



**BEACH  
GIRLS SOFTBALL  
OFFICIAL RULES  
OF  
SOFTBALL  
2018**

**EMERGENCY NUMBERS**

<b>Paramedics/Police/Fire</b>	<b>9-1-1</b>
<b>Police</b>	<b>310-545-4566 (Manhattan Beach)</b>
<b>Police</b>	<b>310-376-2950 (Hermosa Beach)</b>
<b>Fire Department</b>	<b>310-545-5670 (Manhattan Beach)</b>
<b>Fire Department</b>	<b>310-376-2479</b>

**HOSPITALS/URGENT CARE:**

<b>Torrance Memorial Urgent Care (855 Manhattan Beach Blvd, MB)</b>	<b>310-939-7873</b>
<b>Little Company of Mary Urgent Care (1010 N. Sepulveda Blvd, MB)</b>	<b>310-376-6262</b>
<b>Torrance Memorial Hospital</b>	<b>310-325-9110</b>
<b>Little Company of Mary</b>	<b>310-540-7676</b>

**OTHER**

<b>Marine Complex Lights</b>	<b>310-877-0515</b>
<b>Clark Field</b>	<b>310-318-0280</b>

**ALL MANAGERS ARE REQUIRED TO HAVE PLAYER MEDICAL RELEASE FORMS AT ALL TEAM FUNCTIONS (E.G., PRACTICES, GAMES, OUTINGS, PARTIES, ETC.)**

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## APPLICABILITY OF RULES

**Beach Girls Softball (“Beach”) is a non-profit entity affiliated with ASA. Beach Softball is operated exclusively by volunteers who serve as members of its Board of Directors (sometimes referred to herein as the “Board”), Officers, Managers and Coaches, and other volunteers pursuant to the BEACH Bylaws.**

**This Booklet contains the Official Rules of Softball for BEACH. These local rules are intended to supplement the Official Rules of Softball for ASA. To the extent there is a conflict between the BEACH rules and any National/District ASA rules, it is BEACH’S policy that the local rules will govern. These rules have been approved by the BEACH Board of Directors pursuant to the BEACH Bylaws and may not be amended, modified or disregarded without approval of the BEACH Board.**

**All games between BEACH teams will be played in accordance with the BEACH rules and non-conflicting ASA rules. Managers and coaches shall not agree to waive or modify any BEACH rule without the prior approval of the Board of Directors.**

**All non-tournament games between BEACH teams and teams from other ASA organizations (interleague games) will be played in accordance with the ASA Inter-League Rules for the LA/South Bay District unless an outside ASA organization adopts the BEACH rules for interleague play with Beach.**

**BEACH GIRLS SOFTBALL**  
**OFFICIAL RULES OF SOFTBALL 2018**

**I. FORMATION OF TEAMS**

**A. DIVISIONS, TEAMS, PLAYER AGES AND SELECTION OF PLAYERS**

1. A player's age on December 31 of the previous year determines division age.
2. 14U, 12U, 10U, and 8U are player pitch divisions. Teams are formed by a draft of players in each division from the eligible pool supplied by the Player Representative. The exact number of players per team shall be determined based upon the number of players including pitchers registered in a given year.
3. 6U is an instructional division which introduces the young female athlete to the game of softball. Pitching is done by the manager or coach of the batter's own team. Each team shall consist of 9 to 11 players ages 5 and 6. The exact number of players per team shall be determined based upon the number of players registered in a given year.

**B. PLAYER EVALUATION REQUIREMENTS**

1. The following participants must attend a player evaluation as announced and scheduled to become eligible to play on a team:
  - a. All participants age 7 to 14 who did not play in BEACH during the prior spring season.
  - b. All participants who desire to play up in a more senior division than their age division.
  - c. All participants that are new to the 8U division (even if they previously played in the BEACH 6U division).

Note: The Player Representative may excuse a participant from the Player Evaluations for a valid reason.

2. All participants that are interested in pitching during the season must attend a pitching assessment/evaluation prior to the draft. Any player that does not attend a pitching assessment prior to the draft will be limited to pitching one inning per regular season game or playoff game.

**C. DRAFTING**

1. All players age 13 to 14 are subject to the 14U draft; all players age 11 to 12 are subject to the 12U draft; all players age 9 to 10 are subject to the 10U draft; and all players age 7 to 8 are subject to the 8U draft.

Exception #1: The Player Representative may honor a parent request to remove a player from a particular division's draft and place that player in a different division's draft only if,

- a. sufficient willing players are still available to fill the teams and,
- b. the player attends a player evaluation and is deemed qualified to play up (or down) in the opinion of the Player Representative.

Exception #2: A manager's daughter is not subject to the draft, but is placed on the manager's team. The President or Player Representative and appropriate Commissioner shall determine the draft round to be lost for such a placement.

Note #1: Every effort will be made to honor a manager's selection of one game coach whose daughter will be excluded from the draft. The President or Player Representative may deny any such request on the basis that it is not in the best interests of the division due to competitive imbalance considerations.

Note #2: The decision to honor or not to honor a player placement request from a parent shall be made by the Player Representative and the President.

2. Rules for drafting siblings are as follows:

- a. Once the first of siblings is drafted, the other (or others) is immediately assigned a draft round based upon ability, evaluations, and historical performance. This assignment shall be determined by the President or Player Representative and appropriate Commissioner, and shall be declared before any further draft choices are initiated. The sibling (or siblings) must be taken in the round assigned. Should the drafting manager disagree with the round assignments, he or she may return the first sibling to the draft and take another player.
- b. Sibling rules do not apply if parents specifically waive the rights granted by the rules; that is, these siblings shall be drafted individually.

Note: Please see BEACH Draft Procedures document for more detailed draft procedures.

D. MAKEUP OF NON-DRAFT 6U DIVISION

1. The teams shall be balanced in terms of strength, batting ability, fielding ability, and ages to the maximum extent practical.
2. The makeup of teams shall be the responsibility of the 6U Commissioner. There is no 6U draft. A special request to place a player on a 6U team with a particular coach or player will be considered, but there is no guarantee that the request will be accommodated.

3. The Player Representative may place a 6-year-old player in 8U only if deemed appropriate because of exceptional skill or for safety reasons. 5-year-olds cannot (under any circumstances) play 8U.

#### E. CONDITIONS FOR TRANSFER

1. Any player selected to play on a team must remain on that team and may not play for another team unless the Player Representative determines that it would be detrimental to the player to remain with the original team. Conflicts which cannot be resolved by the Player Representative shall be referred to the Board of Directors for action.
2. No player may be dropped from a team except as an extreme disciplinary action, and then only with the approval of the Board of Directors. Appeal of such an action may be made by the parents of the player involved to the Executive Board per the Bylaws.

