



***Alpharetta Youth Softball
Association (AYSA)***

***Recreational Softball
LOCAL RULES AND REGULATIONS***

***Alpharetta North Park
13450 Cogburn Road
Alpharetta, GA 30004***



Table of Contents

1. Introduction	5
2. Team Organization	5
2.1 Coach Objective and Selection Process	5
3. Equipment	8
3.1 AYSA Supplied Equipment	8
3.2 Player Supplied Equipment	9
4. General Rules	9
4.1 A.S.A. Rules	9
4.2 Field Dimensions	10
4.3 Regulation Games	10
4.4 Playing Strength	11
4.5 Game Rules	12
4.6 Protests	14
4.7 Practice Limitations	14
4.8 Rules of Conduct	14
4.9 Special Safety Rules for Players	15
4.10 Dugouts and Team Responsibilities	15
5. 6U Special Rules (Ages 4 – 6)	17
5.1 Defensive Play	17
5.2 Offensive Play	17
5.3 Base Runnings Rules	18
6. 8U Rules (Ages 7 – 8)	19
6.1 Defensive Play	19
6.2 Offensive Play	19



6.3 Base Running Rules	20
7. 10U Special Rules (Ages 9 – 10)	22
7.1 Defensive Play	22
7.2 Offensive Play	23
7.3 Base Running Rules	24
8. 12U, 13+ Special Rules (Ages 11 – 12, 13+)	26
8.1 Defensive Play	26
8.2 Offensive Play	26
8.3 Base Running Rules	26
9. Tournament Rules	27
9.1 End of Season Tournament Games	27



ALPHARETTA YOUTH SOFTBALL ASSOCIATION LOCAL RULES

1. Introduction

The purpose of the Recreational League is to provide quality instruction, develop strong character, and establish good sportsmanship. Every attempt should be made to enhance the experience for the players in everything that is done, be it by Board members, coaches, parents, or fans.

2. Team Organization

The AYSA Recreational League is made up of five Age Divisions: 6U, 8U, 10U, 12U and 13+. The Age Divisions are defined by the age of the player as of January 1 of the year being played. For example: Players that are under 6 but at least 4 as of January 1 will be placed in 6U. Players that are at least 6 but under 8 as of January 1 will be placed in 8U. Players that are at least 8 but under 10 as of January 1 will be placed in 10U. Players at least 10 but under 12 will be placed in 12U. Players that are 13 up to 18 as of January 1 will play in the 13+ Age Division.

2.1 Coach Objective and Selection Process

No more than two coaches per team will be selected. Anyone with an interest in working with kids and in the game of softball is encouraged to coach. Prior coaching experience, particularly at the younger age levels, is not a requirement. Coaches without experience are welcome to apply. Previous year's coaches are not guaranteed a spot to coach and it is not necessary to have a child in the program to be a coach. Head coaches may align themselves with no more than one assistant coach prior to teams being selected. "Coach-with" requests cannot be guaranteed. To the extent possible, coaches will be distributed equally.

Interested coaches must be at least 21 years of age for Head Coach and 18 years of age for Assistant Coach, complete a background check form, and/or indicate their interest in coaching at the time of registration. More information, coaching resources, and the AYSA background check form can be found at www.aysasoftball.com. All coaches must complete Concussion Awareness Training and Child Abuse and Neglect Training.

The AYSA Board of Directors is responsible for selecting coaches, forming teams, and being a resource for coaches throughout the season. The criteria for selecting coaches may include specifically, but not exclusively:

- Experience coaching youth sports, including softball



- Youth Sports Coaches Training
- Feedback and comments from coaches and league evaluations
- Demonstrated value system consistent with the values and mission of AYSA
- Strong communication and organizational skills
- Knowledge of softball
- A brief interview, if applicable

1. Rosters

- A. Rosters: The Board's main objective is to establish teams with as even of strength as possible using established formation procedures (with the available information from the evaluations). Rosters will be posted on the www.aysasoftball.com website as well as TeamSnap after the team formation.
- B. Coaching Staff: Coaches can request up to one assistant coach. If pairing can be made, the daughters of the coach and assistant coach will be frozen to the respective team. Should an assistant coach's daughter/player result in an imbalance among teams, the request for the specific assistant may be denied by the AYSA Board.
- C. Team Size: Teams will be formed with no less than 9 players and no more than 13 players, if possible. Teams in the 6U age groups may have as few as 5 players. Teams will be as equal in size as registration will allow. At the Board's discretion, a team's size may be increased or decreased in accordance with registration numbers. The Board will attempt to accept all players who register before the season starts, but may limit the number of players, if necessary, to control the number of teams and the number of players per team.
- D. Out of Age Placement (play-up or play-down): The intent of an out-of-age placement is to provide an appropriate skills opportunity for every player. At the request of a player's parent, a player may be considered to play in a younger or older age group. The player **MUST** evaluate in **BOTH** the appropriate age group **AND** the request age group. Failure to participate in both evaluations may result in the request being denied. After evaluations, the Board will assess the player's skills in both age groups.
- E. The Board maintains discretion when determining a player's ability to play outside of their age appropriate division. Factors the Board will consider include:



