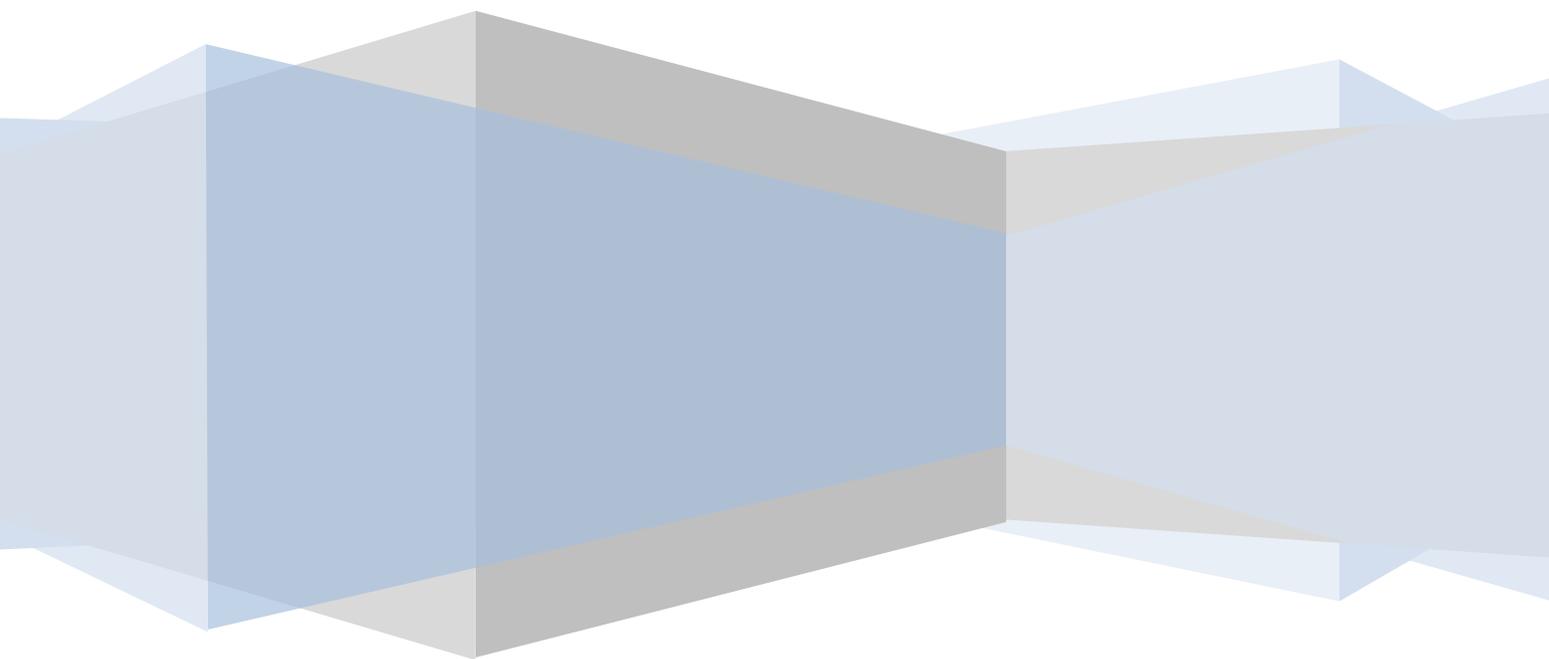


**South Dayton Community Fast Pitch
Softball League
Participant Manual
2017 Official League Rules**



South Dayton Community Fast Pitch Softball League

This handbook contains the rules for the 2017 season of the South Dayton Community Fast Pitch Softball League. Every attempt has been made to align the rules with that of the Amateur Softball Association (ASA) rules with exceptions deemed appropriate based on the skill level of each league. We urge everyone to take the time to read this handbook so that there is a clear understanding of the rules and regulations of league play. Any rule not covered by this rule book will be governed by the Amateur Softball Association (also known as USA Softball) Official Rules of Softball Rule Book (www.asasoftball.com).

South Dayton Community Fast Pitch Softball League
Playing Rules
2017

Table of Contents

I.	SPECIAL POINTS OF INTEREST FOR SOUTH DAYTON COMMUNITY FAST PITCH SOFTBALL LEAGUE PLAY	9
	Purpose and Objectives	9
II.	General Rules	9
III.	Responsibilities of Managers and Coaches.....	9
	General.....	9
	Discipline	10
	Conduct of Managers.....	10
	Treatment of Umpires	10
	Profanity.....	10
	Use of Tobacco or Alcohol Products	11
	Emergency Procedures	11
IV.	Team/Player/Manager/Coach/ Parent/Spectator Conduct Rules.....	11
V.	Player Equipment Rules	13
VI.	Field Maintenance	14
VII.	General Playing Rules.....	14
	Playing Field Dimensions and Requirements.....	14
	Rosters, Eligibility and Participation	15
	Hazardous Conditions	16
	Time Limits.....	17
	Legal Game.....	18
	Forfeits.....	19
	Substitutions	19
	Legal Team	19
	Batting Order	20
	Contact Rule.....	20
	Charged Conferences.....	20
	Player Pick-Up Rule	20
	Protests	21
	Score Keeping.....	21

VIII. ASA “Recreation” League Intercommunity Softball League Specific Rules	22
1. GIRLS 23U COLLEGE LEAGUE RULES (Exceptions to Official ASA Softball Rules).....	22
Legal Team	22
Pitching.....	22
Stealing.....	23
Bunting.....	23
Maximum Runs	23
Look-Back Rule	23
Dropped Third Strike.....	23
Outfielder Positions	24
2. GIRLS 18U HIGH SCHOOL LEAGUE RULES (Exceptions to Official ASA Softball Rules).....	24
Legal Team	24
Pitching.....	24
Stealing.....	25
Bunting.....	25
Maximum Runs	25
Look-Back Rule	26
Dropped Third Strike.....	26
Outfielder Positions	26
3. GIRLS 14U MAJOR LEAGUE RULES (Exceptions to Official ASA Softball Rules).....	26
Legal Team	26
Pitching.....	26
Stealing.....	27
Bunting.....	27
Maximum Runs	28
Look-Back Rule	28
Dropped Third Strike.....	28
Outfielder Positions	28
4. GIRLS 12U MINOR LEAGUE RULES (Exceptions to Official ASA Softball Rules).....	29
Legal Team	29
Pitching.....	29
Stealing.....	30

Bunting.....	30
Maximum Runs	31
Look-Back Rule.....	31
Dropped Third Strike.....	31
Outfielder Positions	32
Infield Fly Rule.....	32
5. GIRLS 10U ROOKIE LEAGUE RULES (Exceptions to Official ASA Softball Rules).....	32
Legal Team	32
Pitching.....	32
Base on Balls	34
Stealing.....	34
Bunting.....	34
Maximum Runs	35
Look-Back Rule.....	35
Defense Position Overthrows	35
Dropped Third Strike.....	36
Outfielder Positions	36
Infield Fly Rule.....	36
Hit By Pitch.....	36
Regulation Ball	36
6. GIRLS 8U COACH PITCH LEAGUE RULES (Exceptions to Official ASA Softball Rules)	37
Legal Team	37
Pitching.....	37
Time At Bat.....	37
Base on Balls	38
Stealing.....	38
Bunting.....	38
Maximum Runs	38
Play Stoppage.....	39
Look-Back Rule.....	39
Dropped Third Strike.....	39
Catcher Position.....	40