#### F. REPLACEMENTS

1. Within 10 calendar days after a roster vacancy arises, the manager shall notify the Player Representative of the vacancy. The manager shall then be assigned a replacement player from a list of eligible players maintained by the Player Representative. The replacement player shall be the first player on the list deemed by the Player Representative to be the best match in order to maintain the competitive balance of the team.
2. In the event that a player declines an opportunity to be drafted as a replacement player, she shall be dropped to the bottom of the list of eligible players.
3. After expiration of the 10 calendar days, the applicable team forfeits all scheduled games until such time as the manager notifies the Player Representative of the vacancy, unless in a particular circumstance the Player Representative or President determines that this rule should be waived
4. A roster vacancy arises when:
  - a. A player misses two consecutive games without informing the manager. After the first absence, the manager shall inform the player of this rule.
  - b. A player informs the manager or Player Representative of her intent to quit.
  - c. The Board of Directors informs the manager that a player has been removed as an extreme disciplinary action.
  - d. The Player Representative notifies a player's manager after determining that it is detrimental to the player to continue at the particular level of play.
  - e. A player becomes ill or injured. In this case the manager has a 14-day grace period before the start of the 10 calendar days to notify the Player Representative of the vacancy.

5. An ill or injured player, when recovered and able to play, shall return to the same team. The replacement player also stays with that team.
6. If a vacancy arises with four or fewer games left in the regular season, a team may only obtain a replacement player if necessary to bring the active roster to nine players.
7. All cases of player replacement shall be reported to the Board of Directors by the Player Representative for review.

#### G. TEMPORARY REPLACEMENTS

1. A team may play with 8 players. Fewer than 8 players is an automatic forfeit. Unless it is a practice game, a team may not borrow a player from the opposing team. A forfeited game may be played as a scrimmage with borrowed players.
2. If a 14U, 12U, 10U, or 8U team expects to have 9 or less players for a particular game, the manager may call up a player(s) from the division immediately below the division in which the team is playing, subject to the following guidelines and rules.
3. The Player Representative and/or Commissioner shall be informed prior to the game of the intent to use one or more “call up” temporary replacement players and may void a call up based upon competitive imbalance or safety reasons. In extreme circumstances when the Manager is not able to inform the Player Representative or Commissioner prior to the game they must follow up with an email.
4. Temporary replacement players must come from the division below. A 12U manager must call up players from 10U. Likewise, 10U must call up from 8U and 8U must call up from 6U. If a team utilizes one or more temporary replacement players, the total number of players present with the team when the game starts must not exceed ten players. Any player who arrives after the game starts may play even if the team then exceeds ten players. The game may start if a team has more than ten players present at the start of the game with advance Commissioner and opposing manager approval.
5. Any and all temporary replacement players shall be placed at the bottom of the batting order.
6. A temporary replacement player may not pitch.
7. After the game, temporary replacement players return to their original teams.
8. If a player’s original team is playing at the same time, the player cannot miss that game to be a temporary replacement player on a team in a higher division.
9. The commissioner of each division will maintain a list of players that are eligible to be a temporary replacement player based on the managers’ identification of the

players that are most physically and emotionally ready to play in the higher division. The manager seeking players must use this list and must obtain the approval of a parent of each player.

10. Temporary replacement players may not be used in playoff games under any circumstances in any division.

11. Inter-league Games - Temporary replacement players for inter-league games may come from the same Beach age division. All other rules above apply.

## **II. MANAGERS AND COACHES**

### **A. SELECTION AND NUMBER**

1. All managers and coaches shall be approved by the Board of Directors pursuant to the Beach Bylaws. A Manager Selection Committee may be formed by the Board to make recommendations on the selection of managers and coaches, but the Board of Directors must make all final decisions regarding these selections.

2. All teams shall have one manager and not more than three game coaches. If approved by the Board of Directors, a team may have two co-managers and two game coaches. Practice coaches are permitted, but must be approved by the Board.

### **B. RESPONSIBILITIES, CONDUCT AND DISCIPLINE**

1. Managers and coaches shall control the game conduct of players and parents, and above all, shall conduct themselves in a responsible, courteous manner consistent with positive coaching principles and serve as an example of good sportsmanship.

2. Managers and coaches shall not, while on the playing field or present at any game or practice: (a) Use any alcoholic beverages, tobacco, or illegal drugs; (b) Be under the influence of alcohol or non-prescription drugs; (c) Use foul or abusive language; (d) Protest judgment calls by the umpire, argue with the umpire or otherwise demonstrate obvious disapproval of an umpire's decision; (e) Engage in flagrant unsportsmanlike conduct; or (f) Engage in any other breaches of decorum. Managers and coaches may be ejected from the playing field and will be subject to appropriate disciplinary action by the Beach Board for engaging in any of the above-prohibited activities.

3. Managers and coaches shall not agree to change any BEACH rules without the prior approval of the Board of Directors. Written recommendations for rule changes may be submitted to the Board for consideration at any time. The Board must approve all changes to the rules.

4. The Board of Directors shall have the authority and power to initiate disciplinary proceedings to address any violations of these rules and take such action against

managers and coaches that it deems to be in the best interests of Beach to the extent such action is consistent with the Beach Bylaws.

5. When a manager or coach is ejected from a game, he or she shall be immediately removed from the playing area and automatically suspended for the team's next played game. This precludes the individual from attending, or being present at the site of, the next game. Any refusal to comply shall result in an automatic forfeit of the applicable game.

### **III. DECORUM AND SANCTIONS FOR VIOLATIONS OF DECORUM**

#### **A. PHILOSOPHY**

1. A primary goal of BEACH is to teach good sportsmanship and respect to the players while enjoying the game of softball. This goal is much more important than winning. The players should be taught that the enjoyment of the game and competition is first and foremost and winning is secondary. They are to be taught that umpires are fallible, and that an umpire's right to err, without challenge, is absolute.
2. Managers and coaches are to instill values and foster the Beach philosophy by example during all Beach games and events.

#### **B. RULES OF DECORUM**

1. **CHATTER:** Chatter and cheering shall be positive in tone and content and shall not be derogatory toward the opposing team or its players. Social interaction among players is not prohibited by this rule.
2. **UNSPORTSMANLIKE BEHAVIOR:** Players, managers and coaches shall not engage in disruptive or unsportsmanlike behavior including, but not limited to, the following:
  - a. Display of temper, making threats or verbal or physical abuse of anyone associated with the game or Beach.
  - b. Use of abusive language and/or personal comments directed at an opposing player. This includes yelling "swing" at the batter.
  - c. Unnecessarily loud cheering or chanting which serves to distract either the batter or the pitcher.
  - d. Arguing with an umpire or showing obvious disapproval of an umpire's call. This is not intended to preclude a calm discussion of an umpire's call or the applicable rule. Note: Only the Manager should discuss the umpire's call or

applicable rule with the umpire. Parents are never to discuss a call or rule with the umpire.

- e. Intentionally Delaying the Game. Managers, coaches and players shall not intentionally delay the game in an attempt to take advantage of the Length of Game or Time Limit rules contained herein.
- C. A violation of these standards while the game is underway shall draw a warning from the umpire. Flagrant or repeated violations shall be grounds for ejection from the game without warning.
- D. Flagrant or repeated violations of these standards occurring before, during or after completion of the game shall be called to the attention of the Board of Directors, and may be the subject of disciplinary proceedings.

