

FIELD PLAYING RULES

The playing rules utilized by South San Jose Softball are the Official Rules of Softball as published by The Amateur Softball Association of America (ASA), with such modifications as are published in these Field Playing Rules. The Official Rules of Softball as currently published by ASA and as modified herein, will govern all play, umpire rulings and protest decisions for the spring season of South San Jose SoftBall, except for Inter-league and PAL tournament games that are governed by the San Jose PAL Softball Field Playing Rules.

Summer traveling team play will not be governed by the modifications herein, as each tournament may differ in its modifications of the ASA Rules.

The 6U, 8U and 16U Division programs are governed by special rules that are not included herein.

Rule 1. Definitions

ASSISTANT COACH

In addition to the Head Coach, an assistant coach is a.) 21+ years or be a known former league participant age 18 years or older in the 16U, 12U & 10U divisions (actual age at the time of appointment) who will function as a member of the managing staff.

CHAPERONE

Is a female at least twenty-one years of age and who is a rostered team member who will assist the manager in keeping control and order among team members. She will attend all team functions; assist the other managing personnel as well as the players. And will protect the team from the harms and dangers that can often result from the lack of adult supervision.

COLLISION

Is the solid contact between a defensive player and a runner. Collision is more than a mere brushing or touching of two players. Collision is the colliding of two players resulting in a strong forceful and violent impact. The ultimate responsibility in avoiding collision belongs to the runner. A runner that slides into a base is judged to have successfully avoided collision; unless the manner of the slide is judged by the umpire to be flagrant with respect to the safety of the defensive player.

DOUBLE FORFEITED GAME

A game declared over by a decision of the plate umpire when both teams are found to be in violation of the rules. A double forfeited game will be recorded as a 7 - 0 loss for both teams against the League standings.

FORFEITED GAME

A game declared over by a decision of the plate umpire for a violation of the rules in favor of one team, or by a decision of the League Umpire in Chief to uphold an administrative protest, or the use of an ineligible player. A forfeited game is to be considered a "game of record," with a score of 7 - 0.

HOME TEAM

The home team is the first team on defense in all games and will use the 3rd base dugout. The home team is listed first in all League game schedules.

INELIGIBLE PLAYER

Any player that is a current participant with another league or softball organization is ineligible to participate in League play.

INTERNATIONAL TIE BREAKER RULE FOR INTER-LEAGUE & PLAY-OFF/CHAMPIONSHIP GAMES

During each half inning of the innings played under the tie breaker rule (i.e., the eighth inning or first inning after the expiration of the time limit and all successive innings), the offensive team shall begin its turn at

bat with the player scheduled to bat last in that respective half inning being placed at second base (i.e., if the number five batter is to lead off, number four in the batting order will be placed at second base. A substitute can be inserted for the runner.)

In scoring, the run scored by the player starting at second base shall be charged to the defensive team and not the pitcher. Any other player reaching base and scoring will be charged to a pitcher's ERA depending on how they score.

MANAGER

Is a male or female who is at least twenty-one years of age at the time of appointment. A manager is responsible for the team member's actions on the field as well as at any event at which they are directed to remain together as a team. A manager represents the team in communications with the umpire and the opposing team, and in the event the manager shall leave the field during a game, the manager will designate a coach as their substitute and inform the chaperone and the plate umpire. The manager is to direct playing activities, training, discipline, and conduct of all team members.

OFFICIAL SCOREKEEPER

An individual, at least sixteen years of age, who is responsible to the League for the proper record of a game. This person will remain unbiased at all times. When serving as Official Scorekeeper, this person may simultaneously serve as the visiting or home team scorekeeper. The home team scorekeeper is normally designated as Official Scorekeeper.

REGULATION GAME

A game consisting of seven innings, or at least four innings if called by the plate umpire, providing the team that is ahead has played all their players the required two full innings. The score of a regulation game will stand even if the score is tied.

STRIKE ZONE

When a batter assumes a natural batting stance, the strike zone is that space over any part of home plate (6" either side of the plate in the 10U Division) between the batter's:

1. (For all 16U and 12U Divisions) Armpits and the top of the knee
2. (For 10U) Shoulder top and the bottom of the knee.

