



Baja Arizona Girls Softball Association

OFFICIAL RULES

Revision 2.0

February 16, 2020

Baja Arizona Girls Softball Association

**OFFICIAL 2020 Policies and
Procedures**

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Baja Arizona Girls Softball Association

Policies and Procedures

I. OBJECTIVE

Provide a safe environment for girls to develop age appropriate skills and enjoy the game of fast pitch softball with spirit of sportsmanship and honor the game.

II. HISTORY

Baja Arizona Girls Softball Association was formed in 2004 by seven independent leagues in Tucson AZ. That first year Amateur Softball Association (ASA) rules were used with Baja rules changes for each age division. In 2005, David Schreiber and Chris Mecum of Rita Ranch [now Southeast] Fastpitch authored a complete stand alone set of rules for Baja that incorporated our objectives. In 2006, Dave Plane of Oro Valley Fast Pitch updated this rule book. In 2007, the Baja board elected to join ASA as a recreational class B league. We are back to where we were in 2004, using 2007 ASA rules with this booklet.

III. USE OF RULE BOOKS

In event of rules differences, this booklet takes precedence over the current year ASA Official Rules of Softball. The rules matrix at the end of this booklet is provided for quick reference only and should not be used as your sole source of reference.

IMPORTANT NOTE: The current year ASA Official Rules of Softball have rules for slow pitch and fast pitch, adult and youth, etc. Make sure that you are using the appropriate section for girls youth fast pitch. Look for Junior Olympic (JO), fast pitch (FP), girls (G), and the correct age, 14-U, 12-U, 10-U Class B.

In the event of questions, ask first the league Umpire in Chief (UIC) for an explanation or interpretation. If the issue is not resolved, the league UIC will go to the Baja UIC for a resolution.

IV. APPROVAL

“ASA Rules allows alteration of the official rules to meet local objectives for “NonChampionship Play.” The Baja City Wide Tournament and All-Star Tournament are not ASA championship play and these rules as amended apply.

These rules were approved by the Baja board on January 11, 2020.

In order to be part of Baja Arizona Girls Softball Association (hereafter referred to as “Baja”), leagues must agree to abide by the following rules, policies and procedures set forth by Baja. These policies establish the need for an elected Board of Directors for each league, as well as

how teams must be formed so that players and pitchers are fairly distributed and the teams are of generally equal competitive ability. These rules also establish changes to ASA playing rules to accommodate recreational league play. Baja member leagues should generally consist of the following positions and associated duties as set forth in the following paragraphs:

V. The Board of Directors (hereafter referred to as The Board)

The Board is comprised of the following elected positions: President; Vice-President; Secretary; Treasurer and Player Agent. The Umpire-In-Chief, Safety Coordinator and any Division Representatives/Divisional Directors are appointed by the Board. Individuals can volunteer or can be nominated with their consent. Each Board member will be selected by adult members of the league by way of vote. Each adult member of the league is entitled one vote for each board position. Adult members are the parents or guardians of the players. **A nominating committee (or at least one non-board member) will be selected half way through the season to put together a ballot, and elections will take place at the end of the regular season. The Board will assume their responsibilities effective August 1st and their term will expire on July 31st of the following year. Two representatives from each league will be asked to sit on the Baja Executive Board. Representatives are normally League presidents and one other representative, either another board member or an appointed individual.

All Board members are required to undergo an annual background check which should be submitted to the Safety Coordinator prior to the commencement of the season's activities. Existing background checks remain in effect through fall ball. **A. Board Member**

Duties:

1. President. The President in cooperation with the Secretary shall establish the agenda for all duly noticed Board Meetings. When present, the president shall preside over Board Meetings. The President will only vote when a tie exists after calling for a second vote. The President shall immediately suspend any individual from further League participation for inappropriate adult behavior pending the outcome of the entire Board's action. The President is responsible for all League assets. The President will countersign with the Secretary or Vice President, all League checks. The President may become a team staff member.

2. Vice President. The Vice President shall, in the absence of the President, preside over Board meetings. The Vice President shall immediately suspend any individual from further League participation for inappropriate adult behavior pending the outcome of the entire Board's action. The Vice President is in charge of the Fall Ball Program. The Vice President is in charge of all fundraising programs and events. The Vice President will countersign with the President or Secretary all League checks. If the Safety Director has not been appointed by January 1st, the Vice President will be the interim Safety Director until the Board appoints a Safety Director. The Vice President may become a team staff member.

3. Treasurer. The Treasurer is the League's Chief Financial Officer. The Treasurer must make certain that the League has a federal tax identification number on file with the Internal Revenue Service. The Treasurer will establish methods by which standard accounting principles will be used for League financial transactions. The Treasurer with the Board approval will establish the annual League budget. The

Treasurer will maintain the League checking account and will issue League checks only after the expenditures have been approved by a majority vote of the Board. Under no circumstances will the Treasurer ever be a signor on a League account. The Treasurer will reconcile the League account on a monthly basis and submit a financial report at each Board meeting. Any individual receiving \$600 or more from the League for services will necessitate that the Treasurer file a 1099-MISC and summary form 1096 with the Internal Revenue Service. The Treasurer will file an annual report in a timely manner with the Arizona Corporation Commission. The Treasurer may become a team staff member.

4. Secretary. The Secretary shall take all Board Meeting minutes. The Secretary shall provide Board members with a copy of the agenda at each Board Meeting. At the start of each Board Meeting the Secretary will present the minutes from the previous meeting for correction, additions and approval. The Secretary will establish the League's two signature checking account. The signors of said account will be the President, Vice President and Secretary. The Secretary is responsible for dispersion of League information. The Secretary shall assist the Nominating Committee with the tally of votes for the election of Board Members and announce the results no later than one week after the closing date of the election. The Secretary may become a team staff member.

5. Player Agent. The Player Agent is the representative of all girls in the League and will be responsible to ensure that all girls are treated in a respectful and just manner. The Player Agent shall never manage, coach or chaperone any regular season League team or All Star team unless approved by the BAJA board. Even if the Player Agent resigns after the start of the season, the Player Agent remains ineligible to manage, coach or chaperone any team. The Player Agent will supervise all player and adult volunteer registration. The Player Agent will verify each girl's League eligibility through two current documentations of residency. The Player Agent will keep registration information confidential and keep possession of the registration forms. The Player Agent may release registration information to the Board. The Player Agent will conduct the team draw and the All Star Selection Team Meetings. The Player Agent shall immediately suspend any individual from further League participation for inappropriate adult behavior pending the outcome of the entire Board's action. Any charges of possible mistreatment are thoroughly investigated by the Player Agent. The Player Agent shall inform the Board in writing of the results of the investigation. The Player Agent will report any form of injury of a player to the Board. The player agent will be responsible for ensuring that every person in the League has a signed Code of Conduct on file. The Player Agent may umpire.

