

# 2017 Fall Ball Interleague Rules Brea, FHS, La Habra Group

## Umpire Fees and Softballs

The league who is hosting the games is responsible for scheduling and paying umpires at their facilities. Teams/leagues who do not show up for a scheduled game and forfeit, or who do not give sufficient advance notice, so umpires can be cancelled, will be responsible for paying back all related umpire fees. The scheduling of umpires for the various divisions will be as follows:

**6u- none**

**8u One Umpire**

**10u One Umpire**

**12u One Umpire**

The following types of softball will be used during the fall ball season:

**6u, 8u- 10" Worth RIF 1 Soft-Dot**

**10u- 11" Worth RIF 10**

**All other divisions 12" Worth Dream Seam softball or equivalent**

The team/league playing on their home field will supply balls for each game played that day.

## Canceled Games

Please try your best to play, even if you only have 7 or 8 players and one coach (you are allowed to play and borrow a player from the opponent if you only have 7). Each league/team is responsible for canceling any can't play game that needs to be cancelled you must contact the other manager and the home manager must contact the host league umpire in chief. Contact must be made by **Thursday @ 6pm** to inform a cancellation of the scheduled game on Saturday. Contact must be received and confirmed. Please do not leave a message.

## Conduct

**Umpires will have zero tolerance towards abusive language, gestures, or actions of unsportsmanlike conduct by managers, coaches, players, relatives or other spectators.** It is the manager's responsibility to correct these actions immediately. The umpires have full authority on the field. The host board member on duty also has the authority to deal with issues with managers/coaches or issues in the stands that require removal. Any person or persons ejected from the game will not be permitted to stay at the game field within site of the field or to return for the remainder of that day AND the following week first scheduled game.

## General Rules

The official rules of play will be the current U.S.A Softball. rules with the current modifications.

Base-paths/Pitching distances will be:

**6u- 50 feet, (when available at that field, otherwise 55)25 feet**

**8u- 55 feet (when available at that field, otherwise 60), 30 feet**

**10u- 60 feet, 35 feet**

**12u- 60 feet, 40 feet**

**14u – 60 feet, 43 feet**

## Line Ups

Prior to each game, the manager will submit to the official scorekeeper and the opposing manager a complete roster line-up for the girls that are present and eligible to play that day. Each girl on the roster will bat continuously in the order submitted. Do not include players not present (see below).

Anybody not present at game time can be added to the lineup sheet and announced to the umpire when they arrive. They shall be placed at the end of the lineup sheet, and will bat for the first time when that spot comes up the next time. Additionally, any player that needs to leave early can do so without penalty, it is so noted on the lineup sheet when turned in before the game. There is no penalty for playing short with only 8 players in the lineup. There is no penalty for a injured or sick player or player that had to leave the complex early, to not bat, announce the situation before that half inning starts, and skip the lineup spot). There is a penalty if the player was ejected from the game or otherwise was removed for discipline, an out will be recorded each time her turn comes up.

## Number of Players

Eight players will constitute a team. However a minimum of seven (7) players may start or continue a game. Six players is the minimum for 6u.

Nine players will play defense in 12u and 14u divisions (10 players in the 8u and 10u) at a time unless only 7 or 8 players are available. With 7 or 8 players, one or two opponents shall be borrowed for defense each inning from the opponent.

**No** players will sit out more than two (2) defensive innings per game, and no player will sit out back to back innings. **NO EXCEPTIONS.**

In 6u no players shall sit out on defense.

## Batting

Round robin batting and free substitution will be used in all divisions, in all games, including tournament. Home team will be considered the official scorekeeper and is responsible to keep the official score in their team scorebook.

**Remember:** Fall Ball is instructional. The official scorebook is there to assist the umpire to track the game as it is played, and is to be used as an instructional tool for the games that have been played. No stats or standings are kept or published.

## Equipment

Players must wear their league-approved uniform. All players must wear rubber-cleated shoes (exception 14U). Batters must wear a batting helmet with a permanently mounted face guard with a chinstrap. For their safety, players with long hair must keep it pulled back in a ponytail or braids.