TIE GAME

Exists when a regulation game has been called with both teams having the same number of runs. A tie game will never be replayed or continued from the point of the tie. A tie game is credited as one-half game won and one-half game lost to each team's standing.

UNSPORTSMANLIKE CONDUCT

Several actions fall into this area and they include: 1) The batter waving the bat wildly while the pitched ball is in flight to the catcher, obstructing the catcher's view of the ball; or 2) tagging runners with extreme force; or 3) elbowing, tripping, or running into the opponent; or 4) making derogatory or belittling comments to team members or the opponent; or 5) using abusive language. These types of actions may result in benching the player, or ejecting the managing personnel, or the umpire may issue a warning to those involved in such activities and will have the warning entered into the official scorebook.

Intentionally throwing equipment, colliding with a defensive player or fighting with an opponent, will result in the immediate benching of the offending player. The incident will be noted in the official scorebook and reported in writing to the League Player Agent.

VISITING TEAM

Is the first team on offense, and will use the 1st base dugout. The visiting team is listed second in all League game schedules.

Rule 2. The Playing Field

SEC. 1. The official diamond shall have base distances as follows:

Division	Distance	Pitching Mound Distance
10U	60	35'
16U to 12U	60'	40'

SEC. 2. If in the opinion of the umpire, the trees planted in the outfield at Hayes School interfere with the play of an outfielder, the umpire will call time, the ball is dead and the umpire will award bases in accordance with his judgment.

SEC. 3. All bases shall be a break-away or safety base system for protection of the players when sliding.

Rule 3. Equipment

SEC. 1. Any bat meeting the requirements of SEC. 1. A. – L. of this rule is an official bat for League play, even if the bat is labeled "Little League."

SEC. 2. If the League does not supply caps or visors, any headgear worn by the defensive team need not be of the same type or color.

SEC. 3.A. Sliding pants may be of different colors.

SEC. 3.B. Long-sleeved sweatshirts may be of different colors.

SEC. 4.C Sweat-shirts may be worn over uniforms. If there is a question regarding the player's number the umpire should ask aloud while the player is approaching the batters box.

Rule 4. Players & Substitutes

SEC. 1.A. The designated player (DP) and defensive player (FLEX) will not be used. In addition, teams with a roster of 11 players may start play with a minimum of eight players. The Board of Directors may allow the use of 10 defensive players for either the first half of the season, or the entire season for the 12U & 10U Divisions. The Board has adopted this rule in the 12U Division for the first half of the season and for the entire season in the 10U Division.

SEC. 1.B. A team must have a minimum of seven players to continue to play.

SEC. 1.C. When a player who has left the game is scheduled to bat, an out shall never be declared for any turn at bat.

SEC. 2. Any player may be removed from the game during any dead ball provided the player has played a minimum of 12 consecutive outs, completed one turn at bat and the substitution does not violate Sec. 5. of this rule - Re-entry. Exception: See SEC. 1.A. of this rule. All initial substitutions must be made at the top of the third inning (i.e., all non-starting players must enter the game for the start of the third inning) and no non-starting player may enter the game after the start of the third inning. Each player being substituted at the top of the third inning must have completed one turn at bat.

SEC.3. PLAYER SUBSTITUTION – two inning rule

A. Any mistakes made concerning substitution using the two-inning rule will never be used to cause the forfeiture of any game.

B. The manager shall assure that each player leaving the game upon the re-entry of a starting player has actually been entered a minimum of 12 outs (two innings) and batted at least once.

C. Whenever a player is removed from the game before the player has played 12 outs and completed one turn at bat, this player will be immediately re-entered into the game into the original position in the batting order. The player will remain in the game until the 12 out and one at bat requirements have been met or the game has ended. At this point, the player will be immediately removed from the game. If this premature removal is discovered after the game is completed, it is of no consequence.

