

LAFAYETTE GIRLS SOFTBALL LEAGUE

PLAYING RULES FOR HIGH-C

1. GENERAL

- 1.1) Our League, unless otherwise provided in these rules, shall follow 12 and under fast pitch ASA rules.
- 1.2) Managers, coaches, parents, and team members shall conduct themselves in a sportsman like manner at all times in accordance with the published rules of conduct. The penalty for not following these rules includes expulsion from, or forfeit of the game.
- 1.3) Practices can be held at the Coach's choice of location.
- 1.4) It is the manager's responsibility to verify game conflicts with players and parents. The regularly scheduled Board meeting held just prior to the start of the season shall be the last time the games will be routinely rescheduled by the Board. Any other games may be rescheduled if both managers and the Board approve. All proposals for rescheduled games after the season begins must be presented and approved at a regularly scheduled Board meeting.
- 1.5) Each team is responsible for field set-up before the game, and clean-up and tear down after the game. Before the first game of each night the Home team will be responsible for putting the bases and helmets in place. After the last game of the evening the Home team is responsible for taking up the bases and putting them, along with all of the helmets in the shed. The Visiting team is responsible for picking up trash that may have been left behind on or around the field.
- 1.6) Teams may play in other tournaments with Board approval. It is the team's responsibility to cover any expenses or insurance for any such tournament.
- 1.7) Any apparent physical injury will cause play to stop immediately. The ball is dead and any runner between bases shall be awarded the next base.
- 1.8) No infield practice may be held on game day.

2.) EQUIPMENT

- 2.1) No steel spiked shoes shall be permitted for practice, regular or tournament games.
- 2.2) All batters and base runners must wear helmets with chinstraps and face-guards at all times during the game. Game helmets will be provided by the league and will be placed behind the backstop at the start of each night. Practice helmets will be given to each team. If a player chooses to use their Own helmet it must have a chinstrap and faceguard. Catchers must wear all Protective gear at games and practices.
- 2.3) Only league issued uniforms can be worn during games. Players may add names, numbers and logos to the issued uniform. No alternate team uniforms will be permitted. The team will forfeit the game if not in the proper uniform. Hats or visors may be purchased by the players and worn during games.

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3. Players and Substitutes

- 3.1) No girl may sit out defensively more than one consecutive inning at a time. Any girl not playing defensively during the entire previous inning must play the entire next inning.
- 3.2) Eight girls must be present and able to play for each team to play a scheduled game. If seven or less girls are present, the game shall be forfeited. The game may be played with the girls available. The forfeit will be used for league standings.
- 3.3) A starting line-up that includes all players in the batting order must be presented to the opposing coach prior to the start of the game. A completed game sheet must be filled out, signed and turned in at the conclusion of the game.
- 3.4) The batting roster is independent from the scheduled field positions. The batting roster is the order in which the players bat. All players will be in the batting order. The 10th batter/and or three out rule still applies.

4. Game

- 4.1) The infield fly rule does not apply in the league.
- 4.2) Free defensive substitution is permitted.
- 4.3) Nine players may play defensively.
- 4.4) The double base is approved for use at first bases as per ASA rules.
- 4.5) A game shall be six (6) innings long unless the time limit expires before the six innings have been completed. The time limit for all games shall be 80 minutes.(60 minutes for fall, 80 minutes for spring.)
 - 4.5.1) If either team is ahead by 11 runs at the completion of the 4th inning, or the Home team is ahead by 11 runs after 3 ½ innings the game is over. If any team is ahead by 15 runs at the completion of the 3rd inning the game is over.
 - 4.5.2) If the Home team is ahead prior to entering the bottom half of what will be the final inning, (either because time has run out, or they are ahead by the number of specified runs in the previous rule), the Home team will not bat and the game is over. If time remains and the coaches agree to continue the game, play may continue, but any additional runs shall not be recorded.
 - 4.5.3) If the game is tied at the end of regulation time or 6 innings, ASA tiebreaker rules shall be applied. One inning of tiebreaker will be played during regular season games. If the game is still tied after that one inning each team will get a ½ of a win. During tournaments we will play as many innings of tiebreaker as necessary to determine a winner.

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- 4.6) Storm delayed games shall be rescheduled by the Director. In the event of A storm delay, a game shall be considered a complete game if at least 4 innings have been completed and the winning team shall be the team leading at the end of the last completed inning before the game was halted.
- 4.6.1) If less than four innings have been played, the game shall be resumed from the point at which the game was halted. Games will be rescheduled for the next make-up date. Storm delayed games originally scheduled between the last make-up date and the beginning of the tournament will not be made-up unless they will affect the final League standings.
- 4.6.2) Observed lighting, thunder or excessive rain shall be cause for a game delay. Any umpire or a Board member may delay or cancel a game. At the discretion of the Board members present, games may be delayed due to rain with an attempt to continue play that night.

5.) Pitching

- 5.1) There are no intentional walks allowed in this league. After one warning by the umpire, the second intentional ball will be cause for a game forfeiture. There are no balks. A balk becomes a dead ball, and is recorded as a ball on the batter. All base runners advance one base.
- 5.2) A batter will be awarded first base if hit by a pitched ball, providing that she makes a reasonable attempt to avoid being hits. The reasonable attempt will be determined by the Home plate umpire. If the batter is awarded the bases all other runners will advance also provided there is a runner on the base behind them forcing them ahead.
- 5.3) If a pitcher hits four (4) players in one game, the pitcher will be automatically removed from the pitchers position for the remainder of the game.
- 5.4) A pitcher who has left the pitchers position may not re-enter the pitchers position that inning, but may re-enter during subsequent innings if she remains in the game defensively.

6.0) Batting

- 6.1) Only ten batters or the number of players fielded may bat each inning. If ten batters come to the plate in one inning, the inning is over after the tenth batter strikes out or hits and the opposing team is in possession of the ball standing on home plate.
- 6.2) Any player who throws the bat in an uncontrolled manner will be called out and all base runners will be returned to the base occupied at the time of the pitch.

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7.0) Batter-Runner and Runner

- 7.1) A batter may run on a dropped third strike if first base is not occupied, or if there are two outs, whether first base is occupied or not.
- 7.2) A base on balls or dropped third strike, on which the a runner is entitled to run, is treated the same as a batted ball. The batter/runner may continue past first base and is entitled to run toward second base as long as she does not stop at first base. If she stops after she rounds the base, a failure to immediately proceed to the next, or return to her base once the pitcher has the ball within the pitchers circle shall result in the base runner being declared out.
- 7.3) As per ASA rules, if there is a chance of a play at any base, and the runner does not slide, the runner shall be declared out. If it is intentional, the runner shall be immediately ejected from the game. If there is no play the defender shall yield the base. If the defender attempts to block the base when no play is possible, she shall be immediately ejected. It is the intent of this rule is to eliminate as many hazardous collisions as possible; therefore if there is any doubt in a runners mind, they should be encouraged to slide.