6. Umpire in Chief. The Umpire In Chief shall be appointed by the Board prior to the start of the spring season. The Umpire in Chief is a Voting Member with voting membership beginning no earlier than January 1st of the current season. The Umpire In Chief is the official interpreter of the League playing rules. The Umpire in Chief will direct the League's Umpire Program including the ongoing training of all League umpires. Prior to the start of the season, the Umpire in Chief will conduct an Umpire Instructional Meeting with the League umpires. The Umpire in Chief will schedule umpires to games. The Umpire in Chief will officiate on a needs basis. The Umpire in Chief will coordinate with the BAJA Executive UIC.

7. Safety Director. The Safety Director shall be appointed by the Board prior to the start of the spring season. The Safety Director is a Voting Member with voting membership beginning no earlier than January 1st of the current season. The Safety Director is in charge of the safety program for the League. The Safety Director will ensure that the Board has obtained insurance for the League. Prior to the start of the season, the Safety Director will personally visit and approve each team's practice site.

The Safety Director will advise each and every manager to complete an Incident Report which can be downloaded at the ASA website in the event of accident or injuries. The Safety Director will provide the parents of an injured player with the relevant insurance claim information.

VI. Registration

Registration is open to anyone ages 4 1/2 - 18. Registration dates will be set by the Board and will be advertised by way of signage, posters, flyers at the area schools, web sites, and mailings to previous player families. If permitted, off-site registrations will be conducted at area business establishments. Several registration dates will be available so there is ample opportunity for anyone desiring to play. Registration will remain open until deemed closed by The Board, but will not be closed before the commencement of the regular season games. Teams must be formed by a cutoff date established by the Baja Executive Board Umpire in Chief to ensure an interleague game schedule may be promulgated before the start of the season.

A. Player Agent Responsibilities

The league Player Agent is responsible for coordinating and conducting the league registration process. The Player Agent shall act in accordance with the league's bylaws, rules of the league, and directives of the Board. The Player Agent's primary responsibility is to act in the best interest of the players.

B. Registration Fees

A registration fee as set by The Board, shall accompany each registration form before a player is permitted to participate.

C. Player Family Volunteer Hours

Family member may be asked to work volunteer hours in the league snack bar which may be during some of their daughters' games. This will be coordinated by each team's chaperone or manager, or snack bar manager. Each team may also be asked to work at least one day to clean the fields during the season. This will also be coordinated by the manager.

D. Player Age Determination

At the time of registration, the Player Agent and designees of The Board shall have the responsibility of determining player age and qualifications for each division by way of verification of date of birth. Copies of certified Birth Certificates must accompany each registration form for a new player to the league or any returning player in question.

E. Player Age/Division Assignment

Registration is open to all girls ages 4 1/2-18. The following is a list of Baja Softball division/age requirements. The league will be broken into divisions based on date of birth;

1. **6U Division** - Consists of players aged four and a half (4½) through (6) years old as of December 31st of the previous year of play.
2. **8U Division** - Consists of players eight (8) years old or under as of December 31st of the previous year of play.
3. **10U Division** - Consists of players ten (10) years or under as of December 31st of the previous year of play.
4. **12U Division** - Consists of players twelve (12) years old or under as of December 31st of the previous year of play.
5. **14U Division** - Consists of players fourteen (14) years old or under as of December 31st of the previous year of play.
6. **16U/18U Divisions** can be formed after the High Schools have selected their teams. Should there be enough interest, these divisions will be subject to the same procedures as the lower divisions.

F. Specific Request Rule:

1. **6U Division:** Players in the 6U division may select the teammates with whom they want to play (i.e., managers may recruit and form their own teams).
2. **8U – 18U divisions:** Beginning at the 8U level, our philosophy is to establish balanced teams so that softball games will be competitive among teams in each division. Players in the 8U through 18U divisions may request to be teamed with a “team buddy” as described below, **or** they may request to play for their previous spring season coach or manager. It is not a guarantee that players will be placed with their team buddy or with their previous coach, but leagues should do their best to accommodate such requests. Beyond that, teams are created based on a process which strives for a balance of experience/skill on each team within a given division. The process considers age, years of experience, all star experience, experience at designated positions (pitcher, catcher), and other considerations that the Board deems necessary in order to achieve team balance. For this reason, not all “team buddies” may end up together on teams.
 - (a) **Buddy Request:** Any player may select **one** other player as a buddy, provided their buddy selects them also, and that the buddying does not pair up a returning age-level All-Star pitcher with another pitcher, unless the pairing up of the two pitchers has no affect on the competitive balance of the teams.
 - (b) **Staffing Request:** To encourage parent volunteerism and to promote harmony on the team staff, staff members may request to team up provided they bring no more than 3 players into the draw. The Board must evaluate and approve any staffing requests to ensure that competitive balance is maintained. Any players that the staff members bring are referred to as “reserved players”. Examples of this include three staff members with one player each, or two staff members - one with one player, and the other with two players (e.g. two sisters, or a daughter and her buddy).

If it is at the league's discretion that staff members are placed together, the staff members' players would not be considered "reserved players" and those staff members would only be held to the buddy rule as stated in paragraph 2a.

- G. Playing Up/Down:** Players may opt to play up or down one age division. The Player Agent must be notified at the time of registration and it will be indicated on the registration form. It may also be necessary, in order to fill out teams or coaching positions in an upper division, to allow a small number of qualified players to be moved to a more advanced division. **Players playing up a division are eligible for All-Star consideration in the division in which they played; players playing down a division are not eligible for all-star consideration.**

1. **Playing Up:** Placement in an upper division requires that the following criteria be met:
 - a. Player must have the signed permission of the parent or guardian to include acknowledgement of All-Star restrictions.
 - b. Player must have the consent of the Player Agent.
2. **Playing Down:** It may be necessary, due to safety or coaching considerations, to allow players lacking sufficient softball experience to be placed in a lower age division. Placement in a lower division requires that the following criteria be met:
 - a. Player must have the signed permission of the parent or guardian, to include acknowledgement of All-Star ineligibility.
 - b. Player must be within one year of the lower division in which they are to play.
 - c. Player must have the consent of the Player Agent.

- H. Late Registration:** The Player Agent, with the Board's concurrence, will place players that register after the team selection process, on teams based on the player's known abilities, personal development, team needs and equality of teams within the division. Any new player that has not been assessed cannot be drafted and will be randomly selected and placed on a team.

VII. Player Evaluation

With the exception of the 6U division, it is suggested that leagues conduct player evaluations for each division to determine how to rank their players and form balanced teams. After leagues have evaluated and ranked their players, every effort must be made to ensure teams are balanced with an equal number of inexperienced, experienced, and highly experienced players.

