2019 GIRLS BLUE LEAGUE SOFTBALL RULES

League Requirement - All players in full uniform during regulation play.

Umpires - There will be one official umpire used for all league games. Umpire’s decision is final. Coaches from each team are to support the Umpire’s calls. There will be no exceptions to this rule.

\*ASA RULES WILL APPLY EXCEPT FOR THE FOLLOWING:

Weekday games should begin at 6:15 SHARP in order to complete before darkness.

Length of Games

a. Regulation games are 7 innings. When games are scheduled at two-hour intervals, then no new inning will begin after one hour and 45 minutes from the scheduled start of the game.

b. If a game is called for any reason, it is a complete game if 4 or more innings have been played or 3½ innings, if the home team is ahead.

c. In the event of a tie after 7 innings; on weekdays extra innings may continue until darkness; on weekends no new extra inning may begin after 1 hour and 45 minutes from the regularly scheduled start time. If it is the last scheduled game on the weekend the time limit does not apply and the innings may continue until darkness. If there is no winner at that time the game will be considered a tie.

d. If a game is called for any reason before it is a complete game, it shall be considered a suspended game and is to be resumed from the point of stoppage.

e. Because of darkness, no new inning will be permitted to start after 8:15pm (8:30pm after May 31), during an evening game.

 f. During the week, you may receive a call from an automated phone system to update and instruct you about field conditions. On weekends, you may receive an automated phone call only in the event of a complete rainout. If you receive no call, then proceed to the fields at the scheduled time.

g. In order to accurately track standings, the winning coach of each game MUST email the results of the game within 72 hours to the scheduling coordinator. When giving the results be sure to provide the following information (league, date of game, game number and score), this will then be recorded and standings will be updated.

Player Participation

a. A team must field at least 6 of their own players with the ability to call-up 4 from the lower league.

b. If a coach knows that he/she will be in this situation, then he/she can call-up from a White League list of eligible players. Also, any girls from the White League MUST play in the outfield and bat up last in the batting order. In the event your regular team players show up at the last minute, you should rotate your called-up players within your line-up so they may participate in the game.

c. A team needs a minimum of 7 players to start a game. Six of those players must be their own players.

d. Ten players of the defensive team will be on the field at the same time. Rover is a legal position. The rover cannot cover second base on any force plays.

e. The players are not allowed to wear any kind of jewelry. The umpire will enforce this.

f. Any action taken by the coach concerning an attendance problem of a player must first be addressed with the League’s Representative.

g. If a team begins a game with 14 or more players, then no player shall sit out during that game for more than three innings. If a team begins a game with 13 or less players, then no player shall sit out during that game for more than two innings.

h. Any kind of injury issue relative to a player’s ability to play in a game must be cleared first with the League’s Representative.

Mercy Rule

Any team that is 20 runs ahead after the 3rd inning, 15 runs ahead after the 4th inning, or 10 runs ahead after the 5th or later innings will be declared the winner (per ASA rules).

Infield Fly Rule Has Been Waived.

Pitching Rules

Players shall pitch 50 feet from home plate. The arc of the pitch can range from 6 to 10 feet. There is to be no backspin on the pitch. No intentional walks.

Every pitcher is required to wear a protective face shield and chest protector while she is pitching.

Catcher Rules

A catcher’s mask and chest protector is mandatory.

Batting Rules

A. Each team shall have a continuous batting order in which all girls bat.

B. BAT THROWING - first offense is a team warning; second offense the player is out.

C. All batters and players in the on-deck area are required to wear protective headgear. All other players are required to remain on the bench. Only one on-deck player is permitted at any given time.

D. Batting out of order - If the batter who is out of order is still at bat and;

a. If the offensive team catches this mistake, the original batter replaces the wrong batter acquiring any count that the batter has received. No out is given and play is resumed. If the wrong batter has successfully hit, the play stands.

b. If the defensive team catches this mistake, the original batter is out, all base runners return to their places before the mistake, and play resumes with the next batter.

c. If no one catches the mistake and one pitch is made to the next batter, there is no penalty. The batters stay in order following the batter who batted in the wrong order. The original batter and any batters following her who missed their turn at bat just lose their turn. No correction is necessary in the line up.

E. Third strike foul rule is waived.

F. There will be no penalty for not having a full batting order. If a player must leave in the middle of a game, her position in the order will be skipped and no out will be assessed.

The Runner

Base runners are not permitted to steal and:

a. Since stealing is not permitted in slow pitch league, a step off the base is considered to be an innocent event and assume that there is no intention of the runner to advance to the next base. However, if the batter swings and misses the ball and the runner is off the base, then the umpire should give a “first warning” to the team and if it happens again a runner will be called out.

b. Base runners are required to wear approved protective helmets at all times.

c. Runners have the right-of-way except when the defensive player is fielding the ball. Defensive players should keep out of the base lines.

1. The League has instituted an “Avoid Contact Rule”. This rule will require the base runner to either: slide, get out of the defensive player’s way, return to the previous base touched or give up, when an attempt is made at any base including home plate. Please refer to your ASA Official Rules under the section titled “Points of Emphasis” (#13) for a more detailed discussion about this subject. As always, violation of this rule will be at the sole discretion of the umpire.

 e. Courtesy Runners

 If a player, because of disability or injury, cannot run the bases, a courtesy runner may be utilized as long as the injured player takes her turn at bat and is able to reach her selected base before the next pitch is thrown. Then a courtesy runner will be substituted for this player and that runner will be the player who made the last out in that inning or the previous inning. If the need for a courtesy runner occurs in the first inning, then a player with equivalent speed of the injured player shall be chosen.

Field Lay Out

 Both teams are in charge of preparing the field. First and third base distances are 65 feet from the point of home plate to the back of each base. Second base distance will be 91 feet and 11 inches from the point of home plate to the middle of the base. All bases in this league will be anchored to the ground.

Coaching

a. Offensive - Each team may provide a first base coach and a third base coach. The base coaches must be in foul territory.

b. Only the 3 coaches and a scorekeeper are allowed on the bench.

c. Coaches are not to be behind the backstop; they are not to be calling balls and strikes or to be influencing the umpire in any way.

d. Coaches, scorekeeper and/or parents are not permitted to smoke on the playing field.

Discuss all “Ground Rules” before the game with coaches and umpire.

Fans

a. No fans are permitted behind the backstop or in the field of play.

b. Fans must be courteous to the umpire at all times.

c. Coaches are to control their fans and themselves.

d. Remember, this is a recreational league; the object is for the girls to have fun and to develop good sportsmanship.

Tournament - All of the previously mentioned rules apply, however:

a. There will be no time limit for tournament games.

b. During the tournament, a Coach can sit any player for no more than three innings regardless of how many players began the game.

c. Tournament seeding will be determined by a team’s win/loss percentage record (not point system). Additional tie-breakers will be established (i.e. wins, head to head, if all else fails coin flip)

d. Any further tournament rule changes will be discussed at the “Pre-Tournament” Coaches meeting, usually in June, and posted on our web site. It is the Coach’s responsibility to keep current on all rule changes.

Revision Date: January 7, 2018