

Folsom Softball Club
2010 Local Rules and Policies
Updated 8/25/2010

Section 1. Rules and Regulations

All rules and regulations will be based on ASA and local rules, with local rules superseding ASA rules.

1. All coaches must clear a background check and be league approved prior to taking part in any team event, league practice or game.
2. A female that has been cleared through the league must be present at all times on the field and/or in the dugout. This includes all team sanctioned functions such as games, practices, parties and team meetings...etc.

Section 2. Local Age Divisions

All divisions are based on ASA age cutoffs (birth year prior to January 1 of upcoming season).

1. 6U Division will consist of girls ranging in ages of 5 and 6
2. 8U Division will consist of girls ranging in ages of 7 and 8
3. 10U Division will consist of girls ranging in ages of 9 and 10
4. 12U Division will consist of girls ranging in ages of 11 and 12
5. 14U Division will consist of girls ranging in ages of 13 and 14
6. Girls may play up one Division with the approval of the Board
7. Girls may never play down a division.
8. Girls exceeding current vacancies will be placed on a waiting list in the order in which they sign up. The date and time will be noted on each girl's late registration form. Additional players will be added from the waiting list in the order they appear. The replacement will be the first girl on the waiting list who is eligible for that Division.
9. Managers cannot recruit for their vacancies; they must take girls from the waiting list.

10. No girl will be permitted to practice or play in the League until a signed registration form and medical release form is submitted to the Player Agent, and her Manager has a copy.
11. Practices shall not start prior to March 1st without League approval.
12. Managers must contact the Division Player Agent within 24 hours with the name of any girl who has dropped from a team.

Section 3. Local Rules – All Divisions

1. Home team will be responsible for recording official scorebook. Each team must present the line-up to the opposing team/scorekeeper 10 minutes prior to game/start time and report all substitutions. Managers of each team and the home plate umpire are required to sign the official scorebook at the conclusion of each game. The umpire will report the score to the Umpire-in-Chief.
2. Only the assigned Umpire, Umpire-in-Chief, or the designated Board member has the authority to cancel a game prior to game time due to field and/or weather conditions. Only games cancelled because of field and/or weather conditions shall be rescheduled. Regularly scheduled games shall not be rescheduled unless one or both teams are unable to field a team for good cause with 7 days notification to the designated Board Member; both teams must agree to reschedule.
3. The rescheduling of games will be coordinated by the Designated Board Members; this shall include the umpire-in-chief. The Managers of the respective team will be notified of game and field time. The rescheduled games will be played on the date and time provided to each team unless there has been sufficient notification of good cause which would prohibit either team from fielding a legal team. . Sufficient notification and good cause shall be determined by the designated Board Members, which includes the Umpire in Chief. Failure to provide sufficient notification and good cause shall result in a forfeit by the team unable to field a team. Priority for rescheduling of games will be limited to acts of nature. The Managers are not to coordinate rescheduled games amongst themselves.
4. The standings will be kept for a season to determine playoff seeds. There will be no standings in the 6U Division. If at the end of the season, a tie occurs between any teams based on points (win=2, tie=1. loss=0) the following will be completed, in order, until a winner is determined.
 - A. Compare win/tie/loss record of tying teams against each other only (head to head).
 - B. Compare runs allowed of tying teams against each other only.
 - C. A coin toss will be utilized with each team having a representative present. The coin toss shall be conducted by the umpire.

