

OFFICIAL LEAGUE RULES

Player & Teams:

- All players must have completed high school or be 18 years old or older by the first game of the season.
- Players may only play for **ONE** team in the same league Men's, Women's, Modified, Fricker's and Co-ed.
- Once a player has played in a game for one team, he may not play for another team in the same league. Any games played by the ineligible player for the second team will be declared a forfeit.
- An official ASA roster must be completed and turned into the League Director prior to the teams' first game of the season. Players must be on a roster before playing in a game.
- Roster changes may be made by teams until **July 1st for MASA Tournaments (Summer leagues only)**; any roster changes after this date are only legal for league games.
- Team rosters may consist of no more than 20 players. Once a player has played in a game for the team, that spot on the roster is locked and may not be changed.
- Senior girls on high school softball teams are not eligible for recreation league play until their high school season, including tournament, is complete. Senior boys are eligible.
- Collegiate Softball players are ineligible until their collegiate season has ended.

The Game:

- Game time is forfeit time. All players (8) must be present for the game to begin.
- No new inning will start after one hour and fifteen minutes, unless game is tied. If called on time limit or mercy rule, game is official.
- Mercy Rule is 20 runs after 3 innings, 15 runs after 4 and 10 runs after 5 or 6 innings.
- Any team that does not show up for a scheduled game will be credited with a forfeit. A **\$25** forfeit fee will be assessed to teams that forfeit regular season games. If a team forfeits two games on one day, a **\$40.00** fee must be paid. All forfeit fees must be paid at the league office prior to the team's regularly scheduled game the following week. If not, another forfeit would result, and the team may be dropped from the league.
- If, for any reason (except time limit, forfeit, or mercy rule), a game is called before completion (3 ½ innings if the home team is winning), the game will start over from the start.
- Teams are only guaranteed to be scheduled for the number of games stipulated in the registration form; we will not be responsible for forfeits or for rescheduling forfeited games. Refunds will not be given for incomplete seasons due to acts of nature (e.g. rain or snow cancelled games). Every effort will be made to get the games rescheduled and played, but the league will not guarantee it.
- The minimum number of players required to start a game is **eight (8)**. No outs shall be declared when the ninth and/or tenth position in the lineup is scheduled to bat. Players may be added to the lineup at any time during the game up to ten batters. Extra hitters cannot be added once the game has started. Teams may bat as many as fourteen (14) in the batting order. At no time may a team drop below one player less than what they started with unless because of injury. If there is no substitute available a vacant position(s) because of an ejection the game will be declared a forfeit.
- Five warm up pitches are allowed in the first inning, after that only one pitch every inning. NO batting practice is permitted on game fields before league games.
- No courtesy runners will be allowed; however, if a player is injured on the play, a courtesy runner can be used with the injured player re-entering the game only once.

BALL RULE (new 2012)

Each team will be provided with 6 game balls. Co-ed will receive 6 women and 6 men game balls. Teams are allowed to use any optical yellow 44 core 375 compression ball or any 52 core 300 compression ball. Umpire must be able to read the core and compression on the ball. Balls will be for sale if teams are in need to purchase more than the 6 they were given at the concession stand.

Each team will be responsible for bringing and hitting their own balls. A new ball will only be put into play if a foul or HR ball is hit. Teams will have 30 sec to get a ball to the pitcher to resume play or the batter will be out. Opposing pitchers will be responsible for checking the ball when it is put in play to make sure the ball has the right core and compression.

CO-ED ONLY:

- A team must have at least eight (8) players to start or continue and may use as many as fourteen (14) in the batting order.
- When playing with eight (8) players, an out will NOT be recorded in the 9th & 10th position, no matter whether it is a male or female that is absent.
- To play with eight players, a team must have at least four (4) males and four (4) females. If playing with 9 the player may be either male or female.
- Males and Females must be alternated in the batting order. If at any time a male or female bat back to back an automatic out would have to be taken.
- Defensive alignment 2-2-1 principle. 2 outfielders, 2 infielders, and the pitcher or catcher must be female. If playing with only four (4) females, play short in the infield or outfield.
- Co-ed play will use an 11-inch ball when the female bats and a 12-inch ball when the male bats. If the wrong ball is used, the manager of the offensive team has the option of taking the result of the play or having the last batter bat over and assume the ball and strike count prior to the wrong ball being discovered. This appeal must be made prior to the next pitch (legal or illegal). If it is the third out, the appeal must be made before the defense leaves the field – all the defensive players must be on the outside of the foul line on the side of their dugout.
- With the exception of making a pitching change, players cannot switch defensive positions during an inning unless a substitution is used. A player removed from the pitching position cannot pitch again during the same inning, but could return as a pitcher in a later inning.