VIII. Team Selection

With the exception of the 6U Division, teams will consist of a minimum of 9 players. The number of teams will be determined by the Player Agent, taking into consideration the number of players registered for each division. The 6U teams will be formed so as to ensure an equal

number of players on each team. The remaining division teams will be formed by way of a divisional draft or draw process, separately conducted for each division, with the ultimate goal of providing an evenly competitive division of teams.

A. 6U Division: Teams in the 6U Division will be formed by the Player Agent on a random basis taking into consideration “buddy requests” or fully formed teams. (The main objective in the 6U Division is that the players have FUN and learn the basic rules of the game.)

B. 8U-18U Divisions: Prior to conducting either a draft or draw, the player agent should have all the registration forms for all the players sorted into categories (pitchers, catchers, returning All Stars, etc) and ranked by the players’ ability and age. So as to keep teams as evenly balanced as possible, each team will have no more than three players that can be "reserved" players. These "reserved" players are automatically placed on any given team prior to the draw (In the case of coaches having more than one daughter on a team, exceptions can be made as long as it does not affect the overall balance of the teams.) Teams having no representative at the time of team drafts will be represented by the Player Agent or an individual who does not have a daughter playing, or personal interest in the division.

1. Pitchers: Because pitchers are essential to the game and have a tremendous impact on the competitiveness of a team, an even distribution of pitchers among teams in the division is critical. The Player Agent will rank the pitchers to the best of their abilities. Leagues may choose to hold pre-season pitching evaluations if needed to help with rankings. The pitcher rankings will be reviewed and discussed by the Board. The highest skilled pitchers should be slotted first in the team selection process.

2. Manager/Coach/Reserved Player: A reserved player is a player brought into the draw as a result of a requested pairing of staff members. The pairing of staff members is subject to Board Approval and "reserved" players are ranked in ability order as determined by the player agent. Manager’s daughters, coach’s daughters and reserved players are counted as a “pick” during the round involving their skill level.

3. Draw Method: Managers (or other team representative) arrive at the draw and are asked to take a number from a hat. This becomes their team number and the order in which they sit. The players are ‘given’ to managers in a serpentine manner, with the highest skilled pitchers drawn first and the youngest, least experienced players drawn last. Prior to the draw, the managers’ daughters, coaches’ daughters, reserved players, and approved buddies are placed on the correct teams in the appropriate skill/ experience level. Otherwise, manager 1 is given the first player in the draw; manager 2 the next, manager 3 the next, and so forth. The last manager is given two players in a row and then the draw continues backwards, until manager 1 receives their 2 players in a row, and then the process moves forward again. This method goes on until all players are drawn. If, during the draw process, the next team in line already has a player at the skill level being drawn, then the team is skipped and the player goes to the next available team. If a drawn player has an approved buddy, then that buddy is placed on the team’s roster at the appropriate skill level. If the next player to be drawn has requested to play for their previous spring season coach, every attempt will be made to honor that request, provided team balance is not adversely

affected. A player that has their previous season coach request granted may not also bring along a buddy.

4. Draft Method: Managers (or other team representative) arrive at the draft and are asked to take a number from a hat. This becomes their team number and the order in which they sit. The managers take their picks in a serpentine manner, with the highest skilled pitchers offered first and the youngest, least experienced players offered last. Prior to the draft, the managers' daughters, coaches' daughters, reserved players, and approved buddies are placed on the correct teams in the appropriate skill/experience level. Manager 1 is given the first pick in the draft; manager 2 the next, manager 3 the next, and so forth. The last manager is given two picks in a row and then the draft continues backwards, until manager 1 receives their 2 picks in a row, and then the process moves forward again. This method goes on until all players are drafted. If, during the draft process, the next team in line already has a player at the skill level being drafted, then the team is skipped and the pick goes to the next available team. If a drafted player has an approved buddy, then that buddy is placed on the team's roster at the appropriate skill level. The Player Agent will indicate any player's special requests (other than approved buddies) as it relates to playing on the same team with other players or as it relates to playing for their previous spring season coach. We can encourage managers to honor these requests; however, no guarantees can be made.

5. Relatives: Relatives playing within the same division shall be treated as buddies and will be placed on the same team, unless otherwise requested by the parents or guardians

6. Team Selection Attendance: The leagues may opt to restrict attendance of the team selection meeting to managers and board members only.

7. Trades (Optional per League): In order to accommodate "Specific Requests" each team will be allowed one (1) trade of like draft choice or lesser immediately following the regular draft. The Board will encourage every attempt to get the "specific request" players together on one team.

The team selection process is complete when all eligible players have been assigned to a team.

8. Privacy: ALL information presented in the team selection meeting is to be treated with the utmost care and respect for every player in the league. Discussion of ANY player related issue outside of the team selection meeting must not be perceived as contrary to the mission statements of Baja Arizona Girls Softball Association and its associated leagues.

9. Notification of Players: All team rosters are subject to approval by the Board. Roster changes may be made if any clear and egregious imbalances occurred during the selection process. Under no circumstances shall Players be notified of their selection until the Player Agent has given approval and team rosters have been issued to the Managers. Upon notification of approval, Managers shall notify their Players within three (3) days.

IX. Staff (Managers/Coaches/Assistant Managers/Substitute Registered Coach)

Each team will be staffed with not less than one female Manager, not less than one Coach, a substitute registered coach and a female Assistant Manager. Every staff must consist of at least 2 females. Each adult league member or volunteer age 18 or over that is interested in being a Manager or a Coach must contact the Board at the earliest opportunity. A background check form must be completed and submitted to the Board. The Assistant Manager position will be filled by a female adult league member whose child or relation is a member of a particular team. Every opportunity to fulfill requests will be made but are dependent upon the number of players registered in each division. If a situation exists wherein there are more volunteers than teams, assignment of staff will be made on a performance or experience decision by the Board. Prior year manager/coach evaluations will be used to determine eligibility.

Each team will be under the authority of an adult staff member during all team functions. A female adult staff member **must** be present at all team activities.

NOTE: A background check must be completed and results submitted to the Safety Coordinator for each adult staff member prior to the commencement of pre-season practice. Should a staff member volunteer after the pre-season activities have commenced, he or she must submit their background check results to the Safety Coordinator prior to any involvement in team activities involving the players.

