

# **OYA GIRLS SOFTBALL RULES 2017 - Draft**

## **GENERAL CONDUCT & CODE OF ETHICS**

- I. IT IS THE DUTY OF EACH TEAM MANAGER TO SUPERVISE THE CONDUCT OF HIS OR HER TEAM BENCH, AND RESPECTIVE SPECTATORS. UMPIRES WILL GIVE ONE WARNING FOR ABUSIVE BEHAVIOR BY A MANAGER, COACH, OR PARENT. ANY SECOND INCIDENT MAY RESULT IN EXPULSION FROM THE GAME, FIELD, OR PREMISES AT THE UMPIRE'S DISCRETION.
- II. INTIMIDATION OF THE UMPIRE WILL NOT BE TOLERATED. IMMEDIATE EJECTION WILL OCCUR. ANY MANAGER THAT IS EJECTED WILL FACE A REVIEW BY THE OYA BOARD, WHICH COULD RESULT IN A 1-YEAR SUSPENSION.
- III. ABUSIVE LANGUAGE WILL NOT BE TOLERATED BY ANYONE IN ATTENDANCE. UMPIRES WILL GIVE ONE WARNING FOR ABUSIVE LANGUAGE BY A MANAGER, COACH, OR PARENT. A SECOND INCIDENT MAY RESULT IN EXPULSION FROM THE GAME, FIELD OR PREMISES AT THE UMPIRE'S DISCRETION.
- IV. PROFANITY WILL NOT BE TOLERATED. THERE IS NO WARNING FOR THIS OFFENSE. THERE WILL BE IMMEDIATE EJECTION FROM THE GAME, THE PLAYING FIELD AND THE PARK.
- V. THERE IS NO SMOKING ALLOWED ANYWHERE ON THE FIELDS OR IN THE PARK WHILE PRACTICE OR GAMES ARE GOING ON.
- VI. THERE IS NO DRINKING OF ALCOHOL ALLOWED IN THE PARKS AT ANY TIME BY ANYONE. INTOXICATED BEHAVIOR WILL NOT BE TOLERATED.
- VII. MANAGERS ARE TO DEMONSTRATE GOOD SPORTSMANSHIP AT ALL TIMES. MANAGERS, ASSISTANTS, AND PARENTS ARE ROLE MODELS FOR THE GIRLS AND SHOULD ACT ACCORDINGLY. UNSPORTSMANLIKE CONDUCT BY AN INDIVIDUAL PLAYER SHOULD BE BROUGHT UP TO THE PARENTS ATTENTION AND REPORTED TO THE COMMISSIONER OF THE DIVISION.

- VIII. ABUSE OF THE OYA GIRLS PLAYING RULES AND OR MANIPULATION OF THE PLAYING RULES IS PROHIBITED. A VIOLATION OF THIS RULE MAY RESULT IN SUSPENSION FROM THE LEAGUE.
- IX. ONLY THE MANAGER OR ACTING MGR MAY QUESTION A CALL OR CALL TIME OUT.
- X. MANAGERS, COACHES, PARENTS AND PLAYERS WILL ALWAYS SHOW RESPECT TO THE UMPIRE AND OPPOSING TEAM

**GENERAL RULES:**

1. ANY EQUIPMENT ISSUED BY OYA IS LEGAL. TEAMS WILL BE ISSUED HELMETS WITH FACEMASKS AND CHIN STRAPS WHICH ARE TO BE WORN BY ALL GIRLS AT BAT, ON BASE, OR ON DECK. ONLY OFFICIAL SOFTBALL BATS WILL BE ALLOWED. NO LITTLE LEAGUE BATS ARE ALLOWED. ALL PLAYERS IN THE WIDGET-PETITE-MOPPET-AND CHIC DIVISIONS ARE REQUIRED TO WEAR A FIELDER'S PROTECTIVE MASK AT ALL TIMES WHILE PLAYING THE FIELD REGARDLESS OF THE POSITION PLAYED.
2. ONLY ONE ON DECK BATTER IS ALLOWED OUTSIDE THE DUGOUT AT ANY TIME.
3. A TEAM MUST HAVE EIGHT (8) PLAYERS TO START A GAME WITHIN FIFTEEN MINUTES OF THE SCHEDULED START TIME. PENALTY: FORFEIT (ALL LEAGUES). ASA RULES STATE THAT IF YOU DO NOT HAVE A 9TH PLAYER THEY WILL BE CONSIDERED A GHOST PLAYER, AND BE OUT AT BAT. (EXCEPT WIDGET) TEAMS MAY PULL UP TO 4 PLAYERS FROM THE DIVISION BELOW AS PLAYER POOL IF NEEDED. IF PLAYER POOL IS USED THE MAXIMUM NUMBER OF PLAYERS IN THE LINE-UP IS 10 AT PETITE/MOPPET AND 9 AT CHIC/SOPH. PLAYER POOL MAY NOT PITCH OR PLAY FIRST BASE.
4. ANY PLAYER EJECTED BY THE UMPIRE FOR ANY REASON MAY NOT REENTER THE GAME.
5. WIDGETS – NO RUNS OR PITCHING RULES APPLY.