Outfielder Positions	40
Infield Fly Rule.....	40
Hit By Pitch.....	40
Fair Ball Hit in Front of Home Plate	40
Regulation Ball	40
Defensive Coach.....	41
7. GIRLS 6U T-BALL LEAGUE RULES (Exceptions to Official ASA Softball Rules)	41
Player Participation.....	41
Legal Game.....	41
Legal Team	41
Pitching.....	41
Time At Bat.....	42
Base on Balls	42
Stealing.....	42
Bunting.....	43
Maximum Runs	43
Play Stoppage.....	43
Look-Back Rule.....	44
Dropped Third Strike.....	44
Catcher Position	44
Outfielder Positions	44
Infielder Positions	44
Infield Fly Rule.....	45
Hit By Pitch.....	45
Ball Hit in Front of Home Plate	45
Regulation Ball	45
Defensive Coach.....	45
IX. ASA “All Star” Recreation League Intercommunity Softball League Specific Rules.....	46
1. GIRLS 23U COLLEGE LEAGUE RULES (Exceptions to Official ASA Softball Rules).....	46
Application of ASA Softball Rules.....	46
2. GIRLS 18U HIGH SCHOOL LEAGUE RULES (Exceptions to Official ASA Softball Rules).....	46
Application of ASA Softball Rules.....	46

3. GIRLS 14U MAJOR LEAGUE RULES (Exceptions to Official ASA Softball Rules)..... 46
 Application of ASA Softball Rules..... 46

4. GIRLS 12U MINOR LEAGUE RULES (Exceptions to Official ASA Softball Rules)..... 46
 Application of ASA Softball Rules..... 46

5. GIRLS 10U ROOKIE LEAGUE RULES (Exceptions to Official ASA Softball Rules)..... 46
 Application of ASA Softball Rules..... 46
 Regulation Ball 46

I. SPECIAL POINTS OF INTEREST FOR SOUTH DAYTON COMMUNITY FAST PITCH SOFTBALL LEAGUE PLAY

Purpose and Objectives

1. The purpose of the South Dayton Community Fast Pitch Softball League (SDSL) play are:
 - A. To provide girls softball for as many children as possible in our respective communities.
 - B. To teach basic knowledge of the game of softball and to develop character in the children by teaching them to play together fairly, abide by the rules, and to win and lose like sportsmen.

II. General Rules

The rules outlined in the following paragraphs are the common set of rules for SDSL 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.

III. Responsibilities of Managers and Coaches

As a condition of managing and/or coaching a team competing in the SDSL, each manager shall be required to read and sign the League's Manager/Coach Code of Conduct.

Some specific responsibilities of Managers and Coaches are the following:

General

1. The manager 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 manager must be notified before the game begins or the player must play in the game.

Conduct of Managers

- 3. The manager must be in complete charge of his coaches, players, and parents/spectators at all times and is responsible for the instruction and enforcement of all League rules.

Treatment of Umpires

- 4. Managers, 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 manager 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 manager, coach or player for use of abusive language or unsportsmanlike conduct.
- 5. Any manager, 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 and Community League Liaison to ensure enforcement of this rule.

Profanity

- 6. Profanity will not be tolerated and will be cause for immediate ejection from the game.
- 7. Managers are responsible for the action and behavior of their parents/spectators. Any parent or spectator who is abusive toward umpires can cause their team to forfeit the game if not controlled by the manager after the first warning from the umpire. At the request of the umpire, a manager/coach is required to provide the name and contact information of a

parent/spectator ejected from the park for inappropriate behavior. If the manager/coach does not know the parent/spectator ejected, he/she should so state to the umpire. If, in the judgment of the umpire, the manager does not cooperate, the manager/coach shall be ejected from the game.

Use of Tobacco or Alcohol Products

8. The use of tobacco (including E-cigarettes), alcohol, or other controlled substances is prohibited by anyone on the playing field and in the dugouts.

Emergency Procedures

9. If a player is injured and requires professional assistance, teams are to follow the procedures of their community organization.

IV. Team/Player/Manager/Coach/ Parent/Spectator 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 (including E-cigarettes) inside fences, dugouts, on the field, or in the stands.
 - d. Consumption of alcohol or illegal narcotics on any community park property.
 - e. Managers, coaches, players, and parents/spectators shall abide by each participating community park rules relative to the use of tobacco (including E-cigarettes), alcohol, or other controlled substances on park and/or school grounds.
2. When playing in a league game, the umpire is the final authority. He or she can eject a player, coach, or parent/spectator from the field and/or stands for any acts identified above.

A parent/spectator ejected from an SDSL Park for a second time will be contacted by the League Community Liaison to discuss behavior issues, expectations, and possible consequences if such behavior occurs at future SDSL games.

Consequences to a parent/spectator who does not abide by an umpires order may involve any one or more of the following:

- Ejection from the ball field and surrounding area.
- Ejection from the Park.
- Notification of Law Enforcement.
- Banishment from attendance at future SDSL games.

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 manager 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 manager, 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 Community's League Liaison who will report it to the SDSL League Coordinator for that particular league and notify the affected team manager. If the offending person fails to comply, the team will incur a forfeit.

V. 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 pursuant to ASA rules. Chin straps are strongly recommended but not required.
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. The SDSL adheres to ASA guidelines relative to shoes worn by players. ASA rules prohibit the use of metal cleats worn by all players participating in the 12U and younger leagues.
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.

VI. Field Maintenance

The players of both teams are to clean up the area around the ball diamond after each game.

VII. General Playing Rules

Playing Field Dimensions and Requirements

1. The foul lines shall be lined and extended ten (10) feet beyond first (1st) and third (3rd) base.
2. Distance between bases shall be sixty (60) feet for all leagues. If the bases are found to be at a different length and play has started the teams will complete the inning and adjust the bases to the proper distances. The time necessary to fix the bases will not be counted toward the game time limit.
3. The pitching distance and pitcher's circle radius is different for each league.
4. The pitching rubber must be on a horizontal plane with home plate.

Rosters, Eligibility and Participation

5. A team must field at least eight (8) players if a particular league normally plays with nine (9) or ten (10) players at game time. A team in the 8U Coach Pitch league must field at least six (6) players and 6U T-Ball league must field at least five (5) players at game time. A manager 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.
6. Each player must play three (3) innings in each six (6) or seven (7) inning game. Two (2) of those innings must be in the infield with one inning of participation in the infield occurring within the first four (4) innings. 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 only exception to the above rule is upon written request of a player's parents/guardian that their daughter play only the outfield positions during the season. Managers should maintain a copy of such request if challenged during a game.

For the 23U College League, 18U High School League, and the 14U Major League, the two (2) inning infield rule above shall not apply.