A. Manager/Coach Responsibilities

1. To oversee the team members to ensure their experience is optimized. The Manager is to utilize the Division Representative and Player Agent to enhance a player's experience;
2. To teach basic softball fundamentals, while displaying patience and composure to the team;
3. To provide a positive experience for all Baja players and families;
4. To agree to adhere to the Baja division rules and regulations;
5. For the actions of the players and spectators during games and practices;
- 6 To attend any meetings, clinics and training programs conducted by the league;
7. Be familiar with and enforce all safety rules;
8. To provide a flow of league information to the parents/guardians of players through parent meetings, the first is to be prior to or in conjunction with the first preseason practice;
9. For all uniforms; equipment; and keys. Equipment and keys are to be turned into the league no later than one week following the official closing of the season;

10. For signing the official scorebook at the end of the game and returning it to the designated location;

11. Field and equipment preparation and cleanliness;

12. Snack bar staffing (if league requires).

B. Assistant Manager Responsibilities

1. Assist the Manager/Coaches when asked;

2. Ensure safety of the players while in the dugout and monitor the comings and goings of the players during the game, e.g.: restroom breaks by the players must be monitored for player safety;

3. Act in the capacity of the parent/guardian's representative.

C. Scorekeeper Responsibilities

Scorekeepers are required to obtain their team's scorebook and when "home team", obtain the official line-ups of both teams and maintain the game activities in the "official scorebook." This will also include the recorded number of innings pitched by each player. At the end of the game, signatures are to be obtained from staff members from both teams. Following the game, the "official scorekeeper" is to return the "official scorebook" to a home team staff member.

X. Practice and Game Guidelines

A. Practice Guidelines

1. No more than four (4) Games / Practices may be conducted in a calendar week during the Spring and Fall seasons. This rule may be waived at each leagues' discretion during the All-Star season.

2. No player shall be left unattended at the field/practice area; however, transportation of each player is the responsibility of the parent/ guardian.

B. Game Guidelines

1. Remain inside the playing field during the course of the game with the exception of warming up players and restroom breaks with the permission of the Manager/ Coach/ Chaperone.

2. **Early Departure of a Player:** If a player departs the game early, the opposing team staff, the umpire and the official scorekeeper must first be notified.

3. **Substitute Registered Coach:** On occasion, a substitute registered coach will fill in for a registered coach's absence.

4. **Protests:** Protests must be noted in the official scorebook by both team

Scorekeepers and the Umpire. All protests must be submitted in writing to the Umpire-in-Chief within 24 hours of the end of the game. Protests decisions will be made by the Umpire-in-Chief, The Board, and the Player Agent within one week of the protested game. If the protest is upheld, the game will be rescheduled as soon as possible. It is important that the Scorekeeper notes the following: the time; the inning; and the player at bat at the time of protest. For further information, refer to the ASA Rule Book.

- C. Game Forfeiture/Time Outs:** See Division Rules.
- D. Termination of Games:** See ASA Rule Book.
- E. Staff Ejections:** In the event a staff member is ejected from the game by an Umpire, the staff member will be required to leave the playing area. A special board meeting will be held within four days of the occurrence to determine if any disciplinary action will be administered. The staff member will be suspended from Baja activities pending any board action and the Executive Board will be notified.
- F. Injuries:** Any player injury sustained during any team activity must be reported to the Safety Coordinator and/or Player Agent along with all necessary paperwork.
- G. Safety/Use of Equipment:**
 - 1. Players must wear protective helmets at all times while batting or running bases. **Helmet must have ASA approved face mask chin straps. This rule applies to all age groups, even 6U.**
 - 2. Catchers must wear a protective mask when warming up pitchers and all protective catchers' gear while catching on the playing field.
 - 3. Only ASA approved equipment will be permitted.
 - 4. Players must wear protective gear when sliding; however, no staff may require the purchase of sliding gear by a player;
 - 5. No jewelry may be worn by players during practices or games and hair must be secured away from player's faces.
- H. Make-Up/Rescheduled Games:** Staff will work together along with the UmpireIn-Chief to re-schedule games. If a team cannot field players and both team staff members agree to reschedule the game and by the end of the season, the game cannot be played, the team requesting the rescheduled game will take the loss.
- I. Maintaining/Signing the Official Scorebook:** Staff are responsible for assuring there is an official scorekeeper for the game; ensuring opposing team staff and the Umpire are provided official line-ups at least 5 minutes prior to game time; signing the official scorebook at the end of the game; and returning it to the designated area following the game.

- J. **Baja Substitution and Batting Line-up:** Staff are responsible for providing the official batting line-up and substitution card at least 5 minutes prior to the game to the opposing team and the umpire. The substitution and batting line up not only provides the batting order but must also provide each player uniform number that will be on the bench each inning.

- K. **An Umpire's Failure to Appear:** If an Umpire fails to appear before game time, staff from both teams can appoint a substitute to stand in with the appropriate gear.

BAJA TEAM CODE OF CONDUCT

As the Baja organization is dedicated to providing an environment for players, managers, coaches, and other staff and volunteers that is conducive to good sportsmanship, respect for each other, positive support, and the development of friendships in the spirit of competition, all participants are required to sign a Code of Conduct Pledge prior to the season. There are 2 versions of the pledge, one for coaches/managers and other adults who will be officially involved within the league, and one for the supporting parents. These forms are included as Appendices to this manual (Page 28-31).

SUBSTITUTION AND PLAYING TIME FOR 8U, 10U, 12U, AND 14U

- a) All players must play at least two (2) innings on defense within the first 4 innings.
- b) No player may sit on the bench for a second inning until all players have sat on the bench for one inning. Example: On a 12-player team, ALL players will sit out one of the first four innings.
- c) No player may sit on the bench for two innings in a row unless it is her choice because of illness or she has been removed for injury.

Note to Rules a-c:

The participation rules above may be waived for disciplinary reasons (example: player fails to attend practices). This can take the form of reduced time in the field. However, the player must play at least one inning in the field in order to be in the batting order. In these cases, the Manager must notify the opposing team coach/manager and umpire prior to the start of the game. In addition, the Manager must provide the Board with a letter or an email of explanation for the disciplinary action taken within 48 hours after the start of game time. Not conforming to this process will be considered a violation of the Code of Conduct, and those involved will be subject to the review process detailed there.

- d) 8U Only - No player may play two defensive innings in a row in the outfield. An infield to outfield to bench or reverse rotation will meet this requirement. An outfield to bench to outfield rotation does not meet this rule.
- e) 8U Only - Once the pitcher has completed her innings pitched, she will either be placed in the outfield or sit the bench the next defensive inning. Example: Player pitches one inning, she plays outfield or sits the bench the next inning. Player pitches first two innings, she plays outfield or sits the bench the third inning. Player pitches first and third inning, she plays outfield or sits the bench the second and fourth inning and must meet the requirements of the participation rule.
- f) Unlimited re-entry is permitted to any position as long as rules above and rules affecting pitchers are followed.
- g) Any player who arrives late to the game may be added to the bottom of the batting line-up if she arrives prior to the start of the third inning. In this case, she will be entered at the bottom of the batting order and take her normal turn at bat.
- h) A player arriving during the course of the game and after the start of the third inning may enter the game only if the first listed batter in the line-up has not yet come to bat twice in that game.