5. No member of any team can be placed on any other team after the teams are compiled. No placement of players will be allowed after opening day. The exception to this is by Board approval only.
6. Home team (listed 2nd on the schedule) shall take the third base side of the field, and visitors will take the first base side.
7. Teams are not to use the dirt portion of the infield that is designated as fair territory before games. For warm-ups, teams can use the dirt areas adjacent to the dugout and areas of the outfield.
8. Forfeit time is game time plus 10 minutes. The minimum number of players needed to have an official game is 8 players for the spring and 7 players for the fall leagues. A team having less than the designated number of players needed at forfeit time must forfeit the game. If both teams have less than the designated number of players needed at forfeit time, both teams forfeit the game and earn no points in their division standings.
9. All forfeits will be recorded as a score of 7-0
10. Managers and Coaches are prohibited from instructing and/or coaching the players while they are on the field or at bat from any location other than the dugout or field of play as defined by the umpire.
11. Players must wear the uniform as furnished by the league, and shirts must be tucked in at all times while on the playing field. If not, the player could be called out if at bat and/or removed from the playing field if on defense. 1 warning is issued before the penalty is incurred. Upon receiving a warning the player can correct the problem and proceed playing. Players may wear a tucked in undershirt (not yellow) and can wear a jacket while on the field. Players must remove the jacket while taking their turn at bat.
12. After each game or practice, each team is responsible to make sure the fields and spectator areas are clean and not littered with debris.
13. After each game or practice, the home team shall drag the infield with the rakes provided at each field.
14. The League will not be responsible for any personal equipment and/or items of the players, nor assume any liability for players using personal equipment. Personal equipment is required to meet the specifications and safety standards set by ASA. Personal equipment includes but is not limited to, all articles of clothing (including hats and shoes/cleats), bats, gloves, balls, bases, catcher's gear or any other item not expressly approved of by the league.
15. In case of injury, each Manager must always have each player's medical release with him/her at every function, practice, game. Prior to the start of games, a board member may check with each manager to ensure possession of the releases. A

team's first offense for failing to have the releases will result in a warning. A second offense will result in a forfeiture of the game.

16. At NO time is alcohol or tobacco allowed on the premises where league games or practices are being held. Managers and Coaches will be responsible for ensuring that spectators do not violate this policy.
17. A player that is batting, on-deck or a base runner must wear a league approved batting helmet which includes both a chinstrap and an approved facemask. No exceptions. This rule is in effect for both games and practices.
18. ASA requires that all bats used in league play must have the approved ASA certification stamp. Exception: 6U may use a bat stamped with "Official Softball".
19. All Divisions shall use the double safety base with the orange side of the base outside the foul line provided the field in use is equipped with double pegs.
20. Players are not allowed to wear jewelry of any kind during games or practices except a medical alert bracelet or necklace. Any player violating this rule will be removed from the game until she complies, if a player is at bat after being warned then a strike will be called. Medical alert bracelets must be taped to the player's wrist.

Section 4. Protest – All Divisions (except 6U)

The protest of a game requires a \$25 fee at the time the protest is filed. All protests must be filed verbally to the umpire immediately after the play and prior to the next pitch or the play stands. If the protest is upheld, the fee will be returned to the payee. If not, the fee will go to the league. In addition to the verbal filing with the umpire, a written description of the specific infraction of the rule must be delivered to the Umpire-in-Chief within 48 hours of the end of the protested game. The Umpire-in-Chief in conjunction with a designated board member will review the protest and evaluate the issue. The final decision cannot be appealed or protested.

Section 5. Playing Rules – All Divisions

1. For the 6U/8U Divisions; each girl present at the game must play a minimum of 2 innings in the field and have at least 1 turn at bat. In one of the 2 required innings in the field, the girl must play an infield position. Infield positions are first base, second base, third base, shortstop, pitcher and catcher. This requirement must be met by the end of the 4th inning. If a player does not wish to play an infield position, a written statement must be obtained from her parent (s); the coach or manager must bring this statement to all games.
2. All players will bat throughout the game (round robin) with field substitutions not

affecting the batting order.

3. A player that is expected to arrive late but prior to the top of the 3rd inning may play at the manager's discretion. (Example – The parents called and said their daughter is coming but will be late.) The player must be listed as the last batter on the line-up card. The umpire, official scorekeeper and other manager are to be notified at the pre-game conference of the late arriving player. If the player is not present when they are called to bat throughout the game, an out will be recorded.
Note-The manager does have a last chance to remove the player's name from the line-up at her 1st turn at bat. If this option occurs the player is not eligible to play in that game. This rule only applies to the 8U, 10U, 12U & 14U Divisions.
4. Should a player need to leave the game for any reason other than obvious injury or illness, an out will be recorded in each subsequent at bat for the remainder of the game. If the player departure leaves the team with less than 8 players (spring) or 7 players (fall); a forfeit will be imposed to the offending team. If the injury or illness caused this circumstance the game can continue without forfeit or an at bat penalty. This rule only applies to the 8U, 10U, 12U & 14U Divisions.
5. Except for the pitcher position, there will be free substitution in the field at any time.
6. A player is eligible to pitch in a maximum total of 3 innings per game. One pitch to a batter constitutes 1 inning pitched. For the 6U Division, a player shall only play the pitcher position for a maximum of 3 innings per game.
7. No new innings will be started after 1 hour and 20 minutes of play. At 1 hour and 40 minutes, the game is over unless a batter is at the plate and at least one pitch has been thrown to her; that batter may complete her at bat.
8. For the last inning to count each team must get their fair turn at bats. When time is called, the winner will be decided using one of the following conditions:
 - A. If the home team is ahead, the home team wins.
 - B. If the game is tied, inning counts if the home team was behind in the prior inning, otherwise the score reverts to the last completed inning.
 - C. If visitor team is ahead, score reverts to the last completed inning.
9. If the home team is in the lead at the conclusion of the current batter or the 1 hour and 40 minute time limit, they will be rewarded the victory. If the home team is not in the lead but has not finished the inning, the score will revert back to the end of the previous full inning.
10. For all Divisions, the 10 run "mercy" rule is in effect after the completion of 4 innings of play. This rule can only be imposed at the end of an inning in order to allow the home team their last at bat.
11. In the event of a tie at the end of the end of the season Championship game, international tiebreaker rules will be utilized for the next inning of play (i.e., each

