

# SARATOGA MISS SOFTBALL

## Rules for A Division 2026 Recreation Season

### 1. NUMBER OF PLAYERS

Teams may play with eight (8) players without taking an out for the ninth (missing) player. There is a maximum of ten (10) players on the field in a defensive position.

In the event a team cannot field a minimum of either (8) permanent players, the team automatically takes a "loss" in the standings. In the event both teams cannot field a team, both teams will take a "loss" in the standings.

Temporary substitutes may be assigned to meet the minimum requirements to play the game.

Temporary players will be assigned as follows:

1. If available, the temporary players will come from the opposing team until they meet the minimum required number of players to play.
2. Borrowed players will be assigned an outfield position and will bat last in the lineup.
3. If the opposing team does not have additional players to provide, then other players (insured through the league) may be utilized. A player cannot play down a division.
4. Late arriving permanent players will immediately enter the game. When a total of nine (9) permanent players are available, the temporary players will return to the opposing team.

### 2. GAME TIME

Weekday games start at 6:00pm. Forfeit time is 15 minutes past the scheduled start time. No inning will commence after 1 hour 30 minutes from the actual game start time (First Pitch).

### 3. UNIFORMS

Complete uniforms must be worn at each game. A complete uniform consists of a uniform shirt and softball pants (black).

Batting helmet must have a face mask that is attached to the helmet.

Fielding masks are required for all players.

No metal cleats.

Catchers in full gear.

Bats must be USA/ASA certified

**If a player is not wearing a proper uniform or proper gear, the player shall be benched for that game until the proper uniform is obtained. The coaches are responsible for enforcing this rule; if not then**

**the Board Member on the field will have the authority to bench the player!**

#### **4. PLAYER SAFETY**

Long hair must be properly tied back. No player may wear jewelry or unsafe articles during practices and games. Umpires will ask for items to be removed.

#### **5. HELMET/BAT THROWING**

If a batter throws the bat, she will receive a warning. If the same batter throws the bat again, the batter is called out and the ball is dead. If a player throws her helmet, anywhere, she will be benched up to and including removal from the game. This rule applies to all gear; ie. helmet, glove, etc

#### **6. BENCHING**

Any player, for any reason of unsportsmanlike conduct, unsafe behavior in the field or absence from two (2) consecutive functions without excuse may be benched for the next game. Both scorekeepers must note the name of the player benched and the date. **Repeated unsportsmanlike conduct may result in immediate suspension.**

#### **7. PITCHING**

Pitchers will be limited to three (3) innings per game. To this rule, **a pitcher that has thrown one (1) pitch in an inning is deemed to have pitched an inning**

-A Division will have a 4 run per inning max until the last inning. Last inning is unlimited runs.

-A Division pitching rule. If a pitcher walks 3 consecutive batters the coach of the hitting team will pitch to the next batter. That batter cannot walk. They remain at bat until they put a ball in play or strike out. The umpire will still call balls and strikes so the batter can be called out on strikes. After that batter, if there are less than three outs, the original pitcher (or coach can make a pitching change) will pitch to the next batter and the walk rule resets.

#### **8. LEAGUE PLAY**

**Modification to ASA Rule 5, Section 3:** Game is complete when one team is leading by 15 runs after 4 ½ innings.

**Modification to ASA Rule 1, Section 39:** The "Infield Fly Rule" does not apply. Batter is not automatically out. Ball must be caught, force or tag play must be made on the batter/base runner.

A completed game is 5 innings. A team may score a maximum of five (5) runs per inning. After the fifth run is scored, the inning ends, and no additional runs are counted for that inning. Runner can advance as many bases as possible, at the runner's risk. No stealing home on a pass ball when 3<sup>rd</sup> base is occupied unless a play is made on the runner at 3<sup>rd</sup> base.

Bunting is permitted.

**No player sits two innings until all players have sat one inning.** All players must play at least two (2) innings. No player sits 3 innings until all players have sat 2 innings. NO EXCEPTIONS!

All players must play in the correct field position. Players cannot block the bases or the base path unless fielding the ball. Except for the players at bat or on deck, all players are required to stay on the bench when a team is at bat. For safety reasons, **horseplay will not be allowed during a game/practice**. Base coaches will consist of parents or coaches only. **Base coaches cannot make physical contact with the player while the ball is in play**. If this occurs, the runner will be called out.

Stealing: ASA Rules for <10-year-olds except: **3 steals per inning only!** Each team keeps a record of steals per inning. A player may steal one base at a time, regardless of an overthrow. **NO STEALING HOME** on a wild pitch or passed ball. Stealing home is only allowed when a play is being made on a player at third place. No advance on a pitched dead ball.

Leading: Runners may leave/lead off the base once the ball has left the pitcher's hand. If a runner leaves the base early, she will be sent back to the base she was occupying at the time of the pitch. This only applied once per team per game. The next player who leaves early from that team will be called out.

The distance between each base will be sixty (60) feet. The distance between the pitching rubber and home plate will be thirty-five (35) feet.

## **9. FINAL INNING**

When the Game Umpire has determined the last inning, the run limit will no longer be enforced. There must be a complete final inning. If the game is called due to darkness and the winner has not yet been determined, the score will revert back to the last completed inning.

**GAME CALLED FOR DARKNESS IS AT THE DISCRETION OF THE UMPIRES.**

## **10. PLAYOFFS**

All teams will be involved in the playoffs. Regular season scores determine the standings and seeding for the playoffs. The Home Team is responsible for reporting the final score to the concession stand at the end of the game. This playoff format applies to A, AA Divisions. All league rules, including the Pitching Rule, apply in the playoffs.