. Canceled games will only be rescheduled if there is an agreement between the 2 coaches involved. Every effort should be made to make up all games