#### **IV. TEAM PRACTICES**

- A. In 14U, 12U, 10U and 8U teams may not practice more than two times per week. A field practice or batting cage practice constitutes a practice. All practices must be scheduled through Beach.
- B. In 6U, a single 1-hour practice session is allowed each week.
- C. A practice may only be rescheduled with the approval of the Beach scheduler and is subject to field availability. A conflicting playoff game is not grounds for rescheduling a practice.
- D. Teams may not hire outside instructors or coaches without Beach Board approval.

#### **V. GAME PREPARATION, UNIFORMS, EQUIPMENT AND CLEAN UP**

##### **A. FIELD PREPARATION, PRE-GAME WARM UPS AND CLEAN UP**

###### **1. Field Preparation**

- a. The Home Team is responsible for preparing the field for play. This includes dragging and watering down the infield, putting out the bases and pitching rubber and lining the field. Field preparation is to be completed at least 30 minutes before game time. If it is not feasible to complete field preparation 30 minutes before game time due to an earlier scheduled game or practice, it is to be completed as soon as possible before game time.
- b. The Visiting Team is encouraged to assist the Home Team in preparing the field.

## 2. Pre-Game Warm ups

- a. Players may warm up in the outfield and foul territory of the dirt infield. *Warm up is not permitted within the infield fair territory pre-game.* Players may not enter the field and warm up while another team is practicing. At Marine West, Begg, Clark and Manhattan Heights, warm up is permitted behind the home run fence while another team is practicing. Beach schedules practices to end no later than 30 minutes before game time.
- b. In all divisions, softballs should never be hit into a fence.
- c. In 6U no batting practice with softballs is allowed before games. Soft toss with wiffle balls or similar training tools is permitted.
- d. 8U, 10U, 12U and 14U players may hit softballs in pre-game warm ups but **ONLY into** a hitting net.
- e. Before game time, the managers are to meet with the umpire at home plate. In 6U, the managers meet with the volunteer umpire.

## 3. Post-Game Clean Up

- a. Both teams are responsible for putting the bases, pitching rubber and field equipment in the shed after the game and locking the shed where applicable. The pitching rubber anchor plugs and base plugs are to be inserted after removing the pitching rubber and bases.
- b. Both teams are responsible for cleaning the dugouts, field and stands after the game.
- c. On days when there are multiple games on the same field, managers and coaches at the conclusion of a game are to be considerate of the teams preparing for the next game and quickly vacate the field and dugouts. Post-game meetings should be held in areas adjacent to the field once the dugouts are cleaned and cleared.

## B. FIELD INSPECTION

1. Both managers shall inspect the field before game time to determine the safety of the playing field (i.e. pot holes, excess water, articles on the field, etc.).
2. The two managers shall determine if the field is playable. If they disagree, the decision shall be made by the home plate umpire.

## C. SCOREKEEPER

1. The Home Team must provide one adult who will be the official scorekeeper of the game. The game shall not start until the scorekeeper is present. There is no scorekeeper in 6U.

#### D. LINEUP CARD OR SHEET

1. The batting order shall include all eligible team members arranged in any player sequence by the manager. Player names with corresponding jersey number must be listed.
2. Each manager shall provide a copy of the batting order to the scorekeeper and to the opposing manager not later than 5 minutes before game time
3. Any player not playing for team disciplinary reasons requires the concurrence of the division's Commissioner who shall notify the opposing manager before game time. Violation of this rule is an automatic forfeit.

#### E. UNIFORMS

1. Players may normally appear only in the regular team uniform bearing the same number as listed in published rosters. However, exceptions in uniforms and numbers shall be allowed as long as specific player identification is possible, and the opposing manager and scorekeeper are notified. Non-Beach insignia can only be added to uniforms with Board approval/part of a league sponsorship.
2. Visors/Baseball Hats/ Headbands are optional for players.

#### F. EQUIPMENT

1. All bats must be ASA approved. In 6U and 8U, however, t-ball bats are permitted. All other equipment including catcher's gear, batting helmets, and fielder's gloves must comply with ASA rules.
2. 6U and 8U shall use 10-inch "RIF" softballs. 10U shall use 11-inch "RIF" softballs approved by ASA. 12U and 14U shall use 12-inch ASA approved softballs.
3. The catcher shall wear full equipment at all times when behind the plate, even during the warm up of the pitcher. The catcher's mask shall have a throat guard.

### VI. PLAYING THE GAME

#### A. GAME DECORUM AND DUGOUT RULES

1. No children or adults other than managers, coaches and players are allowed in the dugouts or on the field during games.
2. At the Marine Complex, dugout doors are to remain closed when the ball is in play.
3. At all fields, participants must remain inside the dugout, behind the fencing unless they are “on deck”
4. At all fields, the Home Team shall occupy the third base dugout and the Visiting Team shall occupy the first base dugout.

#### B. WARM UPS DURING THE GAME

1. Once the game commences, pitchers may warm up along the fence line in foul territory beyond the infield. Players warming up along the fence line shall be protected from errant throws and batted balls. The protection shall be a “sentry” player or coach, with a glove, and positioned as a shield. A player acting as a sentry must wear a batting helmet. Managers and coaches may warm up pitchers.
2. All offensive players outside the dugout shall wear a batting helmet.
3. *In 6U and 8U, no “On Deck” batter is allowed outside the dugout in any situation. The next batter up must be in the dugout and is not allowed to swing a bat in any manner while in the dugout. In 10U, 12U, and 14U, an “On Deck” batter is allowed, but not mandatory.*

#### C. MANAGERS AND COACHES DURING THE GAME

1. Base coaches shall remain within the coach’s box when the ball is in play. Exception: A base coach may leave the coach’s box to avoid interference with a defensive player or to avoid contacting the ball.
2. 6U and 8U may use 2 adult base coaches. No players, children or unapproved coaches may serve as base coaches in those divisions.
3. 10U, 12U, and 14U may utilize players as base coaches. Any such player must wear a batting helmet while on the field.

#### D. UMPIRES AND UMPIRING

1. For games in 8U, 10U, 12U, and 14U (practice and regular season), if the hired umpire is not present at the scheduled game time, the game shall be played, and the following procedures shall be followed:
  - a. The start of the game will be delayed for 10 minutes to allow the umpire the opportunity to show up and begin the game.

