

Minors Division Rules

The intent of the Minors 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 in the Minors Division.

NOTE: The base paths shall be 60 feet and pitching will occur from 35 feet. An 11" 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 1st
 - Rookies - 6 innings or drop dead at 90 minutes whichever occurs 1st, but no new inning after 75 minutes
 - Minors - 6 innings or drop dead at 120 minutes whichever occurs 1st, but no new inning after 105 minutes
 - Majors - 7 innings or drop dead at 120 minutes whichever occurs 1st, but no new inning after 105 minutes
 - VIG's - 7 innings or 120 minutes whichever occurs 1st (14U, 18U, 24U), but no new inning after 75 minutes
 - Note – the start of a new inning occurs upon the 3rd 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 keeper of the game clock. No new innings may be started after 8:00 pm. (1 hr 45 min) The new inning begins with the 3rd 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 of the rescheduled game.
- G) Putting away bases (replacing base-plugs) and field-equipment. Veteran 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
- J) Providing a volunteer to run the scoreboard

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 Rookies 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 be 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 2nd 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 batted 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 limited. Each team is allowed 2 per inning (not per player). Stealing is not permitted during coach pitch. A player is only permitted to steal 3rd base. Stealing 1st, 2nd, or home is not permitted. There is no advancement on a catcher attempt to throw the runner out overthrow. Base runner may leave the base when the pitcher releases the ball.
- H) Bunting is allowed and encouraged. A foul bunt on the 3rd strike is an out. Slug bunting (showing bunt, then pulling back) is NOT permitted. No regular bunting on coach pitch. Slap bunting is permitted, even on coach pitch.
- I) Sliding is permitted at this level, and is encouraged. Care should be taken when coaching this skill. 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, but may advance only 1 base (per overthrow rule).
- 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, per team rule. If the pitched ball is not put into play, the runner must return immediately to her base with liability to be put out. Leads are encouraged, when the pitcher releases the ball.
- L) No dropped 3rd strike.
- M) Maximum batters in a half-inning at Minors level is ten (10) Tenth-batter courtesy - In the case of the tenth-batter going to bat, the offensive coach or scorekeeper will be required to clearly announce that the tenth-batter is due to bat.
- N) There is a 5 run limit. The maximum number of runs scored in an inning is 5.
- O) At the Minors level the half-inning will end with the 10th batter being out, or the ball being in the possession of the pitcher in the pitcher's circle, 5 runs scored or 3 outs, whichever comes first. The 5 run limit does not apply to the 6th inning of the game, but the 10th batter rule does. The last inning of the game will be the 6th in Minors.
- P) All Playoff games must go a full 6 innings in the Minors.

15. DEFENSE

New for 2019 – ALL infield players must wear face masks.

- A) By the end of the 4th inning each player must play one inning in the infield and one inning in the outfield per game.
- 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) If a team is fielding 10 fielders, one of the fielders must serve as the catcher and wear full equipment.
- F) No player plays for more than 2 consecutive innings as catcher) Outfielders must play beyond the base-path area (in the outfield grass) If the girl has not started 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 (Catcher obstruction.).

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 no infield-fly rule at this level. If the ball is caught, a runner can get doubled-up on the pop-out.

J) A live ball or ball-in-play, is declared dead when any fielder gets the ball to the pitcher **and** she has control of the ball in the pitching circle. Any player, who is off-base, must return to the prior base, if they are not beyond the ½ way mark. The umpire will determine if the runner was ½ way. Runners are only allowed 1 base during an overthrow.

- Example 1: If a throw is made to 1st and overthrown, the runner can advance to 2nd base, however, if the defending fielder tries to make a play at 2nd base and over-throws again, the runner has to stop and cannot advance to 3rd base.
- Example 2: If a batter hits a double, and the play at 2nd base is overthrown, the runner can advance to 3rd base, however, if an attempt is made to throw the runner out at 3rd base and an overthrow occurs, the runner cannot advance.
- Example 3: There is a runner on 1st, the batter hits the ball, the play is at first, the ball is overthrown, the runners can move to 2nd and 3rd. However, if a 2nd attempt is made at 2nd or 3rd and is overthrown, the runners cannot advance

K) 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.

L) The mound, and the bases, are part of the playing field.

M) 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.)

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

O) Any ball (batted or thrown) that is touched by a coach/pitcher is a dead-ball and the base runners may not advance.

P) 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 be a dead-ball & runners advance.

Q) 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.) The girl will be called out.

R) 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 of 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.

- S) See section on Pitching, as starting in the Minor level, players will pitch.
- T) Catchers can make throws to any base and the runner cannot advance on an errant throw

16. PITCHING

- A) The pitcher's mound (rubber) is 35 feet from home plate. (measured from the point of home plate to the front of the rubber)
- B) The pitcher will use an 11-inch ball and pitch underhand from the mound (within circle).
- 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. Note: The toes or tip of a shoe, just touching the mound, qualifies as both feet on the mound. An illegal pitch should be addressed at the end of the inning.
- D) If a pitcher delivers 4 balls to a batter, there are no walks. The hitting team's coach will come in to pitch to that batter (same count is assumed) after a pitcher delivers 4 balls to a batter. The Defensive team's pitcher will remain on the field and play the pitchers spot – defensively. Coaches are to pitch and become invisible. They should make every attempt to get off the field of play once the ball is hit and must never interfere with the play on the field. Pitching coaches are not allowed to coach from the mound. They must allow the base coaches to coach runners.
- E) Any inning where a player pitches (even 1 pitch), will count as one inning pitched.
- F) A player can only pitch in 2 consecutive innings, maximum 3 innings per game, as pitcher.
- G) The (pitcher fielder) must start each pitch in the pitcher's circle during coach pitch.
- H) If batters are hit with a pitched ball 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 1 time prior to hitting the batter. If the pitch bounces more than once, or rolls into the batter, it shall not count as a hit by pitch. A player hit by a pitch (1 bounce or less) must take the base.

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 1st and 3rd 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 3rd base coach while rounding 3rd. 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.