D. In the event a manager has played all the team players and as adjudged by the plate umpire an injury, sudden illness or family emergency has occurred which makes it unreasonable for a player to continue, the manager may replace the incapacitated player with a substitute player from the then non-participating players and this substitute player may be inserted in the batting order and used in any position other than that of pitcher. In this situation, if the pitcher becomes injured or ill and is removed from the game, then the replacement pitcher must come from one of the defensive players currently in the game.

The umpire will not allow the unavoidable removal of a player to result in a forfeit, if after the removal, the team still has sufficient number of players to continue.

E. If it is discovered that a manager has intentionally attempted, or has in fact kept a player from participating, or intentionally removes a player from the game before the player has played 12 outs and completed one turn at bat, the Board of Directors will take whatever action is necessary to insure that this situation does not happen again.

Rule 5. The Game

SEC. 1.A. In Inter-League, Play-Off and Championship Games: At the completion of the seventh inning or the expiration of the League established time limit, a tie game will be continued under the International tiebreaker rule. The game will continue without regard to the adopted time limit until: one team is ahead at the end of any completed inning; the umpire calls the game or fewer than 21 minutes remain before the starting time of the next scheduled game to be played on the field (EFFECT: umpire calls the game). Should the game be called before an inning is completed, the score will revert to the score at the end of the last completed inning.

Under the tiebreaker rule, the offensive team begins its turn at bat with the batter scheduled to bat last in the inning being placed at second base.

SEC. 1.B. A regulation game shall be ruled after completion of four or more innings.

SEC. 1.C. A regulation tie game may be declared after completion of four innings.

SEC.1.D. Regulation tie games are never resumed.

SEC. 2. A time limit of 5 minutes from game time as determined by the umpire is established for a team to field its players.

SEC. 3. If the plate umpire declares a game forfeited, the umpire will send a written report of the circumstances to the Umpire in Chief for his/her report to the Board of Directors.

SEC.4. Ten Run Rule - All league games will be played under a ten run rule. If one team has a ten run lead at the end of four innings, or any completed inning thereafter, the game will be declared over and completed, provided all the players on the team which is ahead have played the required two full innings consisting of twelve outs. If this has not been complied with, the game will continue until the team that is ahead has complied with the required two-inning rule and is still ten runs ahead. The game will then be stopped and that team will be declared the winner.

SEC.5. Tiebreaker – Refer to SEC. 3.B. of this rule.

SEC.6. Six runs per inning. The Board of Directors may allow the use of this rule for either the first half of the season, or the entire season, for the 12U or 10U Division. Under this rule each and every half inning will end when: 1) The defense makes the third out, or 2) The offense scores the sixth run in their half of the inning. The use of this rule limits each team to scoring a maximum of six runs in their half of the inning. The Board has adopted this rule in the 10U and 12U Division for the entire season.

SEC.7. Time limit games – The Board of Directors has established a one hour and 30 minute game time limit. All games require a minimum of four innings with the team that is ahead having played all their players at least two full innings.

A. Game starting time: The plate umpire will note the starting time. The plate umpire will be the sole judge as to when the game started.

B. Game ending time: After the game has started, the beginning of any inning starts immediately after the last out made in the previous inning. Under a game time limit situation, the last inning will start prior to the time limit being exceeded, unless the game is legally concluded prior to that time. Example: The game

time limit is 90 minutes, the last out of the fifth inning occurred 89 minutes into the game, the sixth inning would then be played as the sixth inning started 89 minutes into the game.

C. Interrupted games: An interrupted game shall resume at the exact point it was at the time of the interruption and the game time limit will be adjusted for the delay.

D. A called game: Stops at the moment the plate umpire calls the game. If four innings or more have been played or the League established time limit has expired, it is a regulation game. Should a regulation game be called before an inning is completed, the score will revert to the score at the end of the last completed inning Unless the home team scores enough runs to tie the game or take the lead. If the called game does not qualify as a regulation game, then it shall be replayed in accordance with Rule 5. Section 3.D.

