

2008 Inter-City Rules of Competition
Rev'd 2/20/2008

General - All Divisions:

1. City Schedulers will be responsible for calling the opposing teams' City Scheduler for cancellation of scheduled games. **Cancellation notification must be at least one day prior to the scheduled game.**
2. Umpires will remain an additional 10 minutes after the scheduled game time if a team is short a player or a player is running late. This will give the teams additional time to find an extra player so that their scheduled game may be played. **Umpires who do not remain for the additional time period will not be paid for that game.** After the additional 10 minutes, a forfeit will be called.
3. All games can end in a tie (**NO TIE BREAKERS**).
4. In case of rain, or any other event causing a game to be shortened, games will be considered official after 45 minutes.
5. Four (4) runs per team per half inning.
6. The entire roster shall bat and no player can sit two consecutive innings.
7. Free defensive substitution shall be allowed.
8. Playing field dimensions:
 - 6U – pitching distance 25 ft., base paths 50 ft.
 - 8U – pitching distance 25 ft., base paths 50 ft.
 - 10U – pitching distance 35 ft., base paths 60 ft.
 - 12U – pitching distance 40 ft., base paths 60 ft.
 - 14U, 16U & 18U – pitching distance 40 ft., base paths 60 ft.
9. Regulation game times (the umpire is official time keeper):
 - 6U & 8U – 60 minutes
 - All other divisions – 1 hour 10 minutes
10. Innings will be completed unless a team is behind by more than 4 runs.
11. In case of rain, each manager/coach should call the rain-out number of the city they are scheduled to play. If the weather is questionable, go to the field and the umpire's decision will govern whether or not the game is played. All rained out games will be scheduled as soon as possible.
12. All games may be called after four (4) innings if one team has a twelve (12) run lead, or after five (5) innings with an eight (8) run lead.
13. In case of an injury during the game, the umpire shall **IMMEDIATELY** call for a "**Dead Ball**" and make any base awards after treating the injured player(s).
14. Any player-pitcher who hits three batters may be removed from the pitcher position (based on the plate umpire's judgment) and not allowed to return as pitcher during the remainder of the game.
15. All batting helmets worn in the 10U and up divisions must have a permanently mounted (with screws) face mask.

Team Rosters

1. All batting rosters should be submitted at game time and all team members present shall be listed in their proper batting order.
2. If a player arrives after the start of the game, she may be added to the end of the batting roster (as long as the first batter has not batted twice).
3. If, in the opinion of the umpire, a girl is unable to play due to illness or injury, she may be removed from the official roster with no automatic out being taken when her turn at bat arrives (unless the team has less than the minimum number of players).
 - 6U and 8U divisions – The minimum number of batting positions will be seven (7). If a team has six (6) players, the seventh batting position will be an out (the 8th and 9th normal positions will not be outs).
 - All other divisions – The minimum number of batting positions will be nine (9). If a team has eight (8) players, the ninth batting position will be an out.

4. **In case of a shortage of players**, a team is allowed to pick-up two (2) players from the same, or lower division (must be within the same city). **Pick-up players must be played in the outfield**. Once a pickup player begins the game, she must stay on the lineup for the complete game. A player cannot be picked-up if her team is playing at the same time. **Exception:** for competitive teams, a pick-up player may play any position.
5. **No player shall remain on the bench for two consecutive innings during a game**. The first occurrence will be a warning to the manager/coach and the second will result in the ejection of the manager/coach.

Safety

1. No metal cleats may be worn by any player, coach or umpire.
2. Players may not wear jewelry during games. If a player is asked by an umpire to remove her jewelry and she refuses, she will be ejected from the game.
3. Any player participating as catcher in games and practices must wear full catcher's equipment: mask, helmet, throat protector, chest protector and shin guards. Soccer shin guards are allowed in the 6U and 8U divisions only.
4. Any player warming up a pitcher must wear a catcher's mask with a throat protector.
5. ASA approved head gear must be worn while each player is on deck, batting and running the bases in all the games and must remain on while the ball is live and can be removed once she is in the dugout. The first occurrence will result in a warning and the second will result in an out for her team.

