

SAN BRUNO GIRLS SOFTBALL LEAGUE, INC.



2012 PLAYING RULES

(Revised 3-11-12)

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FOREWORD

These are the approved rules of the *San Bruno Girls' Softball League*. These rules supplement or modify *ASA Official Softball Rules*. The League is an ASA chartered league and plays under the official rules of the ASA. The rules contained herein do not restate the *ASA Official Softball Rules* and do not exempt participants in this league from adherence to that body of rules. We have organized these rules to reflect the structure of the *ASA Official Softball Rules*. Rule numbers and rule names match the ASA designations. When appropriate, we created new rule numbers and titles, these begin after all ASA rule numbers. Sections and subsections within a rule will not match the ASA section and subsection numbers. When possible, cross references to ASA rules are given. In instances where a league rule was a duplicate or restatement of an ASA rule, but did not change the ASA rule, the league rule was either moved to the *Points of Emphasis* or dropped.

PRECEDENCE OF RULES

Amateur Softball Association (ASA) rules, with the modifications defined herein, will be in effect for all games of the *San Bruno Girls' Softball League, Inc.*

Whenever a dispute arises as to precedence of an ASA rule and a rule contained herein, the rule contained herein will take precedence.

Past practice, however long-standing, will not necessarily be the sole basis for settlement of a dispute over any operational policy, playing rule, or on-field situation.

RULE 1 - DEFINITIONS

CONFERENCE. As used herein refers to the category groupings within a division of the league in which teams compete and are rated against each other. Usually an American and National Conference is formed within each division.

DIVISION. As used herein refers to a major grouping by age within the league in which teams compete against each other. These groupings are similar to ASA Junior Olympic Age Classifications.

KNOWN PITCHER. Is defined as, any player or player candidate who has pitching experience and has pitched in any organized softball league or any player or player candidate who is known by the membership as having pitched in organized softball. (Primarily used to determine pitchers for the Junior & Majors age group).

LEAGUE. Refers to the San Bruno Girls' Softball League in its entirety or any part thereof.

OUT-OF-TOWN PLAYER. Any player or prospective player who is not a SAN BRUNO PLAYER, i.e., one who lives *outside* the boundaries of San Bruno and does not attend a school within the city of San Bruno or the San Bruno public school district.

PLAYER'S AGE. For regular and postseason intra-league play, a player's playing or league age will be determined by the League's base year (playing season year). For tournament play, a player's age will be determined by the rules of eligibility of the tournament sponsor, governing or sanctioning organization, or body of rules as appropriate.

PLAYING SEASON YEAR. For the purposes of establishing eligibility, the League has established a base year for determining the age of players. Playing season year refers to the calendar year in which regular league play is held. Registration, tryouts and the draft are usually held in the year before the playing season year.

SAN BRUNO PLAYER. Any player or candidate player who lives within the boundaries of San Bruno, attends school within the San Bruno public school district or attends a private or parochial school within the boundaries of San Bruno.

SISTERS. Any two or more players who by circumstance of birth or a court order share the same parent or parents, or who reside in the same household under any combination of parent and legal guardianship with the adult(s) of that household.

When two or more players reside in the same household and an adult in the household is either (a) the parent of one or more players and the legal guardian of the other(s), or (b) the legal guardian of all the players, the league will accord the players the same privilege as sisters/older sisters.

STRIKE ZONE (MINIS AND MINORS ONLY). When a batter assumes a natural batting stance, the strike zone is that space over any part of home plate between the top of the batter's shoulders and the bottom of her knees. (ASA RULE 1 - DEFINITIONS)

RULE 2 - THE PLAYING FIELD

Section 1. PITCHING MOUND

- A. **Pitcher's Rubber.** The distance of the pitcher's rubber will be determined by the player's age. (ASA RULE 2 - THE PLAYING FIELD, SECTION 1)
- B. **Pitcher's Circle.** There will be a sixteen (16) foot circle, eight (8) feet in a radius drawn from the center of the pitcher's plate. (ASA RULE 2 - THE PLAYING FIELD, SECTION 3F)

Section 2. TEAM AREA

- A. **Dugouts.** The home team, as designated by the game schedule or other rule, will take the first (1st) baseline dugout.

RULE 3 - EQUIPMENT

Section 1. THE LEAGUE SOFTBALL

- A. **MINIS AND MINORS.** An 11-inch, white or yellow synthetic leather-covered Incredi-ball or other 11-inch ball of approximately the same hardness will be used for all games. (ASA RULE 3 -EQUIPMENT, SECTION 2)
- B. **JUNIORS & MAJORS.** A 12-inch, ASA official fast pitch softball will be used for all games. (ASA RULE 3 - EQUIPMENT, SECTION 2)

Section 2. HELMETS

- A. **Mask Requirement.** All batters, batter-runners, and runners must wear an ASA-approved helmet based on 2007 ASA rules with chin strap and a mask fastened thereto.
 - 1. Mask does not have to be Nocsae approved
- B. **Bat Girl.** ASA helmet rules will be in force for the bat girl.
- C. **Fielding Pitcher (Mini's Only)** ASA Helmut rules apply. This position also requires a the fielding pitcher to wear a chest protector.