- i) There is no penalty incurred by a player leaving the game early. The league will consider any attempt on the part of a coach or manager to use this rule interpretation to avoid batting a player in order to gain a competitive advantage to be among the most egregious of violations of the rules and principles of the league. Penalty: forfeit and suspension.

Baja Arizona Softball Association

2020 Official League Rules

6 & Under Division

Softball is a fairly complex game and the minimum knowledge required to even play the game, much less master the skills, is significant. Baja 6U T-ball simplifies the game significantly so the players can learn basic skills, such as catching and throwing, batting, and running bases.

6U T-ball is completely developmental. That is, the entire purpose is to teach basic skills and give the players a positive experience. To that end, there is no scoring, no winners or losers, and everyone gets to play and bat every inning. It is important to keep these points in mind as they dictate the way coaching is done.

This section details major differences between 6U T-ball and other age divisions. Of course, the essence of softball is maintained, but those rules resulting from the competitive nature of softball are eliminated.

The ASA Official Rules of Softball do not have a 6 & Under division. The following rules will be used for this division.

1) PLAYERS - A 6U team can field between five and ten players.

2) SAFETY

- a) No jewelry may be worn during any practice or game. This includes, but is not limited to, earrings, bracelets, necklaces, or rings. Exception: Medical alert bracelets, medical alert necklaces, and non-removable silver baby bracelets are allowed to be worn, if covered. If a player is found wearing jewelry, her manager or coach will instruct her to remove it.
- b) Socks must both cover the ankles and be uniform in appearance for each team.
- c) Helmets that include chin straps and face masks are mandatory for the defensive player standing beside the coach/pitcher and all batters and runners.

3) FIELD

- a) If possible, bases should be placed at 50 feet.
- b) An arc is drawn on the field from one base line to the other at a radius of 10 feet from the back tip of home plate. This is the foul arc.

4) EQUIPMENT

- a) In addition to Official Softball bats, bats designated "T-Ball" may be used.
- b) The softball must be an optic yellow 10" Reduced Impact Force ball.
- c) Rubber-cleated shoes are not required, but are recommended.

5) REGULATION GAME

- a) The time limit is 1 hour.
- b) No game may last longer than four (4) innings.
- c) There will be no official scorekeeping. No runs are counted in 6U play.

6) OFFENSE

- a) A team bats the entire lineup each inning, regardless of number of players or number of outs made by the defense. After the last player in the batting order has batted and the play is over, the half inning is complete.

- b) The batter hits the ball off a standard batting tee.
- c) At the discretion of the batter's coach, the coach may slow pitch to the batter from the pitching area for a maximum of four pitches. If the batter has not hit the ball fair after four pitches, she must hit off of the tee.
- d) A hit ball that stops between home plate and the foul arc is considered a foul ball.
- e) Once a batter hits the ball she and any other runners on base can advance:
 - i) One base, if the ball stops in the infield or is touched by an infielder. ii) Any number of bases, if the ball goes to the outfield untouched, until the ball is returned to the infield.
 - iii) EXCEPTION: When the last batter in the lineup hits the ball the runners continue to run the bases and through home. During this time the defense can continue to try to make an out.
- f) On an overthrow play at first base, the batter-runner will not be allowed to advance.
- g) All other runners must stop at the base they are approaching if the ball is overthrown at first.
- h) There will be neither stealing of bases nor sliding.
- i) Adult staff members can be placed as base coaches near first and third base, but must remain in foul territory and not interfere with play.
- j) An additional adult staff member may be positioned behind home plate to place the ball on the tee, retrieve foul balls, and coach the batter.

7) DEFENSE

- a) Players generally occupy those positions that are common to all softball. For the purposes of development, it is recommended that positions be filled in the following order, depending on the number of players present. i) Infield (First, Second, Third, and Shortstop). ii) Pitcher (This player does not pitch, but occupies the pitching position as a defensive player). iii) Outfield (Left, Left Center, Right, Right Center). iv) Catcher. NOTE: There is no requirement that any particular position be filled. The team staff can place players as desired to achieve specific goals.
- b) Pitchers are required to wear a batting helmet.
- c) Catchers are required to wear full catcher's gear (helmet/mask, chest protector, and shin guards).
- d) The defense may have a maximum of two staff members on the field, generally placed behind the infield. They are allowed to coach even during a play, but must not interfere with the ball or the players.
- e) The defense can get the batter or runners "out" in any of the usual ways – force out, tag out, fly ball, etc. When a batter or runner is gotten out, she leaves the field and returns to the dugout. There is no limit on the number of outs in any inning (see Offense).
- f) There is no in-field fly rule.

Baja Arizona Softball Association 2020 Official League Rules

8 & Under Division

The ASA Official Rules of Softball do not have an 8-Under division. The ASA *Official Rules of Softball* J.O. (Junior Olympic) Fastpitch rules for 10-Under Class B as modified by these rules will be used for Baja's 8-Under division.

1) SAFETY

- a) No jewelry may be worn during any practice or game. This includes, but is not limited to, earrings, bracelets, necklaces, or rings. Exception: Medical alert bracelets, medical alert necklaces, and non-removable silver baby bracelets are allowed to be worn, if covered. If a player is found wearing jewelry, the umpire will instruct her to remove it.
- b) Chin straps are mandatory on all helmets in addition to required facemasks.

2) FIELD AND EQUIPMENT

- a) The game ball will be an optic yellow 11" .47 COR reduced impact ball (examples: Worth RIF Level 1, Pro-Nine Level 1 RIF).
- b) Pitching Distance will be 32 feet.
- c) Bases will be at 55 feet if the field has acceptable anchors, otherwise, 60 feet.

3) REGULATION GAME

- a) No new inning may begin after 1 hr + 20'. Time begins at the conclusion of the home plate pre-game meeting and both teams should be ready to play. The game will be stopped at 1 hr + 40' after start and score revert to the last complete inning, unless the home team is at bat in the bottom of the inning and is ahead. The third inning must be completed if unfinished.
- b) No game may last longer than four (4) innings or less than three (3) innings.
- c) Games may end in a tie.
- d) One umpire will be scheduled to officiate a game.

4) OFFENSE

- a) All players in attendance are listed on the batting order and it will remain the same through the game.
- b) The batter must have one foot in and one foot out of the batters box when receiving signals from the coach's box.
- c) The batter is out on the third strike, even if the catcher drops it.
- d) If a team begins a game with only eight or nine players, no outs will be assessed for playing short on offense.
- e) Bunting is allowed off of the player pitcher only.

5) RUN LIMIT

- a) Each team shall be limited to scoring three (3) runs in their half inning during the first three innings of play. Under this rule each half inning is over when the defense makes the third out or the offense scores their third run.
- b) No "continuation runs" shall count. A play in progress is allowed to be completed after the third run has scored; however, no runs in excess of three (in the first three innings) shall count in the game score.

