

SAGINAW TOWNSHIP RECREATION

YOUTH SOFTBALL RULES

ELIGIBILITY RULES:

1. A player's full name, birthdate, address and phone number must be on the teams' official roster before she is eligible to play. Games will be forfeited if an ineligible player competes or if false information is supplied.
2. Deadline for adding players is one month from the start of the season.
3. **Players Age:** On or before June 1st of the current year is her age.

DIVISION: GIRLS

8 & UNDER	12 & UNDER
10 & UNDER	14 & UNDER

PLAYING RULES:

ASA fastpitch softball rules will apply in all divisions. ALL DIVISIONS will be subject to the following local additions and exceptions which take precedence over all other rules.

1. The 8 & Under and 10 & Under divisions will field 10 players.
2. ALL members of a 8, 10, 12 and 14 & Under team must bat in the rotation listed on the scoresheet. This rotation will include every player listed on the official roster and present at the game.
3. A responsible person, coach or manager, must be present at game time or the game will be forfeited (15 yrs. or older).
4. Only players, coaches or managers may be allowed in the coaches boxes.
5. FORFEIT TIME: Teams have 10 minutes to field at least seven (7) players. If a team has seven players at game time, they must start the game without delay with players present.
6. Tie games at the end of the allotted time will not be rescheduled. **Games suspended by rain or darkness etc. will be continued from the point of termination, if required to complete innings or time limit requirements.

7. Complete games will be four (4) innings. As indicated, an hour and fifteen minutes time limit is imposed in all divisions. No new inning will be started after the time limit has expired.
8. **All Divisions:** All players present will bat in the rotation established at the beginning of the game. This means players presently playing in the field as well as those sitting on the bench will bat when their name comes up in the rotation. The coach is responsible for seeing to it that this rule is followed.

8 & Under: Coaches will pitch 5 balls. The team at bat will bat 10 batters per inning regardless of how many outs are made. Batting team will notify defensive team when their 10th batter is up.

10 & Under: Pitcher will pitch 4 balls. If player does not hit the ball fair or strike out, the coach will throw a maximum of 3 additional balls.

Walks: No walks allowed in 8 & Under and 10 & Under.
9. 12 & Under, 14 & Under: An illegal pitch will be considered a ball.
10. 8 & Under and 10 & Under: Maximum of six runs per inning; 12 & Under and 14 & Under: Maximum of six runs per inning, unlimited runs the last inning.
11. 8 & Under and 10 & Under: An overthrow at 1st base will not advance runners. This applies to existing runners as well. Play will stop once the ball is thrown to 1st base.
12. 8 & Under and 10 & Under: No mercy rule. 12 and 14 & Under: 10 run mercy rule after 4 innings.
13. All batters and base runners must wear helmets. All catchers must wear protective face masks and chest guards. A catcher may use her own equipment. Teams must bring their equipment to the games.
14. The coach is to fill out the batting order on the official scoresheet using both FIRST and LAST names. The coach is responsible for informing the scorekeeper of all substitutions.
15. Home team is responsible for supplying a scorekeeper. Home team is determined by flip of a coin. Scoresheets must be turned in to the site supervisor upon completion of game. Scoresheets will have final score, and winners need to be circled.
16. Every player should play two (2) innings in every game. Exceptions: Injury or illness which should be reported to the program site supervisor and/or the home plate umpire prior to game time.

17. 8 & Under and 10 & Under: No basestealing. 12 & Under: Basestealing is allowed AFTER the ball has crossed homeplate (base runner must maintain contact with the base until the ball has crossed homeplate). 12 & Under: Only 1 base is allowed. 14 & Under: Runner can steal the base after the ball leaves the pitchers hand.
18. **Third Strike Rule:** 8 & Under, 10 & Under and 12 & Under: Not in effect.
19. **Infield Fly Rule:** 8 & Under, 10 & Under and 12 & Under: Not in effect.
20. Courtesy runner can be used for the catcher only once they reach base. The courtesy runner will be the last batted out.
21. All players and equipment must be kept behind the imaginary out-of-play line. (Behind line extending for backstop posts).
22. No metal spikes are allowed.
23. No protests allowed.
24. Any player, coach or manager who bumps, pushes, strikes or in any way physically abuses an umpire will be expelled from the league and suspended for a minimum of the remainder of the season. Repeated verbal abuse and/or harassment from coaches and/or parents will result in expulsion from the game and/or site. Swearing will constitute expulsion from the game and/or site.
25. **PITCHING DISTANCES:**

8 & Under - 35 feet	12 & Under - 35 feet
10 & Under - 35 feet	14 & Under - 40 feet

BASE DISTANCES:

All Divisions: 60 feet

26. **SOFTBALLS:**

8 & Under and 10 & Under will use the 11" Incrediball
All other divisions will use the 12" softball