- b. If, after the 10 minute waiting period, the umpire has not arrived each team shall provide one volunteer to act as an umpire. A manager may not serve as an umpire. A coach may act as an umpire only if no other parent or team supporter will agree to umpire. Should a team not be able to provide a volunteer, then that team shall be deemed to have forfeited the game. If both teams cannot provide a volunteer, then both teams shall be charged with a forfeit.
  - c. The two volunteer umpires will flip a coin to determine which one will act as the home plate umpire and which one will umpire in the field. The home plate umpire will stand behind the pitcher and not umpire from the traditional position behind the catcher.
  - d. If, at some point during the game, the hired umpire shows up he or she shall dismiss the volunteers and take over as the game umpire. The game continues on. The portion of the game played with volunteer umpires will be counted as official. The game shall not be restarted.
2. 6U: The Visiting Team provides a parent volunteer to umpire.
  3. The plate umpire shall be the umpire in chief for the game.
  4. The umpire in chief has the authority to eject any player, coach, or manager for rule infractions or indecorum. Any ejected player shall remain in the dugout, while any ejected manager or coach shall leave the playing field. The umpire in chief shall inform the Player Representative or other Board member of the circumstances of the ejection within 2 days. All ejections shall be reviewed by the Board of Directors for consideration of further disciplinary action.
  5. An umpire does not have authority to take action against a spectator, but shall report any instance of indecorum to any member of the Board of Directors, and may suspend the game if spectator indecorum interferes with normal play.
  6. The umpire shall remove any pitcher, as a pitcher, who is in the judgment of the umpire endangering batters for any reason. Excessive wildness qualifies as a valid reason for the umpire to remove a pitcher.

#### E. LENGTH OF GAME

1. Game time limits apply to all regular season games, are absolute and not subject to change.
2. Play shall cease whenever stopped by the umpire due to darkness, rain, threat of lightening or any other reason.
3. Please see the Beach rules applicable to each division for the specific game time limits.

## F. TIE GAMES

1. During the regular season, extra innings will not be played regardless of the time limit.

## VII. PLAYING RULES FOR ALL BEACH GAMES (Except as Noted)

### A. BAT AROUND

1. All players bat around throughout the season in all divisions. The DP/Flex rule is not in effect.

### B. INJURED BATTER

1. An injured batter who cannot continue shall be replaced immediately by the batter who made the last out, who shall assume the ball-strike count of the injured batter.
2. When an injured batter has fully recovered, she may resume her normal position in the batting order.

### C. BASERUNNERS

1. A courtesy runner is allowed for (i) the pitcher of record; (ii) the catcher of record; or (iii) an injured player; (iv) the player scheduled to pitch the next inning; (v) the player scheduled to catch the next inning. In all other situations, a baserunner must run for herself. In any instance in which a courtesy runner is permitted, the courtesy runner must be the player who made the last out. If the courtesy runner is running for the leadoff batter of the game, the courtesy runner must be the last player in the batting order.
2. Injured Runner
  - a. An injured runner shall be replaced by the batter who made the last out.
  - b. When an injured runner has fully recovered, she may resume her normal position in the batting order after completion of the half inning.

### D. CRASHING INTO A FIELDER

1. *A runner is out if she remains on her feet and crashes into a defensive player who is holding the ball and attempting to make a tag.* The runner may slide, jump over the defender, go around the defender or return to the previous base touched. If the runner runs outside the three-foot lane to avoid a tag, the runner is out. (Note – A defensive player may not block the base or base path without the ball).

2. A runner who in a flagrant fashion crashes into a fielder shall be ejected from the game.
3. A runner may slide into a fielder when attempting to reach a base safely.

#### E. SLIDING

1. HEAD FIRST SLIDING: No head first sliding is allowed except when returning to a base.

#### F. PITCHER

##### 1. PITCHING LIMITS

- a. The throwing of a single pitch in an inning constitutes an inning pitched.
- b. For pitching eligibility the week starts on Sunday.
- c. Please see the Beach rules applicable to each division for the specific pitching limits.

##### 2. CONFERENCE LIMIT

- a. A manager or coach must obtain permission from the umpire for a conference with the pitcher and/or other defensive players. The plate umpire may remove the manager or coach from the field for the remainder of the game for repeated violation of this rule.

Exception: A manager or coach may attend to an injured player immediately without the formality of requesting a time out.

- b. A maximum of two conferences is allowed per inning without removing the pitcher. A third conference in the same inning requires removal of the player as pitcher. A maximum of three conferences is allowed during a game without removing the pitcher. A fourth conference requires removal of the player as pitcher.

Exception: A timeout to attend to an injured player does not count against the three conference limit.

- c. The conference limit resets with each new pitcher who enters the game.
- d. A maximum of one offensive conference is permitted per inning.

### **VIII. PROTEST PROCEDURES**

- A. Protests and the procedures for protests are governed by the Official Rules of Softball for ASA.

- B. In the event of a protest, both managers shall jointly confer with the home plate umpire before continuing the game and attempt to resolve the situation causing the protest in an effort to avoid a protested game.
- C. Protests shall not be allowed on judgment calls by the umpire.
- D. No protests are permitted in 8U during the regular season. No protests are permitted in 6U (the plate umpire makes all final rulings regarding the game).

## **IX. GAME SCHEDULE**

### **A. DIVISION SCHEDULES**

- 1. The official schedule for Beach Girls Softball shall be presented to team managers on or before opening day. The official schedule shall be followed and there shall be no changes by manager agreement without prior Board approval.

### **B. MAKE-UP GAMES**

- 1. For good cause a game may be rescheduled if field availability permits. The President and appropriate Commissioner shall determine whether good cause exists.
- 2. There are no make-up games in 6U.

## **X. ALL STAR TOURNAMENT TEAMS**

### **A. TEAM SELECTION**

- 1. The format and selection process for the all star teams shall be determined by the Board of Directors.

## **XI. BEACH PLAYING RULES FOR SPECIFIC DIVISIONS**

See the following Playing Rules for each division.

**BEACH  
GIRLS SOFTBALL  
2018  
PLAYING RULES FOR EACH  
DIVISION**

## **PLAYING RULES FOR 6U**

### **I. Number of Players.**

- A. There is no minimum number of players required to start a game.
- B. Loaned Players. If either or both teams cannot field eight (8) players, the opposing team may “loan” enough players to the short team. These “loaned” players will play defensively only in the outfield. The designated “loaned” players may be changed at any time during the game.

### **II. Length of Games.** A game lasts one hour drop dead. The number of innings played is influenced by how quickly the coaches get the players on and off the field between innings.

### **III. Umpire.** The visiting team shall provide a parent volunteer to umpire. The volunteer parent may not coach players while serving as an umpire.

### **IV. Pitching.**

#### **A. Coach Pitch.**

1. An adult coach shall pitch to his or her own team from a distance of no less than 20 feet from home plate. If the batter does not hit one of the first three pitches in fair territory more than five feet from home plate, then a tee will be used until the batter hits the ball fair. This rule shall be strictly enforced by the managers and coaches of both teams in order to move the game along.
2. A pitch that hits the batter or a batted ball that hits the adult pitcher shall be a “no pitch” and not count against the batter as one of the three pitches.