A violation of this rule will not be subject to protest; however, a warning shall be given to the manager for the first rule violation and the removal of the manager for the rest of the year for a third violation of this rule. A violation of this rule in a tournament game will be protested to the League Coordinator and be subject to the Coordinator's decision to remove the manager for the remainder of the tournament or forfeit of the game, if so warranted.

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.

7. All team players present at the start of a game will be in the offensive line up and bat continuously. The only exception to this rule is if a player is injured, sick, ejected or disciplined by her coach.
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.

8. If an umpire ejects a team player from the game, her position in the batting order is an out.
9. In all recreation leagues, if a player leaves a game due to injury or any other reason, her inability to bat or absence from the lineup will not result in an out.
10. In all leagues, 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.
11. Only team players, manager, 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.

12. Only one (1) player is permitted in the on deck spot.
13. The base coaches cannot touch a player until the play is dead.

Hazardous Conditions

14. 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.
15. 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.

16. 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.
17. 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.
18. The umpire shall wait a minimum of thirty (30) minutes before calling a game unless the managers agree to terminate earlier.

Time Limits

19. The time limit for all league games shall be as follows:
 - * 6U T-Ball League -- one (1) hour and fifteen (15) minutes or six (6) innings
 - * 8U Coach Pitch League – one (1) hour and thirty (30) minutes or six (6) innings
 - * 10U Rookie League – one (1) hour and thirty (30) minutes or six (6) innings
 - * 12U Minors League – one (1) hour and thirty (30) minutes or six (6) innings
 - * 14U Majors League – one (1) hour and forty-five (45) minutes or seven (7) innings
 - * 18U High School League – one (1) hour and forty-five (45) minutes or seven (7) innings
 - * 23U College League – one (1) hour and forty-five (45) minutes or seven (7) innings
20. The umpire shall announce the official start time and keep the official time. The umpire’s watch will be the official time.
21. 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).
22. No new inning may start after the game time limit as defined in Section VII.20 Time Limits above has been reached. 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).
23. 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.

24. 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.
25. Prior to game time, teams are to warm up in the grass areas only. The exception being that both teams are granted five (5) minutes of infield practice, fifteen (15) minutes before game time. Managers (not umpires) are responsible for seeing that their teams get this pre-game infield 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.
26. Games will not be started after 7:00 p.m. on school nights and 8:00 p.m. on other nights.

Legal Game

27. A complete game shall consist of six (6) or seven (7) innings, depending on the league involved as follows:
 - 6U T-Ball League – Six (6) Innings
 - 8U Coach Pitch League – Six (6) Innings
 - 10U Rookie League – Six (6) Innings
 - 12U Minors League – Six (6) Innings
 - 14U Majors League – Seven (7) Innings
 - 18U High School League – Seven (7) Innings
 - 23U College League – Seven (7) Innings

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.

28. Games stopped for the four (4) inning requirement due to inclement weather, will not be rescheduled.
29. When a legal game is tied after the time limit has expired, the game shall end in a tie and be recorded as such in the league standings. For tournament games, see

Section IX.58 League Tournaments for application of the international tie-breaker rules to determine the outcome of the game.

30. League standings will be final at the conclusion of the regular season play. Teams that end up tied will be decided by the tie breaker system defined in the SDSL League Bylaw document.
31. 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

32. A manager 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 (see Section IX.6 General Playing Rules).

Substitutions

33. 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.
34. 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.
35. For games that extend into extra innings, a pitcher is allowed one additional re-entry to the pitching position and may pitch an additional two (2) innings in excess of the maximum innings allowed for that particular league.
36. 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.
37. The violation for violating Substitutions Rules shall be forfeiting of that game.

Legal Team

38. See Section IX.6 General Playing Rules.

Batting Order

39. See Section IX.8 General Playing Rules.

Contact Rule

40. See Section VI.3 Team/Player/Coach/Parent Conduct Rules.

Charged Conferences

41. With the exception of the 6U T-Ball, 8U Coach Pitch, and 10U Rookie Leagues, required pitching changes will be based on “Defensive Charged Conferences.” A Defensive Charged Conference will be defined as occurring when time is called for the purpose of a conference by a manager or coach with any defensive player. A second such charged conference in an inning with the same player on the mound will result in that player’s removal from the pitching position. Time granted for an obviously incapacitated player shall not constitute a Defensive Charged Conference. There shall be no limit on the number of offensive charged conferences.

Player Pick-Up Rule

42. Teams may pick-up players to fill in for an absent or injured roster player(s) from that community’s age level league or the age-level league below.
43. No Pick-Up players from outside any participating community’s organization are allowed.
44. The Pick-Up players must bat in the last batting position in the lineup and only play the outfield position(s). Since there are no outfielders in the 6U T-Ball league, pick-up players may play any position except the pitcher and 1st base positions.
45. Any team using Pick-Up players must field at least six (6) rostered players (five (5) in the 8U Coach Pitch and 6U T-Ball leagues).
46. For post-season tournament games, teams must abide by the previous rule but are limited in the number of Pick-Up players to the number necessary to field all nine (9) positions on the field (ten (10) positions in those leagues that play ten (10) positions).

47. Players rostered on a SDSL ASA Recreation “All Star” League team are not eligible to play as Pick-Up players for a “Recreation” League team.

Protests

48. No protests will be allowed on judgment calls of the umpire.
49. 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 official score book the current game situation. The manager lodging the protest shall be responsible for completing the League Protest Form during or immediately following the game. If the protesting manager desires to follow-up on the protest at the end of the game, the signed League Protest Form must be presented to the League Coordinator in writing within twenty-four (24) hours following conclusion of the game.
50. 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 manager.
51. 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

52. The home team will be the official scorekeeper.
53. The winning team will be responsible for reporting all game score results to the League email address at sdslscores@yahoo.com within 24 hours of the completion of each game.
54. Umpires must sign the official scorebook at the end of each game.

VIII. ASA "Recreation" League Intercommunity Softball League Specific Rules

1. GIRLS 23U COLLEGE LEAGUE RULES (Exceptions to Official ASA Softball Rules)

Legal Team

1. Nine (9) players shall constitute a team, but teams shall be permitted to play with eight (8) players (see Section IX.42 Player Pick-Up Rule for utilizing players from other teams or a lower league).

Pitching

2. Pitchers are allowed one re-entry. Pitchers must be removed after hitting three (3) batters in one inning and may re-enter the game at the pitching position subject to the one re-entry rule.
3. For games that extend into extra innings, a pitcher is allowed one additional re-entry to the pitching position.
4. ASA Softball Rules require pitchers do the following:
 - A. Start with both feet in contact with the rubber and hands apart when starting the pitching rotation.
 - B. The pitchers must begin with both feet in contact with the rubber and come forward (i.e. not step back) to the plate as part of the pitcher's motion.
 - C. Drag the back foot as the Pitcher's motion takes her toward home plate (i.e. cannot hop in an effort to gain more velocity on the pitch).

Managers and Coaches are to teach the girls the proper technique for pitching. Such rules will be fully enforced for all College League games.