team starts the inning with the player who completed the last official at bat, as a base runner on 2nd base. Each subsequent inning will start the same until a winner has been determined.)

12. An official game will be 4 innings. If circumstances such as late arriving officials or field availability delay the start of the game by 30 minutes or more it will be played as a 3 inning official game with each girl playing at least 1 inning of defense. The umpire will note the 30 minute delayed start and inform each team that substitutions are required by the top of the 2nd inning.
13. If any game is called due to inclement weather and 2 full innings were completed, it will be considered an official game and will not be rescheduled for a later date. There will be no penalty for a player that hasn't entered on defense.
14. A regulation game is a maximum of 5 innings for 6U & 8U, 6 innings for 10U and 7 innings for 12U & 14U.
15. On plays at any base except 1st base (double-base rule applies), the defensive player and the runner are each entitled to a section of the base but must allow room for the runner to stop or tag the base. If a defensive player who does not have possession of the ball blocks either the runner's path or the runner from the base, this is considered obstruction and the runner will be awarded the base plus 1 additional base. If the additional base is occupied that runner too shall advance.
Exception: If a defensive player has possession of the ball, they may temporarily obstruct the runner from the base for the purposes of applying a tag.
16. For any plays at a base it is the runner's responsibility to avoid a collision by either sliding or retreating back to the previous base. Any collision deemed intentional and not incidental by the umpire shall result in an out and that player's ejection from the game.

Section 6. Local Rules

Ball size for each division:

6u = 10" Incrediball

8u = 10" Incrediball

10u = 11" softball

12u = 12" softball

14u = 12" softball

14U Division

1. There is a 7 run limit for innings 1 & 2 with each subsequent inning having the "Equalizer rule". The equalizer rule is as follows: a team is allowed to equal the current run total of the opposing team plus 7 additional runs before completing the inning.
2. Pitchers can pitch unlimited innings per game but no more than 2 consecutive innings.
3. There will be stealing and a runner may advance at their own risk if any base is played upon.
4. The dropped third strike rule is in effect.
5. The infield fly rule is in effect.
6. Teams may field 9 or 8 defensive players if only 8 are available.
7. A courtesy runner is allowed for the catcher position only.
8. A play is over when a defensive player controls the ball inside the 16 foot pitching circle and the batter/runners have stopped their forward progress.
9. The pitching rubber shall be from a distance of 40 feet from home plate and the distance between bases shall be 60 feet.

12U Division

1. There is a 5 run limit for innings 1 & 2 with each subsequent inning having the "Equalizer rule". The equalizer rule is as follows: a team is allowed to equal the current run total of the opposing team plus 5 additional runs before completing the inning.
2. Pitchers can pitch a maximum of 3 innings per game but no more than 2 Consecutive innings.
3. There will be stealing and a runner may advance at their own risk if any base is played upon.
4. The dropped third strike rule is in effect.
5. The infield fly rule is in effect.
6. Teams may field 9 or 8 defensive players if only 8 are available.
7. A courtesy runner is allowed for the catcher position only.

8. A play is over when a defensive player controls the ball inside the 16 foot pitching circle and the batter/runners have stopped their forward progress.
9. The pitching rubber shall be from a distance of 40 feet from home plate and the distance between bases shall be 60 feet.