#### **B. Size of ball.** 10-inch RIF softball.

### **V. Batting / Running.**

#### **A. Helmets and Face Guards.** All batters and baserunners must wear a helmet with a facemask and chin strap. Players will not be permitted to bat or run the bases without such equipment. Play will be halted until such players comply with this rule.

#### **B. Bats.** Only softball or t-ball bats are permitted.

#### **C. Bat Around.** Both teams bat all players each inning regardless of the number of outs. The side is retired after every player has batted. The visiting team bats first followed by the home team. The batting order shall switch back and forth each inning from top to bottom and bottom to top.

#### **D. Bunting is not permitted.** A ball hit in fair territory that does not travel more than five feet from home plate shall be called a foul ball.

- E. Walks. There are no walks.
- F. No on deck batter outside the dugout is permitted.
- G. Any runner put out must immediately return to the dugout.
- H. Runner(s) may not leave their base until the pitch has been hit by the batter. Stealing is not permitted.
- I. Overthrows. No fault throws on put out attempts. Runners may not advance an extra base on an overthrow. Balls hit to the outfield: Once the ball is thrown to and reaches the infield, runners may only advance to the base they were running to regardless if the ball is overthrown to an infielder.
- J. Sliding. Sliding is permitted. Sliding is ENCOURAGED and runners are URGED to slide when encountering an attempted put out at any base including home plate, but not when a batter-runner is going to first base.

## VI. Defensive Play

- A. Number of Players in the Field. All players on a team shall play defense each inning. The infield shall consist of no more than six players: A pitcher, a first baseman, a second baseman, a shortstop, a third baseman, and a rover in front of second base. Except for the pitcher, infielders may not be positioned more than five (5) feet inside the base paths before the ball is hit. The pitcher shall be positioned at least 30 feet from home plate. All other players will play in the outfield and must be positioned a minimum of ten (10) feet beyond the base paths. There is no catcher. The pitcher covers plays at home plate.
- B. All players must play at least one inning in the infield during a game.
- C. Coaches on the Field. Two adult coaches are permitted in the outfield when their team is on defense. They are to be positioned behind the outfielders. One coach from the defensive team shall be positioned behind home plate to retrieve pitches. The coach pitcher shall assist the batter with the tee as needed.
- D. Infield fly rule is not in effect.

## VII. Scores and Standings.

- A. The game score is not kept. Final scores are not announced, reported or maintained. 6U is an instructional division only.
- B. There are no standings or post season tournament.

## **B. PLAYING RULES FOR 8U**

- I. Number of Players.

- A. The minimum number of players on a team for a game is eight (8). Fewer than 8 players will result in an automatic forfeit of the game.
- B. A team may play with eight players without penalty.

## II. Length of Games

- A. A regulation game is six (6) innings.
- B. Time Limit. Drop dead time is one hour and 30 minutes from the actual start of the game as determined by the umpire. If the time limit is reached during an at bat, the batter shall be allowed to finish her at bat before the umpire declares the game over. Should the game end mid-inning, the score reverts back to the prior inning if the team with the least runs has not completed their half inning at bat.
- C. Warm Up Pitches. At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than five (5) warm up pitches.
- D. No Intentional Delays. Managers, coaches and players shall not engage in any conduct designed to delay the game. If in the umpire's judgment a manager, coach or player intentionally delays the game, the umpire may extend the time limits referenced above if necessary to allow the opposing team an opportunity to play another half or full inning, if such an extension is desired by the opposing team.
- E. Tie Games. Extra innings will not be played during the regular season regardless of time limit.

## III. Run Limits. Every inning will end upon the third out or when the batting team scores four (4) runs.

## IV. Pitching.

- A. Pitching distance from the pitching plate to home plate is 30 feet.
- B. Innings per Game. A player may pitch a maximum of two (2) innings per game. The throwing of a single pitch shall constitute a full inning. No pitcher may pitch two consecutive innings.
- C. Removal of Pitcher. A player who is removed as a pitcher from the game is allowed to return as a pitcher in the same game as long as she has not exceeded the limits described in B above.
- D. Balls and Strikes. Four (4) balls is a walk and three (3) strikes is a strikeout.
- E. Dropped third strike not in effect.

- F. Hit by Pitch. A pitched ball that touches the batter, whether or not it first hits the ground, is a hit by pitch unless the ball is swung at, the pitch is called a strike or the batter makes no attempt to avoid being touched by the ball. For batters hit by a pitch thrown by a player, an adult coach from the batting team will then pitch to the batter. The count will re-start for this batter; in other words there will be no strikes on this batter. The umpire will call balls and strikes on the coach pitch. The at bat continues until the ball is put into play, a foul ball is caught for an out or a strike out occurs. The at bat continues until the ball is put into play, a foul ball is caught for an out or a strike out occurs.
- G. Coach Pitch. After ball four (4), an adult coach from the batting team will then pitch to the batter. The batter's strike count will remain; in other words, if the count was 4 balls and 1 strike, the batter will have 1 strike on their count when the coach pitch comes in to pitch. The umpire will call balls and strikes on the coach pitch. An extra pitch will be allowed each time the third strike results in a foul ball (unless caught). The at bat continues until the ball is put into play, a foul ball is caught for an out or a strike out occurs. No bunting or stealing during coach pitch. The coach must pitch with one foot touching the pitching plate. When a coach is pitching, the pitcher must stand on either side and behind the adult pitcher and have at least one foot within the pitching circle.

Clarification #1 – Under no circumstances will a pitcher walk in a run. If the first three batters reach base on hits and the bases are loaded (no walks), and the pitcher throws four balls to the next batter the coach will come in to pitch.

Clarification #2 – A batter is limited to one base on a walk and cannot advance to second until the next batter is up to bat.

- H. Modified Coach Pitch Change Mid-Season. For the 2018 season, the coach pitch rules will change to allow pitchers more opportunity. Each year the MBGS Board will communicate the exact date of the mid-season change to Modified Coach Pitch (date to coincide with the annual date of the ASA LA/Southbay District coach pitch change and at discretion of the Board of Directors). After the mid-season change, coach pitch rules outlined in G. above will only apply for the first two innings. Participants will pitch the remainder of the game with no assistance from Coach Pitch. Regular rules apply. The Beach Board during the season may opt not to implement this rule.

- I. Coach-Pitcher Hit by Ball. The coach-pitcher shall not interfere with any defensive player making a play on the ball or a runner. The umpire shall call interference if the coach-pitcher is hit by the ball or interferes with a defensive player. PENALTY: The batter shall be declared out and all other runners are returned to the last base held at the time of the coach interference.
- J. Visits to Pitching Circle/Conference Limits.
1. The manager must obtain the permission of the umpire for a pitcher/team conference. The manager or a coach is then permitted to go to the pitching circle.

2. A maximum of two (2) conferences per inning and/or three (3) conferences per game is permitted for each pitcher. The pitcher must be removed if these limits are exceeded.

