

Los Alamitos Girls Softball League Game Rules and Guideline Spring 2015

Play will follow ASA Official Rules of Softball (Fast Pitch) with Modifications as specified herein.

A. Player Participation

1. Nine defensive players shall be allowed on the field and three shall be outfielders (**see 6U, 8U and 10U division modifications**)
2. Every player suited and ready to play must participate in the batting order for the duration of the game.
3. No player, suited and ready to play, shall sit out on defense for more than one consecutive inning.
4. Players may re-enter at any position.
5. A coach electing to play a late arrival must insert the player's name at the bottom of the batting order. No minimum number of innings to be played.
6. A benched player does not constitute a player suited and ready to play.
7. A suited player leaving the game other than due to injury / illness is an automatic out (for the first time at bat in the batting order after they leave) unless agreed upon by both coaches before the game.
8. Coaches shall exchange a written batting order prior to the start of the game. A minimum of eight players is required to play the game.
9. Outfielders must play behind the baselines.

C. Games

1. Efforts will be made to finish incomplete or postponed games within two weeks following the incomplete or postponed game, or immediately prior to or after the next scheduled weekday meeting of the teams involved. Continued games will be played from the point of suspension. If there is more than one continued game required, game times will be established by the division commissioner in coordination with the President.
2. Should the scheduled umpire fail to attend the game, the two coaches must contact the board member on duty and either agree upon a replacement or volunteer umpire(s) or reschedule the game as set forth above.
3. The game clock shall start with the first pitch. Games will be one hour and twenty minutes (1:20). No new inning will start after 1:20. There shall be no drop dead time. Games that are tied at completion of the last inning shall be recorded as such.
4. Provided an umpire is ready to begin play, the forfeit time is game time.
5. When multiple games are scheduled on a field, games shall begin at game time or as soon after completion of the proceeding game as determined by the umpire. Coaches are encouraged to have their teams ready to begin games once the preceding game has been completed. If possible, games may be started early provided the team coaches and the umpire agree.
6. The home team coach will be responsible for maintaining the official scorebook to be passed to the next home team if there is a following game. If no games follow, the coach shall return the scorebook to the snack shack.

C. Games (Continued)

7. A game may be called by the umpire in the event of darkness, rain, unsafe/unplayable conditions, or when the division mercy rule comes into effect. **(See Division Modifications)**. If a regulation game is halted by the umpire in the middle of an inning, the home team has the option of keeping the existing final score or reverting to the score at the end of the last completed inning.
8. A pitcher will be allowed no more than five (5) warm-up pitches per inning. For excessive pitches, a pitcher shall be penalized a ball to the batter for each pitch in excess of five. A pitcher may not be substituted if she has a count of two strikes on the batter, except for instances of injury.
9. If a team reaches the five run maximum, the pitcher of record is charged with any remaining outs in that inning. Non-compliance with the pitching rules requires a forfeit of the game in which the pitcher exceeds the limits. A team shall not be required to forfeit if a pitcher is credited with more than her maximum outs during her final appearance is a game because of a continuation of play (i.e., double or triple play).

D. Uniforms and Equipment

1. The league issued uniform shall be worn by all players. Any athletic type of shoes with or without cleats will be acceptable. Metal spikes are not allowed.
2. Batting helmets with facemasks and chinstraps are mandatory for all batters and base runners for all games. Offensive players must wear helmets from the time they leave the dugout to the time they reenter the dugout.
3. Catchers shall wear a mask, helmet, chest protector, and shin guards. Any player warming up a pitcher shall wear a helmet and mask. **(See division modifications for 8U)**.

E. Player Disciplinary Action

1. Coaches may bench a player for: absence without notification or improper conduct.
2. Written details shall be given to the player's agent within 48 hours of the occurrence giving rise to the discipline.
3. The opposing coach shall be informed of any disciplinary action prior to the game. This notice will be valid for one game.
4. Failure to observe proper procedure will result in forfeit.
5. Should further disciplinary action be necessary, the coach will refer the case to the Board of Directors.

F. Improper Conduct

1. The umpire may ask anyone disrupting a game or demonstrating inappropriate behavior to leave the area of the game. Failure to comply may result in a forfeit by the team associated with the offender(s).
2. Throwing the bat after a ball is hit will result in a warning; the second offense will result in the batter being called out; the third offense will result in an out and the player being ejected from the game.

G. Protests

1. Any protest shall be in accordance with guidelines in the ASA Official Softball Rules. The umpire and opposing coach must be notified immediately by the protesting coach. A written protest must be filed within 48 hours with the Umpire-in-Chief and the respective division commissioner accompanied by a \$25.00 fee. A copy of the protest shall also be provided to the opposing coach.

G. Protests (Continued)

2. The Umpire-in-Chief or designee shall review the protest to assure it complies with ASA rules. The protest shall be rejected if it does not comply. A written statement explaining the reason for the denial shall be given to the coach. If the protest complies with ASA rules, a committee shall be convened.
3. The protest committee shall consist of three voting non-involved coaches from the other division.
4. The Umpire-in-Chief or designee shall preside over the protest hearing.
5. A decision shall be made at the hearing.
6. The \$25 fee shall be refunded if the protest is deemed correct.

