

Bay Girls Softball AA 2011 Rules

A.S.A Playing Rules

The fast-pitch program abides by the rules set forth in the 2000 A.S.A. manual. Some of these rules have been modified by the B.G.S.C. and are listed below.

1. UNIFORMS

Girls should wear tie shoes (no flip flops, clogs or beach sandals will be permitted). No metal cleats – molded cleats only (if used). Uniforms must be worn unaltered for all games. Catchers must wear facemask / helmet combo, shin guards and chest protector for all games and practices. **HELMETS MUST BE WORN WHILE AT BAT AND RUNNING THE BASES IN ALL DIVISIONS DURING GAMES AND AT ALL PRACTICES** (this applies to all bat girls and boys). **EQUIPMENT BAGS & FIRST AID KITS ARE TO BE TURNED IN AT THE COACHES WRAP-UP MEETING TO BE SCHEDULED AT THE SEASONS END...**

2. SCHEDULES / STANDINGS

In the event of rain **AFTER THE START** of the game, the umpire & coaches will determine whether to continue or postpone the game. If lightning is sighted, the game is to be stopped **IMMEDIATELY**.

A game that has been partially played (less than ½ of the scheduled time length) and halted due to weather, will resume at a mutually agreed upon date / time (HOME team coach will notify division commissioner). Coaches should note **INNING, OUTS** and **BASE-RUNNERS** (any at-bat count will resume at 0-0) so the game can pick-up where it left off.

Assume that **ALL GAMES** are to be played **AS SCHEDULED** unless of rain out or other threatening weather. Please refer to the web page @ www.BayGirlsSoftball.org “under” **AA Division Rules** for any updates. If at game-time the weather looks bad, the coaches and the umpire will decide if the game should be postponed. Commissioner may or may not call head coaches in the event of rain outs. Please refer to the website first...

In the event of a rain-out, the commissioner shall notify the head coaches of the next available make-up game date / time. The coaches are responsible for calling the players with the make-up date and time.

Older divisions will be given priority on the fields for make-up games. The umpire manager will make arrangements for the umpire crew.

The winning coach is to immediately notify the commissioner of the game / score. Under no circumstances will a division commissioner calculate win / loss standings that exclude a team who neglected to call in their “win”. Coaches will not report standings or scores to the media.

To prevent field damage, teams are not permitted to use the field if a game is called because of rain.

Games are a maximum of six (6) innings, or will last 1.5 hours from the scheduled start time, whichever comes first. Games should end by finishing an inning. If time is running out, coaches should agree whether or not to start a new inning (generally, innings take 15-20 minutes to complete). A game may end in a tie if time has expired AND the inning has been completed. During the playoffs, games will be a FULL 6 INNINGS with no time limit... If the game is tied at the conclusion of the 6th inning, extra innings will be played UNTIL A WINNER IS DECLARED.

3. INJURIES

Any player or coach who is bleeding or has an open wound shall be prohibited from participating further in the game until appropriate treatment has been administered. If medical care or treatment can be administered in a reasonable amount of time, the individual does not have to leave the game. The length of time that is considered reasonable is decided by the HOME PLATE UMPIRE. The re-entry rule would apply to players. If there is an excessive amount of blood on the uniform (HOME PLATE UMPIRE JUDGEMENT), that player’s uniform must be changed before the player returns to the game. Any t-shirt or shorts may be acceptable. Under no circumstances is any player to start or continue in a game with a broken bone, cast, splint or wrap.

4. GAME PREPARATION

It is the responsibility of ALL COACHING STAFF to stress the importance of hustling on and off the field (please have catchers “geared-up” ahead of time...). In addition, the coaching staff should have batting orders and player positioning in advance of game time.

All bases and the pitching rubber should be secured to the ground with applicable equipment provided in the field lock box.

An optional seven (7) foot radius pitching circle must be drawn around the pitching rubber.

Home field coaching staff should measure the pitching distance prior to the start of the game. If it is incorrect, the pitching rubber should be moved to the correct position (35 feet from the home plate side of the rubber to the pointed side of home plate...). The distance from home plate to 1st base should be 60 feet.

5. PITCHING

Pitchers may use a full windmill motion. The pitcher shall start with the pivot foot (right for R.H. / left for L.H.) on or partially on the top surface of the pitcher's plate and the non-pivot in contact with or behind the pitcher's plate. BOTH feet must be on the ground within the 24 inch length of the pitcher's plate. At the start of the windup, a step backward is permitted so long as the pivot foot remains in contact with the pitcher's plate. After the step backward is completed and the pitcher begins her windup, the pitcher shall only be permitted one step forward the batter and simultaneous with delivery. The pivot foot may remain in contact with or may push off and drag away from the pitching plate prior to the front foot touching the ground, as long as the pivot foot remains in contact with the ground and within the 24 inch length. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal. It is illegal for the pitcher to "leap" forward where both feet are in the air at the same time (the pivot foot must remain in contact with the pitching plate or must drag on the ground) and it is illegal for the pitcher to "crow hop" (i.e.: replant of the pivot foot prior to delivery...). If the pitcher makes an illegal pitch, the umpire will immediately call that pitch a ball. At the AA level, traditionally the pitchers are the most inexperienced. So, in an effort to promote pitching at a basic level in this division, pitchers may use a ½ windmill motion if preferred. In this case, the pitcher's body should face 3rd base (R.H. pitchers) or 1st base (L.H. pitchers) and the pitcher should start the pitch with the body in the "X" position, with the pivot foot in contact with the pitching plate. The pitcher may then drag the pivot foot forward, keeping contact with the ground during delivery and release the pitch near the hip. This motion will be enforced by the umpiring crew. In any case, the ball must be pitched with **LITTLE OR NO ARC** or the umpire will call an illegally pitched ball.

