

## Majors Division Rules

The intent of the Majors Division is to be more competitive, the game score is kept.

There will be standings and won-loss records shall be posted.

There is an All-star game for the Majors Division.

Note: The base paths shall be 60 feet and pitching will occur from 40 feet. Only players pitch – no coaches  
A 12" ball will be used.

1. All teams will abide by the USA rules per the game of softball, unless otherwise specified.
2. Games will start at 6:15 PM (unless otherwise scheduled) and have a time limit per the duration  
Home team will have usage of the field for a 15 minute warm-up period, starting 30 minutes before game-time and ending 15 minutes before game time. (5:45-6:00) Away team will have usage of the field for a 15 minute warm-up period, starting 15 minutes before game-time and ending just before game time (6:00-6:15) You may start any game earlier than the scheduled start time if the umpire, and coaches of both teams agree. Both teams will agree to be off the fields at 6:10 to allow time for the Little League Pledge and umpire conference.
3. Game length is dependent upon level of play, & duration of game time which excludes rain delay
  - T Ball - 4 innings or drop dead at 60 minutes whichever occurs 1<sup>st</sup>
  - Rookies - 6 innings or drop dead at 90 minutes whichever occurs 1<sup>st</sup>, but no new inning after 75 minutes
  - Minors - 6 innings or drop dead at 120 minutes whichever occurs 1<sup>st</sup>, but no new inning after 105 minutes
  - Majors - 7 innings or drop dead at 120 minutes whichever occurs 1<sup>st</sup>, but no new inning after 105 minutes
  - VIG's - 7 innings or 120 minutes whichever occurs 1<sup>st</sup> (14U, 18U, 24U), but no new inning after 75 minutes
  - Note – the start of a new inning occurs upon the 3<sup>rd</sup> out of the prior inning

NOTE: Darkness may lessen game length due to safety reasons & as noted above, rain delay does not count against game time. For levels keeping score - when both teams do not complete their at-bat within an inning, the score reverts to the prior completed inning, unless the home team leads. Generally, a full-inning occurs when both teams have batted, but if the HOME Team is leading, they need not bat in the bottom-half of a games last inning for a complete game.

4. Games postponed due to rain or darkness must go three (3) full-innings to qualify as a regulation game. Coaches may wait 15 minutes after the start of the game to discuss if the game can be played. The coaches have the option to wait an additional 15 minutes (total 30 minutes) to discuss if the game can be played. If the game cannot be played it is to be rescheduled.

5. No inning will be started after the time limit per team-level (above), based on the official start of game. The umpire will be the official time keeper. No new inning may begin after 8:00 pm. The new inning begins with the 3<sup>rd</sup> out of the second half of the previous inning.

6. For the RASA Community League, during the Regular Season if there is a Tie and time limit is exceeded then game ends in a tie. "PLAYOFF" considerations and extra-inning games will be evaluated by Director of coaching or members of the executive board.

7. Intentional delay in an effort to not complete a game will not be tolerated.

8. Both coaches must be in agreement to wait-out a rain-delay, either before or during a game.

9. A game will not be rescheduled due to a lack of players.

10. Double first base - at most levels of RASA play will be used to minimize the risk of injury. The white portion of the base will reside in fair territory while the orange portion of the base will be in foul territory. If the runner decides to run through the 1st base (instead of taking a turn towards second), every attempt should be made to step on the orange portion of the double base and into foul territory, although the runner will not be penalized for contacting any white portion of 1st base, unless as deemed by the umpire a play was occurring at 1st and there was interference with the defensive player, by the runner.

## 11. HOME TEAM

- A) Sitting on the first base side of the field
- B) Pre-game and post-game clean-up of their bench / dugout
- C) Collection of items for the Lost & Found
- D) Providing new ball(s) for the game
- E) Field preparation, prior to the game....
  - placement of bases (satellite fields)
  - raking of the mound area
  - raking of the batter's box, catcher's box and pitchers circle area
  - raking around the bases
  - lining the field – including, pitcher's circle, batter's box, and foul lines
  - other field requirements to enable the game to be played in a safe environment
- F) Postponing, and rescheduling the game due to weather or darkness only - as well as notification to the away team of the time & field location of the rescheduled game, as well as contacting the board at [rasa.sball@gmail.com](mailto:rasa.sball@gmail.com) of the rescheduled game.
- G) Putting away bases (replacing base-plugs.) and field-equipment. Veterans Park bases do not move.
- H) Post-game clean-up of the entire field-area (although visiting team should clean their bench area)
- I) Posting of game score on the RASA web site

Note: Field preparation requirements shall not restrict pre-game field-usage time of the away team if the home team does not have the field ready for use, only the home team time-allocation will be impacted.