Los Alamitos Girls Softball League 6 and Under Modifications

- A. Games are considered instructional and no standings will be kept.
- B. Each Player present for the game must be given a defensive position on the field. There is no maximum number of players on the field.
- C. Each player shall play a different defensive position each inning and cannot play the same position twice in a game.
- D. Pitching shall be done by a coach from the batting team. A batter shall receive a maximum of 4 pitches from the coach. If the batter fails to hit the ball in 4 pitches she will hit from the tee.
- E. Each player present will bat once each inning.
- F. Batters shall not be allowed to bunt and may not take a half swing or swinging bunt when the ball is hot from the tee.
- G. Runners must stay in contact with the base until the ball is hit by the batter. No lead-offs or base stealing is allowed.
- H. Runners will advance one base at a time except for the last batter, the last batter shall run until she reaches home plate.
- I. A game is a maximum of Four (4) innings or 1 hour. Games will end at the one-hour mark even if it is in the middle of an inning. No make-up or rescheduled games will take place.
- J. Only coaches are allowed on the field when their team is on defense. Coaches must attempt to stay out of the play of the ball and may not touch the ball at any time.
- K. If the ball is unintentionally touched by the coach on the playing field, the runners return to the base and the batter hits again.

Los Alamitos Girls Softball League

8 and Under Modifications

A. Player Participation

1. Ten defensive players shall be allowed on the field and four shall be outfielders. One coach for the defensive team may be on the field, behind the baselines. Outfielders shall remain on the outfield grass until the pitched ball crosses the plate or is hit. Outfielders may then enter the dirt infield area to make or assist in a play on the ball, cover a base, etc.

B. Games

1. A regulation game consists of five (5) innings and is considered complete after three (3) innings. The game shall be called if a 15 run lead is established after four complete innings.
2. One-half inning consists of three outs or five runs (whichever occurs first) through the first three innings. During the fourth and fifth innings, the runs are unlimited. If the umpire designates the third inning as the "last inning" due to time limits, the third inning will result in unlimited runs.
3. Pitchers may pitch a maximum of six (6) outs in the first four innings. Pitchers can pitch an additional (3) outs in the 5th inning. Pitchers may make only one appearance per inning.
4. A liberal strike zone shall be used, shoulder to knees. There are no walks—when the count reaches four balls, the coach or designated adult pitcher shall pitch. The batter retains the number of swings left in the strike count. For example, 4 balls, 0 strikes – 3 strikes remain; 4 balls, 1 strike, - 2 strikes remain; or 4 balls 2 strikes – 1 strike remains.
5. Balls and strikes will be called by the umpire on pitches made by the adult pitcher. The batter must either hit the ball fair or strike out. The adult pitcher must remain inside the circle and in contact with the rubber when pitching the ball. The adult pitcher must not interfere with a batted ball or a defensive player's ability to make a play on a live ball. If the interference is deemed unintentional, the ball is dead, the runners are returned to the base occupied when the pitch was made and the batter shall return to the plate to hit again while assuming the same count. If interference occurs and is deemed to be intentional the batter is out, the ball is dead, and the runners are returned to the base occupied when the pitch was made.
6. Once the batter hits a ball pitched by an adult pitcher, the adult must immediately leave the fair territory part of the field. The adult pitcher shall not base coach until the play is over.
7. The player/pitcher must have one foot inside the circle, behind the rubber, when the adult pitcher, pitches.
8. If a player is hit by a pitch, the player shall go straight to coach pitch. The batter shall receive a new strike count. If in the judgment of the umpire the hit batter cannot continue to play, the player recording the last official out shall bat in the place of the injured player. The replacement batter shall assume the strike count and bat against coach pitch.
9. No infield fly rule
10. Base runners attempting to advance to the next base on an overthrow or an attempted play, must have reached one-half of the distance to the next base before the pitcher gains control of the ball in the circle. Once the pitcher is in the circle, with control of the ball, the play is dead immediately, regardless of a subsequent play attempt. If, in the judgment of the umpire, the runner is not one-half the distance to the next base she must return to the previous base. Exception: Runner can advance at least one base per batted ball. Runners may not advance on an overthrow back to the pitcher from the catcher.
11. Runners may steal only one base per pitched ball. If the runner tries to advance more than one base, the defense may attempt to get the runner out. If the defense is successful in getting the runner out, she shall be deemed out. If she reaches the next base safely, time is called and she is returned to the previously stolen base, unless the next base reached safely is home, in which case the runner shall be declared out.
12. Coaches or players may warm up the pitcher. However, if a player warms up the pitcher they shall wear a mask, helmet, chest protector and shin guards.