Section 3. UNIFORM

- A. **Shoes.** All players must wear shoes that have soft or hard rubber cleats.
- B. **Sweatshirt.** Players may wear a sweatshirt under the uniform in cold or wet weather. If one player wears a sweatshirt, all other players are not required to wear one. If more than one player wears a sweatshirt, they need not be alike. (ASA RULE 3 - EQUIPMENT, SECTION 6C)

- C. **Outerwear.** Players may wear a jacket, sweatshirt, etc. over the uniform, in cold or wet weather, when the player plays defense or becomes a runner. Players at bat may not wear any garment over the uniform that obscures the player's uniform number. (ASA RULE 3 - EQUIPMENT, SECTION 6C)
- D. **Jewelry.** No jewelry, except medical alert bracelets or necklaces taped to the body, may be worn during the game. (ASA RULE 3 - EQUIPMENT, SECTION 6F)

Section 4. BATS

- A. Bats shall meet the 2007 ASA rule specifications

Section 5. OTHER

- A. **Bases.** The home team, as designated on the game schedule, will be responsible for furnishing and placing the bases.
- B. **Game Ball.** The home team, as designated on the game schedule, will be responsible for furnishing a new, unused, unmarred ball for the game ball and any reserve balls required by the umpire. Reserve balls may be used balls in good condition.

RULE 4 - PLAYERS AND SUBSTITUTES

Section 1. Eligibility

- A. **Age.** (Effective beginning in the 2008 playing season)
1. **MINIS:** At least six years old, but not more than eight years old as of December 31 of the calendar year immediately preceding the playing season year.
 2. **MINORS:** At least eight years old, but not more than ten years old as of December 31 of the calendar year immediately preceding the playing season year.
 3. **JUNIORS:** At least eleven years old, but not more than thirteen years old as of December 31 of the calendar year immediately preceding the playing season year.
Exception: (Juniors Only) A player may play as a 14 year old if they are still in 8th grade for the entire playing season.
 4. **MAJORS:** At least Thirteen years old, but not more than 18 years old per ASA rule.
- B. **Residence.** The league is open to players from San Bruno and any of its neighboring communities. The League guarantees all eligible and properly registered San Bruno players placement on a team. Out-of-town players, in any year in which they are subject to the draft, irrespective of division, will be selected, as needed to fill team rosters, after all eligible San Bruno players are selected.
Exception: Where it is determined prior to the draft that all eligible and properly registered players will be drafted, Out-of-town players may be drafted in any order.
- C. **Registration.** On the dates announced for registration, each candidate player will submit a completed registration form. The form must be signed by her parent(s) or guardian(s). Proof-of-age and residency documents, if required, will accompany the registration form.

- D. **Fees.** League registration fees must be paid at the time of registration. Players will not be allowed to participate in any game or practice until fees are paid. In addition, players may be required to sell candy or pay a fee in lieu thereof. Any player who fails to remit their sales proceeds or fee by the League-established due date will not be allowed to participate in any game or practice until said proceeds or fees are paid.
- E. **Playing Experience.** All candidate players must disclose all playing experience at the time of registration. If space is not provided on the registration form for such disclosure, the disclosure must be made in the manner prescribed by the registration official.
- F. **Tryouts and Draft.** Each player, in their first year of any division, unless excused under another rule or ruling of the league, is required to participate in tryouts and is subject to the draft to be held during the month of November preceding the playing year. A player may be subject to or excused from either tryouts or the draft, or both, by other rules or ruling of the league.
- G. **Pitchers.** Pitchers may be subject to special eligibility, draft and tryout rules. See the appropriate sections under this rule at SECTION 3, TRYOUTS AND THE DRAFT and SECTION 5, PITCHING POOL.
- H. **Request to Play Out of Age Group.** Any player who wishes to play in a division shown in Rule 4, Section 1.A. that does not conform to their age group, (whether the division in question involves older or younger players), must submit a written request to the Commission by the last official sign up day preceding the playing season.
- I. **Player Limited to Play in One Division Only.** A player may only play in one division during the playing season.

Section 2. THE TEAMS

- A. **Number.** The league will establish, after registration and prior to any round of the draft, the number of teams in the mini, minor and the junior leagues, the divisions within each league and the number of teams in each division.
- B. **Roster.**
1. **Number of Players:** The league shall, at least 10 days prior to the first regular game, establish the number of players on each team. No team shall have more than eighteen (18) players nor less than thirteen (13). This provision may be altered by majority agreement at the draft when such alteration is in the best interest of the league and its players. All teams in a division must carry the same number of players on their roster, unless by majority agreement, at or subsequent to the draft, a team is allowed a different number of players. No team shall be allowed to add players after the league games start, unless their roster has dropped below the minimum number of players determined by the league.

