

Field Playing Rules

Inter-League Tournament

2008 Recreation League Season

The playing rules utilized by San Jose PAL Softball are the Official Rules of Softball as published by The Amateur Softball Association of America (ASA), with such modifications as are published in these Playing Rules. The Official Rules of Softball as currently published by ASA and as modified herein, will govern all play and umpire rulings for Inter-League or Tournament play sanctioned by San Jose PAL Softball.

Each league is responsible for selecting, evaluating, and fully vetting their own coaches, chaperones and managers. No additional proof or certification is required to be shown or demonstrated prior to or during the game.

Rule 1. Definitions

COLLISION

Is the solid contact between a defensive player and a runner. Collision is more than a mere brushing or touching of two players. Collision is the colliding of two players resulting in a strong forceful and violent impact. The ultimate responsibility in avoiding collision belongs to the runner. A runner that slides into a base is judged to have successfully avoided collision; unless the manner of the slide is judged by the umpire to be flagrant with respect to the safety of the defensive player. A runner is never called out for not sliding.

INELIGIBLE PLAYER

Any player that is a current participant or rostered with another league or softball organization other than the PAL sponsored organizations is ineligible to participate in Inter-League Tournament play as a pitcher or catcher when the player's presence and status is reported to the plate umpire and opposing team staff prior to the beginning of any Inter-League Tournament game in which such player will participate. If the player's presence and status is not reported prior to the beginning of a game, that game will be a forfeit, if and whenever the player's participation and status are discovered.

INELIGIBLE TEAM

Any team that is not formed by open draw or another procedure approved by PAL is ineligible to participate in Inter-League or Tournament play. Any team that adds players from another team is ineligible to participate in Tournament play.

INTERNATIONAL TIE BREAKER RULE

During each half inning of the innings played under the tie breaker rule (i.e., the first inning after the expiration of the time limit, and all successive innings), the offensive team shall begin its turn at bat with the player scheduled to bat last in that respective half inning being placed at second base (i.e., if the number five batter is to lead off, number four in the batting order will be placed at second base. A substitute can be inserted for the runner.)

In Tournament play only, tie games are played without regard to the established time limit or innings played until a winner is declared.

UNSPORTSMANLIKE CONDUCT

Several actions fall into this area and they include: 1) The batter waving the bat wildly while the pitched ball is in flight to the catcher, obstructing the catcher's view of the ball; or 2) tagging runners with extreme force; or 3) elbowing, tripping or running into an opponent; or 4) making derogatory or belittling comments to team members or the opponent; or 5) using abusive language. Cheers used by any team must be positive in nature and not directed toward the opposing team. These types of actions may result in benching the player, or ejecting the managing personnel, or the umpire may issue a warning to those involved in such activities and will have the warning entered into the official score book.

Intentionally throwing equipment, intentionally colliding with a defensive player or fighting with an opponent will result in the immediate benching of the offending player. The incident will be noted in the official scorebook and reported, in writing to the League Player Agent.

Upon the occurrence of any outward unsportsmanlike conduct directed toward an umpire, player or coach or the creation of an atmosphere which is not conducive for the game, the plate umpire is to immediately clear the sideline of the offending team of ALL spectators. Should the offending conduct continue, the plate umpire shall declare the game a forfeit. A double forfeit is possible.

Rule 3. Uniforms and Equipment

- 3.1. If a League does not supply caps or visors, any headgear worn by the defensive team need not be of the same type.
- 3.2. Sliding pants may be of different colors.
- 3.3. Long-sleeved sweatshirts may be of different colors.
- 3.4. Batting Helmets are required to have a permanently attached face mask; batting helmets are required to have chin straps.
- 3.5. The plate umpire, at his or her discretion, may rule that any piece of team or player equipment should be disallowed under ASA playing rules. The team in violation will be informed and the offending piece of equipment will be set aside. If enforcement of this rule results in any player not being able to complete her at bat, an out shall be recorded and the next batter shall be called up.

NOTE: Under Rule 3.5, it is expected that if a batter's helmet is found to be non-compliant, that batter will be informed and the umpire will provide her enough time to return to the dugout and borrow a compliant helmet. If a compliant helmet is not available within the players dugout, it is expected that the team will ask to borrow a compliant piece of equipment from the opposing team. Rule 3.5 is not expected to result in penalty or forfeiture.