Rule 6. Pitching Regulations (Fast Pitch)

SEC.1. PITCHING ELIGIBILITY A pitcher may pitch a maximum of 9 outs in the 12U & 10U divisions in a seven-inning game. No penalty will be allowed should this maximum be exceeded as the result of a double or triple play. A pitcher may be returned to the pitching position only once during the first seven innings of a game, provided that the pitcher had not previously been removed from the pitching position by the plate umpire. Should a game go beyond seven innings – no pitching restrictions will apply to any eligible player.

Violation of this section is subject to appeal by the opposing team manager. An umpire will never make a ruling concerning violation of this section until an appeal is made. An appeal will be upheld when 1.) made after a pitcher has violated this section (i.e., thrown one pitch to a batter after reaching the maximum) and 2.) The plate umpire verifies the violation by referencing the team scorebooks and/or his own records. Upon a successful appeal of this section, the offending pitcher and the manager or coach (person directing team on the field) of the offending team are ejected from the game. All play up to the point of the ejection stands. A violation of this section need not be continuing at the time the appeal is made for the umpire to render a judgment.

A. The pitching week is from Sunday through Saturday. A pitcher cannot start two consecutive games during the week. The starting pitcher from the previous game is not allowed to pitch in the next game until the second inning.

B. If the League has adopted the six run per inning rule, a pitcher will be charged with three outs for each complete inning pitched, regardless of the number of actual outs recorded. If a pitching change occurs during an inning, each pitcher is charged with the greater of the actual outs recorded or one out for each three batters or portion thereof faced by the pitcher during the inning.

C. The eligibility of pitchers for make-up games and protested games which are to be replayed from the point of the upheld protest will be determined by reverting back to the week in the schedule in which such games were scheduled to be played.

(.1) **HIT BATTER PENALTY** A pitcher will only be allowed to hit a maximum of three batters per game. Upon the second batter hit – the pitcher will be removed from the pitching mound (but may play another position), for the remainder of that inning. The pitcher may return to the mound in the next subsequent inning, but upon the third batter hit – this pitcher will not be allowed to return to the mound for the remainder of the game.

Rule 7. Batting

SEC.1. In any Division where the six-run rule is in effect, continuous batting must be utilized. Under continuous batting, all players present are placed in the batting order and take their turn at bat regardless of whether they are playing in the defensive line-up. Players arriving late to the game will be added in the order they arrive to the end of the batting order, provided they arrive in time to be entered into the defensive line-up at the beginning of the third inning.

SEC.2 Thrown Bat: If the batters throws the bat the player will be given a warning by the umpire, any subsequent offense for the same player will be an automatic out.

Rule 8. Batter-runner and runner

Obstruction. On the bases: For the first half of the season in the 12U & 10U Divisions, the umpire will award bases for obstruction. The batter-runner or runner need not advance and be put out before obstruction is enforced. **At first base:** Whenever the play on the advancement of the batter-runner to first base is contested and the defensive player occupies more than that half of first base that is furthest from the foul line, the batter runner shall be called safe.

SEC. 1. Courtesy runners will not be used.

Rule 9. Protests

SEC. 1. All protests will be filed within 24 hours of the scheduled time of the protested game and will be accompanied by a \$15 fee that will be refunded to the team, only, if the protest is upheld. Protests must be presented to the League Umpire in Chief within the allotted time period.

Rule 10. Umpires

SEC. 1.A. Upon the occurrence of any outward unsportsmanlike conduct directed toward an umpire, player or coach or the creation of an atmosphere that is not conducive for the game, the plate umpire is to immediately clear the sideline of the offending team of ALL spectators. The spectators are to be moved to a point that is "out of sound" with respect to the field of play. Base umpires will work through the plate umpire.

Should the offending conduct continue or the spectators refuse to vacate the sidelines upon the request of the umpire, the plate umpire shall declare the game a forfeit (7-0) in favor of the non-offending team. A double forfeit is possible.

The umpire will make a report to the Umpire in Chief who will then decide appropriate action with the Board of Directors.

SEC. 1.B. The Board of Directors is responsible to assign a Board member on duty for each game to deal with unruly spectators, managers or coaches.

SEC. 1.C. The game umpires will report to the Umpire in Chief, within 24 hours of the conclusion of the game, any out of uniform occurrence or any game in which an official protest was made, so an official ruling can be made by the Umpire in Chief.

