

ASAC Softball Senior League Rules 2010

Commissioner: Mike Long 272-9735, (longm@verizon.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 (two field, one dugout)
2. Games start at scheduled start time (see calendars). Forfeit applies 15 minutes past the start time, you must have 8 kids ([revised 2010](#)) to start the game and 8 kids to play after you start.
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** (complete the play) will change sides each inning.
 - ([Updated 2009](#)) (Unlimited final innings are at each coaches discretion prior to the game, I have removed in 2009 during regular season to try to keep games competitive and close)
 - ([Updated 2009](#)) Playoffs and Championship games: Unlimited run innings start with the 4th inning. Innings 1st through 3rd are 5 run rule innings.
 - **Completing the play:** i.e. If the 5th run is on base and the batter hits a home run, all runs including the batter count thus completing the play. Bases loaded with a home run could add up to 8 runs for that inning.
4. Games are 90 minutes
 - Playoffs are 90 minutes and Championship game is 105 minutes(1:45), game must have a winner.
 - 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. All players must play ½ the innings per week played.
7. Home team's dugout is on the first base line.

8. Ten players on the field at any one time. **(Updated 2009)** Short fielder if used must play in the grass at all times. All outfielders must be on the grass. A minimum of 8 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.
 - **(Updated 2009)** An injured batter will not count as an out but removed from the batting order.
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 which can be over two games or all in one game. 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 for the catcher only when there are **two outs**. 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.
- All bases: Runners must commit to direction once the pitcher has the ball in the circle. Inability to commit is considered taunting and will result in an out if called by the umpire.
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 but is a legal dead ball if it hits the batter.
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) or contact Jodi or Michael Long and don't leave a message if we don't answer as it is the coaches responsibility.** 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.
- **NSA assigning umpire, must call prior to 3:30pm on game day!**
 - **Chilly (that's his name) (609)703-5050**
 - **Please call or contact someone who can as we pay for the games we don't call to cancel!**

17. Drop third strike

- When first base is **unoccupied** with less than 2 outs.
- With 2 outs first base can be occupied and drop 3rd strike is in effect.

18. Steals

- Runners can advance upon release of pitch.
- Illegal leads (leaving prior to release of pitch) is an automatic out (if called by the umpire).
- **(For discussion in 2010)** No stealing of home (A few options).
 - No stealing on past balls to the catcher only, otherwise, stealing home is allowed.
 - No stealing of home unless driven in by a hit of any kind.

19. Picking up Players:

- You may pick up a maximum of two players if you only have 7 players) but must rotate through a list provided by Junior league for eligible players **(New for 2010: Each Senior team will have a minor league Junior team to call up from and you must rotate through the list of kids the best you can. This is if we have 4 teams at each level.)**
- Do not call up the same player each time needed. You must start with 8 players. **New for 2010, You can call up Junior league players to field up to 11 players. The entire lineup must bat though.**
- If picked up player is another Senior league player that was agreed upon by other coach, that player bats last and plays in the outfield. Player should be approved by the opposing team but if there is an issue, the Commissioner has final say. If you pull from Junior league, no permission is necessary.

20. 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.

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