Playing exceptions

1. 6U and 8U Divisions (**face masks on batting helmets are optional**):
 - **(6U Only)** The coach will pitch for his/her team from the pitching rubber (**at least one foot must be in contact with the rubber at the time the ball is released**). The player acting as pitcher must remain within three (3) feet beside or behind the pitching rubber. The batter will receive three (3) pitches from her coach. If she does not hit the ball into play, a batting tee will be placed on home plate and she will receive up to two (2) additional swings. The bat must strike the ball first to be considered a legal hit (if the bat contacts the tee first, a strike will be called on the batter and, if it occurs after the first swing, the batter will be OUT). **After the first swing off of the tee, if the batter hits the ball foul, she may continue her at-bat until the ball is hit into play or she misses her last swing.**
 - **(8U Only)** A maximum of five (5) pitches per batter (**Strikes will not be called and the batter may swing at all 5 pitches**). (**NOTE:** On the fifth pitch, if the batter hits the ball foul, she will continue her at-bat until the ball is hit into play or she misses her last pitch.)
 - The ball will be called "DEAD" when the ball is returned to the player-pitcher or coach-pitcher. **Runners must return to the last base touched at the time the umpire signals "DEAD BALL."** Play will be allowed (umpire judgment) when the ball is carried through the pitcher's circle in an attempt to tag a runner.
 - **A maximum of one base on an errant throw is allowed, if no additional plays are made against the runner.** **Example 1:** No runners on base – batter hits the ball to a defensive player who overthrows first base. The runner may advance to second base, at her own risk. If any defensive player makes an effort to throw the runner out at second, the play is live and normal rules of play are in effect. Once runner reaches second base, if no play is made against her, ball is Dead. **NO MORE THAN ONE BASE SHALL BE ALLOWED, IF NO PLAY IS MADE AGAINST THE RUNNER.**
 - Any overthrow to first base, which leaves the field of play, will be considered a dead ball and a **one base award** will be issued. Definition of Overthrow – ball leaves the field of play. Definition of errant throw – bad throw that is not caught or fielded.
 - Any batted ball that "Unintentionally" hits the coach-pitcher will be replayed. However, if the coach-pitcher "Intentionally" interferes (umpire judgment) the batter will be called "OUT" and all runners must return to the base they held prior to the pitch.
 - Teams will have the option of using any approved aluminum bat, so long as it has not been altered, other than taped, from its original form.

- The softball shall be a smooth seam or flat surface **SAFETY** ball no more than 11-1/8” in circumference.
- **One** coach shall be permitted to remain on the playing field when his/her team is on defense, but shall in no manner interfere with play. The coach’s position shall be at least three (3) feet behind the base path. This rule is optional (coaches are not required to be on the field).
- The on-field coach shall be permitted to call time for instructional purposes for the period of one (1) minute with the maximum of two (2) per inning. Time-outs for other reasons will be permitted.
- **One** coach will be permitted to stay in the on-deck circle to give instructions to the batter or the on-deck batter. Coaches assisting batters shall not unnecessarily delay the game. Umpires will be instructed to govern this activity to keep play moving.
- All players listed on the game-day roster will be placed on the field of play for defense but only six (6) players (this includes the catcher) shall play in the infield. All outfielders must play at least three (3) feet behind the base paths.
- No base stealing is allowed.
- No intentional “rolling” the ball in lieu of “throwing.” (An intentional underhand bouncing toss is considered rolling.)
- Tight Bases (No runners may leave the base before the ball is hit).
- No infield fly rule.
- No bunting.

2. 10U Division (**Please note that 10u playing rules are the same as 12u playing rules per official ASA regulation with the exception of those listed below.**)

- No harassing the opposing pitcher. Coach must consult the umpire about harassment.
- All Stealing is permitted. (**Dropped ball third strike is in effect. Runner may steal home.**) **No stealing will occur after the coach enters the game to pitch.**
- Bunting is permitted. **No bunting will be allowed after the coach enters the game to pitch.**
- In order to promote a more exciting game, after ball four is called, the offensive coach will enter the game, assume the current strike count, and deliver **up to** three (3) pitches to the batter. The batter may take the first two pitches, but must swing on the third pitch. After the third pitch the batter will be called “OUT” (unless the third pitch is hit into foul territory. If the third pitch is a foul, the batter will continue her at-bat until the ball is hit into play or she strikes out). **If the batter has a strike count, the following examples will apply:**
 - **One Strike:** The batter may receive up to three pitches, but must assume a one strike count, i.e., after swinging at two pitches, she will be called “OUT” (unless the third **strike** is hit into foul territory. If the third strike is a foul, she will continue to bat until the ball is hit into play or she strikes out).
 - **Two Strikes:** The batter may receive up to three pitches, but must assume a two strike count, i.e., after swinging at one pitches, she will be called “OUT” (unless the third **strike** is hit into foul territory. If the third strike is a foul, she will continue to bat until the ball is hit into play or she strikes out).

After the batter hits the ball, the coach must leave the field “**IMMEDIATELY.**” Any ball that “Unintentionally” hits the coach-pitcher will be replayed. However, if the coach-pitcher “Intentionally” interferes (umpire judgment) the batter will be called “OUT” and all runners must return to the base they held prior to the pitch. The coach acting as pitcher must not assist any of his players until she/he has left the playing field. Each team will be allowed one warning. The penalty for any additional occurrences will be an “OUT” being called on the batter and all runners having to return to their prior base.