

ASAC Softball Junior League Rules 2010

Commissioner: Jill and Todd Miller 645-7396, (emmm6@comcast.net)

Notes:

- Helmets are provided with face masks and must be worn by all players, helmets cannot be removed until child leaves field of play, no exceptions. Personal helmets must have face masks or they will not be allowed to be utilized during the games or practices.
- All players must wear one of the following in order to participate
 - Long athletic protective pants (please ask your coach and they can be provided)
 - Shorts can only be worn with sliding shorts underneath and a leg slider on one shin, no exceptions.

Rules:

1. All coaches must be ASAC members and be NYSCA certified.
Three Coaches max per team in the dugout
2. Games start at scheduled time. Forfeit applies 15 minutes past the start time, you must have 8 kids to start the game ([Updated 2010 Mike Long](#)).
3. Game rules
 - Six innings per game, game **can** end in a tie in all but playoffs.
 - Four innings is a complete game if game needs to be stopped due to weather or time limits.
 - Three and a half innings if home team is winning.
 - Mercy rule 12 runs after 3 innings, 10 after 4 innings and 8 after 5 innings.
 - **Five runs max per inning** (finish play that brings in the 5th run) will change sides.
 - **Playoffs only** will have the 4th inning on as **no Run limit** innings. (If coaches would prefer all innings with 5 run limits, it must be agreed upon prior to the game start).
 - **(2007 rule change) Play that brought in fifth run must be completed.** i.e. If bases loaded and 5th run is on 3rd base, the batter hits a home run, then 4 additional runs will score (total of 8 for the inning) as the play must complete (this is just an example).
 - **Play is dead once pitcher has the ball in the pitching circle and inning is over.**
4. Games are 90 minutes (complete the inning, not drop dead)
 - Playoffs are 90 minutes and Championship game is 105 minutes(1:45) finish the inning (unless home team is ahead).

- ALL players MUST play ½ of each game based upon innings played.
5. Home team is responsible for setting up the field (bases, lining etc.).
6. **UMPIRES:**
- New for 2010: Umpires will be paid and assigned to the season schedule. One umpire per game including playoffs.
7. Home team's dugout is on the first base line.
8. Ten players on the field at any one time (four outfielders). Short fielder (4th outfielder) must play in the grass at all times. All outfielders must be on the grass. A minimum of eight players is needed to play the game.
9. All players will bat throughout the game keeping the same batting order. Maximum of five runs per inning (first four innings). If a batter misses her turn at bat for medical reasons, she cannot re-enter that same inning.
- Batting out of order is an out only if the player batting out of order reaches first base. If identified during their at bat, the batter who is supposed to be up will take the out of order batters place at bat with the current count.
10. One base on an overthrow to first. Any runner more than half way to the next base will be awarded the base they're approaching and the next base. The umpire has final say on who was half way at the time.
11. Pitcher is limited to 6 innings per week. A pitcher can re-enter as a pitcher as long as she does not leave the field.
- Any partial inning pitched counts as a whole inning for each pitcher.
12. Courtesy runner can be used for the catcher only when there are two outs to keep the game moving. The runner will be the player who made the second out. Injured runners will use the last batted out.
13. Ball is dead and play is over when pitcher has control of the ball inside the circle.
- 3rd base to home, all runners must return to 3rd base if they are not more than halfway to the home plate when the pitcher enters the circle (Umpires call). If the pitcher makes a play at home from the circle, the result of the play at home counts. Pitcher must hold the ball in the circle to stop the advance from 3rd.
 - 1st and 2nd base, If a runner reaches and turns (feet off of the bag) prior to the pitcher reaching the circle, the player can advance to the next base but no further. If the pitcher reaches the circle prior to any runner reaching 1st or 2nd then the runner must stop at the base as play is dead.

14. All players must make an attempt to get out of the way of a pitch. If a pitcher (fast pitch, windmill) hits more than three batters in one inning, the umpire must decide if the pitcher should be removed from the mound (not the game). If a batter does not attempt to move, the pitcher is not to be held at fault (Umps discretion). Any hit by a pitch to the body or head regardless of any attempt being made must result in a walk. Hitting the ground first should be at the Umps discretion.

15. One visit to the pitching circle, per inning, by the coach is permitted. The second visit in that inning the pitcher must be replaced.

16. Rainouts will be rescheduled by **the home team**. Please update the commissioner (see schedule) when scheduling fields. Remember to call umpire if game rained out (**Call the Junior league Softball commissioner or Umpire Assignor (Chilly: 609-703-5050)**). Games that are not made-up will be rescheduled by the Commissioner and if this game is missed by either team, that team will forfeit the game only if the game was necessary for seeding purposes.

17. Dropped third strike.

- Not used in Jr League play as of Spring 2006

18. (Updated 2009) Stealing will be utilized this year (2009) in Junior league.

- Stealing is allowed upon the ball crossing home plate after a pitch
- One stolen base Per Batter.
- No Stealing Home (3rd to Home)
- No Jeopardy on throw downs from the catcher (i.e. if the catcher attempts to throw out a runner from 2nd to 3rd and the ball goes past the 3rd baseman, the runner cannot advance)
- Illegal leads will be discussed with player and coaches. Leads must not be taken until ball crosses home plate, by rule this is an automatic out but should not be enforced in this league but rather discussed with player and coach only and the player will be put back to the previous base if they stole during this play.

19. **Picking up Players:** You may pick up a maximum of two players if you only have 7 players. You must start with 8 players and can finish the game with 8 players. You may not pick up a player when you can field nine. Picked up players bat last and play in the outfield if picked up from another Junior team. (New for 2010) If called up via Rookie league, the players can play in any position and bat in any location in the batting order. Player should be approved by the opposing team (Junior players only) but if there is an issue, the Commissioner has final say. It is preferable to pickup from the younger league (Rookie) but a member of another team can play with approval from the other teams head coach or league commissioner. Rookie league can provide a list of eligible players to be called up to Junior league if needed.

20. Modified Coach Pitch (added Spring 2006)

- Once a batter receives four called (4) balls and X strikes the count reverts to just the strike count, X strikes (i.e., if the count was 4 balls and 2 strikes, the count will revert to 2 strikes). Up to Six additional pitches (**Please review the number of pitches for 2010**) will be thrown by the offensive coach (see below).
- (new for 2008) The offensive coach (batting players coach) will come out to pitch to the batter and she will get 6 additional pitches.
 - There will be NO walks, they have 6 pitches to either hit or the result will be an out.
 - If the player does not swing in those 6 pitches, she is out.
 - If the player fouls all 6 pitches, she is out after the sixth pitch.
 - If the coach has difficulty throwing strikes, please move closer to the batter. Only the children need to pitch from the mound!
 - **(new for 2009) Interference during coach pitch from the coach (ball hits the coach) will result in a foul ball call to his/her batter. (i.e. If you as the coach are hit by a ball in play, your batter will receive a called foul. If the play occurs on the 6th pitch, the batter will be out).**

21. Please remember good sportsmanship! The reason we are here is to prepare these kids for the next level of play, not to make it easier for the coaches or to put pressure on these kids that is unnecessary. Have fun and Thanks for all your time and effort.

22. Any changes to these rules must be approved by the ASAC Softball committee and ASAC Executive Board. Please bring any recommendations to your league commissioners attention. Please, no exceptions to the rules.

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