

EMGSL

2009 Rules of Play

1. GENERAL

1.1. GOVERNING RULES

1.1.1. The Teams, coaches, and games of the League operate under the rules of the Amateur Softball Association (ASA). All games will be played under the Fast Pitch Junior Olympic (JO) Youth (G10-U, G12-U, and G14-U) rules in the rulebook, "2009 Official Rules of Softball - Team Edition," with only the exceptions stated in the following sections.

1.2. AVAILABILITY OF RULES AT GAMES

1.2.1. Coaches are required to have a copy of the ASA rulebook and these official rules on hand at all games for the umpire to review in cases of rule uncertainty and/or clarification. If a copy of these rules are not on hand at a game then the umpire's initial call stands, and a protest may not be made.

1.3. EMPHASIZED RULES

1.3.1. Double first base is mandatory for all age divisions.

1.3.2. All batting helmets must have facemasks for all age divisions.

1.3.3. All batting helmets must have chinstraps for all age divisions.

1.3.4. Fields shall be lined for 10U, 12U, and 14U games.

1.3.5. Protests or appeals may be made to the league board excluding the teams involved in the matter.

1.3.6. Children must play for the town in which they live.

2. EXCEPTIONS TO RULES FOR ALL DIVISIONS

2.1. TIME LIMIT RULE

- 2.1.1. The game shall be called because of "time" after 2 hours have elapsed from the start of the game. The final score is the score at the end of the last completed inning.
- 2.1.2. No inning shall start after 1 hr-45minutes of elapsed time from the start of the game. A new inning begins as soon as the third out is recorded in the previous inning. The final score is the score of the last completed inning.
- 2.1.3. If, after the completion of seven innings of play, or at the end of an inning after 1 hr-30minutes of play, the score is tied, the international tiebreaker rule (as given in Section 11 of "Rule 5 - The Game" in the ASA rulebook.) will be played to determine a winning team.
- 2.1.4. If a game is called because of darkness and the last inning has not been completed, the final score is the score at the end of the last completed inning.

2.2. TAXI PLAYERS

- 2.2.1. If a team is short the number of players for all defensive positions (10) for a game, the team may use competent players from only a lower age division to play in that game. These players are called Taxi players. A Taxi player shall not be from the same age level as the team. All Taxi players must be marked as such on the lineup and must be announced to the opposing coach and the umpire prior to the start of the game.
- 2.2.2. If a team has one or more TAXI players it may not have more than 11 players play in the game.
- 2.2.3. Taxi players must wear shirts or jerseys that are similar in color to the jersey color of the team for which she is playing.

3. EXCEPTIONS TO RULES FOR 14U DIVISION

3.1. PLAYERS

3.1.1. Ten (10) Defensive Players are permitted, but if so, then four (4) of them must be distinct outfielders.

3.1.2. All players must be entered in defensively every other inning

3.2. RUN AHEAD RULES

3.2.1. If after any complete inning, starting with the 3rd, one team has scored more than 15 runs than the other team, or the home team is ahead by 15 or more runs while at bat, the game is called and shall be a regulation game.

3.2.2. If after any complete inning, starting with the 5th, one team has scored more than 10 runs than the other team, or the home team is ahead by 10 or more runs while at bat, the game is called and shall be a regulation game.

3.3. PITCHING

3.3.1. The pitching distance shall be 40 feet.

3.3.2. Pitchers are limited to a maximum of 4 innings in a game.

3.4. BATTING

3.4.1. Bunting is allowed, however slap bunting is not allowed.

4. EXCEPTIONS TO RULES FOR 12U DIVISION

4.1. PLAYERS

4.1.1. Ten (10) Defensive Players are permitted, but if so, then four (4) of them must be distinct outfielders.

4.1.2. All players must be entered in defensively every other inning.

4.2. RUN AHEAD RULES

4.2.1. There are no run ahead rules in 12U.

4.3. PITCHING

4.3.1. The pitching distance shall be 40 feet.

4.3.2. Pitchers are limited to a maximum of 4 innings in a game.

4.4. BATTING

4.4.1. Bunting is allowed, however slap bunting is not allowed.

4.4.2. When the catcher fails to catch the third strike before the ball touches the ground the batter is out. [The dropped third-strike rule is not used]

4.4.3. When four balls have been called by the umpire, the batter-runner is awarded first base and the ball is dead. Runners may not advance additional bases until after the next pitch.

4.4.4. Teams shall bat only once through the order in an inning, except in the final inning of the game a team who is behind in the score shall bat until 3 outs are called. The maximum number of batters which shall bat in any inning will be ruled to be number of the team with the fewest players. If one team has 15 players, the other 9 - then the maximum number of batters per inning is to be 9. (The 10th - 15th batters simply lead off the next inning).

4.5. RUNNING

4.5.1. Runners may lead and/or steal only after a valid pitch crosses the front of home plate.

4.5.2. Runners may steal only one base between any two pitches. A runner, who steals a base, must wait until after the next pitch before stealing the next base.

5. EXCEPTIONS TO RULES FOR 10U DIVISION

5.1. PLAYERS

5.1.1. Ten (10) Defensive Players are permitted, but if so, then four (4) of them must be distinct outfielders.

5.1.2. All players must be entered in defensively every other inning

5.2. RUN AHEAD RULE

5.2.1. There are no run ahead rules in 10U.

5.3. PITCHING

5.3.1. The Pitching distance is between 30 and 35 feet, no closer. No additional steps may be taken forward of 30 feet. The pitching plate shall be placed at the furthest distance from home plate that the pitchers in the game shall use (no further than 35 feet). All pitchers pitching closer to home plate than that distance (but which must be greater than 30 feet) shall use a line drawn in the dirt as the pitching plate.