B. Games (Continued)

13. Base length is sixty (60) feet; pitching distance is thirty (30) feet.

Los Alamitos Girls Softball League 10 and Under Modifications

A. Player Participation

1. Ten defensive players shall be allowed on the field and four shall be outfielders.

B. Games

1. A regulation game consists of six (6) innings and is considered complete after three (3) innings. The game shall be called is a 15 run lead is established after four complete innings.
2. One-half inning consists of three outs or five runs (whichever occurs first) through the first three innings. During the fourth and fifth innings, the runs are unlimited. If the umpire designates the third inning as the "last inning" due to time limit, the third inning will result in unlimited runs.
3. Pitchers may pitch a maximum of nine outs per game.
4. A pitcher may only make one appearance per inning.
5. Illegal pitches will be called and pitching outs must be recorded in the scorebook.
6. Base length is sixty (60) feet; pitching distance is thirty-five (35) feet.

Los Alamitos Girls Softball League 12 and Under Modifications

A. Games

1. A regulation game consists of seven (7) innings and is considered complete after four (4) innings. The game shall be called is a 10 run lead is established after four complete innings.
2. A pitcher is limited to eleven outs per game. A pitcher may only make two appearances per inning unless the other pitcher is injured and cannot return for that game.
3. Pitching outs must be recorded in the scorebook.
4. A player that did not tryout to pitch may pitch, if all available pitching outs have been exhausted by player(s) who did try out to pitch. An injury to a pitcher, that causes the pitcher to be removed from play, will be considered as exhausting all outs provided that the player does not return to play.
5. A game will enter extra innings only when the seven innings have been completed to a tie score and there is time remaining to begin a new inning, provided the game has not been called by the umpire. Upon entering the first inning of an extra inning game, pitchers will be given 3 outs only to be used in the extra innings only.
6. The international tiebreaker rule will be used for all games entering extra innings and there is time remaining to begin a new inning, beginning in the first extra inning. The last official batter (not necessarily the last out) in the last inning is placed on second base to start the inning. There is no run limit during a tiebreaker. Extra innings that end in a tie are treated the same as all other innings at the expiration of the time limit, or upon being called by the umpire.
7. Base length is sixty (60) feet; pitching is forty (40) feet.

14 U Inter-League Rules

Game rules will follow ASA rules for J.O. Softball with some modifications below

- A. Games are 1 hour 30 minutes no new inning and 1 hour 40 minute drop dead. Start time is the time of the first pitch. Umpires will enforce game duration.
- B. Forfeit time is 10 minutes after scheduled start time. Team can start play with (8) players. Each and every time 9th position comes up in the batting order team will be charged one (1) out unless the 9th player shows up. Pool players will be allowed. Pool players must bat in the last available batting position, but can play in any defensive position.
- C. Round Robin batting format will be used for all games. No one player can sit out more than one inning consecutively on defense.
- D. Home team, not necessarily "location" team to supply one new game ball and one good condition back up ball per game. Each team shall be responsible for one-half of umpire fee, to be paid prior to start of game.
- E. Location team is responsible for prepping field and scheduling umpires.
- F. No pitching out limitations for pitcher. One re-entry per game for pitchers in pitching position.
- G. Courtesy runner allowed for both pitcher and catcher (runner will be last out or furthest batter in the lineup from person to be run for). Teams cannot use the same runner for different players in the same inning.
- H. 1 minute or (5) pitch rule to be enforced between innings.
- I. In case of rain, before start of game LOCATION team with umpire input if required, is responsible to say whether or not game will be played. After first pitch, stoppage of game due to weather, field condition or darkness will be the sole discretion of the umpire.
- J. Official Game - A game that goes 5 full innings or 4 ½ with home team ahead and then suspended because of rain or darkness (fields without lights) is a completed.
- K. Games can end in ties.
- L. Continuation Games - Games that do not go 5 innings, or 4 ½ with the home team ahead, and are stopped by rain or darkness (with time remaining) may be continued from the point of suspension with agreement from both teams, and leagues. In some cases, games may not feasibly be continued but every effort will be made should a situation arise.
- M. Home team is official scorebook. Score should be checked and verified by umpire after each ½ inning and verified by both scorekeepers. Scores should be emailed by both managers to (webmaster@lagsl.org). Leagues may also post standings and scores, but LAGSL will maintain official standings. Scores that are recorded are scores of completed innings, not of completed innings plus any additional runs that are scored in an inning that is not completed.
- N. Score Reverting Back - Scores of games that go over the drop dead time will revert back to the last completed full inning. If the home team ties or goes ahead in the bottom of the last inning that is played, the 3rd out does not have to be recorded. If the home teams was leading after the previous inning and then has to come back to tie the game in the last inning, and does not go ahead when game is stopped due to time limit, this too will revert.
- O. Mercy Rule / Run ahead rule - Same as ASA, 15 runs after 3 innings, 12 runs after 4 innings and 8 runs after 5 innings.
- P. Postponed games should be attempted to be made up as soon as possible.
- Q. Tie Breakers
 - A. Head to Head
 - B. Runs Against
 - C. Coin Toss

