

**COLLINS HILL ATHLETIC ASSOCIATION  
2009 SOFTBALL LOCAL & LEAGUE RULES**

1. All Managers and Coaches are to read and become familiar with all Local Ground Rules, Local League Rules for your age group, and all rules of the A.S.A. rule book.
2. Individual League rules supersede Local ground rules and BOTH supersede A.S.A rules.
3. There will be **NO** smoking, chewing tobacco, alcohol, or foul language used in the dugout or on the field during any game or practice. Violation will result in **EJECTION** from the game, and possible additional action by the Softball Board.

Anyone using Alcohol, or found to be under the influence of Alcohol, will be **EJECTED** from the park. Any Umpire or Board Member may make this determination.

Any member of the Coaching staff ejected from the park for alcohol use will be removed from the coaching staff for the remainder of the season.

Anyone deemed by an Umpire or Board Member as being abusive or using demeaning language toward Players, Coaches, Officials, or Spectators will be **EJECTED** from the game and /or park.

Anyone **EJECTED** from a game or the park must leave the immediate playing field and grandstand area within (2) two minutes. Failure to leave these areas or any further disruptions may result in forfeiture of the game and/or expulsion from the association.

4. Any Manager, Coach, or Player **EJECTED** from a game **WILL NOT** be allowed to participate in the next regularly scheduled game and must appear before the Softball Board. (As requested by the Board)
5. Any activity or equipment deemed to be unsafe by an Umpire will result in the activity being stopped and the equipment will cease to be used. Failure to comply will result in **EJECTION** from the park and / or forfeiture of the game.
6. All Managers, Coaches, and Players are required to wear a CHAA issued uniform during all games. If a substitute Coach is used, they should be dressed appropriately. **NO** Alcohol or obscene logos or print on shirts or hats will be allowed.

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7. Jewelry may not be worn during any game or practice. No "HAIR - JEWELRY" is allowed during games. This will be considered anything other than a rubber band, soft bow, or flat hair clasp. Anything that the Umpire deems unsafe for a player to wear on or about the hair must be removed in order for that Player to resume her position in the game.
8. Pee-Wee catchers must wear an approved helmet and mask with throat guard and a chest protector. All Fast Pitch division catchers (Minor, Major, Junior and Senior) must wear an approved helmet and mask with throat guard, chest protector, and shin guards.
9. All batters, including on-deck batters and base runners, in all age divisions, must wear batting helmets with chin straps. All divisions are also required to have a face mask designed by the helmet manufacturer on every helmet. Both the Helmets and Facemask will be required to have the NOCSAE certification stamp.

A team will be issued one (1) warning for the first violation of this rule; a second team violation will result in the player being declared out; and a third team violation will result in the player and manager being **EJECTED** from the game.

10. Each Player must play a minimum of (3) three innings. Failure to do so without an acceptable excuse shall result in forfeiture of the game. In case of injury or sickness while playing, if all eligible Players have been used, the opposing Manager will pick a replacement for the injured or sick Player. If the game is called due to inclement weather or time lapse and it appears the Player would have played her required time, this will be considered an acceptable effort. EVERY effort should be made to see that Starting Players are rotated and that everyone gets a chance to play.
11. If a Player is unable to play the required (3) three innings due to injury, disciplinary action, etc., the opposing Manager is to be informed in writing prior to game time. Failure to do so could result in forfeit if protested by the opposing Manager.
12. A game may be played with a minimum of (8) eight Players. A forfeit will result if a team cannot field at least (8) eight players within (15) fifteen minutes after scheduled game time. An out will be recorded for the 9th batting position. No outs will be recorded for the 10th, 11th, or 12th player. The (15) fifteen minute grace period applies only to the first scheduled game for that day.