Rule 11. Scoring

SEC. 1. The League established online "Game Score" tracking system will be utilized, with weekly game scores expected to be entered by the next Wednesday.

The following guidelines should be understood and followed by the official scorekeeper, team manager and all team members.

OFFICIAL SCOREKEEPER

Official Scorekeepers represent the League and, when assigned, shall remain unbiased at all times. In the event of a protest, the League has its own history of the game and the Umpire in Chief can determine a proper ruling. Official scorekeepers come under the jurisdiction of the League through the Umpire in Chief.

a. The League's official scorebook and the team scorebook will show the status of each team player for each and every game; players' presence; players' absence; excused absences; illness; injury or legal benching; thereby showing that every player on the team is accounted for and all players in attendance have played at least two full innings and completed one turn at bat in every game.

b. The Official Scorekeeper, prior to the start of the game, shall make their presence and location known to the game umpires.

- c. The Official Scorekeeper shall receive the lineup from the managers prior to the start of the game. The lineup shall include the last name, first name, position and number of each starting player and the last name, first name and number of each substitute.
- d. The Official Scorekeeper shall enter all warnings, official protests, pitching changes and other information as stipulated by the umpire.
- e. The Official Scorekeeper shall receive from the plate umpire oral notification of each substitution prior to the substitute taking its place on the batting order.
- f. The Official Scorekeeper shall never allow any player to leave the game except for injury or illness, unless the player has played at least two full innings. If this situation occurs the Official Scorekeeper will notify the plate umpire, who shall cause such premature substitution to be delayed until the player leaving the game has played at least two full innings.
- g. Before the umpire allows the third inning to start, the Official Scorekeeper will insist that both teams enter their un-played substitutes into the game.
- h. If the League has adopted the six run per inning rule, a pitcher will be charged with three outs for each complete inning pitched, regardless of the number of actual outs recorded. If a pitching change occurs during an inning, each pitcher is charged with the greater of the actual outs recorded or one out for each three batters or portion thereof faced by the pitcher during the inning.
- i. At the conclusion of the game, both managers shall complete the Game Summary Report, when utilized, to record the outs played by each player in the game.
- j. The home team scorekeeper is the Official Scorekeeper assigned to a game. The plate umpire may appoint a scorekeeper to keep the official score for that game.

RESPONSIBILITY OF THE TEAM MANAGER

- a. A manager may bench a player who is out of uniform, thereby avoiding a game forfeiture. The manager will notify the plate umpire of this fact prior to the start of the game.
- b. Provided notification has been given to the Player Agent, the manager may bench a player on their team as a disciplinary measure. Before the game, the manager will notify the opposing team manager and the plate umpire.
- c. In very extreme cases, after a game has started, as a disciplinary measure the manager may bench a player provided the manager informs the plate umpire and the opposing manager, as to the reason for such drastic action. Benching a player after the game has started requires the manager to report this action and reason in writing within twenty-four hours to the Player Agent.
- d. Prior to the start of the game, the managers shall give their starting line-ups to the plate umpire, Official Scorekeeper and opposing manager.
- e. The manager will be responsible for the delivery of an oral notice of each substitution prior to the substitute taking place on the batting order to the plate umpire and then the opposing team's scorekeeper in either the defensive or offensive portion of an inning.
- f. If the umpire directs a member of the team's managing personnel to be removed from the game, that adult will leave the team's dugout area and have nothing further to do with the team in their capacity of managing personnel.
- g. The manager will mind the appropriateness of the team "cheers." Cheers are to be positive in nature, not directed toward the opposing team and not derogatory toward anyone.

TEAM MEMBER RESPONSIBILITIES

- a. Only rostered team members and umpires shall be allowed on the playing field and in the bench or dugout area during a game. News photographers with official identification, when authorized by a Board member, or the plate umpire, and officers of the law will be allowed on the playing field.
- b. Players shall remain on the bench under the supervision of the manager or chaperone for the entire game. Players shall never mingle with spectators or sit in the stands or run around the field area.

