

I. General Rules

The rules outlined in the following paragraphs are the common set of rules for SCBA play. All league play shall be governed by the Official ASA Softball Rules except as noted herein and in the ensuing individual league rules that follow.

Schedule

1. Coach Pitch and will have an eighteen (18) game regular season schedule. There is no set number of games guaranteed. Regular season games rained out will NOT be rescheduled.

Trophies

2. There will be trophies awarded for the end of year tournament

Violating Rules

3. Managers, coaches, and players who violate the SCBA rules will be subject to review by the Board and may be subject to suspension by the League possibly for the remainder of the regular season and post season tournament play if such suspension is warranted by the determination of the League Board.

II. Responsibilities of Coaches

Coaches are responsible to teach the girls good sportsmanship, develop character, and develop basic knowledge and skills of the game. As a condition of coaching a team competing in the SCBA, each coach shall be required to read and sign the League's Coach Code of Conduct.

Some specific responsibilities of Coaches are the following:

General

1. The coach has three (3) primary responsibilities –
 - a. To do everything possible to encourage the participation and enjoyment of each player.
 - b. To teach and develop the proper softball skills.
 - c. To protect the girls from permanent injury frequently caused by improper playing and throwing techniques.

Discipline

2. A player may be disciplined by being benched for any scheduled games. The opposing coach must be notified before the game begins or the player must play in the game.

Conduct of Coach

3. The Head coach must be in complete charge of his coaches and players at all times and is responsible for the instruction and enforcement of all League rules.

Treatment of Umpires

4. Coaches and players must not argue with or be abusive toward umpires before, during or after games. They may question interpretation of the rules but not a judgment call. The head coach must also ensure that abusive language and unsportsmanlike conduct directed at umpires and other teams is completely eliminated on the part of his or her players and coaches. An umpire may remove from the game and park any coach or player for use of abusive language or unsportsmanlike conduct.
5. Any coach or player ejected from a game by an umpire shall also be suspended for one (1) additional game. It shall be the responsibility of the League's Coordinator to ensure enforcement of this rule.

Profanity

6. Profanity will not be tolerated and will be cause for immediate ejection from the game.
7. Head Coach are responsible for the action and behavior of their parents. Any parent or spectator who is abusive toward umpires can cause their team to forfeit the game if not controlled by the Head Coach after the first warning from the umpire.

Use of Tobacco or Alcohol Products

8. The use of tobacco, alcohol, or other controlled substances is prohibited by anyone on the playing field and in the dugouts. In addition, all coaches, and players shall abide by each participating community park rules relative to the use of tobacco, alcohol, or other controlled substances on park grounds.

III. Team/Player/Coach/ Parent Conduct Rules

1. The following actions will not be condoned or permitted under any circumstances:
 - a. Abusive actions, language, profanity, or unsportsmanlike behavior on the field, in the dugout, or in the stands.
 - b. Abuse of equipment.
 - c. Use of any tobacco products inside fences, dugouts, on the field, or in the stands.
 - d. Consumption of alcohol or illegal narcotics on any community park property.
2. When playing in a league game, the umpire is the final authority. He or she can eject a player, coach, or parent from the field and/or stands for any acts identified above.
3. Runners are responsible for avoiding collisions with the defensive players.

When the defensive player has the ball and is waiting for the runner, and the runner remains on his feet and crashes into the defensive player, the runner will be declared out. If in the umpire's judgment, contact was made deliberately, the player shall be ejected from the game. The intention of this rule is to encourage the players to slide.

If a defensive player without the ball obstructs a runner, it is a call to be made by the umpire(s) but collisions must still be avoided.

When a play on a runner is imminent, the runner must either slide, try to "get around" the tag or surrender to the tag without making physical contact with the defensive player in any way. Failure to comply shall result in the runner being declared "out".

When a defensive player blocks the runner from the base without the ball and the runner slides, she will be awarded the base due to obstruction. If the ball and the runner arrive simultaneously, the call will be based on the umpire's judgment. If the runner fails to slide and contact is made, other than incidental, the runner will be called out. If there is no slide, but there is no contact, there will be no violation of this rule. This rule does not apply at first base as there is no requirement to slide at first base. However, malicious contact at first base will still be grounds to be called out, ejected, or both.

The intent of this rule is to minimize injuries caused by unnecessary collisions. No player shall be called out for simply failing to slide. All of these instances shall be judgment calls by the umpire(s).

