

## **MAJORS DIVISION (14 & under) – 12" ASA Approved Ball**

### **1) The Team**

- a) **Dropped Player**: if a player has dropped from the roster, please advise the Player Agent or member of the Board of Directors immediately.
- b) **Game Time**: a team may begin and play a game with eight (8) players on the field, but the 9th spot will be an automatic out if not filled.
- c) **Substitution Rule**: in the event a team is unable to field nine (9) players, they may contact the Player Agent for substitute players.
  - ii) **Timely Notice**; the Team Manager must request from the Player Agent substitute players from the Official Sub List. In the event that the Player Agent is not notified, the Team Manager must receive approval from the opposing Team Manager for any substitute player prior to her insertion into the game.
  - i) **Like for Like Substitution**; all precautions shall be taken to assure that a substitute player's ability corresponds with the absent player's ability. If no players of same ability available, then next available player can play.
  - ii) **Team Limit**; no more than three (3) substitute players are allowed per team, per game. Except for games against Guest teams when you can get players to field a team.
  - iii) **Permitted Play**; substitute players may only play outfield positions, unless they are unable to do so, and may only bat last in line up. Managers may permit a substitute player to play an infield position if an injury occurs or at his/her discretion to promote a balance team and fair play with concurrence with the opposing Team Manager.
  - iii) **Team Responsibility**; in the event a substitute is no longer needed at game time but is present on field, the Team Manager must assure, the player is driven home or picked up by parent or legal guardian.
- d) **Tardiness**: a player may be included at the end of the lineup, regardless of inning or time on the clock.
- e) **Early Departure**: a batter leaving the game early and will not be marked as an out each time her turn at bat passes.
- f) **Courtesy Runner**: a team may use a courtesy runner for any player who request to be ran for. The player must have an obvious impairment or an agreement worked out between coaches prior to the start of the game. The substitute runner must be the last out prior to the players at bat or the last batter in the lineup if no outs are recorded.
- g) **Equipment: all equipment must be ASA certified**

### **2) The Game**

- a) **Offense**
  - i) **Continuous Batting Order**: all teams will use the continuous batting rotation.
  - ii) **Stealing**
    - (1) A base runner may only take a lead or steal after the pitch is released from pitcher's hand.
    - (2) Stealing is permitted, including home.
    - (3) The dropped third strike is in effect.
    - (4) A runner at third base may advance any base, including home on a throwing error.
- b) **Defense**
  - i) **Infield Fly Rule**: infield fly rule is in effect.
- c) **Pitchers**
  - i) Pitching week begins Sunday and ends on the following Saturday.
  - ii) A team pitcher is allowed 21 outs or 7 innings per pitching week.
  - iii) In weeks of play with 3 games, pitchers may not pitch more than 33 outs, or 11 innings (ex.: if 2 pitchers split two games (4/3 or 3/4 innings) then either pitcher can pitch the 3<sup>rd</sup> game.
  - iv) Pitcher must start with both feet (any part of foot) on the rubber.

### **3) General Rules**

- i) **Time Limit:** No new innings begin after 90 minutes and may continue until 105 minutes have elapsed at which time the score shall revert to the last complete inning and the game ended. If a game is tied after seven (7) innings and there is time on the game clock, the International Tie Breaker Rule shall be in effect.
- ii) **Start Time:** game time is start time. It will be at the umpire's discretion to call the game in event of rain or forfeiture due to team absence.
- iii) **Line Up:**
  - (1) Complete Lineup – first & last names, jersey & position numbers.
  - (2) Outs – a complete lineup must include pitchers first & last names and outs pitched for the week.
  - (3) Submission – a complete lineup must be presented 15 minutes prior to start *time*.
- iv) **Equipment: All equipment must be ASA certified Bats, catchers mask and Helmets from 2008 to present are ok to use. Any bats that are damaged may not be used. Catchers mask must be approved by the umpire. ASA Wilson softballs are ok to use.**

**a) Home Team**

- i) Home team occupies 3<sup>rd</sup> base dugout.
- ii) Home team shall keep official scorebook.
- iii) Home team shall supply two (2) new game balls. Wilson ASA balls ok.
- iv) Home team is responsible for watering, dragging, chalking of field and placement of bases.
- v) Home team is responsible for returning all field prep equipment to shed.
- vi) Home team shall provide help to man a two (2) hour shift in the snack shack on game days

**b) Limit on Runs per Inning:** a limit of seven (7) runs per inning is in effect.

- i) A run shall be noted past the seven (7) limit rule if it occurs during the commission of a continuous play. (i.e.: the team at bat has already noted six (6) runs with the bases loaded and the batter hits a grand slam, scoring 4 additional runs with a total of 10 for the inning.)
- ii) Last inning is open for unlimited runs.
- iii) **Slaughter Rule:** if a team is twelve (12) runs a head after 4 innings and ten (10) after (5) innings or 4 ½ if they have the home field advantage, then the game shall be ruled complete.

**c) Team Protocol**

- i) Teams shall leave the dugout that they occupy clean and free of refuse.
- ii) Food is not allowed in the dugout, except seeds and gum.
- iii) Players will not be served at the snack shack during game time.
- iv) Players shall not leave dugout unless to use the restroom or vacate the premises accompanied by a legal guardian or parent.
- v) Umpire rulings are not to be argued between coaches of opposing teams or coaches and umpires.
- vi) One Representative from each team shall have sole communication with the Umpire. (said representative may be Manager or Coach)
- vii) The Representative may ask to appeal the call or ask for clarification, but once a ruling is final, there shall be no further discussion. (Please refer to Protesting of Game section)
- viii) The umpire is within their right to clear the backstop or other "gathering place" in the event of public rowdiness or inappropriate behavior.

**4) Rescheduling of Game**

- a) The team Manager must first attempt to field a team, swap games with another team, and field substitutes before a reschedule is allowed.
- b) Timely Notification: the team Manager must notify the Player Agent and opposing Team Manager more than 72 hours in advance of scheduled game time that a reschedule is necessary.
- c) Reschedule: games will be rescheduled within 15 days of cancellation.

**5) Protesting of Game**

- a) **Conditions:** protests can only be filed on misinterpretation of a rule or ineligible player. Non-judgment calls may not be protested. (ex.: runner safe on base, strike zone, a hit ball judged to be in fair or foul territory, are examples of judgment calls and may not be protested)
- b) **Procedure:**
- i) **Timely Notification** – when violation occurs, the team Manager must notify the PLATE UMPIRE and opposing team Manger, before the next pitch is thrown, that the game is being played UNDER PROTEST.
  - ii) **Notation of Protest** - the protest must be RECORDED in both scorebooks, home and visitors, at the point the protest occurs. The game will then continue and be completed.
  - iii) **Filing Fee** – A WRITTEN PROTEST must be filed within 24 hours of game and a \$75 filing fee must be presented to a BOARD MEMBER.
  - iv) Written Protest – the written protest must contain the following:
    - (1) Date of game
    - (2) Rule & section in question and all pertinent information surrounding the protest
- c) **Board Decision** – in the event the Board of Directors upholds a protest, the game will be replayed at the point of logged protest and the \$75 filing fee shall be returned to filing Manager. In the event of a denial of protest, the game stands as played and completed and the \$75 filing fee is forfeited.
- d) **There is no protest allowed for games against guest teams.**