5.3.2. Pitchers may be reentered in later inning after being taken out.

5.3.3. Windmill pitchers must pitch from 35 feet.

5.3.4. No pitcher may pitch more than four (4) innings in a game.

5.3.5. No pitcher may pitch more than 6 innings in any two successive games.

5.3.6. The pitcher must start with both feet on the pitching plate [see Rule 6.1.C.2 in the rulebook]

5.4. BATTING

5.4.1. Bunting is not allowed.

5.4.2. When the catcher fails to catch the third strike before the ball touches the ground the batter is out. [The dropped third-strike rule is not used]

5.4.3. Teams shall bat only once through the order in an inning, except in the final inning of the game a team who is behind in the score shall bat until 3 outs are called. The maximum number of batters which shall bat in any inning will be ruled to be number of the team with the fewest players. If one team has 15 players, the other 9 - then the maximum number of batters per inning is to be 9. (The 10th - 15th batters simply lead off the next inning).

5.4.4. Walks are not awarded after 4 balls.

5.4.5. When six balls have been called by the umpire, the batter-runner is awarded first base and the ball is dead. Runners may not advance additional bases until after the next valid pitch

5.4.6. After 4 WALKS, NO more walks will be awarded in an inning. At that point, the defensive coach decides whether to replace the pitcher with another player, or have the offensive coach pitch to the batters. If a decision is made to have the coach pitch, the decision cannot be changed in that inning. All remaining batters in that half of the inning must either hit the ball or strike out. No more walks are awarded. The pitcher who was replaced may be reentered later in the game.

5.5. RUNNING

5.5.1. Stealing is not allowed.

5.5.2. Runners may not leave the base until after a valid pitch crosses the front of home plate.

5.5.3. After an overthrow, runners may only advance to the next base. They must stop at the next base they tag. They may not proceed any further until after the next pitch. Runners are still liable to be put out as given in the rulebook.

5.5.4. When the pitcher has control of the ball in the (imaginary) 16' pitching circle, all runners must commit to a base. If a runner is on a base she must remain there. All runners are still liable to be put out. Play stops when all runners are on bases and the pitcher has the ball in the pitching circle. If the pitcher makes a throw, or leaves the pitching circle with the ball, then play resumes normally. [See Rule 8 Section 7.T, and Points of Emphasis #33 in the rulebook]

5.6. THE GAME

5.6.1. The regulation game shall consist of 6 innings.

5.6.2. The Home team is responsible for hiring the umpire for the game.

5.7. THE PLAYING FIELD

5.7.1. Bases shall be placed no less than 60 feet. [See rule 2.1 in the rulebook].

6. EXCEPTIONS TO RULES FOR 8U DIVISION

In addition to the teaching of how to play competently and with safety, this is the level where girls will begin to learn and discover whether or not they like softball, and sports in general. If you are a true coach you will make this experience as much FUN as possible. For the sake of the girls, parents, and coaches.....**KEEP IT FUN!**

6.1. PLAYERS

6.1.1. Ten (10) Defensive Players are permitted, including a pitcher and a catcher.

6.1.2. There must be a minimum of 8 Defensive Players. Players from one team may play for the opposing team so that the minimum is met.

6.1.3. Catcher must wear full equipment.

6.1.4. Catcher does not have to receive the pitched ball. Catcher may stand to the side and cover home plate once the ball is hit by the batter.

6.1.5. All players must be entered in defensively every other inning.

6.2. RUN AHEAD RULE

6.2.1. There are no run ahead rules in 8U.

6.3. PITCHING

6.3.1. The coach of the team that is batting shall pitch a maximum of 6 pitches to each batter regardless of swings and misses. After the 6th pitch to the batter, the batting tee must be used.

6.3.2. The coach shall pitch from a distance between 30 feet and 35 feet.

6.4. BATTING

6.4.1. At each turn at bat, the batter gets up to 6 pitches, and then must hit off the tee.

6.4.2. The batter shall not be awarded a walk on balls, nor on being hit by a pitch.

6.4.3. The batting order shall consist of all the players on the team. There is no substitution in the batting order.

6.4.4. Teams shall bat only once through the order in an inning. The maximum number of batters, which shall bat in any inning, will be ruled to be number of the team with the fewest players. If one team has 15 players, the other 9 - then the maximum number of batters per inning is to be 9. (The 10th - 15th batters simply lead off the next inning).

6.4.5. After a ball is batted fair, runners and batter runners may attempt to advance multiple bases. They may not advance past the next base if a defensive error is made, or the ball is within the infield.

6.5. RUNNING

6.5.1. Stealing is not allowed.

6.5.2. Runners may not leave the base until after a valid pitch crosses the front of home plate.

6.5.3. After an overthrow, runners may only advance to the next base. They must stop at the next base they tag. They may not proceed any further until after the next pitch. Runners are still liable to be put out as given in the rulebook.

6.6. THE GAME

6.6.1. The regulation game is 6 innings.

6.6.2. Cancelled or suspended games do not have to be rescheduled. It is up to both coaches to decide to reschedule or continue the game at a later date.

6.6.3. There shall be no emphasis on score. No stats shall be kept.

6.7. THE PLAYING FIELD

6.7.1. The basepaths shall be between 45 feet and 50 feet. The home coach chooses the distance.

6.8. EQUIPMENT

6.8.1. The official softball shall be an 11-inch "softy" softball. Hard softball shall not be used in 8U games.