10U Division

1. There is a 5 run limit for innings 1 & 2 with each subsequent inning having the "Equalizer rule". The equalizer rule is as follows: a team is allowed to equal the current run total of the opposing team plus 5 additional runs before completing the inning.
2. Pitchers can pitch a maximum of 3 innings per game but no more than 2 consecutive innings.
3. Runners may steal 2nd or 3rd base (home is NOT allowed). During a steal the runner can only advance one base per pitch (even if the ball was overthrown during a play).
4. There is NO dropped third strike rule.
5. There is NO infield fly rule.
6. Teams may field 9 or 8 defensive players if only 8 are available.
7. A courtesy runner is allowed for the catcher position only.
8. A play is over when a defensive player controls the ball inside the 16 foot pitching circle and the batter/runners have stopped their forward progress.
9. The pitching rubber shall be a distance of 35 feet from home plate and the distance between bases shall be 60 feet.

8U Division

1. Each team shall field 9 or 10 defensive players (6 infield and 4 outfield) if only 9 are available.
2. There is a 5 run limit for innings 1 & 2 with each subsequent inning having the "Equalizer rule". The equalizer rule is as follows: a team is allowed to equal the current run total of the opposing team plus 5 additional runs before completing the inning.
3. Pitchers can pitch a maximum of 3 innings per game but no more than 2 consecutive innings.
4. The pitcher shall pitch up to 3 called balls per batter then the coach shall pitch to

finish the at bat. At that point the count shall not continue and the coach will be limited to 3 pitches with 1 additional pitch allowed if the 3rd pitch is a foul ball.

5. If a coach pitches a total of 4 times in an inning (does not need to be consecutive), they shall complete the inning using the 3 pitch plus 1 additional pitch for a 3rd pitch foul ball rule.
6. All coaches MUST pitch from the Pitching rubber. If a coach does not comply with this rule 1 warning per game will be issued and all additional violations will result in an out being issued to the batter.
7. The Pitching rubber shall be a distance of 30 feet from home plate and the distance of bases shall be 50 feet.
8. There is no base stealing although a runner may be allowed to lead off once the ball has left the pitcher's hand. The runner will not be called out if she leaves early but should be corrected by the umpire and/or coach.
9. There is no runner advancement on any base for an overthrow or lack of ball control prior to the ball entering the 16 foot pitcher's circle. However a runner may advance 1 base if the ball goes out of play (over the fence line or into a dugout).
10. There will not be any use of cones on the field of play.
11. There is no automatic homerun or ground rule double. All Batters/runners shall advance at their own risk upon a hit ball.

6U Division

1. Each team shall field 9 or 10 defensive players (6 infield and 4 outfield) if only 9 are available.
2. Each team shall bat ½ the team per inning (maximum 7 players).
3. A player is limited to a maximum of 2 innings playing pitcher or the 1st base position per game.
4. The pitching rubber shall be 30 feet to home plate and the distance between bases shall be 50 feet.
5. 2 defensive coaches may occupy the field and are encouraged to provide instruction without interfering with the play.
6. The coach will pitch to their own players from the pitching rubber. The batter will have 4 pitches to hit the ball into fair territory. After the 4th pitch, the batting tee will be used and the batter will be allowed 2 attempts to the ball into fair territory. After the second attempt, the batter will be called out. The batting tee must be

touching home plate. Once the ball is placed on the tee a practice swing will NOT be allowed. If it occurs it will count as 1 of the 2 allowed swings. A foul ball on the 2nd swing will result in an out.

7. Coaches may pitch from in front of the rubber (5 foot maximum allowance) for the purpose of creating a "straight-line pitch".
8. Any defensive out will count; the runner shall be removed from the base and return to the dugout.
9. Base runners shall advance one base on a hit ball. A base runner may not leave the base until the ball is hit into play.
10. No stealing is allowed.
11. There shall be no use of cones.
12. An automatic homerun shall be called for any ball hit in the air onto the grass outfield even if it is caught by a defensive player.
13. An automatic ground rule double shall be called for any ball that reaches the grass outfield once it has made contact with any part of the dirt infield even if a defensive player touches it prior to reaching the outfield grass. All other runners shall advance only 2 bases.
14. All games are under a 60 minute time limit and will be enforced upon the conclusion of a player batting if the time has expired during their at bat.
15. Scores and statistics are not kept.
16. Umpires will not be used since scores are not kept. Coaches will be responsible for following rules and keeping the flow of the game going.