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13. Believing it to be unintentional when it occurs, Coaches or Scorekeepers shall alert the Umpire when a Player is batting out of order. Then the A.S.A. rule on batting out of order will be in effect.
14. During an official game, only the official Manager may speak for the team. Umpires will recognize only the official Manager. Only the official Manager is to approach the Umpires to question calls, make protests, etc. Violators of this rule will be subject to **EJECTION**. Should the Manager be absent from the game, an official Coach may act as spokesperson for the team.
15. Protest. Intent to protest must be made to the Umpire immediately before the next pitch is made. The only exception to this is protest regarding Player's eligibility. This protest must be made prior to the end of the game. A \$25.00 fee must accompany the protest. If the protest is upheld the fee will be returned. Protests are to be handled on the field of play by the Umpires and a League Official. This decision may be appealed to the Softball Board, but must be done within 24 hours after the protested game. The appeal must be in writing and accompanied by an additional \$15.00 fee. This fee will be returned if the protest is upheld. **ALL DECISIONS OF THE SOFTBALL BOARD ARE FINAL.**
16. Prior to the beginning of each game, each Manager will provide a lineup sheet to the opposing Manager and to the official Scorekeeper.
17. All Players should remain in the dugout during offensive play unless she is a base runner, at bat, or on deck. All Coaches should remain in the dugout during defensive play.
18. The Coaches will not be allowed to touch a Player during offensive or defensive play.
19. During an official game there will be only (1) one intentional walk per Player, per game. This does not apply to T-ball and PeeWee.
20. A team warning will be issued upon slinging the bat. The next batter to sling a bat will be called out. Violations are at the Umpires discretion.
21. No Player will be allowed to wear metal cleats.

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22. The HOME TEAM is responsible for field set-up, including the lining of the field if necessary. The HOME TEAM is responsible to provide the Official Scorekeeper. The VISITING TEAM will provide the Scoreboard operator. In the case of rain or inclement weather, BOTH TEAMS are required to help get the field in playable condition and help line the field. Failure to do so could result in forfeiture of the game.

**After the last game of the day, the VISITING TEAM is required to return the scoreboard brain, all bases, and any other equipment to the designated areas & the HOME TEAM must return the pitching machine to the storage box. Failure to do so could result in forfeiture of the game.**

23. Each team Manager is responsible for the cleanliness of the dugouts, bleachers, and surrounding areas. Managers should stress to Players and their families that they are responsible for cleaning their teams dugout and bleachers after each game. **Failure to do so may result in forfeiture of the game and/or each family being fined \$5.00 or required to spend 2 hours on Sunday picking up trash.**
24. The Softball Director has the authority to call or delay a game before it begins. The Umpires are in charge after the games begin. If inclement weather conditions exist, the Softball Director or any other Board Member may exercise their right to postpone, call, or delay a game.
25. There will be a 15-minute break between games, unless games are running behind schedule. Team warm-ups shall be limited to 6 minutes per team, with the visitor (in the 3rd base side dugout) taking warm-ups first. After 6 minutes the home team shall take the field and remain there for the start of the game.
26. Any Player who is injured or becomes ill during the game and must leave the game shall not be counted as an out during the injured Player's team batting order. An injured or sick player may reenter the game as long as the Players turn in the batting order has not been skipped.
27. The number a coach's freeze is rated in the first through fourth rounds is the number chip that coach pulls for that round, as well as the round before or after, as applicable. (i.e., If there are 10 teams and the coach's child is rated as the 3rd pick in the first round, he/she will pick 3rd in the first round and 7th in the second round. All rounds after the fourth would draw as usual). In the event two or more coaches' children are rated the same, the coaches will draw for the placement of their child.

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28. Each coach will be provided a list of the draft at least forty-eight hours in advance of the draft.
29. All coaches must attend a pre-tryout meeting so that each coach (even experienced coaches) follows the same guidelines to rate the girls at tryouts. This meeting is also the time when coaches may express concerns and views points before tryouts have taken place.
30. No ride shares are permitted unless agreed upon by the softball director.
31. If a coach wishes to challenge a rating for his own child, he may make a formal request for review of the rating by the softball board. The right to challenge a ranking is allowed for any freezes.
32. Each player's age shall be the age she will be as of December 31<sup>st</sup> prior to the current spring season. (Ex: Age as of 12/31/2008 determines league of play during spring season 2009)

The sport shall be divided into the following age classifications:

Tee-Ball	6 years and under
Pee-Wee	8 years and under
Minor	10 years and under
Major	12 years and under
Junior	14 years and under
Senior	18 years and under

Any player may play in a higher age classification, but, may not play in a lower age group. If a player has played four (4) or more games in an older age bracket during regular season, she will have to play in the older age level if selected for All Stars.

33. Four (4) adults per team will be allowed in the dugout. In the Tee-Ball and Pee-Wee age groups, one (1) additional adult or assistant coach is permitted.