K. Pitching Ages. All players on the team roster are eligible to pitch.

L. Look Back Rule. There is a 16-foot diameter circle around the pitcher's plate. Once the pitcher has possession of the ball within the circle, runner(s) in contact with a base may not leave their base until the pitcher releases the ball on a pitch to the batter or otherwise loses possession of the ball. If a runner is not on a base when the pitcher has possession of the ball within the circle, the runner may stop once, but then must immediately go to a base (either direction). If the runner hesitates (starts and stops or reverses direction), it is an immediate dead ball and the runner is out. The above rule applies unless the pitcher makes a play on the runner or fakes a throw.

M. Size of Ball. 10-inch RIF softball.

#### V. Batting / Running

A. Helmets and Face Guards. All batters and baserunners must wear a helmet with a facemask and chin strap. Players will not be permitted to bat or run the bases without such equipment. Play will be halted until such players comply with this rule.

B. Bats. Only softball or t-ball bats are permitted.

C. Only "On Deck" batters are allowed outside of dugout – but only at Umpire's discretion.

D. Bat Around. All players bat around throughout the season.

1. Players arriving after the start of the game will be added at the bottom of the batting order.

2. Injured players or players leaving during the game will be skipped in the batting order without penalty (no out will be recorded). A team must still have eight (8) players to avoid a forfeit.

E. Strike Zone. Enlarged to encourage batters to swing at hittable pitches. The strike zone shall extend from the batter's shin to the batter's chin, and three (3) inches on each side of home plate.

F. Base Coaches. Two (2) adult coaches, but no players, may serve as base coaches.

G. Bunting is permitted, except when a coach is pitching. An attempted bunt while the coach is pitching will be deemed a swinging strike.

- H. Stealing. New to 2018. Stealing is not permitted for any Interleague Games. Runner(s) may not leave their base until the pitcher has released the ball on a pitch to the batter or otherwise loses possession of the ball. A runner leaving early will be called out. A runner at third base may not steal home. A runner not standing on a base can be tagged out before the umpire stops play.
- I. Overthrows. *No fault throws on attempted put outs, pick off plays, and throws by the catcher to the pitcher* (such throws do not result in additional bases by the runners). After all play has stopped, if any runner has advanced beyond the base to which she is entitled, the umpire shall call “time” and return the runner to the proper base.
- a. Clarification #1 – Bases are empty. Batter puts the ball in play and an attempted put out is made at 1<sup>st</sup> base. The ball is overthrown. The runner must stop at 1<sup>st</sup> base. No additional bases are awarded for an overthrow and the runner is not allowed to attempt to advance past 1<sup>st</sup> base at her risk. (Note that if the ball is caught and it is not an overthrow there is still the same result – the runner cannot advance past 1<sup>st</sup> base).
  - b. Clarification # 2 – When a fielder attempts a put out of any batter or runner at any base ALL runners must stop at the next base. (Example – Runners on 1<sup>st</sup> and 2<sup>nd</sup> base...ball is hit and an attempted put out is made at first base. The runner that was running to 2<sup>nd</sup> base must stop at 2<sup>nd</sup> base. The runner running to 3<sup>rd</sup> base must stop at 3<sup>rd</sup> base. Note that if the runner that was on 2<sup>nd</sup> base when the play started has already rounded third and is halfway to home base she is allowed to continue (at risk to be put out) home.
  - c. Clarification #3 – A ball is hit into the outfield (regardless of whether it was hit off coach pitch or player pitch, and regardless of whether it made it to the outfield due to an error by an infielder). The batter and all runners can continue to advance (at their own risk) until an attempted put out is made at a base or the pitcher has possession of the ball in the circle. The attempted put out cannot be at a base that the runner has already passed. It is not enough to get the ball to the infield, an attempted play must be made or the ball must be returned to the pitcher in the pitcher’s circle).
- J. Interference/Obstruction.
1. A runner is out if, in the judgment of the umpire, she hinders (whether intentional or not) a fielder attempting to make a play on a batted ball.
  2. A defensive player while not in possession of the ball and not attempting to field a batted ball who, in the judgment of the umpire, impedes the progress of a runner may be called for obstruction.
- K. Sliding. Sliding is encouraged and runners are urged to slide when encountering an attempted put out at any base including home plate, but not when a batter-runner is going

to first base. A runner is out if she remains on her feet and crashes into a defensive player who is holding the ball and attempting to make a tag.

- L. Injured Players. An injured batter is replaced by the batter who made the last out and assumes the current count. An injured runner is replaced by the player who made the last out. An injured fielder may be replaced by any defensive player, including one off of the bench. An injured player may return to play after completion of the half-inning.

## VI. Defensive Play

- A. Minimum Play. Each player shall play at least one-half (three innings) of the game on defense, with a minimum of two innings in the infield if the game goes a full 6 innings. For games in which fewer than a full 6 innings are played, each player must play a minimum of two innings on defense including a minimum of one inning played in the infield within the first three innings of the game. Notwithstanding the foregoing, the league encourages managers to develop well-rounded defensive players who are capable of playing various infield and outfield positions. A player may not sit on the bench for more than one consecutive inning.
- B. Substitutions. Players can be substituted freely during dead ball situations.
- C. Number of Players in Field. A team may have ten (10) players on defense. The tenth player may play in the outfield only. No more than six (6) players, including the pitcher and catcher, may be positioned in the infield when the ball is pitched to the batter. All outfielders must be positioned in the outfield on the grass.. Outfielders may move into the infield after the ball has been pitched in order to make defensive plays.
- D. Infield fly rule is not in effect.
- E. One adult coach may be positioned in the outfield behind the outfielders during the first 5 weeks of the season only (including practice games).
- F. One adult coach from the defensive team may be positioned near the back stop to retrieve passed balls, but such coach shall not coach players while in this position (this includes talking and gesturing). The coach may only retrieve the ball and hand it to the catcher. The catcher may then return the ball to the pitcher or attempt to throw a runner out.

- VII. Standings. For the 2016 season, standings will not be kept. Scores will be kept for inning run limit only.

## C. PLAYING RULES FOR 10U

### I. Number of Players.

- A. The minimum number of players on a team for a game is eight (8). Fewer than 8 players will result in an automatic forfeit of the game.
- B. Short-handed rule. Any player arriving after the start of a game must be inserted at the bottom of the batting order. A team must bat with at least nine (9) players in the lineup to avoid the short-handed rule penalty. An out will be called the first time the vacant ninth position in the batting order appears. Subsequent at-bats in the vacant ninth position will be skipped over with no out being called.

### II. Length of Games

- A. A regulation game is seven (7) innings.
- B. Time Limit. No new inning shall start after one hour and 30 minutes from the actual start of the game as determined by the umpire. Drop dead time is two (2) hours from the actual start of the game as determined by the umpire. If the time limit is reached during an at bat, the batter shall be allowed to finish her at bat before the umpire declares the game over. Should the game end mid-inning, the score reverts back to the prior inning if the team with the least runs has not completed their half inning at bat.
- C. Warm Up Pitches. At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than five (5) warm up pitches.
- D. No Intentional Delays. Managers, coaches and players shall not engage in any conduct designed to delay the game. If in the umpire's judgment a manager, coach or player intentionally delays the game, the umpire may extend the time limits referenced above if necessary to allow the opposing team an opportunity to play another half or full inning, if such an extension is desired by the opposing team.
- E. Tie Games. Extra innings will not be played during the regular season regardless of time limit.