- Play-up consideration: The player must be in the top 10% of the age appropriate group and cannot be in the lower 30% of the older age group
- Play-down consideration: The player must be in the lower 20% of the age appropriate group and cannot be in the top 30% of the lower age group
- No player will be moved if it will result in a player not being able to participate in an age appropriate group
- No player will be moved if it will create an imbalance in roster size between the teams in either age group

3. Player Eligibility

- A. Any player found not in good standing with AYSA will be suspended and ineligible to participate. Examples include inappropriate behavior, financial standing, attendance/participation, etc. Any ineligible player that participates in a game will result in the team's forfeiture of all games in which the ineligible player(s) appeared in the lineup. If a coach knowingly utilizes an ineligible player, the coach will be suspended.
- B. A recreational player may be temporarily added to a 'same age' or 'older' Travel team provided that:
 - Player is on an AYSA affiliated team,
 - It does not interfere with the player's recreational team schedule and,
 - The Recreational coach has been notified
- C. Players in the recreational league may not be a regularly rostered player on a travel softball team. A recreational player may be temporarily added to a "same age" or "older" Travel team provided it does not interfere with the player's recreational team schedule and all recreational league activities must take precedent. ***If any of these criteria are not followed, the player and/or coach will be disciplined at the Board's discretion.***

3. Equipment

3.1 AYSA Supplied Equipment

- A. Each player will be supplied a jersey. Teams may elect to add a player's 'nickname' to the back of the jersey directly above the number at their own expense. Nicknames must



be non-commercial, non-political and non-suggestive. With the exception of the 'nickname' no other alteration to the jersey is allowed. Players with jerseys which do not confirm to this rule may be suspended from play.

- B. Each team will be supplied a set of catcher's gear, practice balls, and a selection of bats and batting helmets to share as a team. The batting helmets will have attached masks.
- C. Softball (Optical Yellow having a COR of 0.47 & compression of 375) size:
 - 11 inch soft ball will be used by 6U teams
 - 11 inch ball will be used by 8U and 10U teams
 - 12 inch ball will be used by 12U and 13+ teams
- C. The head coach of each team is accountable for returning all AYSA equipment to the League at the completion of the end of season tournament (or regular season games for 6U).

1. Player Supplied Equipment

- A. Players must wear cleats (**NO** metal cleats are allowed by players or coaches) and have a softball glove
- B. Players may use their own equipment, such as bats and helmets, if they are ASA approved. Batting helmets **must** have attached masks.
- C. Required equipment by age group:

Age Group	Batting Helmet with Mask	Facemask	Heart Guard Shirt	Pants	Glove	Non-Metal Cleats
6U	<i>Required</i>	<i>Required</i>	<i>Optional</i>	<i>Recommended</i>	<i>Required</i>	<i>Required</i>
8U	<i>Required</i>	<i>Required</i>	<i>Optional</i>	<i>Recommended</i>	<i>Required</i>	<i>Required</i>
10U	<i>Required</i>	<i>Required</i>	<i>Recommended</i>	<i>Recommended</i>	<i>Required</i>	<i>Required</i>
12U	<i>Required</i>	<i>Highly Recommended</i>	<i>Recommended</i> <i>(Highly Recommended for Pitchers and Infielders)</i>	<i>Recommended</i>	<i>Required</i>	<i>Required</i>
13+	<i>Required</i>	<i>Highly Recommended</i>	<i>Recommended</i> <i>(Highly Recommended for Pitchers and Infielders)</i>	<i>Recommended</i>	<i>Required</i>	<i>Required</i>



D. Players are encouraged to wear softball pants. If players will be sliding, pants are recommended.

E. AYSA recommends that all parents also consider heart guard shirts, especially for pitchers

4. General Rules

1. A.S.A. Rules

These Rules and Regulations serve as a supplement to the ASA Girls Softball Rule Book and will override any ASA Rule if there is a difference between the two.