**34. PLAYING FIELD SPECIFICATIONS**

<u>Slow Pitch</u>	<u>Base Distance</u>	<u>Pitching Distance</u>
6 & Under	50 Feet	25 Feet
8 & Under	50 Feet	28 Feet
<u>Fast Pitch</u>	<u>Base Distance</u>	<u>Pitching Distance</u>
10 & Under	60 Feet	35 Feet
12 & Under	60 Feet	40 Feet
14 & Under	60 Feet	40 Feet
18 & Under	60 Feet	40 Feet

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**35. Slow Pitch Regulation Game**

<u>Age Division</u>	<u>Time Limit</u>	<u># innings</u>	<u>Run Limit</u>
6 & Under	1 hr. 15 min.	5	5 Runs first 4 Innings, 10 Runs 5 <sup>th</sup> and beyond
8 & Under	1 hr. 15 min.	6	5 Runs first 5 Innings, 10 Runs 6 <sup>th</sup> and beyond

**NO** new inning can be started after 1 hr. 10 min. of play

The final inning of the game must be completed unless the home team is ahead at their time of bat.

Tournament Championship games will have no time limit; mercy rule still applies.

**Fast Pitch Regulation Game**

<u>Age Division</u>	<u>Time Limit</u>	<u># innings</u>	<u>Run Limit</u>
10 & Under	1 hr. 30 min.	6	3 Runs per Inning
12 & Under	1 hr. 30 min.	7	for first 3 Innings;
14 & Under	1 hr. 30 min.	7	<b>5</b> Runs 4 <sup>th</sup> Inning
18 & Under	1 hr. 30 min.	7	& Beyond (All Divisions)

**NO** new inning can be started after 1 hr. and 25 min. of play

Tournament Championship games will have no time limits, mercy rule still applies.

**Fast Pitch Only** - In the event of a tie after regulation time or innings, all extra innings will be played using the "International Tie Breaker" Rule.

If, after half a slow pitch game is played, any team is ahead by Sixteen (16) or more runs, the game will be called. Half the game for this purpose shall be:

6 & Under	3 Innings
8 & Under	4 Innings

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If, after half a fast Pitch game is played, any team is ahead by Eleven (11) or more runs, the game will be called. Half the game for this purpose shall be:

10 & Under	4 Innings
12 & Under	5 Innings
14 & Under	5 Innings
18 & Under	5 Innings

36. A manager **must** freeze his/her child and **may** freeze one (1) additional child of a designated assistant coach, unless the manager has twins or two children playing in the same league. If a manager has two players in the same round, the penalty will be that the manager will forfeit his/her selection in the next two rounds, and have the last two selections of the following round.

A manager may announce a wish to freeze an additional child, however, the other managers, by a majority vote, may deny the request.

37. At manager's meetings, a manager may designate an assistant coach to represent him if the manager is unable to attend the meeting. If both manager and assistant coach are present, there would be only one vote allowed per team

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**T-BALL LOCAL LEAGUE RULES**

1. A game may be called after (3) three complete innings and be considered a complete game, but if it is called before (3) three complete innings, the game will be rescheduled and started over.
2. All players will bat in rotating order. A player arriving after the game has started may be added to the bottom of the batting order. The player MAY NOT enter the game if one batting rotation has been completed, unless entered as a substitute for another player.
3. Each Batter will receive (3) three pitches from her adult coach. An additional offensive coach will be permitted (behind home plate) to catch the pitched balls and return them to the pitching coach. If the batter fails to hit the ball into fair territory on any of these three pitches, she will be allowed (2) two swings from a batting tee. The batting tee will be optional for all players during the first half of the season. During the last half of the season, a pitcher coach will pitch and **no more than (50%) fifty percent of the players will be allowed to use the batting tee.** (If there are 12 games in the season then the second half of the season will start with the 7<sup>th</sup> game. If there are 13 games in the season the seventh game will also be considered the start of the second half of the season).

Each batter designated as a "P" (pitch hitter) will receive a total of (5) five pitches. A foul ball is considered a strike unless it is the third strike. If the batter fails to hit the ball into fair territory after these five pitches, she will be called out, unless the fifth pitch is hit foul. If the fifth, or any subsequent pitch is hit foul, the player will receive an additional pitch. A non-swing on one of the additional pitches will be considered a third strike. This does not apply to a Batter hitting from the TEE. Any motion toward the tee with the bat when the ball is on the tee is considered a swing.

When a coach is pitching, the defensive player in the pitcher's position may stand anywhere within or directly behind the sixteen (16) foot pitching circle. Directly behind is defined as if there were two parallel lines running from the outside of the batters boxes directly toward each side of the pitching circle and continuing toward the outfield. The player pitcher can stand anywhere between these two imaginary lines behind the pitching circle. She is the only player allowed in the pitching circle prior to the ball being hit.

