

Tri-Town Senior Division – Rules of Play

Age	Grades 7 and 8. A player pool of 6 th grade players <u>may</u> be maintained for the purposes of fielding a team of 9 players and this player pool will be administered by each town; it is expected that all interested 6 th graders will be provided an equal opportunity to participate.
Scoring	Scores are kept. The two coaches should confirm score at end of game and MUST report the score to the league when sent email to do so.
Game Length	Games are six innings long. No inning should begin after 1 hour and 45 minutes from the scheduled start time.
Field of play	(ASA) Bases are 60 feet apart and pitching rubber is 40 feet away
Regulation Game	After 4 innings (3 ½ if home team is ahead), game is considered a regulation game. (ASA) If the game is stopped for any reason other than forfeiture, (ie inclement weather, darkness, the time limit, etc) before it has become a regulation game then the game is defined as a no game and should be rescheduled. Games tied after 6 innings will go into extra innings until the time limit expires or the umpire decides it is too dark. (ASA) If the game is called in the middle of an inning, the game will revert back to the last complete inning.
Minimum Players	(ASA) Any team not fielding EIGHT players within fifteen minutes of the scheduled game starting time will forfeit the game. A team must have SEVEN players to continue a game once it starts. (ASA) If a team drops below either of these minimums then that team will lose by forfeit and the official score will seven to zero. If both teams drop below either of these minimums at the same time then both teams will lose by forfeit. In the event of a forfeit and the teams are encouraged to play an un-scored scrimmage, loaning players to the other team as necessary, and with the umpire remaining to call the game.
Defensive Players	(ASA). Each team will play with 9 fielders – 6 infielders and 3 outfielders. All players shall receive equal playing time and in general no player should sit twice before all players sit once, etc. All outfielders must be positioned in the outfield grass and may not come into the infield until the ball passes the plate. (ASA) Defensive players may not obstruct the path of the base runner unless the fielder has the ball and is waiting to make a tag, or the throw is on its way and the fielder is about to catch the ball for the purpose of making the tag (umpire's judgment controls). A player warming up a pitcher must have at least a catcher's mask on. A pitcher may not pitch any part of more than three innings in a game. A pitcher shall be removed if they hit three batters in an inning.

Five Run Rule	The five run rule is in effect (no continuance on last play only 5 runs count). This restriction is lifted in the sixth and subsequent innings only. If the game is shorter than 6 innings, there will be no “unlimited run” inning.
Run Ahead Rule	(ASA) A game will end early if at the end of four or more complete innings a team is ahead by 12 or more runs. If coaches agree, the game may continue as a scrimmage with additional scores no longer counted. Coaches are urged to use new pitchers in this scenario.
Batting	All players present must bat using a continuous batting order. Players who come late to the game (after the lineups have been exchanged) shall bat at the end of the order. A player leaving or an injured player may be passed over in the order without penalty and may later return to the batting order in the same spot in the lineup that they had previously. No throwing (slinging) bats after hitting the ball, an out will be called after two warnings. (ASA) A bat thrown in anger will result in an immediate out without any warnings.
Sliding	(ASA) Sliding or avoiding collisions is required. (ASA) A runner shall be called out when she does not slide or attempt to get around a fielder, at any base, when the fielder has the ball and is waiting to make a tag, or the throw is on its way and the fielder is about to catch the ball for the purpose of making the tag (umpire’s judgment controls).
Bunting	Bunting is allowed. Once a batter shows a bunt they may not then swing for a hit.
Dropped Third Strike	Not in effect.
Infield Fly Rule	(ASA) IN EFFECT with less than two outs and runners on at least first and second.
Base Running	Players may not leave the base until the ball has crossed the plate. A courtesy runner may be used if the catcher is on base and there are two outs. The courtesy runner will be the player that made the second out.
Stealing	Full stealing is allowed after the ball has crossed the plate. (ASA) Once the runner stops (without an attempt to throw a runner out), the runner may not advance further. (ASA) Runners may advance at their own risk on an overthrow made in an attempt to put out a runner stealing a base.
End of Play	(ASA) When a ball is hit in fair territory, play continues until the pitcher has possession of the ball within the circle. (ASA) All runners may attempt to advance to the base they are in the process of running to if they are at least half way; if not they must immediately return to the last base touched and then they must stop, or be called out. (ASA) If the defensive team attempts to throw a runner out and fails, all runners may attempt to advance further.
Base Coaches	Coaches or players designated by the coach may serve as 1 st and 3 rd base coaches. Any player serving as a base coach must wear a batting helmet while coaching.

The home team on the schedule is responsible for supplying the game ball (12"), setting up the field, raking the field before and after the game, paying the umpire and having the umpire sign their scorebook. The home team will occupy the first base dugout and will complete their infield warm-ups 10 minutes prior to the schedule start time assuming the field was available to them 20 minutes prior to the scheduled start time. If less than 20 minutes of infield time was available than the two teams shall split the available time accordingly.

All games should be played as scheduled but if the two coaches agree at least 48 hours in advance to reschedule a game to a specific date and time on a specific field then they may reschedule the game by each team notifying their town coordinator and the home team notifying BOTH their umpire coordinator and their field coordinator.

The league will notify all coaches if fields are closed for any reason.

In the event of rain, the two coaches should contact each other at least three hours prior to scheduled start time to reach a decision regarding any possible cancelation. It is the home team's responsibility to determine if the field is in playable condition 2 hours prior to the game. In the event the game is canceled, then the home team coach will immediately notify the umpire coordinator and field coordinator of the cancelation and the proposed make-up date and time. Games should be made up as soon as possible. Once the 2 hour mark is passed, both teams will need to show up and attempt to play the game.

Additional Notes

Once at the field it is the umpire's decision to cancel or end a game early.

Coaches from each team will conference with the umpire prior to the game to go over ground rules, league rules, and to exchange lineups.

Cheering is an integral part of the game and makes it fun. Please cheer for your team and players. Negative cheers or taunting at opposing players or teams are not allowed. Noises of any type intended to disrupt the pitcher or batter is not allowed.

ALL PLAYERS must be certain to pick up and properly dispose of ALL debris on the field and in the bench area following the game.

No jewelry shall be worn.

At the end of the season, there will be a playoff tournament for ALL teams with seeding based on regular season standings.

Any situation not covered above will be governed by the current version of the Amateur Softball Association of America (ASA) Official Rules of Softball, as interpreted by the game umpire.
