

# RASA Women's Slow Pitch Rules-2016

## 1. **Playing Rules: ASA RULE BOOK GOVERNS UNLESS STATED OTHERWISE**

2. **Game times:** Games are to start at 7:00 and 8:15. The 7:00 game will have no grace period. Grace period of 8:15 game will be dependent on the first game. All games will have a time limit in that no new inning may be started after 75 minutes and Game will end after 90 minutes of play even if not complete.

A. **Penalty Note:** If a team does not show up, that team forfeits the game and pays a \$35 fee.

## 3. **Game Preliminaries, Equipment and Uniforms:**

A. The HOME team will occupy the 1<sup>st</sup> base side dugout. The HOME team is responsible for putting out the strike mat and the pitcher's plate(rubber) [50 feet from the back tip of the plate to the front edge of the rubber].

B. Teams must exchange lineups prior to the game and **MUST** include numbers and First & last names. Numbers must appear on uniform shirts.

C. All teams must have matching shirts **with numbers** before the start of the 3rd week. Fill-in players should wear shirts matching their team's colors.

D. **Metal spikes are NOT allowed!**

E. An eleven inch optic yellow ball will be used for all games.

F. Bats must comply with current ASA equipment rules, ASA Rule 3-Equipment. Information regarding ASA allowable/non-allowable bats can be found on [www.asasoftball.com](http://www.asasoftball.com).

4. **Fielding a team:** The HOME team must have at least nine players to begin a game. The VISITING team must have at least 9 players to begin the bottom of the 1st inning. When and if another player arrives, they are to be inserted into batting order at the 10th position. Teams can play with nine players for the entire game and not be forced to take an automatic OUT at the tenth position in the batting order. However, if a team starts with ten or more players and one is unable to continue, an automatic OUT is assessed when that player's turn comes to bat and the team has no substitutes.

5. **Team Warm-ups:** Home team gets the field first from 6:30-6:45; Away team gets the field from 6:45-7:00.

6. **Extra Player(s):** All teams may bat extra hitters. This option is to be submitted via exchange of the lineup prior to the start of the game. Late-arriving players may be added to the batting lineup, at the end of the order, until your batting order has gone through the lineup. If the leadoff batter has batted a second time, you cannot add EPs. Per Rule 4(Fielding a Team), the tenth batter may be added any time. Additional late-arriving players can be used as substitutes. If batting your entire lineup and someone cannot bat due to injury, etc. and there is no substitute available, you must take an OUT in that batter's position. All EPs will fall under the ASA EP rule. EPs may play on defense at any time, but the batting order must remain the same throughout the entire game.

7. **Starting the game:** The pitcher is allowed 5 warm-up pitches in the 1st inning. A new pitcher is also allowed 5 warm-up pitches. After the 1st inning, existing pitchers are allowed 3 warm-up pitches. Infield warm-up balls may be thrown between innings, within the timeframe confines of the 5 or 3 warm-up pitches, whichever applies.

8. **Strike Zone:** A STRIKE is a pitched ball 6-12 feet in height at the highest point, which contacts the plate/mat rectangle.

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9. **Batting:** Players will step into the batter's box with a 1-1 count (one BALL, one STRIKE). When a batter has 2 STRIKES and hits a ball FOUL, the FOUL is the third STRIKE and the batter is OUT and the ball is DEAD, even if caught. Bunting either traditional or slap bunts are not permitted and batter will be called out. The batter must roll the wrist and swing through the pitch.
10. **Runners:** Runners must maintain contact with the base until the ball crosses the plate or contact with the bat is made. There is no stealing or leading.
11. **Courtesy runners:** One instance of a courtesy runner is allowed per inning. The courtesy runner must be the last made OUT. The courtesy runner may be inserted to replace a runner on any base at any time, for any reason.
12. **Home Run Rule:** 4 home runs, then 1 up on the fenced fields. Home runs that exceed 4 and 1 up on the fenced fields will be OUTS.
13. **Ending the game:** Games are 7 innings or 75-minutes, whichever occurs first. The 75-minute rule is **No new inning may begin after 75-minutes, games drop dead at 90-minutes**. In the event of a tie after 7 innings and within the time limits, the international tiebreaker rule is used.
- A. **Run Ahead Rule**(mercy rule): A game will be considered complete if a team is ahead by 15 runs in the 4<sup>th</sup> inning or 12 in the 5<sup>th</sup> inning.
14. **Suspended Games:** Games called due to darkness or inclement weather shall begin at the point of play at which it was suspended, unless considered an official game. A game is official when the HOME team is ahead after 4 1/2 innings or the VISITING team is ahead after 5 innings.
15. **Rescheduling games:** Makeups for rainouts are the coach's responsibility. They **MUST** be rescheduled within one week but may be played at any time before the end of the season. The home team coach **MUST** notify the umpire scheduler Kevin Krause to reserve a field and assign an umpire.
16. **Ejections:** If a player or coach is ejected from a game, they will be suspended for the next two games. If any player or coach is ejected twice during a season, they will be suspended for the remainder of the season, including playoffs.
17. **Team Rosters:** Each roster can consist of up to 20 players. A team may add players at any time, including the use of fill-in players during the regular season. A player must play in 10 games to be eligible for playoffs. If a player's attendance for 10 games is questioned, the coach must show in their book proof that their player is eligible. No player may play on two teams.
18. **Playoffs:** Playoffs will begin on the Monday immediately following the regular season. All teams make the playoffs. Playoff games will be played in their entirety (7 innings or as required) All regular season rules apply except the 75 minute and drop dead time limits. Additionally, suspended games will be resumed and completed regardless of the inning when suspended. Higher seed will be HOME team. If both teams in a championship game have one loss, a coin flip will determine HOME and VISITOR. Time and day requests will NOT be honored for the playoffs. Playoff makeup games will be made up at the next time and date a field is available. Trophies will be awarded to each Division Winner and the Champions of Division A and Division B.