Rule 4. Players & Substitutes

- 4.1. A team must have a minimum of eight players to start a game.
- 4.2. The designated player (DP) and defensive player (DEFO) will not be used. *The defensive lineup is limited to 9 players only* - use of 10 defensive players (e.g., buck-short) will not be allowed in Tournament Play.
- 4.3. A team must have a minimum of seven players to continue play.
- 4.4. Any player may be removed from the game during any dead ball provided the player has played a minimum of 12 consecutive outs (2 full innings) and the substitution does not violate re-entry.

4.5. All initial substitutions must be made at the top of the third inning (i.e., all non-starting players must enter the game for the start of the third inning) and no non-starting player may enter the game after the start of the third inning. Substitutes must be reported.

4.6. Any mistakes made concerning substitution and the two inning rule will never be used to cause the forfeiture of any game.

4.7. Whenever a player is discovered to have been removed from the game before the player has played 12 outs, this player will be immediately re-entered into the game into the original position in the batting order. The player will remain in the game until this player has met the 12 out requirement or the game has ended. At this point the player will be immediately removed from the game. If this premature removal is discovered after the game is completed, it is lost forever.

4.8. In the event a manager has played all the team players and as adjudged by the plate umpire an injury, family emergency or sudden illness has occurred which makes it unreasonable for a player to continue, the manager may replace the incapacitated player with a substitute player from the then non-participating players and this substitute player may be inserted in the batting order and used in any position other than that of pitcher.

4.9. If the pitcher becomes injured or ill and is removed from the game, then the replacement pitcher must come from one of the defensive players currently in the game.

4.10. The umpire will not allow the unavoidable removal of a player to result in a forfeit, if after the removal, the team still has sufficient number of players to continue.

Rule 5. The Game

5.1. At the completion of the seventh inning or the expiration of the established time limit, a tie game will be continued under the International tiebreaker rule. Should the game be called before an inning is completed, the score will revert to the score at the end of the last completed inning.

NOTE: Tie breaker rules are explained under the section "INTERNATIONAL TIE BREAKER".

5.2. An official game shall be ruled after completion of seven innings or the established time limit, regardless of the number of innings.

5.3. Eight Run Rule

All games will be played under an eight run rule. If one team has an eight run lead at the end of four innings, or any completed inning thereafter, the game will be declared over and completed, provided all the players on the team which is ahead have played the required two full innings consisting of 12 outs. If this has not been complied with, the game will continue until the team that is ahead has complied with the required two full inning player rule and is still eight runs ahead. The game will then be stopped and that team will be declared the winner.

5.4. Maximum Runs per Inning

The 10U Division will use the six run rule in all Tournament games. Under this rule, each and every half inning will end when: 1) The defense makes the third out, or 2) The offense scores the sixth run in its half of the inning. The use of this rule limits each team to scoring a maximum of six runs in its half of the inning. Under this rule, the umpire will stop the game after the sixth run has scored; it is therefore not possible to score more than 6 runs in an inning.

During the seventh inning (or the last inning of the game, as determined by the umpire at the start of the inning), there is no limit to the number of runs that can be scored in each half inning.

The 12U & the 14U Division will use the ten run rule in all Tournament games. Under this rule, each and every half inning will end when: 1) The defense makes the third out, or 2) The offense scores the 10th run in its half of the inning. The use of this rule limits each team to scoring a maximum of ten runs in its half of the inning. Under this rule, the umpire will stop the game after the tenth run has scored; it is therefore not possible to score more than 10 runs in an inning.

During the seventh inning (or the last inning of the game, as determined by the umpire at the start of the inning), there is no limit to the number of runs that can be scored in each half inning.

5.5. Length of Games

Inter-League Tournament - The time limit for all *non-championship* Inter-League Tournament games is *one hour and thirty minutes (1:30)*. The time limit will end the game regardless of the number of innings played or substitutions made. (See additional information under INTERNATIONAL TIE BREAKER)

Championship games in the 10U Division are subject to a 1:40 time limit or 7 full innings of play, whichever occurs first. The Eight Run Rule (section 5.3) and the Maximum Runs per Inning (section 5.4) are in effect for championship games.

Championship games in the 12U and older Divisions do not have a time limit and are played for a full 7 innings. The Eight Run Rule (section 5.3) and the Maximum Runs per Inning (section 5.4) are in effect for championship games.