2. **Filing and Distribution**: Each team will file a roster with the Commission and provide the same to all teams in the league at or prior to the last Managers' meeting held prior to the commencement of the playing season. Rosters must include the player's name, address, phone number, age, birth date, and optionally the parents' names. A team not in compliance will forfeit all games until it has submitted and distributed its roster.
 3. **Dropped Player**: No player can be dropped from a team play until the Commission has been notified and concurred with the proposed action. Violation of this rule will result in the reinstatement of the player and the forfeiture of two games.
- C. **Practice**. Teams may begin practice anytime after the draft provided *all* players in attendance are insured. The time and frequency of practice will be determined by the team manager. No player's attendance at practice will be mandatory before the first day of January of the playing season year or after the team's last game of the playing season. (See Rule 4§1D re: a player's eligibility to practice.)
1. **League Clinics**. Prior to the start of the playing season, the League may conduct clinics for the purpose of providing instruction to each of the League's players. It is **mandatory** that each team attend no less than two (2) of these clinics. No team may hold a team-only practice in lieu of attendance at a League clinic.
- D. **Fielding the Team**.
1. **Positions**
 - a. **Defense**
 - i. **MINIS**. Each team will field twelve (12) players, with seven (7) placed in the infield and five (5) placed in the outfield. One infielder will be positioned as a fielding pitcher. (See Rule 6, §7 re: Pitcher/Coaches.) Managers are encouraged to rotate infield and outfield play.
 - ii. **JUNIORS, MAJORS, AND MINORS**. Each team will field ten (10) players in the following positions: a pitcher (F1), catcher (F2), first baseman (F3), second baseman (F4), third baseman (F5), shortstop (F6), left fielder (F7), center fielder (F8), right fielder (F9), and an extra fielder (F10). (ASA Rule 4 - Players and Substitutes, Section 1C).
 - b. **Offense – Continuous Batting Rule**. All players on a team's roster who are present for the game will be listed on the lineup card and will have a regular turn at bat.
 2. **Short-handed Rule**
 - a. **Minimum Number**. A team may begin or continue a game with not less than eight (8) players. (ASA Rule 4 - Players and Substitutes, Section 1A1 and D1)
 - b. **Runner Departs**. If the player leaving the game is a runner, she will not be declared out. (ASA Rule 4 - Players and Substitutes, Section 1D2.)

- c. **Turn at Bat.** When a player who has left the game is scheduled to bat, an out will not be declared for her turn at bat. The next player in the batting order will bat. (ASA Rule 4 - Players and Substitutes, Section 1D3.)
 - d. **Bat Girl as Player.** A team that has less than the required minimum number of players to start a game, may use the bat girl to reach the minimum requirement. When used, the bat girl may play at any position, except pitcher, until a regular player on the team's roster arrives.
3. **Late Player**
- a. **Lineup.** A late player will be placed on the bottom of the lineup card and played. (ASA Rule 4 - Players and Substitutes, Section 1A3)
 - b. **Reporting.** A late player must be reported to the manager of the opposing team, the official scorekeeper and the umpire before she takes a turn at bat. Though not substituting for a player on the offensive team, the ASA Rule governing substitutes shall apply. (ASA Rule 4 - Players and Substitutes, Section 6)
- E. **Bat Girls.** (For Minors only)
- 1. **Age:** Team bat girls must be 8 years old or younger. An older bat girl may be used if she has no intent to play.
 - 2. **Waiver Form:** Bat girls must submit a completed waiver form to the league before they are allowed to participate.
 - 3. **Fees:** Bat girls will not pay registration fees.
 - 4. **Team Placement**
 - a. **MINIS AND MINORS:** A bat girl may be automatically placed, as a regular member, on the team on which she served as bat girl. (Refer to Section 3 - Tryouts and the Draft, Subsection H5.)
 - b. **JUNIORS & MAJORS:** A bat girl is not guaranteed placement on the team on which she served as bat girl.
 - 5. **Limit per Team:** Each team is limited to a maximum of two bat girls.

Section 3 - TRYOUTS AND THE DRAFT

- A. **Participants (JUNIORS, MAJORS, AND MINORS ONLY).** All candidate players, who under the rules of eligibility or any other rule or ruling of the league is or becomes subject to tryouts and the draft, are required to participate. A player who is required to participate may be excused from the tryouts or the draft by another rule or ruling of the league.

(Juniors and Minors only)

- 1. Returning players not signed up by commencement of the League established Draft will not automatically return to their previous team. Players will be drafted via random drawing as set forth to comply with this league's drafting rules.

(Juniors Only Exception)

- 1. High School players that do not make their High School team will be eligible to go back to their previous team

- B. **Time and Place.** The commission will establish the date(s) and location(s) of the tryouts and the draft (both the initial draft and, if necessary, the second draft). The draft(s) will be held after a thorough tryout program has been completed.
- C. **Order of the Draft.** The order of the draft will be as follows:
Minors, **Juniors** & Majors: Draft will be in reverse order of the previous post season's tournament record. (Effective 2012 league play has no bearing on draft picks.) If new teams are formed, the new teams will be placed, consecutively by

order of a draw, in the draft order before the teams continuing from the previous season. The new teams will also participate in a preliminary draft round (see Picks).

1. **Random Drawing.** The random drawing “Hat Pick” will occur on the draft pick prior to any team’s last pick. The random drawing may or may not take the place of a team’s 1st round draft pick. It will be at the team manager’s discretion. Reasons prospective players would be drawn from a random Drawing:

- Prospective Player did not attend tryouts
- Prospective returning players that did not register before the draft
- Prospective returning players that requested a team change prior to the draft and tryouts
- Any other areas covered in the San Bruno Girls Softball League rules that pertain to random drawings.
- **Exception:** Known pitchers will not be drawn as a hat pick unless the commission determines the need for such. (ie, multiple known pitchers signing up after draft or returning player opting to change teams)

2. **Draft Manipulation:** Any team found to have manipulated the draft as determined by the commission will be loose their 1st round draft pick in the following season in which the violation occurred. In addition, the Commission reserves the right to apply additional penalties if commission determines it is warranted.