4.2 Field Dimensions

Age Group	Pitching Distance	Base Distance
6U	25 feet / T-ball	50 feet
8U	30 feet	60 feet
10U	35 feet	60 feet
12U	40 feet	60 feet
13+	43 feet	60 ft

4.3 Regulation Games

A. Game Duration

Age Group	Maximum Inning	Open Inning (Whichever Comes First)	Game Time Limit (No New Inning Can Start After)
6U	4 innings	N/A	65 minutes
8U	7 innings	55 min. OR 5 th inning	70 minutes
10U	5 innings	55 min. OR 4 th inning	90minutes
12U	6 innings	55 min. OR 5 th inning	70 minutes
13+	6 innings	55 min. OR 5 th inning	70 minutes



- At 6U, the full side will bat and there will be no run limits.
- In 6U, no new inning will begin if there are five minutes or less remaining on the umpire's official game clock.
- In age groups 8U – 13+, no new regulation inning may begin after the game time limit is reached.
- Any inning that starts prior to the game time limit, must be played to completion. If the game time limit is reached during the regular season and the inning ends in a tie, no tiebreakers will be played during the regular season.
- Open inning will be called at the ***designated time or inning***, whichever comes first. If the game time limit has not been reached at the conclusion of the open inning, additional inning(s) will be played (regular inning run limits will apply, i.e., ***games will not have multiple open innings***).

<i>Age Group</i>	<i>Regular Inning Run Limits</i>	<i>"Open" Inning Run Limits</i>
<i>6U</i>	<i>Each side bats</i>	<i>N/A</i>
<i>8U</i>	<i>3</i>	<i>8</i>
<i>10U</i>	<i>3</i>	<i>8</i>
<i>12U</i>	<i>3</i>	<i>8</i>
<i>13+</i>	<i>3</i>	<i>8</i>

B. *Mercy Rule*

- A game will be called if the following run leads occur, however, the home team will always get their last at bat, if needed.

<i>Team(s)</i>	<i>Age Group</i>	<i># Runs After Inning</i>			
		<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>
<i>B,C,D,E,F</i>	<i>8U and above</i>		<i>12</i>	<i>9</i>	<i>9</i>

C. *Weather / Field-Related Cancellations*



- There are NO suspended games
- 6U Age Group: If a game is cancelled prior to the completion of 3 innings (2-1/2 innings if the home team is leading), due to weather/field issues, the game will be rescheduled/replayed, if field space is available.
- 8U and above Age Groups: If a game is cancelled prior to the completion of 4 innings (3-1/2 innings if the home team is leading), due to the weather/field issues, the game will be rescheduled/replayed, if field space is available.

4.4 Playing Strength

- A. AYSA strives to not have forfeits. Coaches are expected to strive to field a team for no less than five players
- B. If a team does not show up, they will forfeit the game
- C. Player Call Up: To assist coaches in the ability to field teams in case of player absence, AYSA has implemented a Call Up Process:
- A team may borrow (call up) a maximum of 2 registered recreational players from the next lower age group in order to bring team strength up to a maximum of 10 players.
 - If a regular team member arrives once the game begins, the regular team member must replace a borrowed player unless strength remains at or below 10 players
 - No borrowed player may skip the game of their regular team
 - Players are permitted to “play across” meaning, **during the regular season only**, a girl may play for a different team within her own age group, provided she is not allowed to skip her own team’s game to play for a different team in her age group
 - All “borrowed” players must bat last
 - When ‘borrowed’ players are used an effort must be made to balance the teams.

<i>If your team strength is...</i>	<i>You...</i>	<i>For a total team strength of...</i>
<i>5 players</i>	<i>Can call up 5 players</i>	<i>10 players</i>
<i>6 players</i>	<i>Can call up 4 players</i>	<i>10 players</i>
<i>7 players</i>	<i>Can call up 3 players</i>	<i>10 players</i>
<i>8 players</i>	<i>Can call up 2 players</i>	<i>10 players</i>



9 players	Can call up 1 player	10 players
10+ players	<u>Cannot</u> call up any players	10+ players

4.5 Game Rules

- Prior to each game, a pre-game conference must be held at home plate. This conference shall include: Coach/Umpire introductions, any rule questions, exchange of batting order with other team, and player positions line-up must be provided to the umpire.
- Coaches are **NOT** allowed to make “Coach Agreements” at the plate which override the rules. The umpires will follow the rules as laid out by ASA and AYSA.
- Each coach is **REQUIRED** to complete the standardized AYSA “*Game Line-Up Worksheet*” located on www.aysasoftball.com for the number of innings to be played in their age group demonstrating their compliance with the rotational rules (see Rules 4.5.B (regular season) and 9.1.E (tournament) below). A copy of this line-up (with player name and number) **MUST** be placed in the fence behind home plate or handed to the BMOD prior to the pregame meeting. Non-submission of the lineup is considered non-compliance. If any of these criteria are not followed the coach will be disciplined at the Board’s discretion including but not limited to forfeiture of the game in which the event occurred.

