

2009 LUYAA Girls Softball League

GENERAL RULES

1. League Operations & Governing Rules

- 1.1. Rules for specific age group have precedence over all other rules. Rules outlined in the LUYAA General Rules have precedence over rules defined in the Amateur Softball Association (ASA) rulebook. If a rule has not been set-forth or modified by the specific age group or LUYAA General Rules, play is governed by the ASA rules for fast pitch.
- 1.2. It is the responsibility of each coach to be familiar with the rules, and to carry a copy of the rulebook with him/her to each game.
- 1.3. Starting time for games scheduled Monday through Friday is 6:00 p.m. Starting time for Saturday games should be between 9:00 a.m. and 5:00 p.m. Any team, home or visitor, not arriving at the playing field within 15 minutes past the scheduled game time, with at least seven (7) eligible players, will forfeit the game to the opposing team. There is a maximum 15-minute warm-up time for the team arriving late.
- 1.4. Teams must start and finish with at least seven (7) active eligible players or the game is forfeited to the opposing team. In games where a team begins play with at least seven (7) players but less than the maximum number of fielders allowed (due to a shortage of players), those players arriving late for the game are added to the bottom of the batting order and enter into vacant field positions upon their arrival at the game field. NO automatic outs are assessed to a team playing shorthanded due to lack of players.
- 1.5. An inning that begins two hours or less after the game was started will be completed. No new inning will begin more than two hours after the game had started. Two hours of play constitutes a legal game regardless of the number of innings played. The winning team should e-mail or phone in game results to the commissioner within 24 hours after completion of the game, so that wins, losses, and forfeitures are properly recorded. Exception being the 8 & Under Division for which there are no league standings.
- 1.6. LUYAA standings will use a point system for determining placement of teams in each age group except for the 8 & Under Division for which there are no league standings. For each game played, three (3) points will be awarded for a Win (played or by official forfeit), two (2) points for a Tie, and one (1) point for a Loss. Regular season/makeup games that never get played and official Forfeit losses will be awarded zero (0) points.

1.7. Game play or practice must be suspended for at least 30 minutes immediately upon seeing lightning or hearing thunder. Players must take shelter inside vehicles or the storage container during this waiting period.

2. Player Eligibility

2.1. Qualifying birth date for all age groups will be January 1.

2.2. A player may only play in one LUYAA age-group league during a season, unless approved by the LUYAA Softball Commissioner.

3. Specifications (Equipment & Field)

3.1. Non-Restricted (fast-pitch) 12" softballs such as Worth Dream Seam must be used for all 12 and 15 & Under league games. 8 and 10 & Under teams will use a similar 11" softball. Once the game has started, the same style of ball must be used throughout the remainder of the game.

3.2. Only official fastpitch softball bats will be used, exception being use of T-Ball bats for 8 & Under games.

3.3. Players are required to use NOSCAE-approved helmets with facemasks.

This applies to offensive players in the field of play - whether "on deck," at bat or as baserunners.

3.4. Uniforms will consist of shirts (numbered on the back) of the same color, style and trim. Regular uniform pants/shorts are optional. Team uniform for managers and coaches are optional.

3.5. Uniforms cannot be altered without the approval of the commissioner.

3.6. Bases will be at a distance of 60 feet for all league games, exception being 50 feet for 8 & Under games. Safety bases (I.e., double-sized 1st base) are allowed but not mandatory.

3.7. Pitching will be from within a clearly marked 8-foot radius circle. The pitching distance is to be measured from the rear part of home plate to the center of the circle. For 8 and 10 & Under league games this distance is 35 feet. For 12 and 15 & Under league games the distance is 40 feet.

4. Game Play

4.1. Number of fielders in 10U and 12U:

4.1.1. The minimum number of fielders (per team) in the game at all times is seven.

4.1.2. The maximum number of fielders (per team) in the game at all times is ten.

- 4.1.3. The maximum number of infielders (per team) in the game at all times is six, which includes the pitcher and catcher.
- 4.2. There is no restriction on the number of innings any pitcher can pitch in league games.
- 4.3. There is no arc limit.
- 4.4. If a play is being made at a base, runners must avoid a collision with the fielder(s) by sliding, giving up, or running out of the baseline. Runners that collide with a fielder will be called out. Fielders are not permitted to block the base prior to controlling the ball; otherwise, the runner is safe and may be given extra bases by the umpire.
- 4.5. When a catcher is on base with two outs, a courtesy runner must be used, that runner being the player to make the last out.
- 4.6. If a runner is legally off a base when the pitcher has the ball in the circle, the runner may stop *ONCE*, but must either proceed to the next base or return to the previous base without stopping again. Failure to immediately return non-stop to the previous base or proceed non-stop to the next base will result in the runner being declared out. Once the runner stops at a base for any reason, she will be declared out if she leaves the base, with the exception being if a play is made on her or another runner, the pitcher no longer has possession of the ball in the circle, or the pitcher releases the ball on a pitch to the batter. NOTE: This rule is not applicable to the 8 & Under Division since play is automatically stopped by the umpire once the pitcher has control of the ball within the circle.
- 4.7. ALL players must play a minimum of 3 innings in the field (8 & Under and 10 & Under), or 2 innings in the field (12 & under and 15 & Under). This rule is suspended in the event of injury, sickness, or disciplinary action taken by the coach before or during the game.
- 4.8. There are no limitations as to the number of times a players' defensive field position can be changed.
- 4.9. Scorebooks and/or lineup cards must include the player's name (first and last) and uniform number.
- 4.10. Players are not allowed to wear ANY exposed jewelry of ANY kind. Prior to the start of the game, these items must be removed or taped over in order to eliminate the risk of injury.
- 4.11. Home team responsibilities:
 - 4.11.1. Provide softball, as defined by LUYAA General Rule 3.1 that is in good condition.

- 4.11.2. Prepare the field for game play according to the LUYAA Field Preparation Policy.
- 4.11.3. Follow the LUYAA Game Cancellation Policy.
- 4.11.4. Notify the commissioner of any postponements and/or rescheduled game dates.
- 4.12. Visiting team responsibilities:
 - 4.12.1. Assist the home team with field preparation.
 - 4.12.2. Fill holes around home plate, pitcher's plate, and bases to prevent puddling.
- 4.13. Concessions - WKMS Field #1 - responsibilities
 - 4.13.1. On Saturdays, provide two workers at least 16 years of age for the concession stand.