D. **Team Balance.** Each team will draft, as closely as the player pool and other circumstances permit, an equal number of players from each age group within its division. In any year in which the authorized number of players on each team roster is an odd number, the last player selected to complete the roster can be from any age group.

E. **Pitchers.** Any prospective Junior Division player, rookie or veteran, who wishes to be considered for the position of pitcher on any team will be subject to the special provisions, contained herein, for that position. (See this rule Section 5, Pitching Pool)

F. **Player Absence.**

1. **Written Request:** Players subject to the draft and required to participate in the tryouts must submit for review a written request fully explaining their inability to attend. They must submit the request before tryouts are held.
2. **Position in Draft:** Players subject to the draft and required to participate in the tryouts, who are not in attendance at tryouts, will be selected from a random drawing during the draft.

G. **Waiting List.** If all team rosters are full and there remain (1) candidate players who were required but failed to attend tryouts, (2) out-of-town players, and (3) post draft registrants who have not been selected, they will be placed on a waiting list and will be placed on teams as the need for additional rostered players arises.

H. **Options.** An option is an agreement between a manager and the league covering a special condition involving a player candidate. Ideally, an option is exercised at the time of registration and the candidate for whom an option has been exercised would be excused from tryouts and is not subject to the draft. The

team exercising an option may be accessed one or more draft picks as defined by the specific option. If an assessment is due, it will be made in the first draft round in which a team is entitled to a pick and in each consecutive round until a team's assessment is satisfied.

1. **Declaration**: An option on any candidate player, should be declared at or shortly after registration, but in all cases, it must be declared before the first round of the draft (before the preliminary round if one is held, see New Teams).
2. **Sister is/was Player**: A player, at her option, at any time before the draft, may be placed on the team on which her sister is a player or in the event her sister has left the league, the last team on which her sister was a player. This option is restricted to the player's first year in the league or the player's first year in any division of the league. Exercise of this option, by the player will be binding upon the team of the first sister. Exercise of this option does not count as a pick in any draft round.
3. **Manager's Daughter/Granddaughter**: At the option of the parent/Grandparent-manager, her/his daughter will be automatically placed on the team managed by the parent/Grandparent-manager. Exercise of this option does not count as a pick in any draft round.

Exception: The exercise of this option does count as a draft round pick if the manager is a new manager for the team in question for the playing season year, and the last prior manager remains with the team as a coach, and still has a daughter/granddaughter as a player on that team.

4. **Coach's Daughter/Granddaughter (MINIS AND MINORS ONLY)**: Each team has the option of automatically placing the daughter of a team coach on the same team as the parent/grandparent-coach. The option is valid, if and only if, the parent-coach for which the option will be exercised is declared before tryouts. To be eligible for the option, the coach's daughter/granddaughter must be 8 years old or less and this option must be declared before commencement league established tryouts
 - a. **(MINIS ONLY)**: The exercise of this option is limited to two coaches per season but will be reduced to one if the team manager elects to take a free pick (see Manager's Pick). A team is assessed a draft pick for each player selected.
 - b. **(MINORS ONLY)**: The exercise of this option is limited to one coach per season but will be reduced to zero if the team manager elects to take a free pick (see Manager's Pick). A team is assessed a draft pick for each player selected.
5. **Bat Girl (MINIS AND MINORS ONLY)**: Each team has the option of automatically placing any candidate player who served as bat girl for the team in the playing season immediately preceding the draft on the team as a regular member when all eligibility criteria are satisfied. Exercise of this option does not constitute as a draft or free pick.
6. **Prospective Players are Sisters**: When two or more sisters are subject to the draft in the same division at the same time, the players may, at their option,

when the first player is drafted be automatically placed on the same team. This option may be exercised by the players at the time of registration or any time thereafter, but must be exercised before any round of the draft. The players' exercise of this option is binding upon the team that drafts the first sister. This option, then exercised, will constitute one draft pick for each set of sisters regardless of the number of sisters in any set.

7. **Manager's Pick (Free Pick--MINIS AND MINORS ONLY):** Each team manager is entitled to pick one (1) new player at his/her discretion from the pool of prospective players. This option, when exercised, will constitute one draft pick.
 - a. To be eligible for the option, the new player must be 8 years old or less and this option must be declared before commencement league established tryouts.
 - b. **(MINORS ONLY):** The exercise of this option is limited to one player per season but will be reduced to zero if the team manager elects to take a team coach (see Coach's Daughter/Granddaughter).

I. New Team

1. **MINIS AND MINORS:** If any new team(s) is formed, a preliminary round will be held in which only the new team(s) will draft. This round shall be held after the declaration of picks by all teams, but before any continuing team drafts from the general pool. Each new team shall, in succession, draft one player until each team has drafted three (3) players. The order of succession will be decided by draw before the first round and the same order followed for each subsequent round. The manager's daughter/granddaughter option, if exercised, shall not be included in the player count.
2. **JUNIORS & MAJORS:** If any new team(s) is formed, a preliminary round will be held in which only the new team(s) will draft. This round will be held after the declaration of picks by all teams, but before any continuing team drafts from the general pool. Each new team will, in succession, draft one player until each team has drafted two (2) players. The order of succession will be decided by draw before the first round and the same order followed for each subsequent round. The manager's daughter/granddaughter option, if exercised, will not be included in the count.