5. ASA rules shall govern in the event a pitch is declared "illegal" by the umpire. An illegal pitch shall be declared immediately by the umpire (delayed dead-ball signal). The batter is awarded a ball and base runners are awarded one base. Exceptions:
 1. If the batter reaches first base safely and each other runner advances at least one base, the illegal pitch is nullified.
 2. If the batter does not reach first base safely or if any base runner fails to advance at least one base, the coach of the team at bat shall have the option of the result of the play or the penalty of the illegal pitch.

3. If the batter is hit by an illegal pitch out of the strike zone, the batter is awarded first base and each base runner is awarded one base.
4. If ball four is an illegal pitch, the batter is awarded first base and each base runner is awarded one base.
6. Intentional walks are permitted but the pitcher must throw four (4) balls.
7. A circle, eight (8) feet in radius and sixteen (16) feet in diameter, shall be lined around the pitching rubber.
8. Distance from the front edge of the pitching rubber to the base edge of home plate is forty-three (43) feet.

Stealing

9. Stealing/Lead offs can occur after the ball leaves the pitchers hand.
10. "Courtesy" runners are allowed for Pitchers and Catchers after two outs have been recorded in an inning. The player who made the last batted out shall be the "courtesy" runner.

Bunting

11. Bunting is allowed in this league.

Maximum Runs

12. Pursuant to ASA rules, there is no limit to the number of runs a team can score in any inning. Following ASA rules, a complete game will be declared if after four and half (4 ½) innings the home team is ahead by 12 runs or more and if after five (5) innings the visiting team is ahead by 12 runs or more.

Look-Back Rule

13. The Look-Back Rule pertaining to base runners' actions while the pitcher has the ball in the pitching circle will apply. There will be one warning per team per game. Subsequent occurrences will result in the runner being declared out.

Dropped Third Strike

14. The dropped third strike rule will be enforced in this league.

Outfielder Positions

15. This league shall field three (3) outfielders.
16. All outfielders must be positioned in the outfield grass until the pitch crosses home plate. If playing on a field with a large infield (i.e. a baseball field), outfielders must be positioned twenty (20) feet behind the bases until the ball crosses home plate.

2. GIRLS 18U HIGH SCHOOL LEAGUE RULES (Exceptions to Official ASA Softball Rules)

Legal Team

1. Nine (9) players shall constitute a team, but teams shall be permitted to play with eight (8) players (see Section VII.42 Player Pick-Up Rule for utilizing players from other teams or a lower league).

Pitching

2. Pitchers are allowed one re-entry. Pitchers must be removed after hitting three (3) batters in one inning and may re-enter the game at the pitching position subject to the one re-entry rule.
3. For games that extend into extra innings, a pitcher is allowed one additional re-entry to the pitching position.
4. ASA Softball Rules require pitchers do the following:
 - D. Start with both feet in contact with the rubber and hands apart when starting the pitching rotation.
 - E. The pitchers must begin with both feet in contact with the rubber and come forward (i.e. not step back) to the plate as part of the pitcher's motion.
 - F. Drag the back foot as the Pitcher's motion takes her toward home plate (i.e. cannot hop in an effort to gain more velocity on the pitch).

Managers and Coaches are to teach the girls the proper technique for pitching. Such rules will be fully enforced for all High School League games.

5. ASA rules shall govern in the event a pitch is declared “illegal” by the umpire. An illegal pitch shall be declared immediately by the umpire (delayed dead-ball signal). The batter is awarded a ball and base runners are awarded one base. Exceptions:
 1. If the batter reaches first base safely and each other runner advances at least one base, the illegal pitch is nullified.
 2. If the batter does not reach first base safely or if any base runner fails to advance at least one base, the coach of the team at bat shall have the option of the result of the play or the penalty of the illegal pitch.
 3. If the batter is hit by an illegal pitch out of the strike zone, the batter is awarded first base and each base runner is awarded one base.
 4. If ball four is an illegal pitch, the batter is awarded first base and each base runner is awarded one base.
6. Intentional walks are permitted but the pitcher must throw four (4) balls.
7. A circle, eight (8) feet in radius and sixteen (16) feet in diameter, shall be lined around the pitching rubber.
8. Distance from the front edge of the pitching rubber to the base edge of home plate is forty-three (43) feet.

Stealing

9. Stealing/Lead offs can occur after the ball leaves the pitchers hand.
10. “Courtesy” runners are allowed for Pitchers and Catchers after two outs have been recorded in an inning. The player who made the last batted out shall be the “courtesy” runner.

Bunting

11. Bunting is allowed in this league.

Maximum Runs

12. Pursuant to ASA rules, there is no limit to the number of runs a team can score in any inning. Following ASA rules, a complete game will be declared if after four and half (4 ½) innings the home team is ahead by 12 runs or more and if after five (5) innings the visiting team is ahead by 12 runs or more.

Look-Back Rule

13. The Look-Back Rule pertaining to base runners' actions while the pitcher has the ball in the pitching circle will apply. There will be one warning per team per game. Subsequent occurrences will result in the runner being declared out.

Dropped Third Strike

14. The dropped third strike rule will be enforced in this league.

Outfielder Positions

15. This league shall field three (3) outfielders.
16. All outfielders must be positioned in the outfield grass until the pitch crosses home plate. If playing on a field with a large infield (i.e. a baseball field), outfielders must be positioned twenty (20) feet behind the bases until the ball crosses home plate.

3. GIRLS 14U MAJOR LEAGUE RULES (Exceptions to Official ASA Softball Rules)

Legal Team

1. Nine (9) players shall constitute a team, but teams shall be permitted to play with eight (8) players (see Section VII.42 Player Pick-Up Rule for utilizing players from other teams or a lower league).

Pitching

2. Pitchers are permitted to pitch no more than four (4) innings per game. If a pitcher throws one (1) pitch in an inning, it shall constitute one (1) inning pitched under this rule. The only exception to this rule is if a game goes into extra innings. Pitchers are allowed one re-entry. Pitchers must be removed after hitting three (3) batters in one inning and may re-enter the game at the pitching position subject to the one re-entry rule.
3. For games that extend into extra innings, a pitcher is allowed one additional re-entry to the pitching position and may pitch an additional two (2) innings.
4. ASA Softball Rules require pitchers do the following:

- G. Start with both feet in contact with the rubber and hands apart when starting the pitching rotation.
- H. The pitchers must begin with both feet in contact with the rubber and come forward (i.e. not step back) to the plate as part of the pitcher's motion.
- I. Drag the back foot as the Pitcher's motion takes her toward home plate (i.e. cannot hop in an effort to gain more velocity on the pitch).

Managers and Coaches are to teach the girls the proper technique for pitching. Such rules will be fully enforced for all Major League games.

