



La Habra Girls Softball 2007 'House Rules'

League Rules and Regulations for Play for the 2007 Season:

Adopted 2/5/03. Revised 12/30/03. Revised 11/10/04.* Revised 2/13/06,
Revised 2/10/07. Revised 3/3/07

The standard Rule of Play shall be the most current edition of the Official Softball Rules of Softball adopted by the Amateur Softball Association (ASA Youth Fast Pitch) except for any of the following modifications:

Rule 1 (Equipment)

- 1) Helmets must be worn at all times, while on the field of play, including practices, by all batters, base runners, or players coaching bases. Helmets must have a chin strap and the chin strap must be snapped in place while batting, base running, or coaching bases, including those under the age of 18. It is now required that all helmets must have a face mask.
- 2) Catchers must wear all protective equipment when on the playing field at all times, including practices. Equipment includes a mask, chest protector and shin guards.
- 3) Shoulder length hair must be tied back. Gum Chewing is **NOT** allowed.

Rule 2 (Players & Substitutions)

- 1) A coach must be able to field a team 10 minutes after the scheduled starting time with a minimum of eight (8) players or the game will be forfeited.
- 2) It is necessary to give a lineup sheet to the home plate Umpire and report defensive changes to the both score keepers.
- 3) Substitution Rule: No player shall sit out more than one consecutive inning on defense. The exception will be if a player is removed from the game due to injury, sickness, or disciplinary reasons.
 - A) Any player removed from the game for injury, illness, or disciplinary reasons must be reported to the umpire and opposing team's scorekeeper at the time of removal.
 - B) Players removed due to injury, illness, or disciplinary reasons may not return for the remainder of that game once they have missed their turn at bat, or have sat out more than one consecutive inning on defense.
 - C) Players leaving the game due to injury or illness will not be charged an out when it is their turn to bat.
 - D) Players ejected from a game by the umpire will be charged an out each time they are scheduled to come to bat for the remainder of the game.

- E) Players leaving the game early for any other reason than stated in 3.C. or 3.D. above will be charged an out only on their first scheduled turn to bat after leaving the game.
- 4) A game will consist of seven (7) innings with the following exceptions:
 - A) 6 and Under - 3 innings only.
 - B) 8 and Under - 5 innings with no new inning to start after 1 hour and 20 minutes; **the game conclusion being the completion of the inning.**
 - C) 10 and Under - 7 innings with no new inning to start after 1 hour and 20 minutes; **the game conclusion being the completion of the inning.**
 - D) 12 and Under - 7 innings with no new inning to start after 1 hour and 20 minutes; **the game conclusion being the completion of the inning.**
 - 5) If a player suffers an injury during the season on or off the field that requires medical treatment, the coach must be given a medical release before that player is allowed to practice or play in any games.
 - 6) No player will be allowed to play if they are wearing a fixed cast, removable cast, splint, or leg brace.
 - 7) Any coach who is going to suspend a player from a game for disciplinary reasons must obtain permission from the Player Representative, and or the Divisional Commissioner if the Players Representative is not available, at least a day prior to the game in question. The coach must provide specific reasons for withholding the player from the game. The parents must be notified prior to the start of the game by either the Players Representative or the Divisional Commissioner.
 - A) No player may be suspended more than one game by a coach without a hearing of a committee of the Board of Directors called by the League President.
 - B) No player may be suspended from a game by a coach for non attendance of practices or prior games without holding a conference with the player, the player's parents, and either the Players Representative, the Divisional Commissioner, the League President, or another Board Member designated by the President.

Rule 3 (Pitching Regulations for 8U, 10U, and 12U Divisions)

- 1) When even one pitch is taken from the pitching circle, warm up or otherwise, a player will be charged a full inning of pitching.
- 2) In 8 and Under **there will be no walks issued in the first half of the season** Coach pitches after ball four. Coach assumes the strike count after ball four.
- 3) ***In the second half of the season the coach will no longer pitch to the batter on ball four and the batter will assume a normal pitch count. (three strikes and your out, four balls and you walk.)***
- 4) The following limitations shall be placed on pitchers:
 - A) 8 and Under pitchers shall be limited to 2 innings per game.
 - B) 8 and Under pitchers may pitch a third inning if a game goes 5 innings or longer.***

