

Jefferson Fall Ball League

12U, 14U and High School Open Groups

The following is a list of the guidelines for the 12U, 14U and High School Open Groups
Utilizes all ASA Rules with the following exceptions:

Rule Exceptions/Clarifications

1. Cinderella batting – up to Coaches discretion, should be discussed prior to the start of the game. If a Player must leave or is injured, the player is skipped in the batting order without the automatic out being counted. If a player comes late they are added to the bottom of the batting order applies to Cinderella batting only.
2. Roster Size 15 Players Maximum
3. No more than two players can be from outside the sending district for any teams. For the 12U and 14U divisions, any more than two players - the teams will automatically be declared an A Division Team.
4. Free substitution of the players in the field Re-entry rule not in effect if utilizing Cinderella Batting.
5. 40' pitching distance (12U), 43' pitching distance (14U & High School Open).
6. Pitchers can also re-enter freely (i.e. – One Pitcher can pitch inning 1 & 4 another 2 & 5 and the third 3 & 6).
7. Host team to provide umpire for both games. Umpire fees will be split between the two teams, typically \$50.00 per game (split \$25.00 per team per game). If Cost for Host Umpires is different, please inform the opposing Coach prior to the Game. Each team will provide a new Game ball for each game.
8. 14U & High School Open will play a 7 inning game - Mercy rule at 12 runs after 4 innings, (3 ½ if home team is winning) 10 runs after 5 innings (4 ½ if home team is winning) and 8 runs after 6 unless coaches want to continue until time limit.
9. 12U will play 6-inning game – Mercy rule is the same as 14U & High School Open
10. Courtesy runners for catchers and pitchers are allowed. The runner should be a player off the bench unless all players are in the lineup, then use the last batted out.
11. **Time limit – No new inning after 1 hour 30 min. Once the inning starts it must be completed.**
12. 8 players are needed to start a game.
13. **NO** 10 batter rule in 12UA & 14UA. For 12UB & 14UB, if after one 10+ Batter inning occurs, then 10 Batter rule will be in effect. If an A team plays a B team the 10+ rule is in effect. 10 batter limit per inning. The inning will end after three outs are recorded or after 10 batters come to the plate, whichever comes first. The 10th batter will be announced and will bat as normal. The ensuing play will be treated as if there were two outs. Once the out is recorded the inning ends. If an out is not recorded the play continues until the Ball is secured in the Pitching circle.
14. **NO** Fake bunt and Swing away in 12UB and 14UB. Batter must either Bunt or Pull Back. If batter makes a full swing attempt an out should be called.
15. Runners lead on Pitchers release of the Ball.
16. **No player should appear on more than one roster. Rosters need to be submitted no later than Saturday September 2nd, 2017.**
17. For safety and Insurance reason, all batting helmets must have a face mask.
18. At the end of the games the umpire should sign each book and verify the final scores.
19. Metal spikes are permitted for 14U & High School Open. Coaches should verify that the fields that they are playing on allow metal spikes.

Schedules: Schedules will be published after the meeting: the season will be six-weeks in duration with play schedule to begin on **Saturday, September 9th, 2017**. This is a Saturday League with double headers being played each weekend.

Make-up Game Procedure: Games, If the involved teams elect, Will be made up on the Sunday following a rain out (The two coaches should agree to the make up date). The home team of the rain out will provide the field and umpire. Games will not be made up if the schedule does not permit. As a policy, it is recommended that the Sunday pattern be used by all teams for make-ups.

End of Season Tournament:

We will have a single elimination tournament at the end of the season. Based on field availability, first round games may be held at the site of the higher seed team. The league will pay for umpires during playoffs/championship game and supply game balls and trophies for first and second place teams. Team seeding in playoffs will be determined by the following criteria: (1) winning percentage, (2) head to head, (3) average runs against per game (4) flip of a coin. **Jefferson softball reserves the right to move teams in and out of divisions for the playoffs. The team competing in the end of a season playoffs must be the same team that started the season based upon the roster that is submitted.**

There is at this time a 9 Game play Minimum to Qualify for the Playoffs. Jefferson Softball reserves the right to adjust the number of games to Qualify.

Behavior:

It is the responsibility of the Coaches on the field to control their players and other coaches on the bench. Coaches are required to control their Parents and Guests at the games. League Presidents are expected to be aware of their team's behaviors during the season. All persons at the games should conduct themselves in a sportsmanlike manner. There should be no exchanges between team's parents and opposing coaches, arguments with umpires, no noisemakers or air horns allowed.

Playoff Rules:

Regular league game rules apply:

Game time 1 hour and 30 minutes now new inning. Once the inning is started it must be completed. If game is tied in the Quarter final and Semi's finals at the end of time or full innings, the International Tie Breaker rule is utilized until a winner is reached. 6 innings 10U & 12U, 7 innings 14U & High School Open.

Mercy rules apply for all rounds including the Championship.

Championship game there is no time limit, played to full innings. If tied at the end of full innings, the International Tie Breaker is to be utilized until there is a winner.