

OFFICIAL RULES ASHLAND YOUTH SOFTBALL

AA DIVISION -- Grades K thru 2

2010 Season

Last Updated: March 13, 2010

*The purpose of the program is to provide an **instructional and fun** opportunity for all children to learn about the sport of softball.*

If rules are not specifically covered, the rules of the Amateur Softball Association of America shall govern play.

A. Scheduling

1. Weeknight game time is 6:00 pm unless otherwise noted on schedule.
2. The league coordinator should be consulted to confirm postponement or rescheduling of a game.
3. Both teams will be notified at least 1 hour prior to game time if a game is to be postponed due to weather conditions.
4. The league coordinator will use his/her discretion in deciding if a game is to be postponed due to weather conditions at the beginning of or during the game.
5. Games must be stopped immediately upon sighting of lightning or upon hearing thunder. League officials will advise coaches of decisions regarding termination of the game.
6. Each game is 4 innings or approximately 1.25 hours long.
7. No innings will be started after dusk or after 8:00 PM which ever comes first.

B. Players

1. Each team will play all players in the field at the same time.
2. There will be no substitutions allowed using unregistered players.
3. Each team must have 4 players to play an official game. If one team is short players and the opposing team has more than enough, players should be moved to the team that is short-handed.
4. All players will be included in a continuous batting order. The initial batting order reflects those players ready to play at game time. Late arrivals must be placed at the end of the batting order, not inserted in the middle of the line-up as they arrive. If an injured player in the continuous batting order is unable to play she will be skipped in the order and the opposing team will not get an automatic out.

C. Pitching

1. Each batter is entitled to 6 pitches. (The coach/pitcher may declare a mulligan on any of the pitches.)
2. After 6 pitches, the coach will put the batting tee in place and the batter will hit off the tee.

OFFICIAL RULES ASHLAND YOUTH SOFTBALL

AA DIVISION -- Grades K thru 2

2010 Season

D. Equipment & Field of Play

1. The bases will be 45 feet apart.
2. Batting helmets with chin straps are mandatory for batters, base runners and players waiting on deck.
3. **Ten**-inch FLEXI softballs will be used.
4. All bats must visibly display an ASA approval stamp.

E. Game Rules

1. Score is not kept.
2. All players from the defensive team play in the field each half inning.
3. All players from the offensive team bat each half inning.
4. A coach from the offensive team pitches each half inning.
5. The offensive team should provide a catcher who should work with batters on their hitting. Players are not allowed to be behind home plate.
6. In the first part of the season, every batter gets to first automatically on a hit (fielders should still play the ball for the out). Batters can advance only one base on a hit.
7. In the 2nd part of the season (May 18, 2009), outs can be recorded on batter/runners. If an out is recorded then the batter/runner should return to the bench. The offensive team will continue to bat without regard for the number of outs recorded.
8. Each team is allowed to have coaches on the field during the game to provide fielding instruction. The coach may not interfere with the play.
9. When a pitcher has the ball within a 4-foot radius around the pitcher's rubber, the base runner is obligated to proceed in either direction to a base. Play freezes when the pitcher has control of the ball. Runners in between bases must go to the closest base.
10. The infield fly rule is not in effect.
11. Bunting is not permitted.
12. Stealing is not permitted.
13. Base runners may only proceed home via a hit.
14. Tagging up on fly balls is not permitted.
15. Base runners may advance only 1 base on an overthrow.
16. If a batted ball hits a base runner, that runner is out.
17. If a thrown ball hits a base runner, that runner is safe.
18. Any base runner called out must return to the bench.

F. Run Limits

1. N/A

OFFICIAL RULES ASHLAND YOUTH SOFTBALL

AA DIVISION -- Grades K thru 2

2010 Season

G. Safety Rules

1. All players must remove ALL jewelry to be eligible to play. Taping over earrings is not allowed.
2. Tri-Valley strongly recommends the use of mouth guards on the playing field. Other safety equipment including heart guards and face masks is allowed.
3. A batter that throws the bat will be given a warning. The second time a batter throws the bat the player will be called out.
4. The runner must be called out if she remains on her feet and deliberately crashes into a defensive player. The defensive player could be holding the ball waiting to apply a tag or about to release a thrown ball.
5. In order to prevent a deliberate crash ruling, the runner can slide feet first, jump over the top of the defender holding the ball, go around the defender (if outside the three foot line, the runner would be called out), or return to the previous base touched.
6. If the defensive player blocks the base path without possession of the ball, the runner will be safe. The defensive player is not allowed to stand on or straddle the base path, a base or home plate unless they have possession of the ball.
7. A runner must slide into home plate to avoid contact with defensive players if there is going to be a play at the plate.
8. A runner may slide into the fielder, but not head first.
9. In the judgment of the coaches that an injury that requires immediate medical attention occurs, the ball is immediately called dead and the player is attended to.