NEW IN 2009

All batters will start with a 1 - 1 count with no foul balls to give.

NEW IN 2010

Pitching rule height has changed. The new max height is 10 feet, down from 12 feet in the past. For safety reasons (Pitchers may pitch up to 5 feet behind the rubber.)

HOME RUN RULE:

- There will be a three home run rule limit in all divisions except the Frickers league where there will be 6 home runs allowed. Any excess home run will result in an out.

SPORTSMANSHIP:

- Player's, teams and spectators are expected to show good sportsmanship at all times.
- Any player, team or spectator that is involved in a fight is subject to suspension or dismissal from ALL Leagues and possible prosecution.

EJECTIONS:

- Any player or coach who is ejected from a game is automatically suspended for the remainder of the game ejected from plus a minimum of one game. A second ejection will result in a minimum two game suspension; a third ejection will result in the player being disqualified from all leagues for unsportsmanlike behavior.

The length of suspension is at the sole discretion of the League Commissioner, the reason and nature of the ejection will dictate the length of suspension.

- The League Director reserves the right to suspend or dismiss players or teams for any reason at any time.
- Teams are responsible for the behavior of their fans. An umpire may eject players at random for any excessive unsportsmanlike behavior or language displayed by their fans.
- Parties involved will be given the opportunity to present their case individually to the league director.

OFFICIAL SCORER :

- The league will keep official score.
- Lineups shall be given to the official scorer five (5) minutes prior to game time. All substitutions must be reported to the official scorer.
 - a. Lineups must include: last name, first name, and number.
 - b. Substitutes should also be listed on the lineup card.

EQUIPMENT:

- The shirt/jersey will be considered the official uniform. It is recommended that all players on the team have same colored shirts with numbers on them. Shorts or long athletic pants of varying colors and styles are acceptable
- Caps are optional with each player. If worn, they must be standard ball caps or cloth visors worn properly. Sweatbands are also acceptable. No bandanas.
- No metal spiked shoes.
- Only bats approved by ASA shall be approved for league play.
- Only approved softballs (.44 core, 375 lb compression or .52 core 300 lb compression) will be used in league play. Teams may chose to provide their own balls.

TIEBREAKER:

2-way Tie:

- A. Head to Head record
- B. Point Differential in head to head games
- C. Overall Point Differential
- D. Play-off game

3-way Tie

- A. Record against other two teams
- B. Point Differential in head to head games
- C. Overall Point Differential
- D. Play-off games

AWARDS:

- Team shirts will be awarded to the Regular Season Champion in each division.
- Team trophy for tournament Winner

MISCELLANEOUS:

- The League Supervisor or Director may at any time request **official identification** from a player to verify the player's eligibility to participate in the leagues and/or to verify the person's identity.
- **All Players must pay their player fee before the start of week 2 games. If a player is found to play without paying for his player fee....the game could result in a forfeit loss. All Subs MUST PAY before they play!!!!**
- Rainout decisions will not be made until one hour prior to the first scheduled game of the night. Teams should call rain-out line first to receive information about rainouts; if there is no answer or recording, call the main number for information.
- **NO ALCOHOLIC BEVERAGES ARE PERMITTED ON HERITAGE PARK GROUNDS.**
- There will be no smoking on the field or in the dugouts during league play.
- Umpires do not have to allow individuals who are believed to be under the influence of alcohol or drugs to participate. They may also eject a player during the game if it is discovered at that point in time.
- Any team, player or spectator of the team that damages City property is subject to legal actions.

With the Exception of any preceding local modifications, ASA rules shall govern play.