

HVA-LVA RULE MODIFICATIONS – SPRING 2010

RULES FOR ALL DIVISIONS SOFTBALL

All rules are governed by ASA Softball with the following exceptions / highlights:

1. UNIFORMS / EQUIPMENT: (a) Uniforms – spring uniforms (jersey tops) are expected to match. Shirts must be tucked in. No jewelry is allowed to be worn per ASA rules. Fall uniforms will be similar in color but are not required to match. However, player numbers are required. (b) Bats – All players will use ASA certified bats only (c) Helmets – All batters and runners must wear helmets with NOCSAE approved facemasks. Chin straps are also required (d) Cleats – rubber only / no steel cleats (e) Catchers – must wear a catcher's mask, chest protector and shin guards in all divisions.
2. BATTING: Teams will bat their roster. Coaches will submit a batting lineup card to the opposing coach prior to each game and, while the umpire will not track substitutions, coaches will follow their submitted lineup. Players arriving late will bat, but will be placed at the bottom of the lineup card once they arrive.
3. SUBSTITUTIONS: Free and unlimited defensive substitutions for all positions.
4. RUN LIMIT: 5 runs per inning per team.
5. SHORT-HANDED RULE: Teams may start a game with as few as seven players. There will NOT be any mandatory outs applied by the umpire for playing short handed, but coaches are NOT allowed to hold out players simply in order to gain an advantage at bat.
6. GAME CLOCK: All games are limited by time. See below for specific times for each division. A new inning will not start with less than 5 minutes remaining on the clock.
7. MANDATORY ROTATION RULE: No player should be on the bench for two consecutive innings except for injury, illness or discipline. No player should be on the bench twice in one game before all other players sit on the bench at least once – except for the pitcher and catcher positions in 10U divisions and up.
8. PLAYER DEFENSIVE ASSIGNMENT GUIDELINES: There is no mandatory defensive rotation rule. However, coaches in all divisions are to provide each player with the opportunity to play a variety of defensive positions based on their ability to play the position safely.
9. COACHES: There will be a maximum of four coaches / adults in the dugout during the game. Coaches are expected to treat the umpires with respect and are expected to know the rules. Coaches are NEVER to argue umpire judgment calls and are responsible to keep their parents in line.
10. TEAM RESPONSIBILITIES: The home team will provide an adult to keep the official scorebook and game clock. The visiting team will provide an adult to maintain the scoreboard. The league providing the host field will provide the game balls to the game umpire.
11. INTENTIONAL CONTACT: A player's intentional and unnecessary contact with an umpire or an opposing player with the purpose of causing harm, malice or in an attempt to jar the ball loose from the fielder's hand will result in the immediate ejection of the offending player from the game by the game umpire.
12. CHANTING: Chanting in the dugout is allowed, however, coaches should not allow any chant with inappropriate content or chants that can be viewed as demeaning to the opposing players.
13. DISTRACTIONS: Noisemakers (such as air horns or clappers) are not allowed to be used by parents or players whether in the dugout or the bleachers. At no time are spectators in the stands allowed to make noises that are specifically designed to distract the pitcher or batter.
14. RUNNING UP THE SCORE. The league does not want any coach to excessively "run up the score" on another team who is obviously weaker. This is recreational ball - respect each other and encourage other teams! Use the opportunity to play your weaker players in positions they would not normally play.
15. SPORTSMANSHIP: Coaches are responsible for the conduct of their players, parents and themselves. Poor sportsmanship or disrespect toward any umpire will not be tolerated. Coaches, parents and players are to speak to all players in a positive and supportive manner. Violations will result in the umpire banning the coach to the dugout or, in severe cases, from the field area.

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MODIFIED RULES FOR 8U REC SOFTBALL