Section 4. CHANGING TEAMS

A. Changing Teams Prior to Start of Season:

1. Requires a written notice to the Commission from the players parent or guardian requesting a team change. (No reason required)
 2. The note for this request is due before tryouts and draft day.
 3. Players requesting team changes would be selected by random drawing at a time during the draft to be decided upon by the league Managers and Commissioners. Under no circumstances would this special process be used after the draft has been completed.
 4. **Exception: Pitching Draft rules supersede.**
- B. **Restriction.** Team changes cannot be made after the first game of the playing season.

1. **Sit-Out Period.** If a player quits a team during the first 1/3 of the current season, she may not play on another team until the next year's playing season. If she quits during the last 2/3 of the season, she may not play on another team until the second consecutive season following the season in which she quit.

2. **Draft Re-entry.** A player who quits a team shall be subject to tryouts and the draft when she becomes eligible to return to league play.
- C. **Appeal.** A player may appeal for a team change, the sit-out period, or the tryout and draft requirements.
1. **Written Appeal:** A written request stating the player's case and explaining just cause must be submitted to the Commission.
 2. **Hearing:** The player and at least one of the player's parents must appear at a hearing before the Commission.
 3. **Re-entry:** If an appeal is approved before the draft, the player will attend tryouts and be subject to the draft. If the approval occurs after the draft, the player will be placed on the waiting list.

Section 5. PITCHING POOL (JUNIORS & MAJORS ONLY)

A. **Designation:** Prior to designated tryouts managers are responsible for notifying in writing the number of known pitchers on their team.

B. **Pitching Pool:** A pitching pool will occur upon the following circumstances:

- a. Teams do not have an equal number of known pitchers.
- b. Unforeseen circumstances warrant such action as determined by the Commission.

C. **Pitching Draft Order:** Known Pitchers will be drafted as part of the regular draft unless dictated by any other rule listed. However each known pitcher will participate in a pitchers tryout either as part of the league designated tryouts or as part of a specially called tryout in order for all teams to witness the know pitchers abilities.

D. **Draft Manipulation:** Due to the impact of pitching, this area will be scrutinized in greater detail to ensure compliance. The Commission reserves the right to act as necessary to address violations.

E. **Known Pitcher Opting to Change Teams:**

A Known Pitcher opting to change teams must attend the tryout and participate in the Pitching Pool Tryout and/or Draft if necessitated. If the player fails to tryout, the Commission shall determine the course of action as to allow for regular draft or be drafted as a hat pick.

Section 6. CONDUCT

- A. **Attendance.** A player who is tardy or misses meetings, practices or games, unless they notify the manager of an illness or other acceptable reason before the incident(s), is subject to being benched or dropped from the team. The manager may bench or initiate action to drop a player at her/his discretion. Acceptance of a "conflict of schedule with other non-school activities" is the manager's prerogative.
- B. **Offensive Language.** A player, coach, or spectator who uses disparaging, insulting or otherwise offensive remarks to or about another player, coach, spectator, or umpire will be given a warning for the first offense, but for the second offense the player, coach, or spectator will be ejected from the game. (ASA Rule 10 - Umpires, Section 9.)

- C. **Physical Offense.** Any player, coach, or spectator who makes physical contact, fighting or striking another player, coach, spectator, or umpire will be immediately ejected from the game and suspended from eligibility for play in any future game. The player, coach, or spectator will not play in any league game until she has appeared at a hearing before the Commission and been successfully reinstated.
- D. **Ejection.** Any incident involving a game ejection of a player, coach, or spectator will be reviewed by the Commissioners and appropriate action will be taken by the commission.
- E. **Dropped Player.** A player dropped for disciplinary reasons is subject to the same sit-out periods and appeal procedures for a player that quits a team.

RULE 5 - THE GAME

Section 1. TEAM CONDUCT

- A. **Team Contingent.**
 - 1. **Team Members:** Each team shall have on the field, in the dugout area, or in foul territory all available players on the team's roster, bat girls, game coaches and manager.
 - a. **Game Forfeiture.** If a team allows an ineligible player to participate in a game or practice, it results in an automatic forfeiture of their next League game. (See Rule 4, §1D re: player eligibility.)
 - 2. **Parents:** No parents, other than team managers and coaches, are allowed on the playing field at any time. In the case of an accident, the manager or coach will handle the problem. If it is felt necessary, the parents may be called onto the field.
 - 3. **Umpire's Judgment:** The appropriateness of anyone's presence on the field, in the foul area or in the dugout area, whether or not allowed there by this rule, will be solely at the discretion of the umpire.
 - 4. **Spectators:** Fans and spectators are considered part of a team's contingent and their conduct is the responsibility of the team manager.
- B. **Minimum Innings Played.** Each player on a team's roster who is available for the game must play a minimum of three (3) innings per game unless they arrive after the completion of the fourth (4th) inning. Any player arriving after the fourth inning forfeits her right to play in that game and plays or does not play at the manager's discretion.
- C. **Safety Practices.**
 - 1. **Bats in Motion:** Only two players or two players and the bat girl may be outside the dugout with a bat at any time. The team manager will be warned on the first infraction. On the second infraction by the same player, the player may be ejected at the umpire's discretion.
 - 2. **Balls in Motion:** If more than one ball is in motion at any time during a live ball situation, the manager will be warned. On the second infraction by the same player, the player may be ejected at the umpire's discretion.