## 12. AWAY TEAM is responsible for the following:

- A) Sitting on the third base side of the field
- B) Pre-game and post-game clean-up of their bench / dugout
- C) Collection of items for the Lost & Found

## 13. PLAYERS

- A) Minimum number of required players for a game is 8. It is to the discretion of the opposing coach if a player from another RASA team may be used to fill a line-up.
- B) Call-ups only from the Minor Division to fill-out a team can occur and are encouraged. Must have fewer than 10 players before a call up can occur. A coach may only pull up players to a total of 10 players.
- C) Any parent acting in a disruptive manner will be asked to leave and take their child/player as well. The home coach may call a time out to talk to the parent, the umpire may ask the parent to leave, a board member will called to ask the parent to leave.
- D) All players must be in proper uniform (team shirt, pants, socks). All parts of a uniform are to be properly worn
- E) Shirts are required to be tucked into a player's pants. This is for safety-to ensure the player's shirt does not become entangled on equipment or other players.
- F) No Jewelry of any kind may be worn on the playing field (Earrings, necklaces, watches, rings, bracelets – of any kind). *Medical alerts are an exception.*
- G) No player may chew gum at any time during practice or games. **No food is allowed on the field during game play. (Sunflower seeds stay in the dugout)**
- H) Each player will be responsible for their conduct, as per "Players Code of Conduct"
- I) Any player who throws equipment will be taken out of the game by their coach. Any player who acts in an un-sportsman like manner will be taken out of the game by their coach
- J) Players who act in a manner inconsistent with league rules will be taken out of the game by their coach

## 14. OFFENSE

- A) Continuous batting order will be utilized and all players will bat, whether they were in the field or not.
- B) All batters and base runners will be required to wear helmets while on the field of play (batting or base-runner). Helmets must meet league requirements and are required at all times... practice & games. Chinstrap & cage are required

- C) Any player arriving late will be added to the end of the batting order.
- D) Only USA approved bats are permitted
- E) Throwing of the bat by the batter will not be permitted. On the first occurrence, the umpire will warn the batter. On the 2<sup>nd</sup> occurrence, the batter will be called out. (This is a per-batter rule).
- F) If there are two outs, and a base runner is the catcher for the next half-inning, a replacement runner can be inserted to allow the catcher to put on the catcher's equipment. The replacement runner is NOT a player of choice, but per the following sequence, will be the player who: committed the last out, or the first batter from that inning (unless they are due up to hit), or any player who has committed an out, or the first player (after the potential 10th batter) who is already on the bench and cannot bat again, if there are no outs. When a player (catcher) is removed for a replacement runner, they must catch the next inning, barring injury.
- G) Stealing is permitted. Base runner may leave the base when the pitcher releases the ball. Stealing of Home is permitted. When stealing home, the player MUST slide, or be called out.
- H) Bunting is allowed and encouraged. Slug bunting is NOT permitted.
- I) Sliding is permitted at this level – and is encouraged. Sliding- Feet first only (no head first slides) NO sliding into first base. Base runners must either slide or avoid the defensive player covering the base if there is a play on the base runner at any base except first base (Double-base). The base runner will be called out if they do not attempt to slide or avoid a collision with the defensive player who is attempting to make the tag or play at the base
- J) Runner may “tag up” on a fly ball at her own risk (they may also advance more than 1base).
- K) Base runner may leave the base when the pitcher releases the ball. If a runner leaves the base too soon, she and the team will receive a warning. The next time it happens they shall be called out. This is a RASA & USA, per team rule.
- L) Dropped 3<sup>rd</sup> Strike Rule. The batter may attempt advancement to first base if the catcher drops the 3<sup>rd</sup> strike and 1<sup>st</sup> base is open and less than 2 outs. If there are 2 outs, then 1<sup>st</sup> can be occupied when batter attempts advancement. It is suggested, you Coach your kids to always run to first on a dropped 3<sup>rd</sup> strike and the first base coach had better be smart enough to keep the runner on first with less than 2 outs. ALSO NOTE: A pitch, not caught... but swung-at is a DROPPED 3<sup>rd</sup> strike, even if it hits the dirt in front of home, or hits home plate (and BATTER SWINGS without any contact), and even if the catcher gets the ball in their glove, on the bounce.... IT's a dropped 3<sup>rd</sup> strike.
- M) The maximum batters in a half-inning are ten (10). The 10<sup>th</sup> batter can walk. If the 10<sup>th</sup> batter walks all runners advance 2 bases. A team having less than 10 players available to bat/participate will continue to bat through the batting line-up starting at the first batter for that particular inning, until 10 batters have been at bat. Tenth batter courtesy – in the case of the 10<sup>th</sup> batter going to bat, the offensive coach or scorekeeper will be required to clearly announce that the tenth batter is due to bat.
- N) 10<sup>th</sup> batter rule – If 10<sup>th</sup> batter walks, all runners advance 2 bases. If 10<sup>th</sup> batter is hit by a pitch, batter must take first base and all runners advance 2 bases, unless batter does not make an attempt to get out of the way of the pitched ball (at umpire's discretion), in which case the batter continues to bat and the pitch is called a ball.
- O) There is also a 6 run limit per inning. The maximum number of runs scored in an inning is 6. At the Majors level the half-inning will end with the 10<sup>th</sup> batter being out or walked, the ball being in the possession of the pitcher in the pitcher's circle, 6 runs scored or 3 outs, whichever comes first. If the 10<sup>th</sup> batter is walked with runners on 2<sup>nd</sup> and 3<sup>rd</sup> bases advancing and scoring more than 6 runs, only 6 runs are counted. The 6 run limit does not apply to the 7<sup>th</sup> inning of the game, but the 10<sup>th</sup> batter rule does. The last inning of the game will be the 7<sup>th</sup> in Majors. All Playoff games must go a full 7 innings in the Majors