- C) 10 and Under & 12 and Under pitchers shall be limited to 3 innings per game.
- D) 10 and Under & 12 and Under pitchers may pitch a fourth inning if a game goes 7 innings or longer.
- 5) If a pitcher pitches more than the allotted innings allowed in a game, a protest may be lodged with the Divisional Commissioner within 48 hours of the completion of the game. If the protest is upheld, the game will be forfeited. The head coach may be suspended by the Board if pitching violation is deemed flagrant.
 - 5) The inning allotment rules above are waived during the Post Season Playoff and All-Star games.
 - 6) A player may enter/reenter the game as pitcher as many times as they have eligible innings to pitch.
 - 7) A player may not reenter the game as a pitcher during an inning that she has previously pitched in.
 - 8) If a team runs out of eligible pitchers due to injury, sickness, or other unavoidable circumstances, then that team may designate another player to pitch, but only after all remaining eligible pitchers have used up their allotted innings.

Rule 4 (Batting)

1. Round Robin batting in all Divisions
2. **In the 8u Division. The “Four Run Ahead with a Possibility of Seven” rule will apply in all innings.** The inning is over when a team goes four runs ahead of the other team. When runners are on base the play will continue and all runners may score. If the team coming to bat is leading, then that team may extend their lead by four runs with a possibility of seven. A team that is behind may catch up and extend a lead by four runs with a possibility of seven in one inning. After the fourth run scores the defensive team can end the inning with a force at home (this prevents unnecessary base running and collisions at the plate). *
3. In Divisions 10U and 12U the “Five Run Ahead with a Possibility of Eight” rule will apply in all innings. The inning is over when a team goes five runs ahead of the other team. When runners are on base the play will continue and all runners may score. If the team coming to bat is leading, then that team may extend their lead by five runs with a possibility of eight. A team that is behind may catch up and extend a lead by five runs with a possibility of eight in one inning. After the fifth run scores the defensive team can end the inning with a force at home (this prevents unnecessary base running and collisions at the plate). *

Rule 5 (Base Running)

1. If a base runner requires a courtesy runner due to an injury, that runner shall be the last batter out.

2. Any time there are two outs and the catcher is a base runner, it is the coach's option to replace the catcher with a courtesy runner. That courtesy runner shall be the last batter out in that inning.

Rule 6 (Protests)

1. The head coach of a team must immediately notify the head umpire that a game is being played under protest per Rule 9, Section 2 of the Official Softball Rules of Softball adopted by the Amateur Softball Association (ASA Fast Pitch).
2. The protesting coach must either withdraw his/her protest or file a formal written protest and post a \$50 protest fee with the Divisional Commissioner within forty-eight (48) hours. The protest fee is refundable only if the protest is upheld. The Umpire and Chief are responsible for obtaining a statement from the umpire who conducted the game. The Protest Committee of the Board must meet within forty-eight hours of receiving the coach's and umpire's statements to render a decision.

Rule 7 (Coaches)

1. One (1) coach may be on the field during their defensive inning, next to the dugout.

Rule 8 (Umpires)

1. The umpire has the authority and the endorsement of the Board of Directors to ask any player, coach, parent, or spectators to leave the area of play when, by their actions, they are interfering with play or behaving in a manner inappropriate for a youth softball game.
2. per Article 9, Section 2.C. of the League's constitution, a team's head coach is responsible for the conduct of the entire team including all assistant coaches, parents, spectators, and players. The head coach may be ejected by the umpire for their conduct. Per Article 11 of the League Constitution, any Head Coach, Assistant Coach, parent, spectator, or player who is ejected by the umpire will automatically lose the right to attend the next league game in any capacity.

Special Division Rules with ASA and League Rules to be emphasized:

Mini-T Division (6 and Under):

1. Games consist of three (3) innings per game.
2. Each player gets three pitches from the coach before the tee is used. The batter will be allowed an extra pitch if there is a foul tip on the third pitch, or subsequent extra pitches.
3. No bunting.
4. A continuous outfield arc will be established 5' behind the infield bases, when there is no dirt infield to play on.