### III. Run Limits.

- A. An inning will end upon the third out or when the batting team scores five (5) runs.
- B. There is no run limit in the fourth inning and all subsequent innings.

### IV. Pitching.

- A. Pitching distance from the pitching plate to home plate is 35 feet.
- B. Innings per Game. A player may pitch a maximum of seven (7) innings per week. This is restricted to three (3) innings per game unless the game goes to 7 innings, in which case a pitcher can pitch her 4<sup>th</sup> inning during the 7<sup>th</sup> or subsequent inning of the game. The throwing of a single pitch shall constitute a full inning.
- C. Removal of Pitcher. A player who is removed as a pitcher from the game is allowed to return as a pitcher in the same game as long as she has not exceeded the limits described in B above.
- D. Balls and Strikes. Four (4) balls is a walk and three (3) strikes is a strikeout.
- E. Dropped third strike in effect.
- F. Hit by Pitch. A pitched ball that touches the batter, whether or not it first hits the ground, is a hit by pitch unless the ball is swung at, the pitch is called a strike or the batter makes no attempt to avoid being touched by the ball.
- G. Visits to Pitching Circle/Conference Limits.
  - 1. The manager must obtain the permission of the umpire for a pitcher/team conference. The manager or a coach is then permitted to go to the pitching circle.
  - 2. A maximum of two (2) conferences per inning and/or three (3) conferences per game is permitted for each pitcher. The pitcher must be removed if these limits are exceeded.
- H. Pitching Ages. All players on the roster are eligible to pitch.
- I. Look Back Rule. There is a 16-foot diameter circle around the pitcher's plate. Once the pitcher has possession of the ball within the circle, runner(s) in contact with a base may not leave their base until the pitcher releases the ball on a pitch to the batter or otherwise loses possession of the ball. If a runner is not on a base when the pitcher has possession of the ball within the circle, the runner may stop once, but then must immediately go to a base (either direction). If the runner hesitates (starts and stops or reverses direction), it is an immediate dead ball and the runner is out. The above rule applies unless the pitcher makes a play on the runner or fakes a throw.
- J. Size of Ball. 11-inch RIF softball.

## V. Batting / Running

- A. Helmets and Face Guards. All batters, baserunners and youth base coaches, if applicable, must wear a helmet with a facemask and chin strap. Players will not be permitted to bat, run the bases or coach a base without such equipment. Play will be halted until such players comply with this rule.

- B. Bat Around. All players bat around throughout the season.
- C. Strike Zone. Enlarged to encourage batters to swing at hittable pitches. The strike zone shall extend from just below the batter's knees to her shoulders, and 3 inches on each side of home plate.
- D. Bunting is permitted.
- E. Stealing. Permitted. Runner(s) may not leave their base until the pitcher has released the ball on a pitch to the batter or otherwise loses possession of the ball. A runner leaving early will be called out.
- F. Interference/Obstruction.
  - 1. A runner is out if, in the judgment of the umpire, she hinders (whether intentional or not) a fielder attempting to make a play on a batted ball.
  - 2. A defensive player while not in possession of the ball and not attempting to field a batted ball who, in the judgment of the umpire, impedes the progress of a runner may be called for obstruction.
- G. Sliding. Sliding is encouraged and runners are urged to slide when encountering an attempted put out at any base including home plate, but not when a batter-runner is going to first base. A runner is out if she remains on her feet and crashes into a defensive player who is holding the ball and attempting to make a tag
- H. Injured Players. An injured batter is replaced by the batter who made the last out, and assumes the current count. An injured runner is replaced by the player who made the last out. An injured fielder may be replaced by any defensive player, including one off of the bench. An injured player may return to play after completion of the half-inning.

## VI. Defensive Play

- A. Minimum Play. Each player shall play at least four innings of the game on defense, with a minimum of two innings in the infield if the game goes a full 7 innings. For games in which fewer than a full 7 innings are played, each player must play a minimum of two innings on defense, including a minimum of one inning played in the infield within the first four innings of the game. Notwithstanding the foregoing, the league encourages managers to develop well-rounded defensive players who are capable of playing various infield and outfield positions. A player may not sit on the bench for more than one consecutive inning.
- B. A total of nine (9) players are permitted on defense. No more than six (6) players, including the pitcher and catcher, may be positioned in the infield.
- C. Infield fly rule is in effect.

VII. Standings. The season will be divided into three parts. Games played in the first part shall be practice games. Games played in the second part shall be used to determine playoff seedings (interleague games with teams from other leagues may or may not count in the standings, subject to determination by the Beach board). The third part of the season shall be a playoff tournament of all teams in which the division champion is determined.

#### **D. PLAYING RULES FOR 12U**

##### **I. Number of Players.**

- A. The minimum number of players on a team for a game is eight (8). Fewer than 8 players will result in an automatic forfeit of the game.
- B. Short-handed rule. Any player arriving after the start of a game must be inserted at the bottom of the batting order. A team must bat with at least nine (9) players in the lineup to avoid the short-handed rule penalty. An out will be called the first time the vacant ninth position in the batting order appears. Subsequent at-bats in the vacant ninth position will be skipped over with no out being called.

##### **II. Length of Games**

- A. A regulation game is seven (7) innings.
- B. Time Limit. No new inning shall start after one hour and 30 minutes from the actual start of the game as determined by the umpire. Drop dead time is two (2) hours from the actual start of the game. If the time limit is reached during an at bat, the batter shall be allowed to finish her at bat before the umpire declares the game over. Should the game end mid-inning, the score reverts back to the prior inning if the team with the least runs has not completed their half inning at bat.
- C. Warm Up Pitches. At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than five (5) warm up pitches.
- D. No Intentional Delays. Managers, coaches and players shall not engage in any conduct designed to delay the game. If in the umpire's judgment a manager, coach or player intentionally delays the game, the umpire may extend the time limits referenced above if necessary to allow the opposing team an opportunity to play another half or full inning, if such an extension is desired by the opposing team.
- E. Tie Games. Extra innings will not be played during the regular season regardless of time limit.

##### **III. Run Limits.**

- A. An inning will end upon the third out or when the batting team scores six (6) runs.

B. There is no run limit in the fourth through seventh innings.

IV. Pitching.

A. Pitching distance from the pitching plate to home plate is 40 feet.

B. For pitching eligibility, a week shall begin on Sunday and end on Saturday.

C. Innings per Week. A player may pitch a maximum of seven (7) innings per week. The throwing of a single pitch shall constitute a full inning. There is no mandatory rest rule in effect. The innings per week limitation does not apply to interleague games unless the Board determines otherwise.