NOTE: Coaches, do not focus your efforts, another coach’s efforts, or one of your parents’ efforts on the other team’s compliance, as this will only heighten tensions on the field. The Board Member on Duty will be collecting rosters and watching for non-compliance.

A. Offensive Play

- All teams will bat a continuous batting order with all players batting for the entire game.
- If a player gets hurt/sick and cannot bat, that batter will be skipped over in the lineup and an out will NOT be charged. If the player can continue the game, the player will be re-inserted in the previous batting order.
- Any team that has a player leave **must** notify the umpire and the other coach.
- If a player arrives late, the player will be placed in the **last** batting position
- At the first incidence of a thrown bat (as determined by the umpire), the umpire shall warn that team. Any additional occurrences of a thrown bat, the batter shall be



called out and any runners returned to their original bases (see special rules for 6U and 8U age groups). Each team will receive one warning.

- Look back rule – Special enforcement – An out will not be called except when a player is clearly violating the intent of the rule by playing chicken or attempting to draw a throw. All other violations will be called a dead ball situation, with the runner returning to the last base occupied. The umpires will call the violation and instruct the player and coach as to the infraction and use it as a teaching moment.

B. Defensive Play

- Sitting the Bench: No player may sit a second inning in a game until all players have sat one inning on defense.
- Playing in the Field: Rotation Rules
 - In all age groups, all players must play at least **2** innings per game in the field on defense
 - In all age groups, all players must play **1** complete inning in outfield and **1** complete inning in infield by completion of the **3rd** inning. Infield positions include: pitcher, 1B, 2B, shortstop, 3B, and catcher.
 - **10U, 12U, 13+** – For the first **5** innings, a player may not play the same position for more than **3** innings (except 10U pitchers who are limited to **2** innings). As a developmental recreational league, we strive to ensure that players have the opportunity to play and learn many different positions.
 - **8U Age Group:** For the first **6** innings, a player may not play the same position for more than **2** innings. If a 7th inning players may play in **any** position.
 - **6U Age Group:** A player may not play in the same position for more than **2** innings.

NOTE: *The above rotation rules apply regardless of whether a player attends practices during the week or misses games during the season.*

- Should a coach have a concern about the safety of a player, prior to breaking the rotation rules, the coach must notify the Age Group Coordinator (AGC) / Recreation Vice Commissioner (RVC) **or** the Board Member on Duty (BMOD), have a discussion with the parents, and email the AGC and RVC of the request to receive an exception to the rule.



- Intentional rolling of a ball to get a runner out is **NOT** allowed. If, in the judgment of the umpire, the ball is rolled intentionally, then all forced runners shall be safe.

4.6 Protests

Games cannot be protested. If there is a question about a ruling on the field, provide the written rule in question not the home plate umpire. At which time, the umpire will explain the interpretation of the rule and determine if a call should be overruled. Concerned about a ruling should be made to the BMOD – **AFTER** the game and **AWAY** from players **AND** parents. The appropriate AYSA Board Members will review the question(s) and provide clarifications.

4.7 Practice Limitations

- A. League Week is defined as Sunday through Saturday
- B. AYSA encourages participation in all team events. Each team will be scheduled for one practice per week. However, with the approval of the AGC and League scheduler, each team may schedule an additional practice.
- C. All-Star/Select Coaches may schedule on **OPTIONAL** practice each week while recreational games are still taking place. Players must attend scheduled recreational practices over optional All-Star/Select practices. During the regular recreational season, All-Star/Select Coaches may not factor attendance at optional practices during the regular recreational season in a negative way against any player.

4.8 Rules of Conduct

- A. The purpose of the AYSA Recreational League is to provide quality instruction, develop strong character, and establish good sportsmanship. The outcome of any contest is secondary to the development of quality character in our youth.
- B. AYSA Board will exercise its authority to assure proper discipline is maintained.
- C. No player, coach, parent, or fan will threaten physical harm to, touch in violent manner, accost, curse, or ridicule through use of profanity, any other player, coach, umpire, Board member, or fan. Any violation of this rule will result in disciplinary action of at least an automatic two-game suspension.
- D. Any player, coach, parent, or fan removed from a game by an umpire will be suspended for the next game. On a second offense, this person is suspended indefinitely.



