

2007 Playing Rule Changes and Comments

Rule 1: Line-up card: The official document listing players and substitutes of a given team.

Comment: To define a term commonly used throughout the rule book

Rule 1: Play: An attempt by a defensive player to retire a batter-runner or runner. A pitch is not considered a play except as it relates to an appeal.

Comment: To define a term commonly used throughout the rule book

Rule 2 Section 1: Change the fence minimum and maximum distance for Girls' Junior Olympic Fast Pitch to the following:

G10-U from 150' to 200' to 175' to 225'

G12-U from 175' to 200' to 200' to 225'

G14-U from 175' to 200' to 200' to 225'

Comments: These classifications of players are very good athletes and this will provide more consistency in our Junior Olympic program.

Rule 2 Section 3C: The batter's box for **SLOW PITCH, excluding 16-Inch Slow Pitch**, will measure 4' W X 7' L

Comments: This rule change was requested by the players for the betterment of the Slow Pitch game.

Rule 3 Section 4: The pitcher's glove may be of one solid color or multicolored as long as the color(s) are not the color of the ball being used in the game being played.

Comments: The rule is designed to have a glove that will not distract the batter. The color can be any color that does not match the color of the ball.

Rule 3 Section 6D: An Arabic whole number of contrasting color or **outlined in contrasting color...**

Comments: The purpose of the previous rule was to make the numbers distinguishable and outlining the numbers does this as effectively as making the numbers contrasting colors.

Rule 4 Section 1C 3c & d: Men's Senior Slow Pitch; Teams have the option of having all their players in the batting order. The Shorthanded rule will be in effect if a player in the batting order leaves the game.

Comments: Senior Slow Pitch players want to play and this allows all players that come to game to participate. If a player leaves the batting order an out will be called each time they are supposed to bat as the Shorthanded rule requires.

Rule 5 Section 5A: One run shall score each time a runner

- 1) Touches first base, second base, third base and home plate; or
- 2) When using the Tie-Breaker rule, a runner starting at 2nd base, touches third base and home plate.

Comments: Clarifies a method by which a run can score when using the Tie-Breaker rule.

Rule 5 Section 8A 3: Master's Slow Pitch 35-Over, 40-Over, and 45-Over will allow 4 over the fence home runs per team.

Comments: This allows these classifications an additional over the fence home run per team.

Rule 5 Section 8A EFFECT: On any over the fence home run in Men's Class D Slow Pitch Classification, the batter is called out and the inning is over regardless of the number of outs prior to the over the fence home run.

Comments: For the betterment of ASA Slow Pitch Softball.

Rule 5 Section 10 Time Limit: When the time limit rule is in effect, time begins with the first pitch. If the game is tied after the time limit has expired, the tie breaker rule shall be in effect at the start of the next inning and play shall continue until a winner is determined. The time limit rule is as follows:

- A) **In Junior Olympic 10-Under Class A and 10-Under Class B Fast Pitch pool play,** the time limit will be one hour and fifteen minutes, finish the inning and play one more inning, if it is not a complete game.
- B) **In Junior Olympic 10-Under Class A and 10-Under Class B Fast Pitch elimination play, no inning shall start after 1 hour and 40 minutes.**
- C) **In all Junior Olympic Class A 12-Under, 14-Under, 16-Under and 18-Under; Class B 12-Under, 14-Under, 16-Under and 18-Under; and Gold pool play; no inning shall start after 1 hour and 40 minutes.**
- D) **In all Junior Olympic Class B 12-Under, 14-Under, 16-Under and 18-Under elimination play; no inning shall start after 1 hour and 40 minutes.**

EXCEPTION: In all Junior Olympic Class B 12-Under, 14-Under, 16-Under and 18-Under elimination play there will be no time limit for the upper and lower bracket final games, and the championship and the 'if necessary' games.

Rule 6 Section 3F: Fast Pitch The pitch shall be delivered on the throwing arm side of the body and not behind the back or between the legs.

Comments: This will clarify that the pitch can not be thrown behind the back or between the legs.

Rule 6 Section 3H: Men's Fast Pitch: Remove the words 'within the 24 inch length of the pitcher's Plate'.

Comments: For the betterment of ASA Men' Fast Pitch Softball

Rule 6 Section 3H: Modified: The pitch shall be delivered on the throwing arm side of the body and not behind the back or between the legs.

Comments: This will clarify that the pitch can not be thrown behind the back or between the legs.

Rule 7 Section 6B: When a batter enters the batter's box with or is discovered using an altered or non-approved bat. **EFFECT:** The batter shall be **EJECTED** from the game and if in a tournament shall be **EJECTED** for the remainder of the tournament. Remove the **NOTE**.

Comments: Reflects how the ASA code is written.

Rule 7 Section 6Q: When actively hindering the catcher while in the batter's box.

Comments: Removes 'intentionally' from the rule and allows the umpire to judge interference and not intent. It also matches the rule to the definition.

Rule 8 Section 2F 3: When a batter-runner interferes with a thrown ball while out of the batter's box.

Comments: Removes 'intentionally' from the rule and allows the umpire to judge interference and not intent. It also matches the rule to the definition.

Rule 8 Section 4G: (10-Under Class B Fast Pitch)

Comments: The section on stealing and running the bases in 10-Under now only applies to 10-Under Class B Fast Pitch. 10-Under Class A Fast Pitch will play by the same rules as the other Junior Olympic Fast Pitch age classifications.

Rule 8 Section 7E: When any offensive team member other than another runner physically assists a runner while the ball is live.

Comments: The rule as written last year could have been interpreted that if a defensive person helped the runner an out could have been called. This is why the wording 'anyone' was changed to 'offensive team member'.

Rule 8 Section 7J 3: When a runner interferes with a thrown ball.

Comments: Removes 'intentionally' from the rule and allows the umpire to judge interference and not intent. It also matches the rule to the definition.

Rule 8 Section 7P: When, after being declared out or after scoring, a batter-runner, or a runner interferes with a defensive player's opportunity to make a play on another runner.

Comments: This rule now clarifies the previous interpretation that the batter-runner was also included. It also removes 'intentionally' from the rule and allows the umpire to judge interference and not intent. It also matches the rule to the definition.