- 5. ASA rules shall govern in the event a pitch is declared "illegal" by the umpire. An illegal pitch shall be declared immediately by the umpire (delayed dead-ball signal). The batter is awarded a ball and base runners are awarded one base. Exceptions:
 - 1. If the batter reaches first base safely and each other runner advances at least one base, the illegal pitch is nullified.
 - 2. If the batter does not reach first base safely or if any base runner fails to advance at least one base, the coach of the team at bat shall have the option of the result of the play or the penalty of the illegal pitch.
 - 3. If the batter is hit by an illegal pitch out of the strike zone, the batter is awarded first base and each base runner is awarded one base.
 - 4. If ball four is an illegal pitch, the batter is awarded first base and each base runner is awarded one base.
- 6. Intentional walks are permitted but the pitcher must throw four (4) balls.
- 7. A circle, eight (8) feet in radius and sixteen (16) feet in diameter, shall be lined around the pitching rubber.
- 8. Distance from the front edge of the pitching rubber to the base edge of home plate is forty (40) feet.

Stealing

- 9. Stealing/Lead offs can occur after the ball leaves the pitchers hand.
- 10. "Courtesy" runners are allowed for Pitchers and Catchers after two outs have been recorded in an inning. The player who made the last batted out shall be the "courtesy" runner.

Bunting

- 11. Bunting is allowed in this league.

Maximum Runs

12. The batting team may score a maximum of six (6) runs per inning. If more than six runs are scored within the completion of the batters at bat in which the sixth (6th) run scores, the play shall be completed but only six (6) runs count. For example, if the offense has five (5) runs scored already in an inning and there are runners at 1st, 2nd, and 3rd bases and the batter hits a triple scoring three (3) runs, only one (1) run is recorded in the scorebook. When the play ceases, all play is stopped and the fielding team becomes the batting team. Play ceases and the half inning is complete when the runners have stopped running and the umpire calls time.

This rule shall apply to all innings in each game, except the 6th inning in leagues that play six (6) innings and the 7th inning in leagues that play seven (7) innings (see Section VII.28 Legal Game rules). In the 6th and 7th innings (or any inning thereafter), the maximum six (6) runs per inning rule shall not apply and both the visiting and home teams shall be allowed to score an unlimited number of runs. This unlimited run rule exception shall not apply if the game does not reach the 6th or 7th inning because of the Time Limit rule (see Section VII.20 Time Limits rule).

11. Pursuant to ASA rules, a complete game will be declared if after four and half (4 ½) innings the home team is ahead by 12 runs or more and if after five (5) innings the visiting team is ahead by 12 runs or more.

Look-Back Rule

12. The Look-Back Rule pertaining to base runners' actions while the pitcher has the ball in the pitching circle will apply. There will be one warning per team per game. Subsequent occurrences will result in the runner being declared out.

Dropped Third Strike

13. The dropped third strike rule will be enforced in this league.

Outfielder Positions

14. This league shall field three (3) outfielders.

15. All outfielders must be positioned in the outfield grass until the pitch crosses home plate. If playing on a field with a large infield (i.e. a baseball field), outfielders must be positioned twenty (20) feet behind the bases until the ball crosses home plate.

4. GIRLS 12U MINOR LEAGUE RULES (Exceptions to Official ASA Softball Rules)

Legal Team

1. Nine (9) players shall constitute a team (three (3) outfielders), but teams shall be permitted to play with seven (7) players (see Section VII.42 Player Pick-Up Rule for utilizing players from other teams or a lower league).

Pitching

2. Pitchers are permitted to pitch no more than three (3) innings per game. If a pitcher throws one (1) pitch in an inning, it shall constitute one (1) inning pitched under this rule. The only exception to this rule is if a game goes into extra innings. Pitchers are allowed one re-entry. Pitchers must be removed after hitting three (3) batters in one inning and may re-enter the game at the pitching position subject to the one re-entry rule.
3. For games that extend into extra innings, a pitcher is allowed one additional re-entry to the pitching position and may pitch an additional two (2) innings.
4. ASA Softball Rules require pitchers do the following:
 - A. Start with both feet in contact with the rubber and hands apart when starting the pitching rotation.
 - B. The pitchers must begin with both feet in contact with the rubber and come forward (i.e. not step back) to the plate as part of the pitcher's motion.
 - C. Drag the back foot as the Pitcher's motion takes her toward home plate (i.e. cannot hop in an effort to gain more velocity on the pitch).

Managers and Coaches are to teach the girls the proper technique for pitching. However, in the spirit of focusing the girls' efforts on throwing strikes, the umpires have been asked to relax their interpretation of the above rules for all games in the Minor League. If, in the umpire's judgment, the pitcher is gaining an unfair

advantage by not enforcing the above rules, the umpire shall enforce the above rules accordingly.

5. ASA rules shall govern in the event a pitch is declared “illegal” by the umpire. An illegal pitch shall be declared immediately by the umpire (delayed dead-ball signal). The batter is awarded a ball and base runners are awarded one base. Exceptions:
 1. If the batter reaches first base safely and each other runner advances at least one base, the illegal pitch is nullified.
 2. If the batter does not reach first base safely or if any base runner fails to advance at least one base, the coach of the team at bat shall have the option of the result of the play or the penalty of the illegal pitch.
 3. If the batter is hit by an illegal pitch out of the strike zone, the batter is awarded first base and each base runner is awarded one base.
 4. If ball four is an illegal pitch, the batter is awarded first base and each base runner is awarded one base.
6. Intentional walks are permitted but the pitcher must throw four (4) balls.
7. Strike Zone: An optional strike zone may be adopted by the plate umpire. This optional zone is defined as follows – The strike zone shall be vertically from the batters shoulder to the knee, and horizontally to 3” from either side of the plate. This is a recommended zone that the plate umpire may enforce. NOTE: THIS MUST BE DISCUSSED AT THE PRE-GAME MEETING OF THE UMPIRES AND COACHES. At mid-season, the strike zone will be called according to ASA rules.
8. A circle, eight (8) feet in radius and sixteen (16) feet in diameter, shall be lined around the pitching rubber.
9. Distance from the front edge of the pitching rubber to the base edge of home plate is forty (40) feet.

Stealing

10. Stealing/Lead offs can occur only after the ball crosses home plate.
11. “Courtesy” runners are allowed for Pitchers and Catchers after two outs have been recorded in an inning. The player who made the last batted out shall be the “courtesy” runner.

Bunting

12. Bunting is allowed in this league.

Maximum Runs

13. The batting team may score a maximum of six (6) runs per inning. If more than six runs are scored within the completion of the batters at bat in which the sixth (6th) run scores, the play shall be completed but only six (6) runs count. For example, if the offense has five (5) runs scored already in an inning and there are runners at 1st, 2nd, and 3rd bases and the batter hits a triple scoring three (3) runs, only one (1) run is recorded in the scorebook. When the play ceases, all play is stopped and the fielding team becomes the batting team. Play ceases and the half inning is complete when the runners have stopped running and the umpire calls time.

This rule shall apply to all innings in each game, except the 6th inning in leagues that play six (6) innings and the 7th inning in leagues that play seven (7) innings (see Section VII.28 Legal Game rules). In the 6th and 7th innings (or any inning thereafter), the maximum six (6) runs per inning rule shall not apply and both the visiting and home teams shall be allowed to score an unlimited number of runs. This unlimited run rule exception shall not apply if the game does not reach the 6th or 7th inning because of the Time Limit rule (see Section VII.20 Time Limits rule).

