

STEVENS POINT AREA YOUTH GIRLS SOFTBALL ASSOCIATION (POINT FASTPITCH)

MAJOR DIVISION RULES

Amended and adopted – June 2024

Philosophy: This Division was organized to give area girls the opportunity to participate in organized softball competition. The qualities of personal and team discipline along with teamwork and sportsmanship will also be fostered.

Player Eligibility: Any girl between the ages of 14-18 is eligible to play. Age will be determined as of September 1st, current year.

Minimum Playing Time: Every player shall play a minimum of three innings unless game is shortened by weather or other situations. Any deviation from the rule, including having to discipline a player, injury, or illness, should be discussed with the opposing coach. Violations to the above rule will result in a forfeit.

Every player on the roster will be listed on the batting order and will bat in that order regardless of the position she is playing on the field. Unlimited substitution will be allowed. Pitchers are limited to 5 innings and can re-enter at that position one time. **A player arriving late may enter the game provided that BOTH the coaches and umpires are advised of the situation BEFORE the game starts.** The player entering the game late will enter the batting order in the last position. ONLY players physically present at the game can be on the batting order.

Division Games: All games will be six (7) innings in length if time permits. The visiting team gets the first base dugout; the home team gets the third base dugout. The visiting team will bring out the bases and put them away. Each team shall be responsible for cleaning up their dugout and stands after their game. ** IF the game is tied at the end of seven (7) innings, OR at the end of the time period will result in a tie; no extra innings will be played.

Time Limit: Division games shall be conducted under a **one hour 15-minute** time limit following this procedure: 1) the final out of an inning is the start of the new inning (not when the first pitch of new inning is thrown). 2) **No new inning shall start after one hour 15 minutes.** 3) The home plate umpire/scorekeeper shall keep track of this time. 4) The umpire has the authority to adjust this time limit if necessary, because of injury or other delays during the game. The umpire shall notify both coaches of any such adjustments as they happen.

Double Header games will be drop dead 75-minute games for the first game and 75-minute finish the inning for the second game. Run rules are in effect for both games.

Per Inning Run Rule: There is a maximum 5 run rule per inning except for the final inning. The home plate umpire will determine the final inning and announce it to the coaches prior to the start of that inning. A team can score more than five runs in an inning if it is a continuation of a play. For example, if a team has already scored 4 runs in an inning but still has runners on base; those runs would count if they are successfully driven in by the next batter. The inning would end when an out is recorded, or the play is over.

Cancelled or Suspended Games: Games cancelled because of weather will not normally be made up. Four (4) innings constitutes a completed game in those situations.

Lightning: See Separate ASA Guidelines

Later games may be played at the discretion of the Division Director.

Protests: Protests on rule interpretations should be made according to the official ASA softball rules. Protests should be field with the Division Director who shall appoint a panel of three board members to rule on the protest. The decision of the board will be final. Protests can't be made on judgment calls.

Uniforms: Uniforms provided by the league are only to be worn for games. They are the property of the league and shall be returned at the end of the season. **If they are not returned the player will be charged for the uniform.** League equipment should only be used for league practices and games.

Unsportsmanlike Conduct: The first offense by players, coaches or fans will result in a warning from the umpire. A second offense will result in ejection from the game/park. Division Director **MUST** be notified of any such incidents.

Only players and coaches are allowed in the dugouts.

Umpires: The League will provide the home plate and the field umpires. The Division Director or other Board Members may intervene on his/her own discretion at anytime they feel it to be necessary.

Minimum Players: Rosters must have at least eight (8) players, six (6) must be from own team. Two additional players may be picked up to reach a roster of eight (8) but must get from opposing team first. If opposing team does not have enough to form a roster, other corresponding Division players may be used, if equal or lower Division. The extra players must play Right and Center field positions and must be listed at the bottom of the batting order. Less than six (6) players will constitute a forfeit and show in record a loss. However, to allow the girls to play and practice, a team may be formed using opposing team players first, and corresponding Division players second.