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**T-BALL LOCAL LEAGUE RULES (continued)**

4. During the last half of the season, before the game each player will be designated as a "T" or "P" batter on a lineup sheet presented to the scorekeeper and the opposing Manager. A designated "T" batter will receive (3) three pitches. If the batter fails to hit a fair ball, she will be allowed (2) two additional swings from the batting tee. A designated "P" batter will receive (5) five pitches. A batter not using the batting tee (designated as a "P") at the start of the game **CANNOT** later use the tee. A batter may be removed from the tee at any time during the game, but may not subsequently return to the tee.

**There are NO WALKS in this age group, intentional or otherwise.**

5. There will be a (16') sixteen foot diameter pitcher's circle drawn on the infield. The center of the circle will be a point (36') thirty-six feet from home plate on a direct line between home plate and second base. **Time will be called by the umpire when the player pitcher has full control of the ball and steps inside the circle with both feet or when the forward progress of the lead runner has been stopped.** If a player is attempting to make a play and runs through the circle, this will not be considered as time called and play may continue. If the pitcher catches a fly ball while inside the circle it is the Umpires judgment if the play is dead. If the pitcher attempts to make a play on a runner attempting to advance she will be allowed to do so. If the batter hits a ground ball which is caught by the player/pitcher inside the circle and she makes no attempt to make a play at first, the batter will advance to first. No other runners will be allowed to advance unless forced.
6. A semicircle foul line will be placed out (10') ten feet from home plate. Umpires are to wait until the ball stops rolling before calling it fair or foul. If it stops just outside or on the line of the (10') ten-foot semicircle, it is considered a fair ball. If it stops inside the (10') ten-foot semicircle it is a foul ball. If the ball is touched by a defensive player inside the ten (10) foot territory, whether moving or not, it is foul.
7. There will be a halfway mark between bases. If a runner is past the halfway mark when the umpire calls time she will be allowed the base. If she was not past the halfway mark she will be directed to return to the last base she occupied.

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**T-BALL LOCAL LEAGUE RULES (continued)**

8. (4) Four coaches will be allowed on the playing field while their team is on offense. One at first, one at third, one to pitch, and one to adjust the batting tee / catch for the pitcher. After adjusting the batting tee and the batter becomes a base runner, the batting tee coach must remove the tee away from home plate and move away from the playing field. Any interference is a judgment of the Umpire.
9. When a Batter hits a fair ball, the Pitcher coach is to leave the field immediately to prevent interference. In the judgment of the Umpire, accidental interference will be called a dead ball, the ball is dead and the batter must bat again. Deliberate interference by the Pitcher Coach will result in the Batter being called out. A dead ball does not count as a Pitch.
10. There is **NO** infield fly rule in this age group. All players will play on defense up to (12) twelve players. **No more than (6) six defensive players (not including the catcher) will be allowed in the infield prior to the ball being hit, No defensive player on the infield may stand closer to the batter than the player/pitcher. All other players must be on the outfield grass.**
11. Two (2) defensive coaches will be allowed on the field, but, must stay in the outfield at all times. They cannot touch the ball, or enter the infield area. If a coach touches, or is struck by a ball, or enters the infield, all base runners will be awarded an additional base after play has been stopped.
12. Defensive players can not intentionally roll the ball. The ball must be thrown overhand during play. On a play where two defensive players are close to each other an underhand toss will be allowed. An underhand roll will not be allowed. The Umpire will not honor any out made by intentionally rolled balls.
13. The player-pitcher should throw the ball to get an out at first base. The player-pitcher, when fielding a batted ball, can only tag a runner between first and second, second and third, or third and home. For example, the player-pitcher cannot tag the runner between home and first unless it is a natural play (ball fielded near the foul line and adjacent to the runner). The ball must be thrown to the first baseman. The player-pitcher also cannot run and tag first base for a force out. These rules do not apply if the player-pitcher receives the ball from another fielder. The player-pitcher can tag any runner after catching the ball from a fielder. Violation of this rule will result in a dead-ball being declared and the player tagged or forced being awarded the appropriate base.