4. The throwing (slinging) of a bat shall not be tolerated. On the first occasion during any game, the team shall be given a warning. On the second occasion by any player, regardless if that player was the player who threw the bat on the first occasion, the player shall be called out and the team shall be given a second warning. On the third occasion during the same game, the player who throws the bat, regardless if that player had thrown the bat the previously during that game, shall be called out and is subject to ejection from the game in the discretion of the umpire.
5. Players are not permitted to taunt the opposing team's players. Chants may not include a player's name or nickname.
6. The penalty for a player being ejected from a game shall be that he/she shall sit out the team's next game. The umpire shall document the offending player and the coach shall be responsible to make the player sit out the next game. If the player does not sit out, the team will incur a forfeit.
7. The penalty for a coach, or scorekeeper being ejected from a game shall be that he or she sits out the team's next game. The umpire shall document the offending person and report it to the League Coordinator for that particular league and notify the affected team coach. If the offending person fails to comply, the team will incur a forfeit.

IV. Player Equipment Rules

1. Catchers must wear a chest protector, shin guards, protective mask, and skull helmet including while warming up pitchers.
2. All batters, base runners, and bat persons must wear protective helmets. Any player judged to have intentionally discarded their protective helmet while running the bases will be called out by the umpire.
3. All players are required to wear caged helmets and it is recommended a chin strap.
4. All players must keep their helmets on until they are safely inside the dugout fence even if the play is dead. This includes going back to the dugout from any base or from home plate after making an out. The only time a player can remove their helmet while in the field of play is due to an injury.
5. Metal cleats are not permitted.
6. Violation of these rules is punishable by the ejection of the player from the game and suspension from the next succeeding game.
7. All equipment must be kept inside the dugout fences at all times.
8. All jewelry must be removed before a player is permitted to play. The only exception is for medical identification, which must be hidden.
9. Players may use any bat in coach pitch and minors Major's and above must comply with ASA rules.

V. General Playing Rules

Playing Field Dimensions and Requirements

1. The pitching rubber must be on a horizontal plane with home plate.
2. The home team will occupy the third base dugout.

Rosters, Eligibility and Participation

3. A team must field at least eight (8) players at game time. A coach shall have up to fifteen (15) minutes after the scheduled time of his game to field a team of eligible players after which a forfeit will be declared.
4. Each player must play three (3) innings in each six (6) game with two (2) innings of participation occurring within the first four (4) innings. Additionally, each participant must play two (2) innings in the infield for each six (6) inning game. In addition, no player will sit the bench for two consecutive innings and no player may sit twice before all players have sat one inning.

The above rule does not apply in the event of player disciplinary action. In the event of player disciplinary action, the League and opposing manager must be informed of such action before the start of the game.

5. All team players present at the start of a game will be in the offensive line up and bat continuously.

Any team player arriving after the start of the game but before the top of the third (3rd) inning will be added to the end of the batting order, but shall only be required to play half (1/2) of the remaining innings.

6. If an umpire ejects a team player from the game, her position in the batting order is an out.
7. If a player leaves a game due to injury, her inability to bat will not result in an out.
8. When a player is injured or unable to continue playing and is removed from the game, another player can come in off the bench and take the injured player's place in the field. If a player is injured or unable to continue during her at bat and is removed from the game, the batter who made the last out comes to the plate and assumes the injured batter's count. The injured batter from that point on is skipped in the batting order unless she is later able to participate, when she shall assume her prior batting order position.
9. Only team players, three coaches, one scorekeeper, and a bat person for each participating team will be allowed in their respective dugout. The offensive team will be permitted base runners, on deck batter, batter, and only two members of the coaching staff (limited to the coaching boxes) on the field while the ball is in play. The coaches must not interfere with any player or their attempt to make a play on the ball.

All players must remain in the dugout and behind the fences until moving onto the on deck spot. Players may not stand in the doorway to await their turn to bat or while sitting out of the defensive lineup.

10. In the Coach Pitch League, the coach/pitcher may not coach or talk to any players while pitching. The only exception to this rule is if the coach/pitcher is giving instructions to the batter before making a pitch.
11. The base coaches cannot touch a player until the play is dead.

Hazardous Conditions

12. The stated inclement weather and field condition protocol of the home team community park shall govern the guidelines to be used in determining whether it is safe for a game to start or resume.
13. When hazardous weather conditions threaten the safety and health of the players, the game shall be suspended until the conditions have subsided. At that time, the umpire may resume the game.
14. At a minimum, if lightening is imminent or a thunderstorm is approaching, all personnel, athletes and spectators shall evacuate to available safe structures or shelters.
15. Thirty-Minute Rule – Upon the first indication that thunderstorm development is within fifteen miles of the contest, the umpire shall suspend the competition until thirty (30) minutes after the storm has left this fifteen (15) mile zone. Any subsequent lightning or thunder after the beginning of the thirty (30) minute count shall reset the clock and another count should begin.
16. The umpire shall wait a minimum of thirty (30) minutes before calling a game unless the managers agree to terminate earlier.