Jewelry shall not be worn during warmups or game. This includes body piercing of any kind that is exposed. Bats must not be on the current ASA Banned bat list. The current approved and non-approved list can be found at [www.asasoftball.com](http://www.asasoftball.com)

## Game Time and Limit

In 6u two complete innings will be played every game. The third inning will not be started after fifty (50) elapsed minutes **(1) hour drop dead game**. Three innings is a complete game.

In divisions:**8u, 10u, 12u**

The time of the games will be 1 hour, 20 minute drop dead. A new inning starts immediately when the third out is recorded in the previous inning.

Forfeit time shall be **fifteen (15) minutes** after the scheduled game time.

Fifteen minutes of rest time will be enforced between games if the first game ran over somehow.

The game clock will only be stopped for lighting or field malfunctions, or in the case of an injury that causes more than a five minute delay.

## Pitching Outs

Physical pitching outs for the fall season will be limited to the following:

**8u division: no player may pitch more than 18 outs per weekend.**

**10u division: no player may pitch more than 18 outs per weekend.**

**12u division: no player may pitch more than 21 outs per weekend.**

**A pitcher may return to the mound 2 times, if they have had a break as defined by someone else pitching to one batter or more. This means every pitcher has three times per game being inserted as a pitcher including the first time as a starter or reliever.**

**Each pitcher can have one free visit to the mound from a coach per inning. The second visit to one pitcher in an inning will result in a mandatory pitching change.**

**No extra outs are recorded if the maximum run limit is reached effectively ending an inning. Thus if two outs only are recorded in a half inning because 5 runs were scored, then there are only two outs recorded against a pitcher(s) for that half inning for the pitching outs limitations per day.**

## Courtesy Runners

Courtesy runners will be allowed for current pitchers and catchers at any time. The team member who was the "last out" before the pitcher or catcher's turn at bat will be the courtesy runner. If the last out is on base or at bat, or the last out is the pitcher or catcher, the next available player in the lineup immediately above that player will become the courtesy runner.

## Run Limit

### **6u- bat half their lineup each inning**

8U and 10U teams will be limited to five (5) runs scored in every inning of the game. **Play the last inning out even if the home team can't win, let the girls bat if time is left on the clock.**

12U teams will be limited to six (6) runs scored in every inning of the game. **Play the last inning out even if the home team can't win, let the girls bat if time is left on the clock.**

**Mercy rule 15 runs after 3 complete innings; 12 runs after 4 complete innings; 10 runs after 5**

## Innings Limit- complete game

6u- 3 innings

8u- five innings

10u- six innings

12u- seven innings

Games can end in a tie.

## 6u Rules

Infield fly rules will not be used.

### **Bat half lineup each inning**

Home plate is closed

-A runner going to third base may not score on an overthrow from a fielder to the pitcher or third base.

Every inning half lineup bats.

One base at a time, unless the ball goes into the outfield.

Runners must advance only to the next base that they are headed towards when the ball bounces in or reaches by being carried or caught anywhere in the infield after being returned from the outfield.

In the first inning of the first three weeks **all players shall hit off the tee in the first at-bat**, this develops good hand eye coordination and hitting skills. This is for fundamentals and good swing habits.

After this coach pitch on each at-bat. The player may have no more than three pitches, after which they must use the tee for that at bat with no more than four(4) attempts off the tee. After four attempts they will take a pass back to the bench.

After week 3 the coach shall pitch from the pitching circle. Not more than Three (3) pitches will be thrown. After pitch three, the batter **MUST** swing off of the tee. If not a fair ball by the 4<sup>th</sup> swing, they shall take a pass back to the bench.

Coaches should not interfere with the ball in play at any time.  
2 certified coaches maximum are allowed on the field for defense instruction.

## 8u Rules

Infield fly rules will not be used.

Home plate is closed

-A runner from third base may not score on an overthrow from the catcher to the pitcher.