6. PETITES - NO MORE THAN FIVE (5) RUNS AND SIX (6) WALKS WILL BE ALLOWED A TEAM IN ANY HALF INNING.
7. MOPPETS – NO MORE THAN FIVE (5) RUNS WILL BE ALLOWED A TEAM IN ANY HALF INNING FOR THE FIRST FOUR (4) INNINGS. THE FIFTH (5TH) AND SIXTH (6TH) INNINGS WILL BE UNLIMITED RUNS.
8. CHIC & SOPH - NO MORE THAN FIVE (5) RUNS WILL BE ALLOWED A TEAM IN ANY HALF INNING. **THE SIXTH (6TH) INNINGS WILL BE UNLIMITED RUNS.**
9. REGULAR SEASON GAMES MAY END IN TIE. IN THE CASE OF A TIE GAME IN THE PLAYOFFS, THE INTERNATIONAL TIEBREAKER RULE WILL BE USED (PER ASA). IN THE FINAL CHAMPIONSHIP GAME, THE LAST INNING WILL HAVE NO RUN, WALK OR TIME LIMIT.
10. A HIT BATTER IS CONSIDERED A WALK. (EXCEPT WIDGET & PETITE WHERE IT IS CONSIDERED A BALL)
11. THERE IS CONTINUOUS BATTING IN EVERY LEAGUE.
12. THE VISITING TEAM WILL OCCUPY THE FIRST BASE BENCH.
13. TEAMS MUST EXCHANGE LINE-UPS PRIOR TO THE START OF THE GAME.
14. THE HOME TEAM WILL HAVE THE FIELD FOR WARM-UPS FIFTEEN (15) MINUTES PRIOR TO THE GAME TIME. THE VISITING TEAM CAN HAVE THE FIELD FOR WARM-UPS FROM THE PERIOD THIRTY (30) MINUTES UNTIL FIFTEEN (15) MINUTES PRIOR TO THE GAME TIME. EITHER TEAM MAY USE THE OUTFIELD FOR WARM-UPS AT ANY TIME. THE 1<sup>ST</sup> TEAM LISTED IN THE GAME DESCRIPTION WILL BE CONSIDERED THE VISITING TEAM AND THE 2<sup>ND</sup> TEAM LISTED WILL BE CONSIDERED THE HOME TEAM. (VISITOR VS. HOME)

WARM-UP EXAMPLE:

TEAM ARRIVAL	5:30pm
VISITING TEAM WARM-UP	5:30-5:45pm
HOME TEAM WARM-UP	5:45-6:00pm
GAME TIME	6:00pm

15. ALL LEAGUES WILL UTILIZE THE FREE SUBSTITUTION RULE. SUBSTITUTIONS ARE TO BE MADE AT THE START OF EACH INNING. PLAYERS SUBSTITUTED FOR DURING MID-INNING MAY NOT RETURN TO THE FIELD IN THAT INNING UNLESS TO REPLACE AN INJURED OR ILL PLAYER IF NO OTHER SUBS ARE AVAILABLE. IF THE RETURNING PLAYER PITCHED DURING THE INNING SHE CANNOT RETURN AS A PITCHER THAT INNING.
16. EQUAL PLAYING TIME FOR ALL PLAYERS IS REQUIRED. EACH GIRL MUST PLAY A MINIMUM OF TWO (2) INNINGS FOR PETITE, THREE (3) INNINGS FOR MOPPET, CHIC, AND SOPH. ALSO, EACH PLAYER SHOULD SIT OUT ONE INNING PER GAME IF THE APPROPRIATE NUMBER OF PLAYERS ARE AVAILABLE IN A FULL REGULATION GAME.
17. NO INNING SHALL START AFTER ONE (1) HOUR AND FORTY-FIVE (45) MINUTE HAS ELAPSED FROM THE START OF THE GAME. A DROP DEAD TIME LIMIT IS TWO (2) HOURS FROM THE START OF THE GAME. WHEN THE DROP DEAD TIME LIMIT IS ENFORCED THE SCORE REVERTS BACK TO THE SCORE OF THE LAST COMPLETED INNING. NO INNING SHALL START AFTER 10:30 PM. AN INNING IN PROGRESS MAY CONTINUE UNTIL 10:45 PM AT WHICH TIME THE LIGHTS WILL BE TURNED OFF. AN INNING STARTS AFTER THE LAST OUT OF THE PREVIOUS INNING. BOTH MANAGERS WILL AGREE WITH UMPIRE ON START TIME. (CHIC AND SOPH GAME TIME AND DURATION ARE DESCRIBED IN THE SPECIALS RULES SECTION.)
18. TIME LIMITS WILL BE ENFORCED IN THE REGULAR SEASON GAMES BUT THE PLAYOFF GAMES AND THE CHAMPIONSHIP GAMES WILL HAVE NO TIME LIMIT. THE INTERNATIONAL TIE BREAKER WILL TAKE EFFECT AFTER TIME RUNS OUT OR REGULATION GAME IN THE CHAMPIONSHIP GAMES.
19. UMPIRES WILL PACE THE GAME WITH ONE MINUTE BETWEEN HALF-INNINGS AND NO MORE THAN FIVE WARM-UP PITCHES. NO INFIELD WARM-UP. ONLY THE PITCHERS CAN WARM-UP.
20. THE HOME TEAM IS RESPONSIBLE FOR KEEPING THE "OFFICIAL" SCORE. THIS INCLUDES LOGGING THE STARTING TIME OF THE GAME. THE STARTING TIME SHOULD BE AGREED UPON BY THE

TWO MANAGERS IN THE PRESENCE OF THE HOME PLATE UMPIRE. AT THE END OF THE GAME THE UMPIRE IS REQUIRED TO SIGN BOTH BOOKS, CONFIRM THAT BOTH TEAMS AGREE ON THE FINAL SCORE, AND THAT FINAL SCORE IS ACCURATELY REFLECTED IN BOTH BOOKS.

21. ALL UMPIRE DECISIONS ARE FINAL. ONLY THE MANAGER OR ACTING MANAGER MAY QUESTION THE UMPIRE REGARDING A PLAYING RULE.
22. MANAGERS FROM EACH TEAM MUST BE PRESENT DURING THE PRE-GAME AND ANY OTHER UMPIRE MEETING.
23. WINNING TEAMS ARE REQUIRED TO REPORT THEIR SCORES WITHIN 24 HOURS AFTER A GAME VIA THE OYA GIRLS WEB SITE. EACH MANAGER WILL BE GIVEN A PASSWORD TO ENTER THEIR SCORES. OYAGIRLS.ORG
24. A GAME CAN BE CALLED BY AN UMPIRE AT ANY TIME FOR THE FOLLOWING REASONS: RAIN, LIGHTNING, OR DARKNESS (AT THE NON LIT FIELDS) AT ANY TIME.
25. A REGULATION GAME CONSISTS OF:

WIDGET                      THREE (3) TO FOUR (4) INNINGS.  
\*NO INNING CAN START AFTER THE ONE (1) HOUR  
TIME LIMIT

PETITE                      FIVE (5) INNINGS  
MOPPET                     SIX (6) INNINGS  
CHIC & SOPH              **SIX (6) INNINGS**

26. A GAME CALLED FOR ANY REASON WILL BE CONSIDERED COMPLETE IF:

WIDGET:                      ALWAYS (NO MAKE-UPS)  
PETITE:                      THREE (3) INNINGS HAVE BEEN PLAYED OR 2  
   ½ INNINGS IF THE HOME TEAM IS AHEAD.  
MOPPET:                      FOUR (4) INNINGS HAVE BEEN PLAYED OR 3  
   ½ INNINGS IF THE HOME TEAM IS AHEAD.  
CHIC / SOPH                 **FOUR (4) INNINGS HAVE BEEN PLAYED OR 3  
   ½ INNINGS IF THE HOME TEAM IS AHEAD.**

27. INCOMPLETE GAMES WILL BE CONTINUED FROM THE POINT OF SUSPENSION.
28. ALL GIRLS SHOULD AVOID HARSH PHYSICAL CONTACT WITH THE OPPOSING TEAM AT ALL TIMES. IT WILL BE AT THE DISCRETION OF THE UMPIRE IF A GIRL SHOULD BE CALLED SAFE OR OUT.