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**T-BALL LOCAL LEAGUE RULES (continued)**

14. The playing field will be marked as follows:
  - A. There will be a clearly visible mark halfway between the bases.
  - B. There will be a sixteen (16) foot diameter pitcher's circle drawn on the infield. The center of the circle will be a point thirty-six (36) feet from home plate on a direct line between home plate and second base.
  - C. The pitching mark will be placed twenty-five (25) feet from home plate on a direct line between home and second base.
  - D. A semi-circular foul line will be drawn ten (10) feet from home plate between the first and third base foul lines.
15. When playing Teams from other parks you will play under the current year Tri-County All-star Rules.

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**PEE-WEE LOCAL LEAGUE RULES**

1. A game may be called after (3) three complete innings and be considered a complete game, but if it is called before three complete innings, the game will be rescheduled and started over.
2. All players will bat in rotating order. A player arriving after the game has started may be added to the bottom of the batting order. The player MAY NOT enter the game if one batting rotation has been completed, unless entered as a substitute for another player.
3. There will be a (16') sixteen foot diameter pitcher's circle drawn on the infield. The center of the circle will be a point (36') thirty-six feet from home plate on a direct line between home plate and second base. **Time will be called by the umpire when the player pitcher has full control of the ball and steps inside the circle with both feet, or when the forward progress of the lead runner has been stopped.** If a player is attempting to make a play and runs through the circle, this will not be considered as time called and play may continue.

If the pitcher catches a fly ball while inside the circle it is the Umpires judgment if the play is dead. If the pitcher attempts to make a play on a runner attempting to advance she will be allowed to do so.

If the batter hits a ground ball which is caught by the player/pitcher inside the circle and she makes no attempt to make a play at first, the batter will advance to first. No other runners will be allowed to advance unless forced.

4. There will be a halfway mark between bases. If a runner is past the halfway mark when the umpire calls time she will be allowed the base. If she was not past the halfway mark she will be directed to return to the last base she occupied.
5. Each batter will receive a total of (5) five pitches or three strikes. A foul ball is considered a strike unless it is the third strike. If the batter fails to hit the ball into fair territory after these five pitches, she will be called out, unless the fifth pitch is hit foul. If the fifth, or any subsequent pitch is hit foul, the player will receive an additional pitch. A non-swing on one of the additional pitches will be considered a third strike. When a coach is pitching, the defensive player in the pitcher's position may stand anywhere within or directly behind the sixteen (16) foot pitching circle. **Directly behind is defined as if there were two parallel lines running from the outside of the batters boxes directly toward each side of the pitching circle and continuing toward the outfield. The player pitcher can stand anywhere between these two imaginary lines behind the pitching circle.** She is the only player allowed in the pitching circle prior to the ball being hit.

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**PEE-WEE LOCAL LEAGUE RULES (continued)**

6. (3) Three coaches will be allowed on the playing field while their team is on offense. One at first, one at third, one to pitch. No defensive coaches are allowed on the playing field during defensive play.
7. When a Batter hits a fair ball, the Pitcher coach is to leave the field immediately to prevent interference. In the judgment of the Umpire, accidental interference will be called a dead ball, the ball is dead and the batter must bat again. Deliberate interference by the Pitcher Coach will result in the Batter being called out. A dead ball does not count as a Pitch.
8. There is **NO** infield fly rule in this age group.
9. All players will play on defense up to 12 players. No more than (7) seven defensive players will be allowed in the infield (including the catcher) prior to the ball being hit. **No defensive player on the infield may stand closer to the batter than the Player/pitcher. All other players must be on the outfield grass.**
10. Each team is required to use a Player Catcher.
11. Defensive players can not intentionally roll the ball. The ball must be thrown overhand during play. On a play where two defensive players are close to each other an underhand toss will be allowed. An underhand roll will not be allowed. The Umpire will not honor any out made by intentionally rolled balls.
12. Any team having 10 or more players must field at least 6 infielders including a catcher. A 7<sup>th</sup> infield player is optional and can be used as a short fielder (on top of second base). In the case where a team has 9 or less players, the coach of that team can decide whether or not to use a coach as a catcher so as not to have 2 or fewer outfielders. In the case when a coach plays the catcher's role, that coach cannot in anyway interfere with play or give coaching assistance to any of the fielders during the defensive inning.

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**PEE-WEE LOCAL LEAGUE RULES (continued)**

13. The playing field will be marked as follows:

A. There will be a clearly visible mark halfway between the bases.

B. There will be a sixteen (16) foot diameter pitcher's circle drawn on the infield. The center of the circle will be a point thirty-six (36) feet from home plate on a direct line between home plate and second base.