14. Pursuant to ASA rules, a complete game will be declared if after three and half (3 ½) innings the home team is ahead by 12 runs or more and if after four (4) innings the visiting team is ahead by 12 runs or more.

Look-Back Rule

15. The Look-Back Rule pertaining to base runners' actions while the pitcher has the ball in the pitching circle will apply. There will be one warning per team per game. Subsequent occurrences will result in the runner being declared out.

Dropped Third Strike

16. The dropped third strike rule will be enforced in this league.

Outfielder Positions

17. This league shall field three (3) outfielders as long as the team has nine (9) or more players present.
18. All outfielders must be positioned in the outfield grass until the pitch crosses home plate. If playing on a field with a large infield (i.e. a baseball field), outfielders must be positioned twenty (20) feet behind the bases until the ball crosses home plate.

Infield Fly Rule

19. The infield fly rule will be enforced in this league.

5. GIRLS 10U ROOKIE LEAGUE RULES (Exceptions to Official ASA Softball Rules)

Legal Team

1. Nine (9) players shall constitute a team (three (3) outfielders), but teams shall be permitted to play with seven (7) players (see Section VII.42 Player Pick-Up Rule for utilizing players from other teams or a lower league).

Pitching

2. Pitchers are permitted to pitch no more than two (2) innings per game. If a pitcher throws one (1) pitch in an inning, it shall constitute one (1) inning pitched under this rule. The only exception to this rule is if a game goes into extra innings. Pitchers are allowed one re-entry. Pitchers must be removed after hitting three (3) batters in one inning and may re-enter the game at the pitching position subject to the one re-entry rule.
3. For games that extend into extra innings, a pitcher is allowed one additional re-entry to the pitching position and may pitch an additional two (2) innings.
4. Ohio High School Softball Rules require pitchers do the following:
 - A. Start with both feet in contact with the rubber and both hands apart when starting the pitching rotation.
 - B. The pitchers must begin with both feet in contact with the rubber and come forward (i.e. not step back) to the plate as part of the pitcher's motion.

- C. Drag the back foot as the Pitcher's motion takes her toward home plate (i.e. cannot hop in an effort to gain more velocity on the pitch).

Managers and Coaches are to teach the girls the proper technique for pitching. However, in the spirit of focusing the girls' efforts on throwing strikes, the umpires have been asked to relax their interpretation of the above rules for all games in the Rookie League. Any style of pitching is acceptable as long as upon release of the ball one foot is in contact with the pitching rubber or the pitcher is properly dragging her back foot.

5. ASA rules shall govern in the event a pitch is declared "illegal" by the umpire. An illegal pitch shall be declared immediately by the umpire (delayed dead-ball signal). The batter is awarded a ball and base runners are awarded one base. Exceptions: 1. If the batter reaches first base safely and each other runner advances at least one base, the illegal pitch is nullified. 2. If the batter does not reach first base safely or if any base runner fails to advance at least one base, the coach of the team at bat shall have the option of the result of the play or the penalty of the illegal pitch. 3. If the batter is hit by an illegal pitch out of the strike zone, the batter is awarded first base and each base runner is awarded one base.
6. Strike Zone: An optional strike zone may be adopted by the plate umpire. This optional zone is defined as follows – The strike zone shall be vertically from the batters shoulder to the knee, and horizontally to 3" from either side of the plate. This is a recommended zone that the plate umpire may enforce. NOTE: THIS MUST BE DISCUSSED AT THE PRE-GAME MEETING OF THE UMPIRES AND COACHES. At mid-season, the strike zone will be called according to ASA rules.
7. A circle, eight (8) feet in radius and sixteen (16) feet in diameter, shall be lined around the pitching rubber.
8. Distance from the front edge of the pitching rubber to the base edge of home plate is thirty-five (35) feet.

Base on Balls

9. There shall be NO WALKS in the Rookie League. If the batter receives a ball four (4) count, the team manager of the hitting team, or his/her designee, shall pitch a maximum of three (3) pitches to the batter. The strike count will continue from its previous point when the ball four (4) count was achieved, and umpires will continue to call swinging strikes. If during the first or second coach pitch, the batter receives a third non-foul swinging strike, the batter shall be called out. In the event the batter fouls the coach's third pitch, the batter at-bat continues until she either puts the ball in play, swings and misses, or takes another subsequent pitch.
10. The manager/pitcher must have one foot on the rubber when pitching.
11. If the manager/pitcher interferes with the fielding play, the batter or runner shall be declared out.

Stealing

12. Stealing of second (2nd) and third (3rd) base is allowed but the runner may gain only the one (1) base she is attempting to steal (no advancement on overthrow).
13. There is no stealing allowed while the manager of the hitting team, or his/her designee, is pitching.
14. There is no stealing of home at any time unless a play is made on the runner at third.
15. Stealing/Lead-offs can only occur after the ball crosses home plate.
16. "Courtesy" runners are allowed for Pitchers and Catchers after two outs have been recorded in an inning. The player who made the last batted out shall be the "courtesy" runner.

Bunting

17. Bunting is not allowed in this league.

Maximum Runs

18. The batting team may score a maximum of six (6) runs per inning. If more than six runs are scored within the completion of the batters at bat in which the sixth (6th) run scores, the play shall be completed but only six (6) runs count. For example, if the offense has five (5) runs scored already in an inning and there are runners at 1st, 2nd, and 3rd bases and the batter hits a triple scoring three (3) runs, only one (1) run is recorded in the scorebook. When the play ceases, all play is stopped and the fielding team becomes the batting team. Play ceases and the half inning is complete when the runners stop running and the umpire calls time.

This rule shall apply to all innings in each game, except the 6th inning in leagues that play six (6) innings and the 7th inning in leagues that play seven (7) innings (see Section VII.28 Legal Game rules). In the 6th and 7th innings (or any inning thereafter), the maximum six (6) runs per inning rule shall not apply and both the visiting and home teams shall be allowed to score an unlimited number of runs. This unlimited run rule exception shall not apply if the game does not reach the 6th or 7th inning because of the Time Limit rule (see Section VII.20 Time Limits rule).

19. Pursuant to ASA rules, a complete game will be declared if after three and one half (3 ½) innings the home team is ahead by 12 runs or more and if after four (4) innings the visiting team is ahead by 12 runs or more.

Look-Back Rule

20. The Look-Back Rule pertaining to base runners' actions while the pitcher has the ball in the pitching circle will apply. However, no out shall be assessed.

Defense Position Overthrows

21. There will be a maximum of one additional base on an overthrow from any position. If a second overthrow results at the next base the runner may advance another base. For example, an overthrow occurs on runner at 1st base,

the runner is allowed one base (i.e. is allowed to go to 2nd base). However, if the runner does not attempt to advance to 2nd base, the runner is not awarded 2nd base. The base must be earned by the runner. If the runner's advancement to 2nd base results in a second overthrow, the runner may attempt to advance one more base. This rule is designed to prevent runners from running around the bases while an overthrown ball is in play.