29. **PITCHING:**

A PITCHER WILL BE ALLOWED FIVE (5) WARM-UP PITCHES ONLY BETWEEN INNINGS. ANY MORE AND THEY WILL BE CALLED BALLS. A PITCHER BROUGHT IN A MIDDLE OF AN INNING IS ALLOWED NO MORE THAN FIVE (5) WARM-UP PITCHES. ANY MORE THAN THAT WILL BE CALLED BALLS.

A PITCHER MAY NOT PITCH MORE THAN:

PETITE:	TWO (2) INNINGS
MOPPET:	TWO (2) INNINGS
CHIC & SOPH:	THREE (3) INNINGS

- A. ALL PITCHERS ARE ELIGIBLE FOR EXTRA INNINGS.
- B. THE INNINGS PITCHED DO NOT HAVE TO BE CONSECUTIVE.
- C. A PITCHER WILL BE CONSIDERED TO HAVE PITCHED A FULL INNING WHEN SHE HAS PITCHED AT LEAST ONE PITCH TO A BATTER IN ONE PARTICULAR INNING.
- D. ONCE A PITCHER HAS BEEN REMOVED FROM THE PITCHING POSITION SHE CANNOT RETURN TO PITCH DURING THAT INNING.
- E. IF A PITCHER HITS TWO BATTERS IN ONE INNING, SHE MUST BE REMOVED FROM PITCHING IMMEDIATELY IN THAT INNING IF THE PITCHER HITS A TOTAL OF THREE PLAYERS THROUGHOUT THE GAME SHE MUST BE REMOVED FOR THE DURATION OF THE GAME (MOPPETT LEVEL AND ABOVE)
- F. PITCHING DISTANCE: (From back of plate to front of rubber)

WIDGET 30 FEET

PETITE	30 FEET
MOPPET	35 FEET
CHIC	40 FEET
SOPH	40 FEET

**30. SAFETY BASE:**

A DOUBLE SIZED SAFETY BASE (1ST BASE) HAS BEEN INSTALLED AT ALL FIELDS FOR THE SAFETY OF ALL PLAYERS. THE WHITE PORTION OF THE BASE IS TO BE USED BY THE DEFENSIVE FIELDER, AND THE ORANGE SIDE IS TO BE USED BY THE OFFENSIVE RUNNER. THE ORANGE SIDE OF THE BASE IS INTENDED FOR AND MUST BE USED SOLELY BY THE OFFENSIVE RUNNER ON PLAYS WHEREBY THE RUNNER IS COMING FROM THE BATTER'S BOX AND A DEFENSIVE PLAY IS MADE ON HER AT FIRST BASE. IF A PLAY IS NOT BEING MADE UPON HER, SHE CAN USE EITHER THE WHITE OR ORANGE PORTION, WHICHEVER SHE PREFERENCES. AFTER THIS INITIAL PLAY, THE WHITE PORTION OF THE BASE IS THE ONLY PORTION USED BY BOTH THE OFFENSIVE AND DEFENSIVE PLAYERS. IN THE CASE OF A DROP THIRD STRIKE, EITHER THE WHITE OR ORANGE CAN BE USED BY THE FIELDER AND THE RUNNER IS ENTITLED TO USE THE OPPOSITE AS PER ASA RULES.

**31. LENGTH OF BASES:**

WIDGET	50 FEET
PETITE	50 FEET
MOPPET	50 FEET
CHIC	60 FEET
SOPH	60 FEET

**32. CATCHERS:**

ANY PLAYER SERVING AS A CATCHER TO WARM UP A PITCHER SHALL WEAR A PROTECTIVE MASK. CATCHERS MAY WEAR A FIELDERS GLOVE. WITH TWO (2) OUTS A BASE RUNNER WHO IS TO CATCH THE NEXT INNING FOR HER TEAM MAY BE SUBSTITUTED FOR WITH A PINCH RUNNER WHO COMMITTED THE LAST BATTED OUT. (UNLESS SHE IS THE PITCHER FOR THE NEXT INNING).

