



EGSA Division 4 (13-18 years old) Softball Rules 2019

All umpires and coaches will receive a copy of these rules prior to the start of the season.

All ASA rules and EGSA general rules will prevail in situations not covered by these rules.

The purpose of these rules are to serve as a guide for game play and to ensure that both team coaches are in agreement with the rules and to allow the girls a competitive environment to play and learn the game of softball.

UMPIRES

1. The home team is responsible for assignment and cost for an accredited umpire.
2. THE UMPIRE'S JUDGEMENT IS FINAL! There are no protests allowed at any time. Only the manager and one of the coaches, designated by the manager prior to the game are permitted to discuss any play in question with the umpire.
3. All discussions with the umpire must take place away from players and spectators.
4. No game shall be permitted to being without a home plate umpire
5. The umpire may eject and/or banish from the game and/or field area any player, coach, or spectator for un-sportsman like conduct. a. This includes but is not limited to: Use of profanity, fighting, unnecessary arguing, needling of the umpire. b. A warning may be given but is not needed prior to ejection.
6. Team coaches are responsible for the conduct of the players, parents, and spectators on his/her side of the field
7. The umpire may stop the game at any time due to unsafe field conditions, including adverse weather conditions and inadequate lighting.
8. Any rule interpretation questions, should be discussed prior to start of the game when meeting with the umpire at home plate.

FIELD CONDITIONS & WEATHER

1. At the first sign of lightning, or if thunder is heard, the game must be stopped and the players removed from the field immediately -No arguments, no judgments, no exceptions.

2. Two 12" Softballs will be provided by the home team for the game. The home team is responsible for assisting with the preparation of the field prior to the game and raking after when needed.
3. Smoking is not permitted on or around the field by anyone on or associated with the team including coaches and score keepers.
4. A minimum of twenty-four hours' notice must be given for rescheduling a game for any reason other than a rainout.
5. The League is responsible for determining if the game is to be played if there is inclement weather. The decision to postpone a game due to rain or other inclement weather must be made no later than two hours before the game time. Should a storm hit as the game is about to begin it will be the home plate umpire's decision to make the call.
6. The EGSA league officials will notify coaches for both teams should there be a cancellation due to weather as well as the umpire assignor as soon as the determination is made.

GAME PLAY

1. You must bat your entire lineup. The lineup remains consistent throughout the game. If a player is injured and cannot bat when it is her turn, she is bypassed and the next batter in the lineup bats, NO OUT occurs for missing batter. The injured player may be placed back in her original place in the lineup.
2. Players that arrive late are inserted at the end of the lineup.
3. Batting Helmets. In addition to the ASA rule requiring all offensive players to properly wear double ear flap NOCSAE-approved batting helmets; all offensive players must wear these batting helmets modified to have a face mask.
4. All batters and base runners must wear a batting helmet at all times while on the field.
5. Non approved Bats: <https://www.doubleaasports.com/page/show/3026875-2018nonapproved-asa-bat-list>
6. A courtesy runner can and should be used for the catcher and pitcher when she is on base and there are two outs. The courtesy runner should be the last batted out, except if it was the pitcher or catcher
7. Batters who make a reasonable attempt to avoid getting hit by the ball (as determined by the umpire) are awarded first base. Pitchers who hit 2 players in an inning are removed for the remainder of the inning. Pitchers who hit 3 players in the game are removed from pitching for the remainder of the game. Pitcher may play another position on the field and bat.
8. All games played will not begin an inning after 1 hour 45 minutes and will have a drop dead 2-hour time limit from the scheduled start time. If the score of a game is tied at the end of the inning and the inning is not complete the game will end and the score will revert back to the last complete inning. The umpire will keep the official time. 7 Innings will be played if the time limit has not been reached.
9. You may play a game with 8 players but the 9th spot in the batting order is recorded as an out, unless agreed upon at the start of the game by both coaches and the umpire. If agreed by both coaches,

an additional player may be added to the outfield from the opposing team who has 7 players. A player removed from the field may re-enter at any time. A player may only be re-inserted or switched one time per inning. There will be a total of 9 players total with 3 outfielders

10. All players are to play in all games and are not to sit on the bench more than 2 consecutive innings, or half of the game, with the exceptions of injuries.

11. No player may participate wearing footwear other than sneakers or rubber spikes. Metal spikes are not allowed for the safety of the players.

12. The players may wear no jewelry. This includes bracelets, earrings, necklaces, etc. Any earrings left in place must be taped over. Medical alert jewelry or devices are exempt.

13. All players must have a fielding glove and should have a defensive facemask when taking the field. Defensive facemasks are required for all in-fielders when playing away games (intraleague play) and highly recommended when playing home games (EGSA home games) .

American Softball Association (ASA) rules will be used for play with the following modifications as specified for each age group.

1. There is no maximum runs per inning rule in effect unless otherwise decided by the umpire and coaches prior to the game. Teams will bat until there are 3 outs. The team with the greater number of players may send only that number of batters to the plate in one inning. The opposing team may send the same number of batters to the plate in one inning. Should the number be reached, the umpire will declare "Last Batter" as the final batter comes to the plate.

2. 15 run rule is in effect after 4 innings and 10 run mercy rule in effect after 5 innings.

3. Play is stopped once the pitcher is in possession of the ball in the pitcher's circle.

4. The infield fly rule is in effect.

5. Pitching mound is a distance of 43' from home plate. A pitcher may pitch an entire game. Pitchers will begin motion with both feet on the pitching rubber.

6. A coach is allowed one visit per inning to the mound. A second visit in the same inning for the same pitcher will result in removal of that pitcher from the mound for that inning.

7. Pitchers may play another position throughout the game and re-enter as a pitcher at any other time of the game.

8. Once the pitcher has control of the ball in the circle all runners may no longer advance bases

9. Leads may be taken only after the pitched ball is released by the pitcher.

10. Stealing is permitted only after the pitched ball has been released by the pitcher. Runners may steal any base.

11. The drop third strike rule is in effect.

12. Bunting, slapping and drag bunting are allowed. Batters who show bunt can NOT pull back and swing away. They may pull back to avoid a strike on a pitch.

13. Bunts going foul when batter has 2 strikes are counted as a 3rd strike and batter is out, Slap hits that go foul are considered a foul ball on third strike.

14. Teams that cannot reasonably form a team of 9 players from their roster due to circumstances beyond their control may borrow from their other team rosters if agreed upon with the opposing team and the home plate umpire.

15. Composite bats are acceptable. All approved bats should have the USSSA thumbprint stamp.

16. A runner is allowed one base on overthrow as the ball goes out of play that is determined at ground rules at beginning of the game.

17. Runners may lead on the release of the pitch. If a runner leaves early they may be called out by the discretion of the umpire.

18. Stealing all bases is allowed including home.

19. Sliding is permitted at all bases and encouraged if the play is close in order to avoid injury or collision with another player. A player that does not slide on a close play may be called out by the umpire.

Updated April 2019