Game Time	55 minute time limit; finish the batter; no tie breaker; 5 run limit per half inning		
Ball	Use an 11" ball (375 compression / .47 core), optic yellow		
Players	Maximum 11 players in defense with maximum 6 infielders including the pitcher and catcher Outfielders are required to start each play at least 10' behind the base path		
Pitchers	Required to wear a helmet with face guard in the pitcher's circle and have hair tied back Pitchers will start each play inside of the pitchers circle behind the pitching machine		
Pitching Machine	Back leg of machine against 35' pitching rubber, speed set between 32-34 mph Coaches agree to settings prior to game – no adjustments of machine during innings Umpires can request coaches to reset / verify machine settings between innings Refer to "Hit Machine" below for results of a pitch or thrown ball hitting the machine.		
Alternate Pitching	If a pitching machine is not available, then coach pitch will be used In this case, the 35' rubber will be used, but coaches may pitch from the 27' mark (pitcher's circle) if needed and will be limited to one stride using windmill or slingshot method		
Coach Pitcher	One coach from the offensive team will feed the pitching machine (coach pitcher) Up to six pitches per batter except when the last pitch is fouled off (see below) The coach pitcher will kneel in the circle when the ball is hit or leave the infield The coach pitcher may provide instruction to the batter from the circle but NOT to runners Umpires may remove any coach pitcher from the game who coaches runners		
Offensive Coaches	One coach at 1B and one coach at 3B plus coach pitcher The 3B coach may assist batter through the first "at bat" for each player – only if needed		
Defensive Coaches	Maximum two coaches behind outfielders – move outside foul lines as season progresses One defensive coach can assist catcher – no coaching from this position		
Batter	Six pitches; No Swinging Strikes - No Bunting – No Walks Umpire may call "no pitch" if pitch is wild and not hittable (due to machine error) Batter continues to bat on last pitch foul ball (unlimited last pitch foul balls)		
Hit Machine	Any hit that touches the pitching machine will be dead – batter is awarded 1B and runners awarded one base each. Any thrown ball that hits the machine results in runners being awarded one base each except when thrown with the intent to return the ball to the pitcher.		
Hitting	The umpire will determine whether a hit is an infield or outfield hit – defined as: -An Infield Hit stops or is initially controlled in the area normally occupied by an infielder -An Outfield Hit stops or is controlled in the area normally occupied by an outfielder keeping in mind that outfielders are required to start each play at least 10' behind the base path This is a judgment call by the umpire with effect on "Running Limits" and "Play Dead"		
Play Dead	Infield Hit: The umpire will call the play dead when the ball is thrown or carried across one line of the pitcher's circle with the intent to return the ball to the pitcher. Outfield Hit: The umpire will call the play dead when the ball crosses the diamond formed by the bases <u>and</u> is in control of an infielder <u>or</u> when the ball is thrown/carried across one line of the pitcher's circle with the intent to return the ball to the pitcher whichever occurs first		
Running Limits	Infield Hit: The lead runner is limited to 3B on any hit and must be hit home from 3B Outfield Hit: No limit on lead runner; can advance until play is called dead Play Dead: Once the umpire calls the play dead, if a runner is at or beyond the midpoint between two bases when the umpire declares the play dead the runner will be allowed to advance to the next base otherwise they would be returned to the previous base.		
Stealing	No stealing at any time	Dropped Third Strike	Not In Effect
Tight / Loose Bases	Tight Bases (leave base when ball is hit)	Infield Fly Ball	Not In Effect
"Gentlemen's Rule" in 8U Rec Play	When an attempt has been made to put out a runner at a base, it is the intent of the rec leagues that the offensive coach should limit running to what would be normal against a team with solid defensive skills. Example – on a missed attempt to put out a runner at 1B (or any other base); runners should normally advance one base while the ball is being retrieved and returned to the pitching circle. There is no umpire involvement on this rule. This rule exists to protect the younger, less skilled teams. Coaches who choose to violate this "gentlemen's rule" and run more aggressively should expect the same in return.		

HVA-LVA RULE MODIFICATIONS – SPRING 2010

MODIFIED RULES FOR 10U REC SOFTBALL

Game Time	75 minute time limit; finish the inning; no tie breaker; 5 run limit per half inning
Ball	Use an 11" ball (375 compression /.47 core), optic yellow
Players	Maximum 9 players in defense per ASA rules
Pitchers	Kid Pitcher / Coach Pitcher Modified 35' pitching distance
Kid Pitcher	Kid pitcher pitches a normal strike count up to a maximum of <u>three</u> called balls Once three balls are called against the kid pitcher, then the coach pitcher enters the game
Coach Pitcher	The coach pitcher enters the game when the kid pitcher has three called balls The coach pitcher inherits the strike count from the kid pitcher – no "warmup" pitches The coach pitcher is not allowed to coach batters or runners The coach pitcher must leave the field immediately upon any hit The 35' rubber must be used with a limit of one stride – slingshot or windmill method
Offensive Coaches	One coach at 1B and one coach at 3B plus coach pitcher
Defensive Coaches	All defensive coaches must remain "in" the dugout Some fields may allow defensive coaches to be immediately outside the dugout
Batter	No Walking No Bunting or Slap Hitting on Coach Pitch (Bunting is OK on Kid Pitcher) Batter will continue to hit on a last pitch foul ball (unlimited last pitch foul balls) Umpires may use a liberal strike zone to encourage batters to hit off of kid pitcher
Running	None – runners may advance on any hit per ASA rules at risk of being put out
Stealing	Stealing is allowed on Kid Pitcher only but is limited to one base per pitch when stealing Wild Pitch or Passed Ball – one base limit No stealing home – runner must be hit home.
Catcher Throw Downs	If an attempt is made by the catcher to throw down a runner attempting to steal 2B or 3B, then that runner may not advance beyond the stolen base. If an attempt is made to throw down the runner at 1B then the runner may advance one base at risk of being put out.
Tight / Loose Bases	Kid Pitcher – Loose Bases (leave base when ball leaves pitcher's hand) Coach Pitcher – Tight Bases (leave base on hit)
Play Over	Per ASA rules
Dropped Third Strike	Not in effect
Infield Fly Ball	Not in effect

MODIFIED RULES FOR 12U & 14U REC SOFTBALL

Game	75 minute time limit; finish the inning; no tie breaker; 5 run limit per half inning Use an 12" ball (375 compression /.47 core), optic yellow 40' pitching distance All other ASA rules are in effect – refer to ASA rulebook
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