**33. PINCH RUNNERS:**PINCH RUNNERS MAY BE USED TO REPLACE AN INJURED OR ILL BASE RUNNER. THIS SHALL BE THE PLAYER WHO COMMITTED THE LAST BATTED OUT FOR THAT TEAM, UNLESS SHE IS THE UPCOMING CATCHER OR PITCHER WITH TWO (2) OUTS.

**34. DUGOUT TEAM SAFETY:**

FIELDERS SHOULD IMMEDIATELY CLEAR THE FIELD BY PROCEEDING TO THEIR DUGOUT AFTER THE THIRD OUT HAS BEEN MADE TO ALLOW ADEQUATE WARM-UP TIME, AND ASSURE SAFETY OF ALL PLAYERS. ONLY ONE ON DECK BATTER IS ALLOWED OUTSIDE THE DUGOUT AT ANY TIME.

**SPECIAL RULES PETITES:**

- A. UMPIRES WILL ASSIST THE CATCHER, WITH EQUIPMENT AND CATCHING THE BALL AND RETURNING IT TO THE PITCHER. COACHES ARE ALLOWED BEHIND THE PLATE TO ASSIST THE CATCHER ON PITCHED BALLS THAT THE CATCHER MISSES.. IF A COACH INTERFERES, TRIES TO INTIMIDATE, OR QUESTIONS CALLS THAN THE COACH WILL BE ASKED TO RETURN TO THE DUG-OUT.
- B. THERE IS NO ILLEGAL PITCH. HOWEVER, A COACH MUST INSTRUCT ON THE PROPER TECHNIQUE PER ASA RULES.
- C. A BATTER HIT BY A PITCH IS NOT AWARDED FIRST BASE. (IT IS CONSIDERED A BALL)
- D. A PITCHER WILL NOT BE PULLED FOR HITTING A BATTER.
- E. A PITCHER MAY PITCH A MAXIMUM OF TWO INNINGS PER GAME. THEY DO NOT HAVE TO BE CONSECUTIVE INNINGS.
- F. ALL RUNNERS ARE ENTITLED TO ADVANCE TO THE BASE THEY ARE RUNNING TOWARDS UNTIL THE BALL IS THROWN BY A FIELDER OR THE FIELDER ATTEMPS AN OUT AT ANOTHER BASE WITHIN THE INFIELD REGARDLESS OF WHERE THE RUNNERS ARE IN RELATION TO THE NEXT BASE. (I.E.; ROUNDED THE BASE, QUARTER-WAY , HALF-WAY OR ALMOST TO A BASE) THEY WILL BE ALLOWED TO ADVANCE TO THAT BASE ONLY. ONCE THE BALL LEAVES ANY FIELDER'S HAND IN THEIR ATTEMPT TO THROW THE BALL WHILE IN THE INFIELD, RUNNERS MAY NOT ADVANCE. IF THE BALL IS FIELDED OUTSIDE OF THE INFIELD THEN ONCE THE BALL IS THROWN AND IT HITS THE GROUND INSIDE THE INFIELD OR THE FIELDER RUNS THE BALL INTO THE INFIELD THE RUNNERS MAY NOT ADVANCE.



G. AFTER BALL 4 HAS BEEN CALLED BY THE UMPIRE THE COACH WILL PITCH UNTIL THE BATTER PUTS THE BALL IN PLAY OR STRIKES OUT WITH A MAXIMUM OF 3 PITCHES UNLESS THE 3RD PITCH IS A TIP OR FOUL BALL. THE BATTER WILL NOT BE CALLED OUT ON A TIP OR FOUL BALL UNLESS THE BALL IS CAUGHT IN THE AIR.

- THE COACH MUST PITCH FROM THE PITCHING RUBBER.
- WHEN THE COACH IS PITCHING, THE PITCHER WILL STAND WITHIN (3) THREE FEET OF THE PITCHING RUBBER READY TO FIELD THE BALL AS IT GOES INTO PLAY. THE COACH WILL AVOID THE BALL IN PLAY AND ALLOW THE PLAYERS TO FIELD THE BALL.

H. A RUNNER MAY NOT LEAVE A BASE UNTIL THE BALL HAS CROSSED HOME PLATE. PENALTY: A WARNING FOR THE FIRST OFFENSE. THE RUNNER IS OUT ON ANY SUBSEQUENT OFFENSES.