3. **Ice:** The league shall supply each manager with ice packs, to be available at all practices. Each manager is responsible to insure that ice packs or ice is available at all games.
4. **Medical Supplies.** The League shall supply each manager with a first aid kit. It is the responsibility of the each manager to ensure that the first aid kit is available at all practices and games.

Section 2. REGULATION GAME

A. Time Limit.

1. All league games will be limited to a maximum of one hour and thirty minutes (1:30) of play.
2. **Starting Time:** Each manager, the official scorekeeper and the umpire will know the official starting time. At the beginning of each game, the umpire will announce the official starting time to the official scorekeeper.
3. **New Innings:** No new inning can be started after the time limit has expired.
4. **Tie Game JUNIORS, MAJORS, AND MINORS:** A game tied at the end of seven innings will be continued by playing additional innings if the time limit has not expired. Such continuation is subject to the following tie breaker procedure: the offensive team shall begin its turn at bat with the player who is scheduled to bat last in the current inning as a runner at second base. If the player is absent or injured, then the player whose name next precedes that player's on the line-up card shall be the runner. (ASA Rule 5 - The Game, Section 3.)
 - a. **Exceptions (Minors Only)**
 1. Tie game rule will apply after 5 innings.

B. Field Officials.

1. **Umpire:** The league will furnish at least one umpire for each game. Exception: **MINIS ONLY.** Games will be umpired by Pitcher/Coaches.
 - a. The Umpire's starting position for each pitch during a single umpire game shall be behind home plate.
2. **No Show:**
 - a. **Reporting.** If the umpire is not available for the scheduled start of the game, the manager of the home team must report the tardiness or absence before his team's next scheduled game.
 - b. **Substitutes.** If the umpire is not available at the start of the game and the managers of both teams agree, they may play the game with substitute umpires. The managers must report this action to the league before either team's next scheduled game.

- C. **Managers' Option to Call.** If the managers of the two opposing teams agree that it is unsafe to play due to rain out or darkness and the umpire is not in agreement and does not call the game, the judgment and decision of the managers shall prevail. (ASA Rule 5 - The Game, Section 3C.)

D. Run Limit.

1. **Inning Limit:** No more than six (6) runs per inning will be recorded for any team. Exception: **MINORS AND MINIS ONLY.** No more than five (5) runs per inning will be recorded for any team.
2. **Exceptions (JUNIORS, MAJORS, MINORS ONLY)**
 - a. **Umpire's Notification.** The umpire must notify each team's manager before the start of the last inning that it is the last inning. The last inning shall not be declared before 80 minutes have expired.
 - b. **Seventh Inning.** (Juniors & Majors only) The inning run limit rule will not apply in the 7th inning, or if sooner, the last inning is declared by the umpire. (Effect: Unlimited runs may be scored by each team in the declared last inning)
 - c. **Time Limit Rule Supersedes.** The inning run limit rule will not apply in the last inning of any regulation game in which the umpire, before the start of the inning, notifies the teams that he is invoking the time limit rule at the completion of the inning. (The Time Limit Rule Supersedes will only be in affect for the Minors during the Playoffs.) Effect: Minors will play 5 innings or until time expiration which ever comes first. There is no unlimited run rule except in playoffs.)
 - d. (Juniors & Majors only) The inning run limit rule will not apply in extra innings of a tie game.
- E. **Run Ahead Limit.** If a team is ahead by ten (10) or more runs at the completion of five (5) innings and both managers agree, the game will be declared over. (ASA Rule 5 - The Game, Section 9.)

RULE 6 - PITCHING REGULATIONS

Section 1. PRELIMINARIES.

- A. **Latitude Allowed (MINORS ONLY).** The umpire should allow wide latitude in enforcing the ASA rules for minor pitchers. The primary purpose of this league is instruction of neophyte players. Preliminaries which do not give the team on defense an unfair advantage over the team at bat should be allowed. (ASA Rule 6 - Pitching Regulations, Section 1.)

Section 2. STARTING THE PITCH.

- A. **Latitude Allowed (MINORS ONLY).** The umpire should allow wide latitude in enforcing the ASA rules for minor pitchers. The primary purpose of this league is instruction of neophyte players. Pitching starts which do not give the team on defense an unfair advantage over the team at bat should be allowed. (ASA Rule 6 - Pitching Regulations, Section 2.)

Section 3. LEGAL DELIVERY.

- A. **ASA Rule Suspended (MINORS ONLY).** All ASA rules under ASA Rule 6, Section 3 are suspended, except ASA Rule 6, Section 3E: The delivery must be an underhanded motion with the hand below the hip and the wrist not further from the body than the elbow. (ASA Rule 6 - Pitching Regulations, Section 3.)

Section 4. ROTATION OF PITCHERS.