## 15. DEFENSE

- A) Each player must play one inning in the infield and one inning in the outfield per game by the end of the 5<sup>th</sup> inning.
- B) No player will sit for more than two innings on the bench. These *should NOT be* consecutive innings.
- C) Each player must play at least 3 innings in the field each game. The exception to this rule is a game shortened by darkness or weather
- D) Excluding the pitcher & catcher, there should be no more than 4 fielders in the infield
- E) No player plays for more than 3 consecutive innings as catcher.
- F) Outfielders must play beyond the base-path area (in the outfield grass). If the girl did not start in the grass and makes an infield play, then the play is a dead ball.

G) Infielders should be kept out of the base-paths

H) Obstruction Rule: When a fielder illegally hinders a runner, the fielder is guilty of obstruction. The penalty is that the runner is awarded the next base. Base runners are generally permitted the free privilege to run from base to base without being physically hindered by a fielder. The only time a fielder need not get out of the way of a base runner is when the fielder is fielding or in possession of the ball.

I) There is an infield-fly rule at this level. Batter is automatically OUT. Runners advance at their own risk.

J) If a ball becomes unplayable but on the field of play (not out-of-play), as it may get wedged under a fence or another object (etc.), the ball is declared a dead-ball. Base runners will only be allowed to advance to the base they were headed to at the time the fielder indicates an unplayable ball ~ at the discretion of the umpire. No equipment should be on the field of play. If the ball is caught-up in the batting-team's equipment and it is on the field of play, players will NOT ADVANCE. If the ball is caught-up in the fielding team's equipment and is on the field of play it will be considered an over-throw and out-of-play, runners advance.

K) The mound, and the bases, are part of the playing field. All bases are in fair territory and part of the playing field. When a double first base is used, the inner base is in FAIR territory and the outer base is in FOUL territory.

L) A batted ball, striking the batter before they have established position outside of the batter's box, is a dead ball (foul ball). If the batter has set-foot outside of the batter's box while advancing toward first base and is then-hit by a batted ball, the base runner is out. (Exception –The batter is outside 1st & 3rd base foul line when they are contacted by the ball. Most often will occur with a left-handed batter.)

M) Any foul-ball striking any part of a fence/backstop is automatically a dead-ball, even if caught by a fielder.

N) Any ball that is touched by anyone other than a defensive player (excluding umpires) is a dead-ball and the base runners may not advance.

O) The exception to the above rule is when any member of the defensive team who is not a player on the field of play, usually a team member who should be on the bench (be it a player, coach, team assistant, or scorekeeper), who contacts a live-ball in/on the field of play, will constitute a dead-ball & runners advance.