I. LEADOFFS (AFTER THE BALL CROSSES HOME PLATE) ARE RESTRICTED TO 8 FEET

J. THERE IS NO BUNTING.

K. THERE IS NO INFIELD FLY RULE.

L. THERE ARE NO STOLEN BASES.

M. THERE IS NO DROPPED THIRD STRIKE

**SPECIAL RULES MOPPET:**

A. A RUNNER MAY NOT LEAVE A BASE UNTIL THE BALL HAS CROSSED HOME PLATE. PENALTY: A WARNING FOR THE FIRST OFFENSE. THE RUNNER IS OUT ON ANY SUBSEQUENT OFFENSES.

B. LEADOFFS (AFTER THE PITCH HAS CROSSED HOME PLATE) ARE RESTRICTED TO 8 FEET

C. THERE IS NO DROP THIRD STRIKE RULE

D. THERE IS NO INFIELD FLY.

E. THERE IS NO BUNTING.

F. YOU CAN STEAL 3 BASES PER INNING 1 BASE PER PITCH. NO DOUBLE STEALS.

G. ON AN OVERTHROW, THE BASE RUNNERS CAN ADVANCE ONE BASE, UNLESS THE BALL IS HIT TO THE OUTFIELD. IF THE BALL IS HIT TO THE OUTFIELD, RUNNERS CANNOT ADVANCE ONCE THE DEFENSIVE PLAYER RETURNS THE BALL TO THE INFIELD. OUTFIELDERS ARE ENCOURAGED TO THROW TO A BASE RATHER THAN THE PITCHER. RUNNERS CAN ONLY ADVANCE ON ONE OVERTHROW PER PLAY. (EX. ON AN OVER THROW TO 1<sup>ST</sup>, THE RUNNER CAN ADVANCE TO 2<sup>ND</sup>. IF THE BALL IS THEN OVERTHROWN MAKING A PLAY ON THE RUNNER, SHE CANNOT ADVANCE TO 3<sup>RD</sup>.)

**SPECIAL RULE CHIC – 9 PLAYERS:**

A. *TO BE AN OFFICIAL GAME THE LOSING TEAM MUST BAT IN THE 4<sup>TH</sup> INNING OR ONE (1) HOUR AND THIRTY (30 MINUTES FROM THE START OF THE GAME. THERE WILL NO LONGER BE A TIME LIMIT FOR THE GAME. NO NEW INNING MAY BEGIN AFTER ONE (1) HOUR AND THIRTY (30) MINUTES FROM THE START OF THE GAME. SCORES WILL NOT REVERT BACK TO THE PREVIOUS INNING BECAUSE THERE IS NO TIME LIMIT. INNINGS STARTED BEFORE THE ONE (1) HOUR AND THIRTY (30) MINUTE STOP TIME WILL BE PLAYED IN FULL AS NEEDED BASED ON SCORE OF THE GAME. (IF THE HOME TEAM IS WINNING AND THE VISITORS FAIL TO TIE OR TAKE THE LEAD, THE GAME IS OVER.)*

B. STEALING IS ALLOWED AT ANY BASE.

C. NO “CONTINUOUS WALK”

D. INFIELD FLY RULE APPLIES.

E. **DROPPED THIRD STRIKE APPLIES.**

F. RULES FOR VHL LEAGUE ARE HERE:

<http://www.veteranshighwayleague.com/Default.aspx?tabid=1048073>

**SPECIAL RULE SOPH - 9 PLAYERS:**

A. CURRENT ASA RULES (EXCEPT FOR PITCHING) PITCHING ASA OR IHSA ARE ACCEPTED.

B. UNLIMITED STEALS TO ANY BASE.

C. RULES FOR VHL LEAGUE ARE HERE:

<http://www.veteranshighwayleague.com/Default.aspx?tabid=1048073>

**SPECIAL RULE MOPPET, CHIC, AND SOPH:**

THERE IS A **TEN (10) RUN “MERCY”** (SLAUGHTER) RULE IN EFFECT ANYTIME AFTER FIVE (5) AT BATS FOR THE LOSING TEAM, IF THE GAME GOES MORE THAN FIVE (5) INNINGS WITH THE HOME TEAM LOSING, THE HOME TEAM MUST GET THEIR LAST AT BATS.

**ANY RULE THAT IS NOT COVERED IN THE ABOVE RULES IS GOVERNED BY THE A.S.A. (AMATEUR SOFTBALL ASSOCIATION OF AMERICA) “CURRENT OFFICIAL SOFTBALL RULES”.**