-A runner on third base may not score on a passed ball by the catcher.

-A runner who is on third base **will be** awarded home if the ball goes out of play on a throw to the base from a fielder or on a illegal pitch.

No batter may advance to first base on a third strike that is not held by the catcher.

A base runner may only steal one base per pitch. Players may not leave or attempt to steal a base until the ball has left the pitcher's hand. Any player leaving the base prior to the ball, in the umpire's judgment, will be called out.

Ten (10) players will play on defense. The tenth player will be a 4th outfielder, and will be positioned on the grass or behind the designated line that would represent the beginning of the outfield behind the bases.

No player except the pitcher or catcher shall start in a defensive position closer than 30 feet to home plate (no closer than the circle), measured from the front side of the plate anywhere between the 3<sup>rd</sup> baseline and the 1<sup>st</sup> baseline.

**In game one- the coach pitch rule will be in effect. (this is your opportunity to pitch developing or new pitchers)**

There are no walks in the 8u division game one of a doubleheader (or a single game).

--The play shall become dead immediately when the umpire calls the fourth ball. Any base runner attempting to advance by stealing will be returned to the base, which was held prior to ball four.

--If a batter receives four (4) balls from the opposing pitcher, the coach/adult pitcher (C/AP) will pitch to the batter.

--The C/AP must pitch from the pitcher's circle.

--The C/AP will assume the strike count and pitch to the batter and the umpire will rule on each pitch utilizing the strike zone (strikeouts can occur).

A limit of five (5) pitches from the C/AP to the batter will be allowed until a ball is hit fair, or the umpire calls out the batter on strikes. If the 5<sup>th</sup>, or any pitch after that, from the C/AP is a batted foul ball, then pitches will continue until a ball is hit fair, or the batter is called out on strikes. **Any pitch after the fifth C/AP pitch, which is not swung at, will be considered a strike, and the batter will be called out.**

--No bunting is allowed when the C/AP is pitching to the batter.

--Players may not steal a base when the C/AP is pitching to the batter.

--If a ball pitched by the C/AP hits the batter, the batter will continue her at bat, and will not be awarded 1<sup>st</sup> base.

--If the C/AP is hit by a batted or thrown ball, or in the judgment of the umpire, interferes with any player attempting to field any fair or foul ball, the ball will be declared dead. The batter will be out, and all base runners will be returned to the base they held prior to the time the ball was pitched.

**In game two of a doubleheader, when one is played, there will be modified coach pitch.** The batter will be awarded first base on ball four, when there are no runners or up to two runners on base. However, for any at-bat where the bases are loaded, coach pitch will be used upon ball four, using the same rules as above for that at-bat. Meaning no runs will score because of a walk at any time, in any inning. **In split doubleheaders, where one team is playing a single game, and the other team a doubleheader, this rule will not be deployed, and the pitching rules will be used for a for first game rule.**

## **10U**

**Ten outfielders will be used to maximize the playing time. Four players must position in the outfield. The tenth player will be a 4th outfielder, and will be positioned on the grass or the designated line that would represent the beginning of the outfield behind the bases. Please develop your pitchers and let the inexperienced pitchers develop in game situations. That is what Fall is about. Defensive play time, see general section above.**

## **12U**

**Nine fielders will be used- see general section above.**

**14U-** see separate 14u supplemental rules document.

**Remember that the fall ball season is primarily an instructional league.**

**During the Fall Saturday play season, managers and coaches are requested to emphasize instruction over competitive softball. There will be no standings kept. Player should be allowed to play and explore new positions for growth.**

**There will be an End of the Season Tournament after final week #8 (8u thru 14u) where managers and coaches are encouraged to play competitive softball in the single elimination tournament to end to fall season. Each league hopes that all teams will play. This tournament will be held the week of October 30 (excluding October 31), with Championship Games on Saturday, November 4.**

**Each league will be responsible for paying their share of umpire fees proportionate to the amount of games their teams played in the tournament**

**end**