In the interest of developing this skills and talents of the players in the league, pitchers can pitch a MAXIMUM of 3 innings (9 outs) per game. If a pitcher is removed from the position of pitcher, she may not be re-inserted to the position of pitcher for the rest of the game.

Replacement pitchers will be allowed five (5) warm-up pitches. Pitchers are to have only five (5) on-field, warm-up tosses prior to the start of each inning.

A "balk" will be called a "ball". When the ball is in the possession of the pitcher within the pitching circle, the ball is "dead". If a base runner has committed to the next base, she

may continue to that base at the risk of being thrown out. Otherwise, the ball remains dead until pitched.

6. SLIDING

Sliding is prohibited. This includes stolen bases and plays at home plate. If a base runner is legitimately determined by the umpire to slide (feet first) and not tripped or fallen (head first), that base runner will be declared out. If the situation happens at home plate, in addition to that base runner being called “out”, that run will not count.

7. BASE RUNNER ADVANCEMENT / OVERTHROWS

Runner is granted 1 base on an overthrow that goes out of play. At the risk of being thrown out, a base runner may attempt to advance 1 base on an overthrow that is not “out of play”.

8. BATTING

All girls in attendance bat in the batting order before the 1st batter bats again, regardless of whether or not they played defense that inning. All batters must be wearing a batting helmet before leaving the dugout. No on-deck practice swings are to be taken in any division except at fields equipped with a batting cage. Only 1 batter at a time should be allowed in the cage at a time. It is all of the coach’s responsibility to make sure that safety is the #1 priority. At-bat / in count practice swings should be ONLY when the batter steps outside the batters box with the umpires permission.

No pinch-runners or substitutions are allowed unless the base runner is injured on that play. The only exception is when the catcher is a base runner and there are 2 outs in the half inning.

Any batter batting out of order will be called out. Girls arriving late MUST be inserted in the line-up as the last batter.

The umpire reserves the right to call a batter “out” in the case of a thrown bat after contact is made. Batters advance to first base when hit by a pitched ball that has 1 bounce or less. There will be no advancement of batter to 1st base in the event of a “dropped 3rd strike”.

Pitches that are between “shin to chin” are considered hittable, and players should be encouraged to swing or it will be called a strike. In addition, a pitch that is within 2 inches, either side of the plate, will be considered a strike. A ball that hits the plate will be called a ball.

If a team is ahead by 7 or more runs, it will start its half inning batting with 1 out.

9. COACHES AND UMPIRES

ALL: The league will not tolerate unruly spectators or team members behind the backstop. Un-sportsmanlike conduct, abusive or foul language by players, coaches or spectators will not be allowed. The umpire(s) are in charge of the game and can and will eject players, coaches AND SPECTATORS from the game and field area with or without warning.

No coach-umpire discussions will be permitted relating to JUDGEMENT CALLS for pitched balls and strikes, or plays in the field. Coaches may only consult the umpires to discuss established rules violations that may occur (i.e.: illegal pitches, substitutions, or other in game scenarios). Coaches should maintain a copy of the rules at all times.

COACHES ARE NOT PERMITTED TO OFFER INSTRUCTION OR COMMUNICATE WITH PLAYERS ON THE OPPOSING TEAM UNLESS THEY APPROACH THE OPPOSING HEAD COACH AND GET PERMISSION.

One (1) defensive coach is also allowed in the outfield to instruct players in the field and another behind home plate to assist the catcher.

If an umpire does not show up for the game or is late, the coaches must agree on a spectator or another coach to start the game on time.

10. PLAYERS OF THE FIELD / INFELDERS

Games should start at scheduled times. A team may start the game with 7 players, anything less is a forfeit. It is the coach’s responsibility to insure that his / her team has the minimum number of players to start the game. If a coach determines that a forfeit is likely for an upcoming game AND it is outside of the 48 hour window ahead of the regularly scheduled game time, the game can be rescheduled if the opposing coach is agreeable. It is the forfeiting coach’s responsibility to contact the AA commissioner to reschedule.

There will be a maximum of 10 (ten) girls on the field (7 infielders & 4 outfielders) including the pitcher and catcher. All infielders must remain behind the pitching rubber (35 feet from home plate).

11. DEFENSE ALIGNMENTS

A defensive player should be positioned so that she does not interfere with the base runner. Runners must have free access to the base. If such interference occurs, the runner will be called safe. A defensive player may only “block” the base when she is in possession of the ball.

There is no infield fly rule.

No girls shall play the same position for more than 3 innings of an entire game.

12. STEALING / RUNNING BASES

Stealing bases are only allowed when a pitched ball goes *past the catcher on a passed ball or a wild pitch*. Stealing of home is not permitted on a passed ball or wild pitch. If the catcher attempts to throw out a runner stealing 3rd base and the ball passes the fielder, the runner may attempt to score.

On a 3rd strike in which the ball goes past the catcher, the batter is out but the runner can steal a base.

There are no lead-offs prior to, or as the pitch is being thrown towards home plate.

No run shall be scored if the third out of the inning is the result of:

- A. A batter / runner being called out prior to reaching 1st base or any other runner forced out due to the batter becoming the runner.
- B. A runner being put out by a tag or live ball appeal play prior to the lead runner touching home plate.
- C. Sacrifice fly – runners may attempt to advance on caught fly balls with less than 2 outs.