At the end of regulation play with the score tied, the INTERNATIONAL TIE BREAKER RULE will take effect and play will continue until a winner is declared.

5.6. Game starting time: The plate umpire will note the starting time. The plate umpire will be the sole judge as to when the game started.

5.7. Game ending time: After the game has started, the beginning of any inning starts immediately after the last out made in the previous inning. Under a game time limit situation, the last inning will start prior to the time limit being exceeded, unless the game is legally concluded prior to that time. Example: The game time limit is 90 minutes, the last out of the fifth inning occurred 89 minutes into the game, the sixth inning would then be played as the sixth inning started 89 minutes into the game. No new inning will begin after 1:30 minutes of playing time have elapsed.

5.8. Interrupted games: An interrupted game shall resume at the exact point it was at the time of the interruption and the game time limit will be adjusted for the delay.

5.9. A called game: Stops at the moment the plate umpire calls the game. If four innings or more have been played and the team that is ahead has played all their players the required two full innings, it is a regulation game. Should a regulation game be called before an inning is completed, the score will revert to the score at the end of the last completed inning.

Rule 6. Pitching Regulations (Fast Pitch)

6.1. Tournament Play -

10U Games - A pitcher may pitch a maximum 11 outs, subject to section 6.3, below

12U Games - A pitcher may pitch a maximum 11 outs, subject to section 6.3, below

14U Games - There are no pitching restrictions.

All eligible players are able to pitch in any game in the tournament. No penalty will be allowed should a 12th or 13th out be credited to a pitcher as the result of a double or triple play.

6.2. A pitcher may be returned to the pitching position only once during the first seven innings of a Tournament game, provided that pitcher had not previously been removed from the pitching position by the plate umpire.

6.3. Should a game go beyond seven innings – no pitching restrictions will apply to any eligible player.

Violation of this section is subject to appeal by the opposing team manager. An umpire will never make a ruling concerning violation of this section until an appeal is made. An appeal will be upheld when 1.) made after a pitcher has violated this section and 2.) the plate umpire verifies the violation by referencing the team scorebooks and/or his own records. Upon a successful appeal of this section, the offending pitcher and the manager of the offending team are ejected from the game. All play up to the point of the ejection stands. A violation of this section need not be occurring at the time the appeal is made for the umpire to render a judgment.

Rule 7. Batting

7.1. No walk rule - 10 and under only - Upon receiving ball four, a coach representative from the offensive team assumes the pitching responsibilities. The strike count will be continued from the current count and the umpire will continue to call strikes. However, no balls will be called.

7.2. No base stealing is allowed while a coach-pitcher is in the game. Since the ball is dead when not hit fair, any base runner that steals a base while a coach-pitcher is in the game is returned to the base last legally touched prior to the pitch.

7.3. No bunting is allowed while a coach-pitcher is in the game. If attempted, the batter and coach shall be reminded by the Umpire.

7.4. The batter will receive a maximum of three additional pitches from the coach-pitcher. If the batter has not put the ball in play after these three pitches or three strikes, the batter is out and the at-bat will be recorded as a strikeout.

7.5. While the coach-pitcher is pitching, the player-pitcher assumes a defensive position anywhere within the pitching circle - at least 1 foot must be completely within the pitching circle.

7.6. The coach-pitcher makes every effort to avoid interference with a batted ball. If the coach-pitcher is hit by a ball in play but, in the umpire's judgment, made a reasonable attempt to avoid being hit, the ball shall be considered in play. If, however, the umpire judges that the coach did not make an attempt to avoid the ball or if the coach-pitcher interferes with a fielder's attempt to field the ball, the batter is called out and any base runners are returned to their original bases. The out will be recorded as "coach's interference."

7.7. A batter will not be awarded a base if hit by a coach's pitch. It will simply be counted as one of the three pitches. The coach-pitcher can not coach the base runners. Oral tips to the batter are only allowed to the extent they do not delay the game. Any base runner receiving coaching instructions from the coach-pitcher will be declared out by rule.

7.8. Continuous Batting

Continuous Batting is used in all 10U games.

Continuous Batting is not used in 12U or older games.

Under continuous batting rules, all players present are placed in the batting order and take their turn at bat regardless of whether they are playing in the defensive line-up. If a player included in the batting order is unable, for whatever reason, to take her turn in the batting order, an out is recorded against the offensive team. Players arriving late to the game will be added in the order they arrive to the end of the batting order, provided they arrive in time to be entered into the game at the beginning of the third inning.