Dropped Third Strike

22. The dropped third strike rule will not be enforced in this league. The batter is considered out after the third strike and cannot advance.

Outfielder Positions

23. This league shall field three (3) outfielders as long as the team has nine (9) or more players present.
24. All outfielders must be positioned in the outfield grass until the pitch crosses home plate. If playing on a field with a large infield (i.e. a baseball field), outfielders must be positioned twenty (20) feet behind the bases until the ball crosses home plate.
25. Any batted ball fielded by any outfielder must be thrown to an infielder to produce an out in the infield. The intent of this rule is to teach outfielders to throw the ball to the infield.

Infield Fly Rule

26. The infield fly rule will not be enforced in this league.

Hit By Pitch

27. While there are no walks in this league, if a batter is hit by a pitched ball from a player, the batter shall be awarded first (1st) base. No such award shall be made if a batter is hit by a pitched ball made by the manager/coach of a hitting team.

Regulation Ball

28. An 11" ball will be used in this league.

6. GIRLS 8U COACH PITCH LEAGUE RULES (Exceptions to Official ASA Softball Rules)

Legal Team

1. Nine (9) players shall constitute a team, but teams shall be permitted to play with six (6) players (see Section VII.42 Player Pick-Up Rule for utilizing players from a lower league).

Pitching

2. This is a coach pitch league. There is no player pitching.
3. The team manager of the batting team, or his/her designee, shall pitch with both feet within the pitching circle. However, a manager can pitch from a shorter pitching distance to accommodate a batter(s) skill level.
4. The fielding team will have a fielding pitcher standing with both feet in the pitcher's circle to either side of the manager/pitcher. In the event a batted ball strikes the coach/pitcher, the ball shall be considered "live" and will remain in play. If, in the umpire's judgment, the manager/pitcher intentionally interferes with a fielding play, the batter or runner shall be declared out.
5. The coach/pitcher cannot coach while the ball is in play. The only time a coach/pitcher can talk to a player is if the coach/pitcher is giving instructions to the batter before making the pitch. If the coach/pitcher coaches in any other way, the umpire will issue a warning. Any additional offenses during the same game will result in the umpire calling the player(s) out.
6. A circle, six (6) feet in radius and twelve (12) feet in diameter, shall be lined around the pitching rubber.
7. Distance from the front edge of the pitching rubber to the base edge of home plate is thirty-five (35) feet.

Time At Bat

8. No balls or strikes shall be called. A maximum of seven (7) pitches may be thrown to each batter by the batting team coach. If the batter fouls off the seventh (7th)

pitch she is entitled to continue until she either puts the ball in play, swings and misses, or takes another subsequent pitch.

Base on Balls

9. There shall be NO WALKS in the Coach Pitch League.

Stealing

10. Base stealing is not permitted in this league and runners may not advance on a wild pitch or a passed ball by the pitcher. Runners may only advance upon a batted ball by the batter.
11. "Courtesy" runners are allowed for Catchers (not Pitchers) after two outs have been recorded in an inning. The player who made the last batted out shall be the "courtesy" runner.

Bunting

12. Bunting is not allowed in this league. The batter must take a full swing. A batter bunting or intentionally taking a partial swing will be called out.

Maximum Runs

13. The batting team may score a maximum of six (6) runs per inning. If more than six runs are scored within the completion of the batters at bat in which the sixth (6th) run scores, the play shall be completed but only six (6) runs count. For example, if the offense has five (5) runs scored already in an inning and there are runners at 1st, 2nd, and 3rd bases and the batter hits a triple scoring three (3) runs, only one (1) run is recorded in the scorebook. When the play ceases (as defined by Play Stoppage below), all play is stopped and the fielding team becomes the batting team.

This rule shall apply to all innings in each game, except the 6th inning in leagues that play six (6) innings and the 7th inning in leagues that play seven (7) innings (see Section

VII.28 Legal Game rules). In the 6th and 7th innings (or any inning thereafter), the maximum six (6) runs per inning rule shall not apply and both the visiting and home teams shall be allowed to score an unlimited number of runs. This unlimited run rule exception shall not apply if the game does not reach the 6th or 7th inning because of the Time Limit rule (see Section VII.20 Time Limits rule).

14. Pursuant to ASA rules, a complete game will be declared if after three and half (3 ½) innings the home team is ahead by 12 runs or more and if after four (4) innings the visiting team is ahead by 12 runs or more.

Play Stoppage

15. Runners may only advance one base if the batted ball does not reach the outfield. The outfield, for this play stoppage rule, is defined as the grass on small fields with 60-foot base paths or 20-feet behind the base lines on larger fields with 90-foot base paths. A batted ball fielded by a player playing the outfield position shall be deemed to have reached the outfield. If the ball reaches the outfield, the runners may continue to advance until the ball is returned via throw to the possession of an infielder in the infield. The infield, for this play stoppage rule, is defined as within the four base lines. Once the ball is returned to the possession of an infielder in the infield, the umpire shall call time so that no runners can advance or attempt to advance after the call by the umpire. Runners not yet half way to the next base will be sent back to the previous base.
16. All outfielders must be positioned in the outfield grass until the pitch crosses home plate. If playing on a field with a large infield (i.e. a baseball field), the outfielders must be positioned twenty (20) feet behind the bases until the ball crosses home plate.
17. No runner advancement is allowed on any overthrow at any base.

Look-Back Rule

18. The Look-Back Rule does not apply in this league (see Play Stoppage Rule above).

Dropped Third Strike

19. The dropped third strike rule will not be enforced in this league.

Catcher Position

20. In this league, at the coach's discretion, the catcher will either be positioned behind the plate to catch the balls pitched by the opposing team's coach or stand off to the side of the plate and retrieves the ball off the backstop and returns it to the Coach-Pitcher. If not positioned behind home plate, the catcher will be positioned to the bat side of the hitter, facing the batter, and near the backstop in the designated area.
21. In an effort to speed up play, coaches may be positioned behind home plate or in the catching position to catch pitches and return the ball to the "Coach Pitcher." A player must still be positioned at the catcher position and must play the position with respect to batted balls and plays on runners at home plate.

Outfielder Positions

22. There will be three (3) outfielders in this league.

Infield Fly Rule

23. The infield fly rule will not be enforced in this league.

Hit By Pitch

24. If a batter is hit by a pitched ball by the manager/coach of the hitting team, the batter is not awarded first (1st) base. The pitch is counted as one of the pitches against the seven (7) maximum pitch count.

Fair Ball Hit in Front of Home Plate

25. There is no arc in front of home plate. Therefore, any ball hit in front of home plate shall be a fair ball and it should be played as any other fair ball.

Regulation Ball

26. An 11" ball will be used in this league.

Defensive Coach

25. Teams are allowed one roaming defensive coach to help instruct infielders and outfielders. The coach shall not come in contact with the ball or players nor shall they cross the baseline. If this happens, the play becomes dead, the runners are awarded the base they are running to and the coach will remain in the dugout for the rest of the game. The umpire's decision is final.