Time Limits

17. The time limit for all league games, will be one (1) hour and thirty (30) minutes or six (6) innings in those leagues that play six (6) innings or seven (7) innings in those leagues that play seven (7) innings.
18. The umpire shall announce the official start time and keep the official time. The umpire's watch will be the official time.
19. For purposes of determining the time limit, a new inning will be considered to have started upon the execution of the third (3rd) out of the previous inning, or the sixth run crossing the plate (for those age level divisions playing with the six (6) run inning rule).
20. No new inning may start after one (1) hour and thirty (30) minutes. However, any new inning started prior to the time limit shall be completed in full (unless, of course, the home team is ahead after the visiting team has finished its offensive half of the inning).
21. Teams will have a two (2) minute time limit between innings. The umpire will have sole discretion on this as it is his/her responsibility to keep the game moving.
22. Fifteen (15) minutes will be allowed after the umpire calls "play ball" before a forfeit is declared due to the inability of either team to field a team.
23. Both teams shall be granted five (5) minutes of infield practice, fifteen (15) minutes before game time. Managers (not umpires) are responsible for seeing that their team gets to practice. Failure to comply will result in forfeit of practice time. Games must be started on time. Pitchers will be granted three (3) to five (5) warm-up pitches or two (2) minutes, whichever comes first, before each half inning.

Legal Game

24. A complete game shall consist of six (6) or seven (7) innings, depending on the league involved. In a game called for any reason other than time limit, four (4) innings shall constitute a legal game and the losing team must have completed four (4) times at bat. In the case of a time limit, the game is legal after the losing team has had its turn at bat.
25. If the scheduled umpire(s) fails to appear, the game played will only be a legal game if both managers agree prior to the start of the game on how the game is to be umpired.

Forfeits

26. A coach shall have up to fifteen (15) minutes after the scheduled time of his game to field a team of eligible players or forfeit the game

Substitutions

27. Substitutions may be made freely but must be made prior to the start of new innings on defense. However, pitchers may be substituted from the bench or the field at any time.
28. If a pitcher is removed during any game, the manager shall be permitted to remove her from the pitching position for a minimum of three (3) outs and then later return her to the pitching position as long as she does not pitch more than the innings (outs) allowed for that league. Only one (1) re-entry at pitcher is allowed.
29. If a pitcher hits three (3) batters in one inning, that pitcher shall be removed from the pitching position and is permitted her one (1) re-entry at pitcher pursuant to the guidelines above provided she has not already re-entered at the pitching position.
30. The violation for violating Substitutions Rules shall be forfeiting of that game.

Player Pick-Up Rule

31. Teams may pick-up players to fill in for an absent or injured roster player(s) so long as the player is a second (2nd) year player from that community's league below or from another team in that division.
32. No Pick-Up players from outside any participating community's organization are allowed.
33. The Pick-Up players must be used in the outfield and bat in the last position of the lineup.
34. Any team using Pick-Up players must field at least six (6) rostered players.

Protests

35. No protests will be allowed on judgment calls of the umpire.
36. If a manager desires to protest a rule interpretation by the umpire, the manager shall notify the Home Plate Umpire that they are lodging a protest prior to the next pitch. At this point the Home Plate Umpire will call a conference at home plate with both managers, other members of the umpire team, and both scorekeepers to notify them that the game shall be played under protest. The Home Plate Umpire shall mark in the score books the current game situation and complete the league Protest Form within twenty-four (24) hours of completion of the game. If the protesting manager desires to follow-up on the protest at the end of the game, the protest has to be presented in writing to the League Coordinator in writing within twenty-four (24) hours.
37. All protests must be accompanied by a fifty (\$50) dollar cash protest fee which will be refunded if the protest is ruled in favor of the Coach.
38. The League Coordinator shall review the protest with the assistance of the League Executive Board and strive to return a decision within one (1) week from the date of the protest.

Score Keeping

39. The home team will be the official scorekeeper.
40. The home team will be responsible for reporting all game score results to the League Coordinator within 24 hours of the completion of each game.
41. Umpires must sign the official scorebook at the end of each game.

League Tournaments

42. All league regular seasons will be followed by a tournament.

43. Team seeding for each league tournament will be based on a how the teams were picked during the draft in March . The coach who picked first will have the first (1) seed and the coach who pick second will have the second (2) seed and so on.