D. Removal of Pitcher. After the first time a player is removed as a pitcher from the game such player may return as a pitcher in the same game as long as she has not exceeded the limits described in C above. Once the same player is removed as a pitcher for the second time in the game, the player is not allowed to return as a pitcher for the remainder of the game.

E. Balls and Strikes. Four (4) balls is a walk and three (3) strikes is a strikeout.

F. Dropped third strike in effect.

G. Hit by Pitch. A pitched ball that touches the batter, whether or not it first hits the ground, is a hit by pitch unless the ball is swung at, the pitch is called a strike or the batter makes no attempt to avoid being touched by the ball.

H. Visits to Pitching Circle/Conference Limits.

1. The Manager must obtain the permission of the umpire for a pitcher/team conference. The Manager or a coach is then permitted to go to the pitching circle.

2. A maximum of two (2) conferences per inning and/or three (3) conferences per game is permitted for each pitcher. The pitcher must be removed if these limits are exceeded.

I. Pitching Ages. All players on the roster are eligible to pitch.

J. Look Back Rule. There is a 16-foot diameter circle around the pitcher's plate. Once the pitcher has possession of the ball within the circle, runner(s) in contact with a base may not leave their base until the pitcher releases the ball on a pitch to the batter or otherwise loses possession of the ball. If a runner is not on a base when the pitcher has possession of the ball within the circle, the runner may stop once, but then must immediately go to a base (either direction). If the runner hesitates (starts and stops or reverses direction), it is an immediate dead ball and the runner is out. The above rule applies unless the pitcher makes a play on the runner or fakes a throw.

K. Size of Ball. 12-inch softball.

V. Batting / Running

A. Helmets and Face Guards. All batters, baserunners and youth base coaches, if applicable, must wear a helmet with a facemask and chin strap. Players will not be permitted to bat, run the bases or coach a base without such equipment. Play will be halted until such players comply with this rule.

B. Bat Around. All players bat around throughout the season.

C. Strike Zone. Standard.

D. Bunting. Permitted.

E. Stealing. Permitted. Runner(s) may not leave their base until the pitcher has released the ball on a pitch to the batter or otherwise loses possession of the ball. A runner leaving early will be called out.

F. Interference/Obstruction

1. A runner is out if, in the judgment of the umpire, she hinders (whether intentional or not) a fielder attempting to make a play on a batted ball.

2. A defensive player while not in possession of the ball and not attempting to field a batted ball who, in the judgment of the umpire, impedes the progress of a runner may be called for obstruction.

G. Sliding. Sliding is encouraged and runners are urged to slide when encountering an attempted put out at any base including home plate, but not when a batter-runner is going to first base. A runner is out if she remains on her feet and crashes into a defensive player who is holding the ball and attempting to make a tag.

H. Injured Players. An injured batter is replaced by the batter who made the last out, and assumes the current count. An injured runner is replaced by the player who made the last out. An injured fielder may be replaced by any defensive player, including one off of the bench. An injured player may return to play after completion of the half-inning.

VI. Defensive Play

A. Minimum Play. Each player shall play at least half (three innings when a 7 inning game is played) of the game on defense. The league encourages managers to develop well-rounded defensive players who are capable of playing various infield and outfield positions. A player may not sit on the bench for more than one consecutive inning.

B. Infield fly rule is in effect.

VII. Standings. The season will be divided into three parts. Games played in the first part shall be practice games. Games played in the second part shall be used to determine playoff seedings (interleague games with teams from other leagues may or may not count in the standings, subject to determination by the Beach board). The third part of the season shall be a playoff tournament of all teams, in which the division champion is determined.

## E. PLAYING RULES FOR 14U

See the interleague rules for the Los Angeles/South Bay District and non-conflicting ASA rules.

### BATTING HELMETS AND FACE GUARDS:

All batters, baserunners and youth base coaches, if applicable, must wear a helmet with a facemask and chin strap. Players will not be permitted to bat, run the bases or coach a base without such equipment. Play will be halted until such players comply with this rule.

### TIME LIMIT FOR 14U GAMES:

A regulation game is seven (7) innings. No new inning shall start after 1 hour and 30 minutes from the actual start of the game as determined by the umpire. Drop dead time is two (2) hours from the actual start of the game.

## F. BEACH PLAYOFF RULES

The BEACH Rules applicable to softball for regular season play will be applicable to all softball playoff games, except to the extent such rules and regulations are inconsistent with the following BEACH Playoff Rules. Please note the rule regarding games shortened due to unforeseen events, which rule applies to all games in all divisions, including playoff games.

### I. 12U Playoff Games.

**Time Limits:** Same as the regular season. If the score is tied at the end of the seventh inning or the expiration of the game time limit, the game will continue to completion, including extra innings, unless a non-BEACH field user is waiting to take possession of the field. If a non-BEACH field user is waiting to take possession of the field, the game will be postponed to the next day or as soon thereafter as possible and will be resumed from the exact point when the postponement occurred. All BEACH field users waiting to take the field will wait until completion of the game before entering the field.

**Pitching:** A pitcher may pitch a maximum of 7 innings per week. A week shall commence on Sunday and end on Saturday for purposes of this rule. There are no restrictions on pitchers pitching in consecutive games, other than the 7 innings per week limitation. The BEACH President, in consultation with the 12U managers and the 12U Commissioner, shall modify this

rule before the first playoff game in response to playoff scheduling if such scheduling requires more than two games a week for one or more teams.

## **II. 10U Playoff Games.**

**Time Limits for 10U:** Same as the regular season. If the score is tied at the end of the seventh inning or the expiration of the game time limit, the game will continue to completion, including extra innings, unless a non-BEACH field user is waiting to take possession of the field. If a non-BEACH field user is waiting to take possession of the field, the game will be postponed to the next day or as soon thereafter as possible and will be resumed from the exact point when the postponement occurred. All BEACH field users waiting to take the field will wait until completion of the game before entering the field.

**Pitching Limit for 10U Playoff Games:** The maximum number of innings a pitcher may pitch is 3 innings per game, unless the game goes into 7 innings, in which case a pitcher may pitch a 4<sup>th</sup> inning in the 7<sup>th</sup> inning. There are no restrictions on pitchers pitching in consecutive games.

## **III. All Playoff Games.**

**Games Shortened Due to Unforeseen Events (Applicable to all Divisions):** Regardless of these playoff rules regarding time limits and innings to be played to complete playoff games, 4 innings (or 3 and 1/2 if the home team is winning at the time) constitutes a complete game in 12U and 10U). Pursuant to this rule, if a storm, earthquake, power outage or other unforeseen event occurs which precludes the teams from playing 7 innings, or precludes completion of play within the game time limits provided above, the game will be deemed to be complete and final as long as 4 innings have been completed and one team is leading after 4 innings. If the game is stopped due to some unforeseen event, and it is tied at that time, the game will be postponed and continued, until completion, from the exact point in which the game was stopped. This rule supersedes all of the above time limit rules.