A. Inning Limit (MINORS ONLY).

1. **Innings Allowed:** A pitcher may pitch a maximum of three (3) complete innings per game.
 - a. **Exception:** for championship game there is no limit on innings pitched.
2. **Complete Inning:** A defensive inning shall be complete when three (3) outs have been recorded against the team on offense, or when the invocation of any ASA or league rule causes a team to change from defense to offense (e.g. inning run limit, etc.) or ends the game (e.g. run ahead rule, etc.). In the event an inning ends with less than three outs recorded, the remaining outs in the inning will be charged against the pitcher on the mound at the time the inning ends.
3. **Partial Inning:** A pitcher who leaves the mound with less than three (3) outs in an inning and her team's defensive inning is not ended by invocation of an ASA or league rule limiting play while she is on the mound, shall have one-third (1/3) inning recorded against her limit for each out recorded while she was on the mound. The pitcher, if returned to the mound, will be eligible to pitch any partial innings remaining on her limit.
4. **Return to Mound:** A pitcher who leaves the mound and is replaced by another pitcher, unless she has been disqualified from play, may return to the mound and resume pitching once per game.
5. **Extra-Innings:** If after the completion of seven (7) innings the score remains tied, the four-inning limit imposed under this rule is waived.

Section 5. DISTANCE TO RUBBER.

- A. **Pitcher's Age (JUNIORS & MAJORS ONLY).** See League Rule 2 - The Playing Field, Section 1. (ASA Rule 2 - The Playing Field, Section 1.)
- B. **Exception Majors players 13-14** Age group players will pitch from 40 feet.
- C. **Complete Inning:** A defensive inning shall be complete when three (3) outs have been recorded against the team on offense, or when the invocation of any ASA or league rule causes a team to change from defense to offense (e.g. inning run limit, etc.) or ends the game (e.g. run ahead rule, etc.). In the event an inning ends with less than three outs recorded, the remaining outs in the inning will be charged against the pitcher on the mound at the time the inning ends.
- D. **Partial Inning:** A pitcher who leaves the mound with less than three (3) outs in an inning and her team's defensive inning is not ended by invocation of an ASA or league rule limiting play while she is on the mound, shall have one-third (1/3) inning recorded against her limit for each out recorded while she was on the mound. The pitcher, if returned to the mound, will be eligible to pitch any partial innings remaining on her limit.
- E. **Return to Mound:** A pitcher who leaves the mound and is replaced by another pitcher, unless she has been disqualified from play, may return to the mound and resume pitching once per game.

Section 7. COACH PITCHING MINIS ONLY

- A. **PITCHER/COACH.** All pitching will be done by a manager or coach from the team at bat, (the "Pitcher/Coach"). The Pitcher/Coach shall also be responsible for umpiring the game. The Pitcher/Coach shall make every effort to avoid contact with a batted ball, so as to allow a defensive player to make a play on the ball.

RULE 7 - BATTING

Section 1. THROWN BAT.

- A. **Batter.** A batter who throws the bat upon becoming a runner-batter and running to first base will be warned on the first incident; she will be called out on each subsequent occurrence.

Section 2. LIMIT ON NUMBER OF PITCHES MINIS ONLY

- A. **Balls and Strikes.** Balls and strikes shall not be recorded. Every batter shall be allowed to put the ball in play.
- B. **Batting Tee.** If a batter is unable to put the ball into play after seven (7) pitches, the batter shall be allowed to hit the ball off of a batting tee. Once the batter has put the ball in play off of the batting tee, play shall proceed under the normal rules of play.

RULE 8 - BATTER-RUNNER AND RUNNER

Section 1. THE RUNNER BATTER.

- A. **Infield Fly (MINIS AND MINORS ONLY).** The infield fly rule is suspended. (ASA Rule 8 - Batter-Runner and Runner, Section 2I.)

Section 2. THE RUNNER.

- A. **Maintaining Contact with the Base.** A runner must remain in contact with the base until the ball is released from the pitcher's hand. The umpire will give a team one warning on the first infraction by that team; on subsequent infractions, the runner will be called out. (ASA Rule 8 - Batter-Runner and Runner, Section 8T.)
- B. **Ball Thrown to the Pitcher (MINIS ONLY).** A live ball throw from an infielder only to the pitcher, who is on or around the pitching circle, becomes a dead ball whether or not the pitcher successfully catches the ball. No runners may advance unless they are one-half way or more when the pitcher receives the ball. (ASA Rule 8 - Batter-Runner and Runner, Section 9K.)
- C. **Pinch Runner.** In the event of an injury, a team may substitute a pinch runner for a batter runner after the batter runner has safely reached base. The pinch runner must be the last batter present to register an out at the plate, or if none, the last batter in the batting order.

- D. **Courtesy Runner.** A courtesy runner may be utilized for the catcher and pitcher. The courtesy runner must be the player that last batted that is not on base, or if none, the last batter in the batting order.

Section 3. STEALING.

- A. **Stealing a Base (MINIS ONLY).** A runner may not steal a base on a pitched ball. (ASA Rule 8 - Batter-Runner and Runner, Section 4A, Section 8A and ASA Rule 11 - Scoring, Section 8.)
- B. **Unbatted Ball is Dead (MINIS ONLY).** A pitched ball not batted is dead until play is resumed by the umpire. Therefore, a ball thrown to the pitcher by the catcher after the pitch is a dead ball, whether it is handled by the pitcher or not, and no runner may advance.

