

# Howard County Softball Alliance

## Rules of Play

Revised March 13, 2008

### Rules Applying to All Age Groups Involved in Softball Alliance League Play

**ASA Rules apply except where superseded by Howard County Softball Alliance rules provided below:**

1. The league will begin play on April 14<sup>th</sup> and continue until June 1st
2. An end of season tournament will be held starting Monday June 2<sup>nd</sup>. The match-ups will be determined by Wins, beginning May 5<sup>th</sup>, head to head then a coin toss. *Tournament games will be played on any day during the week. Season end June 13<sup>th</sup>*
3. Games will be played with 60' base paths. (8u age group will use 55' base paths, if available).
4. For all games, the home team will be responsible for providing and paying for the umpires. **For tournament games - Teams will split the umpire fees (paid at the game).**
5. **Weeknight games will begin at 6:15pm.** Weekend games' start time: TBD (see your schedules). The average number of games per week played by each team will be two.
6. For every two teams entered into the league by each organization, they will have to provide one field for league play each day that league plays.
7. Games will be a **maximum of 6 innings in length for the 8u and 10u age group.** Games will be a **maximum of 7 innings for 12u and 14u age groups.** They may be shortened due to darkness or other unsafe conditions (determined by the umpire, or agreed upon by both coaches). No new inning may be started after 7:45 PM for games occurring on or before May 1, 2008. After May 1, 2008, no new inning may begin after 8:00 PM. **For tournament games - no new inning may begin after 8:15pm.** No exceptions to this rule may be allowed!
8. All players attending will bat (a.k.a. Bat the Bench)
9. A maximum of five runs per inning may be scored by each team. Once five runs are scored, that half of the inning is over. This rule does not apply to the 7<sup>th</sup> inning, or in cases where the game is shortened, the last inning (as estimated and declared by the umpire, when considering rule 7).
10. Unlimited substitutions will be allowed. This rule is to include pitchers - who may return to pitch after playing elsewhere in a previous inning (as long as rules 11 and 12 are adhered to). (One pitch thrown is equivalent to pitching an entire inning).
11. The number of innings a player plays in the field (defensive innings), may not exceed the number of defensive innings of any other teammate by more than 1. (Example: If Johnny plays six defensive innings, everyone else on his team must have played five defensive innings.)
12. Each player will be limited to pitch a maximum of four innings (in any sequence) per game.

13. **Teams must have a minimum of eight of their own players to begin a game. Teams may continue playing a game with 7 players (in this situation only - the 8<sup>th</sup> batter takes an automatic out). Teams are not required to play 10 defensive players, as long as ASA rules are adhered to regarding maximum number of infielders / outfielders.**
14. There will be no automatic out for teams with less than 9 batters.
15. If a pitcher hits two (2) batters in one inning above the knee, she must either sit on the bench or be moved to a non-pitching position for the remainder of that inning. If she returns in a subsequent inning, and hits 2 more batters above the knee, then she will not be allowed to pitch for the remainder of that game.
16. Any pitching style (High School Federation, ASA, NSA or Pony) is legal for League play. Both feet need to start on the rubber. Once the hands come together you may not step back off the rubber. The pivot foot may remain in contact with or may push off and drag away from the rubber prior to the front foot touching the ground, as long as the pivot foot remains in contact with the ground. You may not replant the pivot foot and push off again.
17. Rosters will be open. However, when players not on the original roster, are used, the coach must notify the opposing team. Any additional players used, **MUST** be registered with that organization (with all necessary liability forms, etc, completed)
18. No more than three Travel team players are allowed on any one recreational team roster, including Central Maryland Travel Teams.
19. Cutoff date for age determination is December 31, 2007.
20. Home team coach will call score into Matt Slovic @ M.Slovick@comcast.net

## **8u Age Group**

Games will be played on **Wednesdays and Saturdays**. All Saturday games will occur at Rockburn #4, with a pitching machine in use.

### **SPECIFIC MODIFICATIONS**

1. Games will be played with 55' or 60' base paths, and a 35' pitching distance (approximately)
2. Games are limited to a maximum of 6 innings.
3. No stealing of bases
4. No bunting
5. Batters may not attempt to advance to first base if the catcher does not catch the 7<sup>th</sup> pitch.
6. The infield fly rule will not be in effect for this age group. (With runners on 1<sup>st</sup> and 2<sup>nd</sup>, or with the bases loaded, before two are out, the batter shall not be called automatically out if the umpire determines the ball to be a fly ball which can be easily caught by an infielder.)
7. Maximum # of pitches per batter: 7 for coach pitched; 5 for the pitching machine. If the last pitch is tipped, additional pitches are to be thrown.

8. 7 players bat per inning
9. Batters may attempt to run for extra bases on any hit that leaves the infield. Once the ball is returned to the infield by the defense, the runner may not advance any further (even if there is an overthrow / error). Batters are limited to a single if the batted ball does not leave the infield.
10. No sliding.
11. 10 players and 2 coaches on the field.
12. Teams are required to have catchers.

### **10u Age Group**

Games will be played on **Tuesdays and Fridays.**

#### **SPECIFIC MODIFICATIONS :**

1. Games are limited to a maximum of 6 innings.
2. No stealing allowed
3. No bunting
4. Batters may not attempt to advance to first base if the catcher does not catch the 3<sup>rd</sup> strike. Once strike 3 is called, the batter is immediately out.
5. The infield fly rule will not be in effect for this age group. (With runners on 1<sup>st</sup> and 2<sup>nd</sup>, or with the bases loaded, before two are out, the batter shall not be called automatically out if the umpire determines the ball to be a fly ball which can be easily caught by an infielder.)
6. Teams may have as many as 10 players on the field
7. After the first walk of the inning, the coach will come in and pitch to any batter who has four balls. The Batter will keep the same strike count and can only hit the ball or strike out. This only applies to regular season play.

### **12u Age Group**

Games will be played on **Mondays and Thursdays.**

Standard ASA rules apply for the 12 and under age group, except when superceded by those alliance-wide rules listed at the beginning of this document (first page).

Pitching 40' Base 60' 12" softball

### **14u Age Group**

Games will be played on **Tuesdays and Thursdays**

Standard ASA rules apply for the 13 and over age group, except when superceded by those alliance-wide rules listed at the beginning of this document (first page).