C. The pitching mark will be placed twenty-eight (28) feet from home plate on a direct line between home and second base. The pitching mark shall be no greater than two feet in width.

14. When a coach is pitching, the defensive player pitcher may stand anywhere within or directly behind the sixteen (16) foot pitching circle. She is the only player allowed in the pitching circle prior to the ball being hit.

15. When playing Teams from other parks you will play under the current year Tri-County All-star Rules.

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**MINOR LOCAL LEAGUE RULES**

1. A game may be called after (4) four completed innings or 1 hour 30 minute time limit and be considered a complete game. However, if it is called before (4) four completed innings or the time limit, the game will be rescheduled and started over.
2. All Players will bat in rotating order. A Player arriving after the game has started may be added to the bottom of the batting order. The Player MAY NOT enter the game if one batting rotation has been completed, unless they enter as a substitute for another player.
3. If there are only 11 Players on each team, all Players will play in the field with the 11th Player in the outfield. If there are more than 11 Players on each team, 10 will play in the field.
4. There will be No infield fly rule for this age group.
5. Runners may steal any base on any pitch, (1) one base at a time, after the ball leaves the pitchers hand. If the runner overruns the stolen base she is liable to be put out.
6. Bunting will be allowed.
7. If a pitched ball hits a Batter, she will advance to first base.
8. A Batter MAY NOT advance to first on a dropped third strike.
9. A Batter-Runner when WALKED can continue to Second Base at their own risk.
10. No pitcher may pitch more than THREE innings during the first five innings in any one game unless the manager notifies the opposing manager prior to the start of the game that the second pitcher is not physically able to pitch due to illness, injury or absence.
11. When we play teams from other parks we will play under the current year Tri-County All-star rules.

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**MAJOR LOCAL LEAGUE RULES**

1. A game may be called after (5) five completed innings or 1 hour 30 minute time limit and be considered a complete game, but if it is called before (5) five completed innings, the game will be rescheduled and resumed where play left off.
2. All Players will bat in rotating order. A Player arriving after the game has started may be added to the bottom of the batting order. The Player MAY NOT enter the game if one batting rotation has been completed, unless entering as a substitute for another player.
3. The Infield fly rule IS in effect for this age group.
4. The base Runner may attempt to steal once the ball has left the pitcher's hand.
5. Bunting will be allowed.
6. If a pitched ball hits a Batter, she will advance to first base.
7. A Batter MAY advance to first on a dropped third strike. See A.S.A. rulebook for details.
8. No pitcher may pitch more than THREE innings during the first five innings in any one game unless the manager notifies the opposing manager prior to the start of the game that the second pitcher is not physically able to pitch due to illness, injury or absence.
9. When playing Teams from other parks you will play under the current year Tri-County All-star Rules.

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**JUNIOR LOCAL LEAGUE RULES**

1. A game may be called after (5) five completed innings or 1 hour 30 minute time limit and be considered a complete game. However, if it is called before (5) five completed innings, the game will be rescheduled and resumed where play left off.
2. All Players will bat in rotating order. A Player arriving after the game has started may be added to bottom of the batting order. The Player MAY NOT enter the game if one batting rotation has been completed, unless entering as a substitute for another player.
3. The Infield fly rule IS in effect for this age group.
4. The base Runner may attempt to steal once the ball has left the pitcher's hand.
5. Bunting will be allowed.
6. If a pitched ball hits a Batter, she will advance to first base.
7. A Batter MAY advance to first on a dropped third strike. See A.S.A. rulebook for details.
8. When playing Teams from other parks you will play under the current year Tri-County All-star Rules.

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**SENIOR LOCAL LEAGUE RULES**

1. A game may be called after (5) five completed innings or 1 hour 30 minute time limit and be considered a complete game. However, if it is called before (5) five completed innings, the game will be rescheduled and resumed where play left off.
2. All Players will bat in rotating order. A Player arriving after the game has started may be added to bottom of the batting order. The Player MAY NOT enter the game if one batting rotation has been completed, unless entering as a substitute for another player.
3. The Infield fly rule IS in effect for this age group.
4. The base Runner may attempt to steal once the ball has left the pitcher's hand.
5. Bunting will be allowed.
6. If a pitched ball hits a Batter, she will advance to first base.
7. A Batter MAY advance to first on a dropped third strike. See A.S.A. rulebook for details.
8. When playing Teams from other parks you will play under the current year Tri-County All-star Rules.