Section 4. Minor Division Exceptions to ASA Rule 8.

- A. 10 players will be allowed on field for defense.**

RULE 9 - PROTESTS

See appropriate ASA rule.

RULE 10 - UMPIRES

See appropriate ASA rule.

RULE 11 - SCORING

Section 1. OFFICIAL SCORE BOOK.

- A. **Requirements.** If the league furnishes no official scorer, the home team will keep the official score book. The managers of the two opposing teams may, by agreement, designate an individual to keep the official book if the home team is unable to provide a scorekeeper. In any case, the scorekeeper will record the official score in the home team score book unless the league provides an official score book.

Section 2. REGISTERING A SCORE.

- A. **Time Limit.** It is the responsibility of the manager of the winning team to call in the game score to the league scorekeeper within five (5) days of the completion of the game.
- B. **Failure to Timely Register Score.** If a game score is not reported to the league scorekeeper within the time limit specified in Rule 11, Section 2.A., the game result shall be treated for all league purposes as a loss for each participating team.

Section 3. POINTS.

- A. **League Standings.** For the purposes of determining league standings, the following points will be awarded for each regulation game:

Win: Two (2) points
 Tie: One (1) point
 Loss: Zero (0) points

1. **Forfeited Game.** When a game is forfeited, the win/loss will be counted as a complete game for league standings. A manager shall make every effort to avoid the forfeiture of any game, including rescheduling of a game, or playing a game with the minimum number of players allowable.

Section 4. NO OFFICIAL SCORING MINIS ONLY

- A. No official score will be kept for games, nor will standings be maintained. Managers are encouraged to keep their own informal statistics as a way of measuring the progress of their players.

RULE 12 - MANAGERS/COACHES

Section 1. APPROVAL

- A. **Commission Approval.** All new managers/coaches must be approved by the League Commission.
- B. **Probation Period.** After approval, new managers/coaches will be on a one-year probation and then reviewed by the commission again.

Section 2: MEETINGS AND FUNCTIONS.

- A. **League Meetings.** A manager who misses two league meetings without a representative and/or written proxy may be suspended from managing any practices or games for ten (10) calendar days during the regular season.
- B. **League Functions.** It is mandatory that all managers/coaches support and participate in League functions and fundraisers.
- C. **League Clinics.** It is mandatory that all managers participate in no less than two (2) League Clinics.

Section 3. RESPONSIBILITY FOR SPECTATORS.

- A. **Scope of Responsibility.** Managers are responsible for the conduct of the spectators in and around the stands provided for their team's supporters.
- B. **Verbal Abuse.**
1. **Warning:** If a spectator verbally abuses an umpire or member/coach of the opposing team, the umpire will ask the manager of the offending team to warn the spectator involved. The manager will then advise the spectator that a warning has been issued.
 2. **Ejection:** If the spectator continues the harassment, the umpire will eject them from the area. The umpire will file a report with the League.

3. **Forfeiture of Game:** If the spectator refuses to leave, or a larger group of spectators continues the harassment, the game will be forfeited.

RULE 13 - POSTSEASON PLAY

Section 1. PLAYOFF/CHAMPIONSHIP/SPECIAL GAMES

- A. **Jurisdiction of Rules.** The rules set forth in this section will govern all postseason play.
- B. **Precedence of Rules.** In situations where the League has enacted no special rule for postseason play, general league rules will apply. If the League has enacted no general rule that addresses the situation, then ASA rules will apply. In case of conflict of rules, the order of precedence will be (1) rules enacted for postseason play, (2) general league rules and (3) ASA rules.
- C. **Time Limit.** The League imposes *no time limit* on **championship** games. (Playoff games that are not championship games are subject to Rule 5.2.A.)
1. **Time Limit Rule Supersedes.** (Minors Only Rule 5 Section 2D2C) Will be in affect for playoffs.
- D. **Home Team.** The higher seeded team will be the home team in each game through out the playoff brackets. In the Championship game (s) the team from the winners' bracket will be the home team.
- E. **Player Qualification.** A player must play 60% of all League games, except due to illness, to qualify to play in the playoffs.
- F. **Position Tiebreaker.** Teams with the same amount of points at the completion of league play will be seeded based on the following criteria:
- Best head to head record.
 - Better record over higher seed(s) if needed
 - Coin flip (if needed)
- G. **Resumption of a Suspended Game.** If a game is suspended because of rain or darkness, the game will resume at the point where the game was suspended.

Section 2. PLAYOFFS: Qualification and Procedure.

- A. **Seeding.**
Seeding for the League playoffs will be determined by random drawing.
1. Top 3 teams receive awards. (To be determined by League)
- B. **Playoff/Championship Format**
League Playoffs/Championships will be a double elimination tournament format. All teams qualify for the playoffs.

Section 3. FAREWELL GAME.

- A. **Qualification.** Every player in her last year in any division will be a member of the All-Star team and have the opportunity to play in the Farewell Game.
- B. **Team Managers.** The manager of the first place team in each division will manage the All-Star team in his division. Should that manager decline, then the opportunity will be offered to the managers in the division, in succession, in the order of team finish within the division.