6) DEFENSE

- a) There will be ten (10) defensive players in the field, and four of those players will be positioned behind the base line.
- b) A team must field a minimum of eight players. Fewer than eight players constitute a forfeit. [This rule does not prohibit both managers from loaning or borrowing players to complete/start the game if mutually acceptable.]
- c) If a team is short players, the opposing team is not obligated to play short-handed.
- d) An adult from the defensive team may be positioned behind the catcher to assist in returning the ball to the pitcher and speeding up the game. This adult is not allowed to give any direction or assistance.
- e) There is no infield fly rule.
- f) There will be only **one** defensive time out allowed per inning and a total of three per game.
- g) Unlimited defensive substitutions are allowed (subject to the rules on minimum playing time). The manager of the team taking the field will notify the home plate umpire and the opposing team manager of the players that will be sitting on the bench during the half inning.
- h) No player may play two defensive innings in a row in the outfield. An infield to outfield to bench or reverse rotation will meet this requirement. An outfield to bench to outfield rotation does not meet this rule.
- i) Once the pitcher has completed her innings pitched, she will either be placed in the outfield or sit the bench the next defensive inning. Example: Player pitches one inning, she plays outfield or sits the bench the next inning. Player pitches first two innings, she plays outfield or sits the bench the third inning. Player pitches first and third inning, she plays outfield or sits the bench the second and fourth inning and must meet the requirements of the participation rule.

7) WALKS

- a) There will be no walks. In the event the player-pitcher pitches four balls, the designated adult coach/manager of the batting team will enter the game. At this time the strike count will remain the same and the coach will continue to pitch until the batter either hits the ball in fair territory, or strikes out, or the batter receives four called balls from the adult pitcher.
- b) If the adult pitcher pitches four (4) called balls, the batter is out. If the batter fouls off a pitch, her at-bat continues. A batter cannot strike out on a foul ball, regardless of the number of pitches she receives.

8) ADULT PITCHERS

- a) The adult pitcher must pitch from the pitcher's plate. The player-pitcher stays in the circle while the adult is pitching, and must play no closer to the batter than the pitcher's plate until the pitch is released.
- b) The adult pitcher must make every reasonable effort to get out of the way of a batted ball and/or defensive players. If the adult pitcher is hit by a batted ball, the ball is dead, the batter is awarded first base, and all other runners advance if forced.
- c) The adult pitcher may not actively coach the batter or runners while on the field.

9) HIT BY PITCH

- a) Any batter hit by a pitch not hitting the ground first thrown by a player-pitcher (as opposed to an adult) will be awarded first base as long as the batter makes an effort to get out of the way. If the ball bounces off the ground before hitting the

batter, a ball is called and the batter is not awarded first base. If the adult-pitcher hits a batter with a pitched ball, and the batter swings at the ball, the batter will be charged a "strike." If the batter does not swing, but is hit by the adult-pitcher, it is a "ball."

10)BASE RUNNER

- a) There will be no stealing of bases or home plate.
- b) There will be no sliding.
- c) A base runner may leave the base after the ball is hit.
- d) If the ball is hit inside the base line, runners may advance with liability of being put out to the next base until the ball is returned to the control of the pitcher standing in the pitching circle. If the ball is hit beyond the base line, runners may advance to the next base with liability of being put out until the ball is in control of an infield player (including the pitcher or catcher) standing inside the base line. If the runner goes past the "next base" and arrives safely at one beyond the one she should have stopped at, she may be returned by the umpire to the one she should have stopped at without liability of being put out. If the runner goes past the "next base," she may be put out while between bases.
- e) Tagging up on a hit ball that is caught in the air is not allowed.
- f) The batter/runner and all other runners must stop at the base they are approaching if the ball is thrown into foul territory, including an overthrow to the catcher.

11) PITCHING

- a) No pitcher may pitch more than 2 innings per game. One pitch in an inning constitutes an inning pitched.
- b) Any pitcher who hits two batters in the same inning must be removed from pitching and may not return to pitch in the same inning or the next inning. A ball bouncing off the ground does not affect this count.
- c) The strike zone is the space over home plate, plus any part of the ball that is between the top of the batters shoulders and the bottom of the knees as the batter assumes their natural batting stance.
- d) If the ball slips from the pitcher's hand during her delivery, a ball is declared on the batter and the ball is dead.
- e) The umpire may warn the pitcher and advise the coach to correct any illegal pitching style on the first occurrence. After that, an illegal pitch will be called.

Baja Arizona Softball Association

2020 Official League Rules

10 & Under Division

The ASA *Official Rules of Softball J.O.* (Junior Olympic) Fastpitch rules for 10-Under Class B as modified by these rules will be used for Baja's 10-Under division

1) SAFETY

- a) No jewelry may be worn during any practice or game. This includes, but is not limited to, earrings, bracelets, necklaces, or rings. Exception: Medical alert bracelets, medical alert necklaces, and non-removable silver baby bracelets are allowed to be worn, if covered. If a player is found wearing jewelry, the umpire will instruct her to remove it.
- b) Only appropriate baseball/softball cleats may be worn to practices or games. No tennis shoes. Socks must be both knee socks and uniform in appearance for each team.
- c) Chin straps are mandatory on all helmets in addition to required facemasks.

2) FIELD AND EQUIPMENT

- a) The game ball will be an optic yellow 11" raised seam ball, .47 cor., and a ball compression of 375 lbs or under. The ball need not be "ASA Certified."

3) REGULATION GAME

- a) No new inning may begin after 1 hr + 30'. Time begins at the conclusion of the home plate pre-game meeting and both teams should be ready to play. The game will be stopped at 1 hr + 50' after start and score revert to the last complete inning, unless the home team is at bat in the bottom of the inning and is ahead.
- b) If the visiting team is leading by 8 or more runs after 4 complete innings, the game is over. If the home team is leading by 8 or more runs after 3 1/2 innings, the game is over.
- c) No game may last longer than five (5) innings or less than three (3) innings.
- d) One plate umpire and one base umpire will be scheduled to officiate each game.

4) OFFENSE

- a) All players in attendance are listed on the batting order and it will remain the same through the game. (Note: In Baja games there is no Designated Player or Flex.)
- b) The batter must have one foot in and one foot out of the batters box when receiving signals from the coaches' box.
- c) If a team begins a game with only eight players, no outs are assessed for playing shorthanded.
- d) If a player must leave the game due to injury or other reasons she may be replaced on defense and, if she is unable to bat, her place in the batting order is skipped without penalty (no automatic out is assessed). A player who must miss a turn at bat or has been substituted for as an injured runner may not re-enter the game.

5) RUN LIMIT

- a) Each team shall be limited to scoring four (4) runs in their half inning during the first three innings of play. Under this rule each and every half inning of the first three innings is over when the defense makes the third out or the offense scores their fourth run.

