

ASAC ROOKIE GIRLS SOFTBALL RULES 2010

COACHES:

1. All coaches must be active members of ASAC and certified through N.Y.S.C.A (<http://nays.org>) , Babe Ruth or Little league.
2. Commissioner will evenly divide up teams by grade levels with **NO** look sees being necessary.
3. Each team should have a minimum of three (3) coaches to keep order.
4. Both team's coaches will help with field set up and clean up.
5. Coaches ARE allowed on the field during play to assist throughout the entire season.
6. At least one (1) coach must be in the dugout at all times when his/her team is batting.

RULES:

1. Have **FUN**. Respect your coaches and teammates.
2. Keeping score is discouraged until the last three (3) scheduled games which will be played like official games. Season ending standings (for 3 games played) will not count towards playoffs, championships or otherwise. This is just meant to be an instructional league at this time.
3. Helmets are provided with face masks and must be worn by all players. Personal helmets must have face masks or they will not be allowed to be utilized during games or practice.
4. Only one (1) batter allowed in the on deck area at any time. All other players must be in the dugout. A helmet must be worn when in the on-deck area. NO bats are allowed to be swung in the on-deck circle in the dugout. It has become too much of an issue with potential injuries throughout our leagues.
5. **NEW FOR 2010 SEASON-** A pitching machine will be utilized for all games. A coach of the offensive team will operate the pitching machine.
 - a. Pitching machine will be set for an appropriate slow speed as to imitate the soft toss of a ball over the plate.
 - b. "Softie" 11" Soft Balls are to be the only ball utilized for use at anytime at this age level.
 - c. At no time is any player to be near the pitching machine. Please treat any balls that are unplayable due to the pitching machine as a base hit.
 - d. Each batter will get (6) pitches. A foul ball on the 6th pitch or any subsequent pitches will result in another pitch from the machine. If the batter does not put any of the machine pitches into fair territory, a tee will be brought out to hit off.
 - e. Any pitch that is not a "strike" will not count toward the six (6) pitches.
6. All players will play the field. Coaches will position the players according to how many players are present.
7. Teams will bat all players every inning in any order the coach sees fit.
 - a. You must bat each player equally in the order that you indicate prior to the game.

- b. During the 3 actual games at the end of the season, lineups should be submitted or shared with the opposing team as this is also an opportunity to prepare coaches for the next level.
8. Hits and advancing runners:
 - a. One (1) base per batter until the last batter of the inning at which time the batter and all runners will round all the bases.
9. All outs will count. Any runner who is out will return to the dugout.
 - a. Prior to the 3 games at the end of the season, regardless of outs, each team will bat through the lineup prior to changing sides.
10. Coaches will discuss starting a new inning if time allows and both teams will be able to bat.
 - a. There are no set innings.
 - b. Fields are available for 90 minutes of play.

NEW FOR 2010 SEASON:

1. The last three (3) games of the season will be played like an official game.
 - a. Games are 90 minutes in length
 - b. A full game is considered 4 innings or 3 ½ if the home team is ahead. A game can be called due to weather, field conditions due to weather, time constraints, etc.
 - c. Weather related: Once lightning is seen, a fifteen (15) minute time frame where no lightning is seen must exist before returning to the game. If another bolt of lightning is seen, then the fifteen (15) minute time frame begins again. This call is to be made by the coaches. Safety first.
2. Teams will continue to bat until
 - a. they make three (3) outs or score five (5) runs in one (1) inning. The play that brings in the 5th run will be completed but only the 5th run will count.
 - b. You cannot bat more than your lineup in one inning (with the 5 run rule, you typically will not be able to bat more than your lineup).
3. A batted ball that strikes the pitching machine is ruled dead. The batter advances to first base and all other base runners move up one (1) base.
4. On an infield play, runners may advance one (1) base on an overthrow.
5. On a batted ball to the outfield, the batter and any other base runners may continue to advance until the defensive player releases the ball. Any runner who is **NOT** at least halfway to the next base must return to the previous base (coaches discretion).
6. Games can end in a tie. These games are intended to get the players who will be moving up to the next level familiar with a real game situation.
7. It is encouraged that all players should learn the fundamentals of each position throughout the season, keeping in mind the ability of each player for their own safety.
8. Any rainouts may be made up by the coaches of the affected teams if they see fit. Field time must be considered when rescheduling these games.