P) Offensive players (Batters or base-runners) should never touch a ball on the field of play. Most often at the younger playing level an offensive player may think they are being kind, considerate, and helpful, but complications ensue. A batter should learn not to pick up a ball, for in the upper levels of play when base stealing is part of the game, any potential base advancement by a base runner will be eliminated if a batter intentionally contacts a ball (picks it up, or kicks it over to catcher). A runner on base who picks up a ball will have the same impact as a batter, but only if they stay on the base. Leaving the base and picking up a ball can result in the runner being called out. A batted ball, hitting a base runner who is not on a base, but is in fair territory will be called out. Therefore, a player or base runner who is on third base, should run in foul territory, and therefore will NEVER be hit by a batted ball and cannot be called out (Actually, the runner should approach home in foul territory, but return to third base just inside the base line in fair territory, while watching the catcher over their shoulder.)

Q) A coach for the batting team (normally a base-coach) should not contact any ball on the field of play, and should make their best effort to stay out-of-the-way per becoming involved in an active play, be it a ball, or a player attempting to play a ball. Whereas a base coach should be in the coach's box, a good coach will move for a number of reasons, based on the situation. A coach should never catch a line-drive, even if there is no way a fielder could ever catch this ball, and the same thing goes for any pop-up. Most

often a coach may stop a hard foul-ground ball that has no chance to reenter fair territory, which can help speed up the game, but even this should not really be done.

## 16. PITCHING

- A) The pitcher's mound (rubber) is 40 feet from home plate.
- B) The pitcher will use a 12 inch ball and pitch underhand from the mound.
- C) A legal pitch is required. Both feet on mound, with first step toward home. The ball is released with one-foot still in contact with the mound (rubber), although the follow-through and body movement of the pitcher will cause her to move toward home plate.
- D) ANY INNING where a player pitches, will count as one inning pitched.
- E) A player can only pitch in 3 consecutive innings, maximum 4 innings per game, as pitcher.
- F) If batters are hit with a direct pitched ball (no bouncing) three times in the same game by the same pitcher, that pitcher must be removed from the pitching position for the game. It shall be considered a hit by pitch even if the pitch bounces prior to hitting the batter but will not count against the pitcher for ejection.

## 17. COACHES

- A) A coach has full responsibility for their team at a practice or game, per RASA Bylaws, and these rules.
- B) Coaches will only be allowed on the field to be a base-coach, or during a time-out.
- C) Only base-coaches are allowed on (near) the field of play, limited to coaches-box. Base-coaches must remain in the coaching box and may not interfere with the opportunity for any fielder to attempt to catch a playable ball (foul-pop) & must make every effort to get out-of-the-way on any ball. No base-coach may enter the field of play between the 1<sup>st</sup> and 3<sup>rd</sup> foul lines without requesting time-out. When speaking to your player on-base, entering the field of play can result in your runner being called out. No coach may contact any player while the ball is live and in play. IE: If a runner over-runs a base, or thinks she is out and begins to leave the field, and then a coach stops her with even a minor level of contact, re-directs her to the base and playing field, the runner is out due to interference.
- D) If a coach makes contact with a defensive player (un-intended or not), without attempting to get out of the way of a potential play on a ball, an out will be declared against the current or most-recent batter (if they are not yet out) or any base runner who gets an unfair advantage due to the contact by the coach, at the discretion of the umpire. A base runner may most-likely run into a 3<sup>rd</sup> base coach while rounding 3<sup>rd</sup>. Contact will result in an out. A coach may leave the coaches box to avoid a ball or runner, but may not affect defensive fielders or the ball.
- E) Whenever a base-coach requests time, time-out only occurs when the umpire specifies time-out.  
Note: Time-out can only be called when the ball is not in play...
- F) If a player requests time-out (upper levels), time is not out, until the umpire calls time-out.

## 18. UMPIRES

Any umpire – coach or volunteer, must wear a mask. During the season, umpire trainees may officiate a game. Additionally, USA officials will be utilized.

## 19. LIGHTENING

Lightening will cause the immediate suspension of a game, and relocation of all players to a safe place.

## Rules Changes

These RASA Rules and Guidelines contained herein may be changed during the season by the Spring Coordinator to allow for changes in League Policy, introduction of piloted training programs, or any other factor that seeks to improve the quality of instruction and recreation for the player.