7. GIRLS 6U T-BALL LEAGUE RULES (Exceptions to Official ASA Softball Rules)

Player Participation

1. The goal of T-Ball is to be instructional as to the proper playing techniques for the future, not win by any means necessary.

Legal Game

2. A nine (9) batter rule per inning shall apply.
3. The time limit for a T-Ball game will be one (1) hour and fifteen (15) minutes. The time limit will be strictly enforced. Tied games will not be played out except for tournament games.
4. The official scorekeeper must notify the umpire when the last batter of the inning is up at bat.

Legal Team

5. Six (6) players shall constitute a team (no outfielders), but teams shall be permitted to play with five (5) players (see Section VII.42 General Playing Rules for utilizing players from other teams).
6. If a team plays with only five (5) players, the team shall play the game without a player at the pitching position.

Pitching

7. This is a T-Ball league. There is no player or manager pitching.
8. A circle, six (6) feet in radius and twelve (12) feet in diameter, shall be lined around the pitching rubber.

9. Distance from the front edge of the pitching rubber to the base edge of home plate is thirty-five (35) feet.
10. The player positioned in the pitching position shall have at least one foot in contact with the pitching rubber before the batter attempts to swing and put the ball in play.

Time At Bat

11. A maximum of seven (7) swings are allowed. A foul ball not inside the arc on the seventh swing entitles the batter to one more swing.
12. In order for the ball to be in play, it must travel beyond the foul arc. The foul arc distance shall be marked on the field twenty (20) feet from the base edge of home plate.
13. A ball contained within the arc is a foul ball and counted as one (1) swing. A swing shall be counted if the batter swings over the ball and misses or when the batter hits the tee under the ball. Runners may not advance unless the ball is batted into play.
14. A coach is permitted to help get the batter set prior to the swing but shall not interfere with the play.
15. Batters must be positioned in a traditional batting stance, square to home plate (no crooked stances intended to pull the ball one way or another will be permitted). However, batters may move forward or backward within the six (6) foot batters box (three (3) feet forward and backward from the center of home plate).

Base on Balls

16. Since this is a T-Ball league, there are NO WALKS in this League.

Stealing

17. Base stealing is not permitted in this league and runners may only advance upon a batted ball beyond the foul arc by the batter.

18. "Courtesy" runners are allowed for Catchers (not Pitchers) after two outs have been recorded in an inning. The player who made the last batted out shall be the "courtesy" runner.

Bunting

19. Since this is a T-Ball league, bunting is not allowed. The batter must take a full swing. An attempted bunt shall be considered a swing. The umpire's decision is final.

Maximum Runs

20. There are no maximum runs per inning rule in this league as there is a nine (9) batter rule per inning. All runs scored on the ninth (9th) batter's at bat on the same play will count. For example, if the offense has five (5) runs scored already in an inning and there are runners at 1st, 2nd, and 3rd bases and the ninth (9th) batter hits a triple, all three (3) runs count. When the play ceases, all play is stopped and the fielding team becomes the batting team. The play ceases and the half inning is over after the last batter crosses home plate or when any defensive infielder receives the ball and tags home plate or executes the third (3rd) out of the inning. This rule shall apply to all innings in each game, including the last inning.
21. The tee upright is not considered part of home plate. For purposes of scoring runs, registering outs, and play stoppage above, the home plate secured to the field of play is the official home plate.

Play Stoppage

22. Runners may only advance one base if the batted ball does not reach the outfield. The outfield, for this play stoppage rule, is defined as the grass on smaller fields with 60-foot base paths or 20 feet behind the base lines on larger fields (i.e. 90-foot base paths). If the ball reaches the outfield, the runners may continue to advance until the ball is returned via throw to the possession of an infielder in the infield. The infield, for this play stoppage rule, is defined as

within the four base lines. Once the ball is returned to the possession of an infielder in the infield, the umpire shall call time so that no runners can advance or attempt to advance after the call by the umpire. Runners not yet half way to the next base will be sent back to the previous base. However, see Maximum Runs above for the exception to this rule during the ninth (9th) batters at bat to end the half inning.

23. No runner advancement is allowed on any overthrow at any base.

Look-Back Rule

24. The Look-Back Rule does not apply in this league (see Play Stoppage Rule above).

Dropped Third Strike

25. The dropped third strike rule will not be enforced in this league.

Catcher Position

26. In this league the catcher will be positioned to the bat side of the hitter, facing the batter, and near the backstop in the designated area.

Outfielder Positions

27. There will be no outfielders in this league. If a coach would like to move an infielder to the outfield, he is permitted to do so.

Infielder Positions

28. Infielders must position themselves at normal playing positions and at a normal depth in relation to the bases (just in front of or just behind the runners' running lanes). Normal depth is defined as follows:

- First Base – within 5 feet of first base.
- Second Base – within 15 feet of second base.

- Third Base – within 5 feet of third base.
- Shortstop – equidistant (but allowing for positioning within a ten (10) foot radius) between 2nd and 3rd base.
- Pitcher – must have one foot on the pitching rubber.

The intent of this rule is to teach the players to position themselves properly in the infield and to prohibit a team from using abnormal positions to take unfair advantage of a batter or runner.

Infield Fly Rule

29. The infield fly rule will not be enforced in this league.

Hit By Pitch

30. Since this is a T-Ball league, a batter can never be hit by a pitch.

Ball Hit in Front of Home Plate

31. There is a twenty foot (20) arc in front of home plate. Any ball hit in front of home plate that does not pass the arc shall be a foul ball and counted as one swing.

Regulation Ball

32. An 11" ball will be used in this league.

Defensive Coach

32. Teams are allowed one roaming defensive coach to help instruct infielders and outfielders. The coach shall not come in contact with the ball or players nor shall they cross the baseline. If this happens, the play becomes dead, the runners are awarded the base they are running to and the coach will remain in the dugout for the rest of the game. The umpire's decision is final.

33. There will be only two coach's time outs per inning, except for injury.

IX. ASA "All Star" Recreation League Intercommunity Softball League Specific Rules

1. GIRLS 23U COLLEGE LEAGUE RULES (Exceptions to Official ASA Softball Rules)

Application of ASA Softball Rules

1. This league shall follow the rules as outlined in the ASA Official Rules of Softball.

2. GIRLS 18U HIGH SCHOOL LEAGUE RULES (Exceptions to Official ASA Softball Rules)

Application of ASA Softball Rules

1. This league shall follow the rules as outlined in the ASA Official Rules of Softball.

3. GIRLS 14U MAJOR LEAGUE RULES (Exceptions to Official ASA Softball Rules)

Application of ASA Softball Rules

1. This league shall follow the rules as outlined in the ASA Official Rules of Softball.

4. GIRLS 12U MINOR LEAGUE RULES (Exceptions to Official ASA Softball Rules)

Application of ASA Softball Rules

1. This league shall follow the rules as outlined in the ASA Official Rules of Softball.

5. GIRLS 10U ROOKIE LEAGUE RULES (Exceptions to Official ASA Softball Rules)

Application of ASA Softball Rules

1. This league shall follow the rules as outlined in the ASA Official Rules of Softball.

Regulation Ball

2. An 11" ball will be used in this league.