7.9 Dropped Third Strike

10U Play Only - Dropped third strike is NOT in effect.

12U Play Only - Dropped third strike is in effect.

7.10 Base Stealing

A base runner may steal when the ball leaves the pitchers hand. Some portion of the base runner's foot must be in contact with the occupied base until such time the ball leaves the pitchers hand. If an umpire observes a base runner leaving early, the base runner will be called out.

10U Play Only - A base runner may advance only one base per steal attempt. The runner may not advance further than one base in the event of an overthrow. If the player advances an additional base in the case of an overthrow, and successfully reaches the next base, the Umpire shall direct the runner to return to their previous base after the ball is declared "dead" without penalty of being put out.

NOTE: If the runner attempts to return prior to the Umpire calling "dead ball," the runner may be tagged out!

Stealing home is not allowed.

Rule 8. Batter-Runner and Runner

8.1. Courtesy runners will not be used.

Rule 9. Protests

9.1. No protests are allowed. Decisions of the Plate umpire on the field are final. Questions regarding eligible players, or violation of the pitching restrictions must be settled on the field within two minutes of the end of the game.

OFFICIAL SCOREKEEPER

The following guidelines should be understood and followed by the official scorekeeper, team manager and all team members.

Official Scorekeeper's represent PAL and, when assigned, shall remain unbiased at all times. In the event of a protest, PAL has its own history of the game and the Umpire in Chief can determine a proper ruling.

- a. The official scorebook will show the status of each team player: players' presence; players' illness; injury or legal benching; thereby showing that every player on the team is accounted for and all players in attendance have played at least two full innings in every game.
- b. The Official Scorekeeper, prior to the start of the game, shall make their presence and location known to the game umpires.
- c. The Official Scorekeeper shall receive the lineup from the managers prior to the start of the game.
- d. The Official Scorekeeper, as directed by the plate umpire, shall enter all game starting times, warnings, official protests, pitching changes and other information as stipulated by the umpire.
- e. The Official Scorekeeper shall receive from the plate umpire oral notification of each substitution prior to the substitute taking its place on the batting order.
- f. The Official Scorekeeper shall never allow any player to leave the game except for injury or illness, unless the player has played at least two full innings. If this situation occurs the Official Scorekeeper will notify the plate umpire, who shall cause such premature substitution to be delayed until the player leaving the game has played at least two full innings.
- g. The home team scorekeeper is the Official Scorekeeper assigned to a game. The plate umpire may appoint a scorekeeper to keep the official score for that game.

RESPONSIBILITY OF THE TEAM MANAGER

- a. Prior to the start of the game, the managers shall give their starting line-ups to the plate umpire, Official Scorekeeper and opposing manager and written notification of all pitcher eligibility to the Official Scorekeeper and to the opposing manager.
- b. The manager will be responsible for the delivery of an oral notice of each substitution prior to the substitute taking place on the batting order to the plate umpire and then the Official Scorekeeper in either the defensive or offensive portion of an inning.

c. If the umpire directs a member of the team's managing personnel to be removed from the game, that adult will leave the team's dugout area and have nothing further to do with the team in their capacity of managing personnel.

The team manager helps to control the team's spectators. Upon the occurrence of any outward unsportsmanlike conduct directed toward an umpire, player or coach or the creation of an atmosphere that is not conducive for the game, the plate umpire is to immediately clear the sideline of the offending team of ALL spectators. The spectators are to be moved to a point that is "out of sound" with respect to the field of play. Base umpires will work through the plate umpire.

Should the offending conduct continue or the spectators refuse to vacate the sidelines upon the request of the umpire, the plate umpire shall declare the game a forfeit (7-0) in favor of the non-offending team. A double forfeit is possible.

The umpire will make a report to the PAL Commissioner who will then decide upon appropriate action.

ANNUAL RATIFICATION BY LEAGUE PRESIDENTS

By action of the League Presidents and San Jose Police Activities League Commissioner, these Field Playing Rules have been legally adopted.

Presidents Signature

League

Presidents Signature

League

Presidents Signature

League

Presidents Signature

League

PAL Commissioner

Date

N.B.: The references contained within these ASA Rule Modifications relate to the references contained in the ASA Rule book. These Rule Modifications shall apply to the ASA Rule book, notwithstanding the fact that certain adjustments may be necessary to the references contained herein.