

YOUTH FAST-PITCH SOFTBALL

Junior/Senior League

The Junior/Senior Leagues shall be governed by Official ASA Rules with any exceptions listed herein.

1.) **Time Limit/ Innings:** Game duration: Junior/Senior League -games will be 7 innings in duration with 4 ½ or 5 innings constituting a game in the event of rain, light failure, etc. The base path will be 60 ft. and will pitch from 43 ft.

 Junior/Senior league games will be 2 hour time limit on each game. The scorekeeper will announce the starting time of each game; this will be recorded in the scorebook. The scorekeepers watch is the official time. No new inning will begin with 10 minutes or less remaining in the game unless a tie ball game exists.

2.) **Tie Breakers:** If a tie exists after regulation play, the **International tie breaker rule** will be used. The player who batted last in the previous inning will be placed on second base. A sub may be inserted for the runner required provided such player has completed her mandatory playing time (see rule 10 of the fast pitch rules).

3.) **Number of Players Needed for Participation:** A team can start or continue with eight (8) players; unless the ninth (9) player was ejected, then it is a forfeit. The vacant position must be listed last in the batting order. An out will be called each time that spot in the batting order comes to bat. A team that starts the game with eight (8) players may, without penalty, add a player into the ninth (9) batting spot of the line-up. A team that starts the game with nine (9) players may continue a game with one less player than is currently in the batting order whenever a player leaves the game for any reason other than ejection. The player who has left the game will be called out every time the vacant spot comes to bat.

4.) **A minimum of 8 players is required to start/finish a game**

5.) **Batting/Extra Hitter:** A team may bat 10 players. An Extra Hitter (EH) may be used. A player designated as the EH must play the entire game as the EH. The EH can NOT be substituted (exception – EH gets hurt and cannot play, a sub may be used). If the EH gets ejected from the game, team must finish with 9 players. The vacant spot would become an out in the batting order. A player can be designated as a EH only ONCE during the season. The EH must be in the line-up at the beginning of the game. A EH cannot be added once the game starts. This rule is not to be confused with the Designated Hitter (DH) rule.

6.) **Courtesy Runners:** At any time the team at-bat may use courtesy runners for the pitcher and/or the catcher. The same runner may not be used for both positions. Neither the pitcher nor the catcher will be required to leave the game under such circumstances. The courtesy runner can be anyone not currently in the batting order. It cannot be the same person for both. A player may not run as a courtesy runner for the pitcher or the catcher and then be used as a substitute for another player in the half inning.

7.) **Steel Cleats:** No steel cleats are allowed. No playing barefooted.

8.) **Equipment:** The catcher must wear a helmet and mask, shin guards and chest protector while catching. A catcher's mitt must be used when catching.

9.) **Run Rule:** All leagues will follow 8 runs after 5 innings or 15 runs ahead after 3 innings.

10.) **Line-Up Sheets:** The coach must turn the official list of players into the scorekeeper 10 minutes prior to starting time. This list must include the batting order of only those players physically present, the first and last name of each player and her jersey number. Absent players and players being disciplined should be listed at the bottom and coach should sign (see coach's rules #13 & #15, pages 5 & 6.)

11.) **Foul Batters:** The batting team must chase all foul balls (coaches are responsible for returning balls to the umpire).

12.) **Mandatory Playing Time:** Each girl must start every other game; provided she meets the standards (see coaches rules #13 & #15, page 7.) Every player shall play at least 2 innings per game, every game. All players must bat at least once per game. The only exception shall be when a player is absent or under disciplinary action (see coach's rules #13 and #15). **All players must play 4 complete games per season.**

13.) **Substitution:** Any of the starting players may withdraw and re-enter once, provided such player occupies the same batting position whenever she re-enters, and provided the substitute has completed her mandatory playing time. A substitute may not re-enter once she is withdrawn from the game.

14.) **On a coach's second conference per inning to the field, the pitcher must be removed (except for injury).**

15.) **Dugout Procedures/Players on Deck:** There can be at the most, only three adults (head coach and two assistants), ball players and one bat boy/girl in the dugout at any one time. When team is batting everyone must be in the dugout except the base runners, on deck batter and two base coaches. When team is in the field, substitutes, bat boy/girl and all coaches must be in the dugout.

16.) **Equipment:** All batters and base runners shall wear batting helmets.

17.) **Intentional Walk:** Intentional walk rule will apply. By acknowledgment from the pitcher to the umpire of an intentional walk, a batter may be awarded first base without the required four pitches.

18.) **Defensive Players:** 9 players will play defense.

19.) **Stealing Bases:** A player can steal when the ball is released from the pitcher's hand.

20.) **Drop Balls-on-Third Strikes:** Third Strike On the third strike if the ball is dropped by the catcher the batter may run to first if first base is not occupied or if two outs and first is occupied she can still run to first.