

# 2016 HGSL Playing Rules Addendum

*The official ASA Fastpitch Softball rules shall apply. The following are HGSL exceptions, clarifications, or modifications to the ASA Official Rules of Softball.*

## 10-U Division Game Rules

### General Rules

1. One (1) Team Manager and two (2) Team Coaches per team will be allowed on the playing field during games.
2. All games start according to the League schedule.
3. Thirty minutes prior to the start of the game, the visiting team will have use of the infield for a 15-minute warm-up. Fifteen minutes prior to the start of the game, the home team will have use of the infield for a 15-minute warm-up.
4. If required, a team will have an addition fifteen (15) minutes after the scheduled start time to field at least eight (8) players in order to begin play. Beyond that time, the game may begin with fewer than eight (8) players if agreed upon by both team Coaches. In the event that neither team has a minimum of eight (8) players and the coaches wish to reschedule the game, they must check with the Secretary for a field/game time.
5. When a game is in progress and a team can field only seven (7) players due to illness or injury, the game may continue. There will be no penalty for missing batters in the lineup.
6. Up until game time, the decision on whether or not the game will be played due to poor field/weather conditions will be made by the Umpire-in-Chief, with input from the Field Maintenance Coordinator. When a rainout occurs, make-up games will be rescheduled by the Secretary.
7. The home team is assigned to the 1<sup>st</sup> base dugout, and is responsible for supplying the game ball, setting up the bases, and returning field equipment after the game. The away team will occupy the 3<sup>rd</sup> base dugout.
8. All players will wear the uniform as intended. Shirts must be tucked in completely or tied off.
9. A catcher must wear a helmet with earflaps, mask, and throat guard during the game and if warming up a pitcher at any time on or off the field.
10. All batters and baserunners must wear a batting helmet with facemask. Chin straps are permitted, but not required.
11. Rings, bracelets, exposed necklaces, and any earrings or other jewelry (other than ear studs, which are allowed) shall not be worn or carried by any active player during game time.

12. All teams will make playoffs, regardless of rain cancellations, forfeitures, or standings.
13. When a thrown bat hits anyone on the playing field, including dugout areas, the action will be treated as an illegally batted ball. The ball is dead, the batter is out, and no runners may advance.

### **Pitching Rules**

1. A facemask is required for all pitchers.
2. Pitching delivery shall be defined in ASA Fastpitch rules.
3. Pitching distance from the front of the pitching rubber to the point of home plate shall be 35 feet.
4. No pitcher may pitch more than three (3) innings in a single game.
5. A pitcher, after hitting two (2) batters in one (1) inning, or three (3) in the game, will be removed from the position for that game. The batter must make a reasonable attempt to avoid being hit by the pitch.

### **Game Rules**

1. A game will consist of six (6) innings. A game shall be considered regulation if four (4) or more innings have been completed. If a game is called in the middle of an inning after four (4) innings have been completed, the score reverts back to the end of the last completed inning. (I.E. If the game is called in the middle of the 6<sup>th</sup> inning due to weather, darkness, etc., the score reverts back to the score at the end of the 5<sup>th</sup> inning.)
2. A called game which results in a tie after four (4) complete innings will be recorded as a tie and will not be completed. Called tie-games that are not yet regulation can be resumed at the exact point where they were called, at the discretion of the Secretary.
3. All team players shall be placed in the batting order, with no penalty for missing players.
4. All teams shall field ten (10) players: four (4) outfielders, four (4) infielders, a pitcher, and a catcher. Outfielders must begin each play on the grass.
5. Every player will play a minimum of three (3) full innings per game. If this rule is not adhered to, the game will be forfeited.
6. There is a six (6) run maximum per half-inning, regardless of outs. No batter will come to bat once six (6) runs have been scored in that team's half-inning. If the sixth run is scored during a live play, and additional runners cross the plate, those runs will not count.
7. Open substitutions are allowed at any time. Open substitution is defined as allowing any player to be removed from play and re-inserted at any time during a game. The exception to this is the pitcher, who when removed from pitching, cannot return to pitch until the next inning.

8. The distance between the bases shall be 60 feet.
9. There shall be no intentional walks.
10. The infield-fly rule will not apply.
11. At the end of four (4) complete innings, a 15-run lead will implement the “mercy rule”, which will end the game.
12. Baserunners are allowed to advance one (1) base only on each live-ball overthrow. If the ball is thrown out of play, the umpire will award bases per ASA guidelines.
13. Sacrifice bunting is permitted. There will be no fake bunt, drag bunt, or slap bunting. Should the bat make contact with the ball while executing an illegal bunt, the batter is out. (Note: A fake bunt is when a batter shows the bat in a standard bunting position then pulls the bat back and swings.)
14. All baserunners may take a lead. The baserunner may leave the base when the ball crosses home plate or the ball is hit.
15. Stealing bases is permitted, including on a passed ball. Runners starting at first, second, or third are entitled to advance or steal one base only per pitch, with liability to be put out.
  - a. A runner attempting to advance beyond the one base they are entitled to advance or steal may be put out while between bases.
  - b. After play ceases and the ball becomes dead, if a runner occupies a base beyond the one the runner was entitled to advance or steal, the runner will be returned to the correct base without liability to be put out.
  - c. If a batter strikes out and the ball is dropped, the batter is out and cannot advance to first base, but the ball remains live for the purpose of attempting to throw an advancing runner out.
  - d. A batter who walks cannot advance past first base. If the batter-runner advances further, once the ball becomes dead, the runner shall return to first base.
16. If the game is tied going in to the agreed-upon last inning, the final inning will be played using the “international tie-breaker” rule. (See last page for details)

### **Playoff Game Rules**

1. All playoff games must go a full six (6) innings.
2. There will be no pitching restrictions.
3. The mercy rule remains in effect.
4. In the case of a tie, extra innings will be played using the “international tie-breaker” rule until a winner is determined.

## **Definitions**

### **Fake Bunt**

A fake bunt is when a batter shows the bat in a standard bunting position then pulls the bat back and swings.

### **Infield Fly Rule**

An infield-fly can only be called if there are runners on 1<sup>st</sup> and 2<sup>nd</sup> base, or 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> base, and there are 0 or 1 out. If the batter hits a fair fly ball (not a line drive or bunt) that COULD be caught by an infielder with ordinary effort, an “infield fly” should be called at the umpire’s discretion.

### **International Tie-Breaker**

In an international tie-breaker, the inning begins with the offensive team’s last batted out from the previous inning as a runner on 2<sup>nd</sup> base. Play continues normally. Each inning is played this way until a winner is determined.