- b) No “continuation runs” shall count. A play in progress is allowed to be completed after the fourth run has scored, however, runs in excess of four shall not count in the game score.

6) DEFENSE

- a) A team must field a minimum of eight players. Fewer than eight players constitutes a forfeit. [This rule does not prohibit both managers from loaning or borrowing players to complete/start the game if mutually acceptable.]
- b) If a team is short players, the opposing team is not obligated to play short-handed.
- c) There is no dropped third strike rule – batters may not advance on a dropped third strike. The batter is out whether the catcher catches the third strike or not. Runners already on base may advance at their own risk.
- d) Unlimited defensive substitutions are allowed (subject to the rules on minimum playing time). The manager of the team taking the field will notify the home plate umpire and the opposing team manager of the players that will be sitting on the bench during the half inning.

7) BASE RUNNER

- a) Runners may slide feet-first only.
- b) No pinch or courtesy runners are permitted in Baja games. In the case of a runner needing to leave the game due to an injury, the player on the bench in the closest previous position in the batting order shall assume running duties. The player removed from running due to injury may not re-enter the game.
- c) The batter-runner is not allowed to steal or advance to second base on the same pitch on which she receives a base on balls.
- d) A runner starting on first or second base may attempt to steal or advance, other than on a batted ball, only one base per pitch.
- e) A runner starting on third base may not steal home except if a play (throw to any base) is made by the catcher, or the catcher when returning the ball to the pitcher throws it anywhere other than to the pitcher, or the pitcher drops it outside of the pitcher’s circle. The runner may not take home on a passed ball or wild pitch.
- f) A runner attempting to steal or advance to a base beyond that to which she is allowed under c), d) or e) may be put out on a play by the defense. If not put out, once all play ceases the runner is sent back to the last base to which she is entitled.

Situations:

- (1) Runner on third leaves base when pitcher releases the ball and is half way to home. The pitch is a wild pitch or a passed ball; the catcher retrieves the ball and throws it to the pitcher; the pitcher now has the ball in the circle and the runner advances to home. This is **illegal!** The runner is put back on third base without liability to be put out.

- (2) Runner on second steals third, catcher tries a throw down and ball goes into left field, runner may not come home. Reason: one base per pitch rule comes into play.
- (3) Runner on third takes a lead after the ball leaves the pitcher's hand, catcher tries to pick her off and the ball goes into left field. She may then come home "with liability to be put out."
- (4) Runners on third and first, runner on first tries to steal second and catcher tries to pick her off. Runner on third may try to come home "with liability to be put out." Runner stealing second must stop there if safe; again one base per pitch rule applies.
- (5) Runner on third, catcher throws the ball into center field while attempting to return the ball to the pitcher. Runner on third may try to come home "with liability to be put out."
- (6) One out, runners on first and third, batter is walked and the runner on first advances to second; the catcher's return throw to the pitcher is wild; as the ball rolls loose outside the circle, runner now on second advances to third and runner on third goes home; batter-runner is thrown out attempting to take second. Once all play ceases, runner who began at first who is now standing on third is returned to second, and both the out and the scored run stand. Reasons: one base per pitch rule applies, a runner going beyond the one base she is entitled to advance may be put out, and a runner starting on third is entitled to advance home on the bad return throw from the catcher to the pitcher.

8) PITCHING

- a) No pitcher may pitch more than two innings of the first four innings per game. One pitch in an inning constitutes a whole inning.
- b) Any pitcher who hits two batters in the same inning must be removed from pitching and may not return to pitch in the same inning or the next inning. For purposes of this rule, a pitch that contacts the ground prior to hitting the batter does not count towards the total of two hit batters; however the batter may be awarded first base in accordance with ASA Rule 8.
- c) If the ball slips from the pitcher's hand during her delivery, a ball is declared on the batter and the ball is dead.

Baja Arizona Softball Association

2020 Official League Rules

12 & Under, 14 & Under and 18 & Under Divisions

The ASA *Official Rules of Softball* rules for J.O. (Junior Olympic) Fastpitch, as modified by these rules, will be used for Baja's 12-Under (12U), 14-Under (14U) and 18-Under (18U) divisions.

1) SAFETY

- a) No jewelry may be worn during any practice or game. This includes, but is not limited to, earrings, bracelets, necklaces, or rings. Exception: Medical alert bracelets, medical alert necklaces, and non-removable silver baby bracelets are allowed to be worn, if covered. If a player is found wearing jewelry, the umpire will instruct her to remove it.
- b) Only appropriate baseball/softball cleats may be worn to practices or games. No tennis shoes. Socks must be both knee socks and uniform in appearance for each team.
- c) Chin straps are mandatory on all helmets in addition to required facemasks.

2) FIELD AND EQUIPMENT

- a) The game ball will be a 12-inch, optic yellow, raised seam ball, .47 cor., and a ball compression of 375 lbs or under. The ball need not be "ASA Certified."

3) REGULATION GAME

- a) No new inning may begin after 1 hr + 30'. Time begins at the conclusion of the home plate pre-game meeting and both teams should be ready to play. The game will be stopped at 1 hr + 50' after start and score revert to the last complete inning, unless the home team is at bat in the bottom of the inning and is ahead.
- b) If the visiting team is leading by 10 or more runs after 4 complete innings, the game is over. If the home team is leading by 10 or more runs after 3 1/2 innings, the game is over.
- c) Regulation game is six (6) innings for 12U and seven (7) innings for 14U and 18U.
- d) During the regular season games, ties stand.
- e) One plate umpire and one base umpire will be scheduled to officiate each game.

4) OFFENSE

- a) All players in attendance are listed on the batting order, and it will remain the same through the game. (Note: In Baja games there is no Designated Player or Flex.)
- b) The batter must have one foot in and one foot out of the batter's box when receiving signals from the coaches' box.
- c) If a team begins a game with only eight players, no outs are assessed for playing shorthanded.
- d) If a player must leave the game due to injury or other reasons she may be replaced on defense and, if she is unable to bat, her place in the batting order is skipped without penalty (no automatic out is assessed). A player who must miss a turn at bat or has been substituted for as an injured runner may not re-enter the game.

5) RUN LIMIT

- a) Each team shall be limited to scoring four (4) runs in their half of the first three innings of play. Under this rule an inning is over when the defense makes the third out or the offense scores their fourth run.

- b) No “continuation runs” shall count. A play in progress is allowed to be completed after the fourth run has scored, however, runs in excess of four shall not count in the game score.

6) DEFENSE

- a) There will be nine (9) defensive players in the field.
- b) A team must field a minimum of eight players. Having fewer than eight players constitutes a forfeit. [This rule does not prohibit both managers from loaning or borrowing players to complete/start the game if mutually acceptable.]
- c) If a team is short players, the opposing team is not obligated to play short-handed.
- d) Unlimited defensive substitutions are allowed (subject to the rules on minimum playing time). The manager of the team taking the field will notify the home plate umpire and the opposing team manager of the players that will be sitting on the bench during the half inning.

