

SARATOGA MISS SOFTBALL

A Division Rules 2015 Recreation Season

1. NUMBER OF PLAYERS

Teams may play with eight (8) players without taking an out for the ninth (missing) player. There is a maximum of nine (9) players on the field in a defensive position.

In the event a team cannot field a minimum of eight (8) permanent players, the team automatically takes a "loss" in the standings. In the event both teams cannot field a team both teams will take a loss in the standings.

Temporary substitutes may be assigned to meet the minimum requirements to play the game.

Temporary players will be assigned as follows:

1. If available, the temporary players will come from the opposing team until they meet the minimum required number of players to play.
2. Borrowed players will be assigned an outfield position and will bat last in the lineup.
3. If the opposing team does not have additional players to provide, then other players (insured through the league and within the same age group) may be assigned
4. Late arriving permanent players will immediately enter the game. When a total of nine (9) permanent players are available, the temporary players will be returned to the opposing team.

2. GAME TIME:

Weekday games to start at 6:15. Forfeit time is 15 minutes past scheduled start time. No inning will commence after 1 hour 50 minutes from the actual game start time.

3. UNIFORMS

Complete uniforms must be worn at each game. A complete uniform consists of: uniform shirt and softball pants / shorts / sweat pants (all of which should be navy blue). If shorts are worn, players are to wear sliding shorts. **Players coming from a school game MAY NOT wear their school jersey.**

They must wear their Miss Softball shirt. If player is not wearing proper uniform, then the player shall be benched for that game until the proper uniform is obtained. The coaches are responsible to enforce this rule, if not then the Board Member on the field will have the authority to bench the player!

4. PLAYER SAFETY

Long hair must be properly tied back. No player may wear jewelry or unsafe articles during practices / games. This is to include, but not limited to, earrings, necklaces, watches, bracelets or body piercings of any kind. Umpires will not officiate games if any of the above mentioned is worn (or uncovered). The player will be removed from the game.

5. HELMET / BAT THROWING

If a batter throws the bat, she will receive a warning. If the same batter throws the bat again, the batter is called out and the ball is dead. If a player throws her helmet, anywhere, she will be benched up to and including removal from the game.

6. BENCHING

Any player, for any reason of unsportsmanlike conduct or absence from two (2) consecutive team functions, without excuse, may be benched for the next game. Both scorekeepers must note the name of the player benched and the date. **Repeated unsportsmanlike conduct may result in immediate suspension.**

7. PITCHING:

Pitchers will be limited to three {3} innings per game. For the purpose of this rule, **a pitcher that has thrown one {1} pitch in an inning is deemed to have pitched a full inning.**

8. LEAGUE PLAY:

Modification to ASA Rule 5, Section 3: Game is complete when one team is leading by 15 runs after 4½ innings.

Modification to ASA Rule 1, Section 39: The “In-field Fly Rule” does not apply. Batter is not automatically out. Ball must be caught, force or tag play must be made on the batter/base runner(s). [amended 2/22/11]

A completed game is 5 Innings. No player sits two innings until all players have sat one inning. No player sits 3 innings until all players have sat 2 innings. **NO EXCEPTIONS!!**

A team may score a maximum of five {5} runs per inning. After the fifth run is scored, the inning ends and no additional runs are counted for that inning. The last inning, which will be determined by the umpire (with coaches in agreement), has no run limit.

All players must play in the correct field position. Players cannot block the bases or the base path unless fielding the ball. With the exception of the players at bat or on deck, all players are required to stay on the bench when a team is at bat. For safety reasons, **horseplay will not be allowed during a game/practice.** Base coaches will consist of parents or coaches only. **Base coaches cannot make physical contact with the player while the ball is in play.** If this occurs, the runner will be called out.

Stealing: ASA Rules for <10 yr. Olds **except: 3 steals per team per inning only!** Each team keeps a record of steals per inning. A player may steal one base at a time, regardless of an overthrow. [amended 2/22/11] **NO STEALING HOME** on a wild pitch or pass ball. [amended 2/22/11] Stealing home is only allowed when a play is being made on a player at third base. [amended 2/22/11] No advance on a pitched dead ball.

Leading: Runners may leave/lead off the base once the ball has left the pitcher’s hand. If a runner leaves the base early she will be sent back to the base she was occupying at the time of the pitch.

This only applies once per team per game. The next player who leaves early from that team will be called out. [amended 2/22/11]

The distance between each base is 60 feet. The distance between the pitching rubber and home plate will be 35 feet.

9. FINAL INNING

When the Game Umpire has determined the last inning, the run limit will no longer be enforced. If the game is called due to darkness and the winner has not yet been determined, the score will revert back to the last completed inning.

GAME CALLED FOR DARKNESS IS AT THE DISCRETION OF THE UMPIRES, NOT A COACH OR PARENT.

10. PLAYOFFS

All teams will be involved in the playoffs. Regular season scores determine the standings and seeding for the playoffs. The Home Team is responsible for reporting the final score to the concession stand at the end of the game. This playoff format applies to A, AA & AAA Divisions. All league rules, including the Pitching Rule, apply in the playoffs.