5. Runners may advance only one base on a ball hit in the infield. Runners may advance two bases for a ball hit to the outfield (ball must travel past the dirt infield/outfield arc).
6. Modified round robin batting in all innings. Every player bats in their half of the inning. Bases are cleared after the third out.
7. Runners, to first base, will need to stay within the 3' 'Runners Lane'
8. The ball must travel 4' (feet), from the back of the plate, to be considered a playable ball, an arc will be drawn to help
9. No stealing.
10. All players play on defense.
11. Each player must play in the infield a minimum of one (1) innings. Coaches are encouraged to spread the infield play out evenly throughout the season.
12. The number of infielders allowed is limited to six (6). All other defensive players must play on the outfield grass/past the outfield arc (a player may run up to make a play after the ball is hit.) A team that has 13 or 14 players present will be allowed a seventh infielder in the second inning. The seventh infielder must play over second base.
13. There must be a new player at the catcher and pitcher positions every inning.
14. When the batter is using the tee, the catcher must play back and off to the side to avoid being hit by a thrown bat.
15. No score keeping.

Micro-Mini Division (8 and Under):

1. Games will consist of five (5) innings with no new inning after 1 hour 20 minutes; **the game conclusion being the completion of the inning.**
2. Home plate is closed.
3. No dropped third strike rule.
4. Runner leaving the base before the ball leaves the pitchers hand is out.
5. Runners may steal only one base per pitch, on a non batted ball, any additional base achieved may be put out; 'Hesitation Rule' comes into play, should the pitcher receive the ball to stop the play.
6. No infield fly rule.
7. Maximum innings pitched are two (2) per game.
8. A player may enter/reenter the game as pitcher as many times as they have eligible innings to pitch.
9. A player may not reenter the game as a pitcher during an inning that she as previously pitched in.
10. 8 and Under teams are allowed 4 outfielders. All outfielders must be positioned on the outfield grass (a player may run up on the dirt to make a play after the ball is put in play). If a dirt infield is excessively large, coaches, by mutual agreement, may designate an outfield arc on the dirt 10' behind the infield bases.
11. **Games will consist of four runs per inning *with the possibility of seven.***

12. **No walks will be given in the first half of the season.** Coach pitches after ball four. Coach assumes the strike count after ball four.
13. **In the second half of the season the coach will no longer pitch to the batter on ball four and the batter will assume a normal pitch count. (three strikes and your out, four balls and you walk.)**
14. **8 and Under pitchers may pitch a third inning if a game goes 5 innings or longer.**
15. Coaches are encouraged to give all girls a chance to play infield at least one inning during the game.
16. No stealing on a coach pitch; runners may advance only after the ball has been put into play, batted.

Mini-Minor Division (10 and Under):

1. Games will consist of seven (7) innings, with no new inning after 1 hour 20 minutes; **the game conclusion being the completion of the inning.**
2. Home plate is closed.
3. No dropped third strike rule.
4. Runner leaving the base before the ball leaves the pitchers hand is out.
5. Runners may steal only one base per pitch, on a non batted ball, any additional base achieved may be put out; 'Hesitation Rule' comes into play, should the pitcher receive the ball to stop the play.
6. No infield fly rule.
7. The "Five Run Ahead with a Possibility of Eight" rule is in affect (see Rule 7, 2).
8. Pitchers are limited to 3 innings per game.
9. 10 and Under, any, eligible pitcher may pitch a fourth inning if a game goes 7 innings or longer.
10. A player may enter/reenter the game as pitcher as many times as they have eligible innings to pitch.
11. A player may not reenter the game as a pitcher during an inning that she has previously pitched in.
12. If a team runs out of eligible pitchers due to injury, sickness, or other unavoidable circumstances, then that team may designate another player to pitch, but only after all remaining eligible pitchers have used up their allotted innings.

Minor Division (12 and Under)

1. Games will consist of seven innings with no new inning after 1 hour 20 minutes; **the game conclusion being the completion of the inning.**
2. Runner leaving the base before the ball leaves the pitchers hand is out.
3. 12 and Under, any, eligible pitcher may pitch a fourth inning if a game goes 7 innings or longer.
4. A player may enter/reenter the game as pitcher as many times as they have eligible innings to pitch.
5. A player may not reenter the game as a pitcher during an inning that she has previously pitched in.

6. If a team runs out of eligible pitchers due to injury, sickness, or other unavoidable circumstances, then that team may designate another player to pitch, but only after all remaining eligible pitchers have used up their allotted innings.
7. "Five Run Ahead With a Possibility of Eight" rule is in affect (see Rule 4, 2).