7) BASE RUNNER

- a) Runners may slide feet-first only. A girl sliding head-first will be called out. Diving back to a base from a very short distance away is not considered head-first sliding and is legal.
- b) Pinch or courtesy runners are NOT permitted in Baja games. In the case of a runner needing to leave the game due to an injury, the player on the bench in the closest previous position in the batting order shall assume running duties. The player removed from running due to injury may not re-enter the game.

8) PITCHING

- a) No pitcher may pitch more than three (3) for 12U or four (4) for 14U/18U of the first five (5) innings of a game. If a game goes 6 or more innings, all players are eligible to pitch after the fifth inning. One pitch in an inning constitutes a whole inning.
- b) Any pitcher who hits two batters in the same inning must be removed from pitching and may not return to pitch in the same inning or the next inning. For purposes of this rule, a pitch that contacts the ground prior to hitting the batter does not count towards the total of two hit batters; however the batter may be awarded first base in accordance with ASA Rule 8.

SUMMARY OF CHANGES

2020

Substitution Card: To be added to the rules section of each division that the substitution card must be shared with the opposing team, as well as umpire, prior to the start of the game. Additionally, the specific rules regarding substitutions will be outlined in each age division section, so that when looking to clarify a ruling, one can look to the age division and find the ruling.

Number of umpires: Mention shall be put into each age division section the correct number of umpires which will be scheduled for games. It was placed under Regulation game in each section and in the matrix

Matrix was modified to take out the number of consecutive innings catching row

6U

Moved around certain sections to be more consistent with the order of other age divisions

8U

Overthrow/Foul Territory rule modified to include overthrow to the catcher. Pg. 19 (10f)

2011

Number of activities per week clarified in Section X, Paragraph A-1.

Changed the description of the 8U game ball.
Added 18U to the 12U/14U Division Rules.
Sections III and IX of the Addendum for Code of Conduct modified to add clarification for Baja involvement.
Matrix updated to reflect 8U overthrow rule approved in 2010

2010

8U

Substitution rules clarified for pitcher.
Bunting rule implemented
Base running rule 10d clarified
Base running rule 10f modified to include overthrow to 3rd base

10U

Implemented 2008 ASA 10U-B rules regarding base running. 10U-B rules were removed from 2009 ASA rulebook which made for more aggressive play in 10U than what is needed in Baja. Not a change to Baja play – just no longer referencing something that doesn't exist. (Approved in May 2009)

All

Added requirement to notify umpire and opposing manager of the players on the bench each inning.

2009

10U

Advancing from 3rd clarified

14U

Innings pitched limit changed from 3 to 4 of first 5

2008 Mid Season:

Item 3a modified in 8U, 10U, 12U/14U divisions to implement drop dead time.

2008:

8U

Run limit lifted in 4th and subsequent innings.
No "New innings" time limit re-instated; drop dead time removed.

10U

No "New innings" time limit re-instated; drop dead time removed.
Runner on 3rd can attempt to advance home except in the event of a wild pitch or passed ball.

12U

No "New innings" time limit re-instated; drop dead time removed.

14U

No "New innings" time limit re-instated; drop dead time removed.

2007:

6U

No "New innings" time limit removed

8U

Innings pitched limits changed from weekly to "per game."
No "New innings" time limit removed

10U

Pitching distance found on matrix changed to 35 feet.
Innings pitched limits changed from weekly to "per game."
Typo corrected on stealing, now one base per pitch. No
"New innings" time limit removed.

12U

Innings pitched limits changed from weekly to "per game."
Pitching distance found on matrix changed to 40 feet. No
"New innings" time limit removed.

14U

Innings pitched limits changed from weekly to "per game."
Sliding must be feet first. Refer to the matrix. No "New
innings" time limit removed.

2020 BAJA GIRLS SOFTBALL RULES MATRIX

	6 & Under	8 & Under	10 & Under	12 & Under	14U & 18U
FIELD & EQUIPMENT					
Ball size					
Field dimensions	10" soft	11" soft	11" raised	12" raised	12" raised
Pitching distance	45'	60'	60'	60'	60'
GAME MANAGEMENT	28' max	32'	35'	40'	40'
T Ball					
Coach pitch after 4 called balls					
Infield / outfield rotation	X				
Max innings pitched per game		X			
# players batting					
Min # players to play	n/a	1 in / 1 out	n/a	n/a	n/a
Max # players on defense	n/a	2	2 of 4	3 of 5	4 of 5
GAME PLAY	entire roster	entire roster	entire roster	entire roster	entire roster
Strike zone - top	5	8	8	8	8
Strike zone - bottom		10	9	9	9
Stealing					
Stealing home	n/a	Top shoulder	Arm pits	Arm pits	Arm pits
Run on dropped 3rd strike					
Runs limit/for # innings	n/a	Bottom knees	Top knees	Top knees	Top knees
Runner leaving base					
Pitcher hits batters (limit)	No	No	1 base/pitch	Yes	Yes
Ball slips from pitchers hand	No	No	Yes ¹	Yes	Yes
Batter hit by coach pitch	n/a	No	No	Yes	Yes
Infield fly rule	n/a	3 for 3	4 for 3	4 for 3	4 for 3
Running on overthrow @ 1st					
Play stops	after hit	after hit	@ release	@ release	@ release
Illegal pitch	n/a	2/inning	2/inning	2/inning	2/inning
Sliding	n/a	ball/dead	ball/dead	ball/live	ball/live
Tagging up after caught fly		Ball			
REGULATION GAME	No	No	Yes	Yes	Yes
Time limit (no new inning)	No	See text ²	Yes	Yes	Yes
Time limit (drop dead)	See text	See text ³	8' circle	8' circle	8' circle
Mercy rule	n/a	Correct 1st	Call it	Call it	Call it
# innings for regulation game					
min # innings for complete game	No	No	Feet first	Feet first	Feet first
# umpires scheduled per game	No	No	Yes	Yes	Yes

¹ (10U Division) A runner on 3rd may not steal home on a passed ball or a wild pitch. See 10U rules for detailed explanation.

² (8U Division) An overthrow into either foul territory stops the play. See paragraph 10f in the 8U section. (page 19)

³ (8U Division) There are two cases for ending play, whether the ball is hit to the infield or outfield. See paragraph 10d in the 8U section

For Quick Reference Only

The purpose of this matrix is to highlight differences between age groups. For complete rules, see text.

	1 h	1h 20'	1h 30'	1h 30'	1h 30'
	n/a	1h 40'	1h 50'	1h 50'	1h 50'
	n/a	n/a	8 after 4	10 after 4	10 after 4
	4	4	5	6	7
		3	3	4	4
	n/a	1	2	2	2