Special Major Division Rules:

1. The pitching distance shall be 43 feet from home plate.
2. The pitcher must begin each pitch by presenting the ball to the batter **with one foot on the pitching plate. The step back rule is in place. Pitcher can start with have her foot back but it cannot be stepped back during the pitching motion.**
3. Any form of underhand pitching will be allowed including windmill. Whip pitching with the wrist extended outside the elbow will not be allowed.
4. A player may pitch a maximum of five (5) innings per game. Any part of an inning pitched counts as a full inning. Innings pitched do not have to be consecutive and a pitcher can return as a pitcher only once per game.
5. The pitcher will be allowed only 5 warm-up pitches between innings whether to a coach or the catcher.
6. A 16' pitcher's circle will be used. Once the ball is in the pitcher's control inside the circle it is a dead ball and all runners must commit to a base or be called out.
7. **Stealing is allowed after the ball leaves the pitchers hand.** The first violation of this will result in the base runner returning to the base they left from and a verbal warning. The second violation will result in an out.
8. **Players MUST MAKE EVERY EFFORT TO SLIDE when a play is being made on her. The runner is responsible for avoiding unnecessary contact or she will be called out.** Anyone deliberately going after a player is out and ejected from the game and suspended for the next two scheduled games. The Division Director must be notified of such situations.
9. Missed bases will be called by the umpire after the play has been completed. No appeal is necessary. Regarding home plate, it will be a judgment call by the umpire.
10. A walk is treated like a hit. The runner **CAN** continue past 1st base, and as long as she makes no

attempt to go to 2nd, may return to the base without the liability to be put out. **The runner may at her own risk, try to advance to 2nd, provided that she has not stopped or hesitated at 1st, while the pitcher has control of the ball in the circle.**

11. The infield fly rule will be enforced. It is a judgment call by the umpire and may be called when there are runners on 1st and 2nd, or 1st, 2nd and 3rd with less than 2 outs. The batter will be declared out and the runners may advance at their own risk.

12. All uniformed players are to remain in the dugout when not playing on the field unless warming up prior to entering the game. A base coach may be a player, but she must have a helmet on.

13. Helmets with faceguards **MUST** be worn by all batters/runners. All catchers must have on full protective gear including face mask/helmet, chest protector, and shin guards.

14. There will be no designated hitters.

15. **Run rule is in effect.** 15 after 3 innings, 12 after 4 innings, 10 after 5 innings completed innings with home team having the last at bat, if behind in score.

16. A batter shall not throw the bat. The 1st violation will result in a team warning. Subsequent violations will result in the batter being called out and the base runners will have to return to the previous base.

17. A 12" raised seam 47 core yellow ball will be used.

18. Players having to leave a game early due to an injury sustained during the game or other commitments will not be charged an out each time that player is up to bat.

19. **Dropped Third Strike** – ASA Rules Apply - A batter may attempt to go to first base on a dropped third strike if there is zero (0) or one (1) out and first base is not occupied. They may attempt to go to first base on a dropped third strike if base is open or occupied and two (2) outs.

SAFETY SUGGESTION:

- On-Deck batters should be positioned on the backside of any hitter.
- Coaches must remain in the dugout.

Any rule not covered above will be covered by and in the official current ASA rulebook.

Note: No set of rules can cover each situation that may occur during a game or during the course of the season. Coaches, players and umpires are expected to meet any unexpected situation with common sense and with cooperation with the good of the program in mind. The Board of Directors reserve the right to make rulings or interpretations on the rules covered in the rulebook and our addendums to those rules. Coaches will be expected to abide by those interpretations. Failure to do so may result in the Board taking disciplinary actions. It is not always the strict letter of the rule that may settle the dispute, but the intent of the rule must be considered, and the effect the rule violation has had on the outcome of the game. ASA rules will be followed in the event a situation is not covered in these Major Division rules. The umpire and/or Division Director's decision is final.