- E. Each coach is required to fairly rotate players to ensure appropriate growth opportunities for all players (Section 4.5.B)
 - In the event of violations to these rules, the AYSA Board will exercise its authority for discipline, including, but not limited to suspension of the coach.
- F. Positive cheering is encouraged; however, **NO negative cheering** will be tolerated from players, coaches, or fans. No chattering at the batter or distractive cheers/noises made to the pitcher or other defensive players. Use of artificial noise makers is strictly prohibited. If the Board determines these have occurred the player, coach or fan may be asked to leave park immediately.
- G. AGCs must be notified by coaches if additional coaches are added to the team.

1. Special Safety Rules for Players

- A. No players may participate with jewelry. This includes earrings, bracelets, necklaces, watches/fitness trackers, etc.; coaches should include a pre-game check to ensure compliance. Newly pierced earrings should be covered with tape or Band-Aids. Jackets may be worn, however, jackets with zippers must be zipped up.
- B. Unless the defensive player is in possession of the ball, the fielder cannot block the pathway of the runner as she is attempting to advance. If, in the judgement of the umpire, the fielder, without possession of the ball, blocks the pathway of the runner, the umpire shall call or signal the runner safe.

2. Dugouts and Team Responsibilities

- A. Dugouts
 - Assignments – Dugouts are assigned on a first come, first serve basis
 - Clean-up – Teams must remove all equipment and trash from dugouts immediately at the completion of the game
 - Vacate Immediately – Dugouts are to be vacated immediately upon the completion of the game when another game is scheduled on the same field. Post-game team meetings must be held outside and away from the dugout to allow the following teams to prepare for their game.
- B. Team Duties
 - Electronic Scoreboard – For all age groups, the **visiting team** is responsible for keeping score on the electronic scoreboard



- Official Scorebook – The home team is responsible for keeping the official scorebook



5. 6U Special Rules (Ages 4 – 6)

All other General Rules with the following exceptions apply for this age group.

5.1 Defensive Play

- A. All members of the team will play in the field for defensive play.
- B. As many as **6** players may be in the infield before a batter hits. Four (**4**) players must be at least 40 feet from home plate prior to the ball being hit in the traditional 1B, 2B, SS, 3B positions. The 5th infield player will be the player/pitcher. The player/pitcher must have **both** feet inside the 8-foot pitcher circle when the ball is hit. Any additional players should be placed behind the 2B and SS players, and behind the second base bag or in outfield positions where there are enough players.
- C. Player catchers are **NOT** allowed. A helper from the offensive team will be used to return the ball to the tee or pitcher.
- D. Infield fly rule is **NOT** in effect.
- E. Two coaches will be allowed on the field to instruct the defense. Both coaches **must stand behind** the deepest defensive player and of players during the live ball.

1. Offensive Play

- A. The team with the fewer number of players will bat extra batters up to the number of players on the larger team. Coaches must rotate, in different games, not within the same game, the batters who get the extra at bats.
- B. The continuous batting order, with all players batting *once **each** half inning*, is in effect for the entire game
- C. At 6U, the full side will bat and there will be no run limits.
- D. Batting: Players will receive **4** coach pitches. If the ball is not put in play, the player will receive **two** opportunities off the tee. If the batter fouls off the 4th coach pitch, the coach will pitch another ball. This will continue until the batter lets a ball go past or swings and doesn't make contact. At that point, the batter will move to hitting off the tee. (As described in Section E below).
 - The adult pitcher must pitch from the 25-foot mark. There are no arc requirements



- Adult pitcher must exit the field in the opposite direction of the defensive play or an out may be called
- If a batted ball hits the adult pitcher, the ball is dead and the player must hit again as if nothing happened
- In the event of a thrown bat, the player will be warned, however, no outs will be called.
- Batters will receive **2** swings off the tee. On the second attempt, if contact is not made with the ball, the player will be called out. If the ball is fouled, the player will continue until the ball is either put in play or missed for an out. Contact must be made with the ball to be called foul. Moving the ball by hitting the tee only is considered a swing and miss.

E. A hit ball not leaving the 10-foot semi-circle fair line is foul. A hit ball lying on or touching the circle is fair.

F. Bunting is NOT allowed

2. Base Runnings Rules

- A. During the entire season, **one** base can be taken on a ball overthrown to **any** base, but the runner must make the base safely *and is subject to being thrown out by the defensive team*. Only one overthrow is permitted per batter. *An overthrow to the pitcher's circle is not an overthrow to a base and therefore, runners cannot advance on this throw.*
- B. If a batted ball does not leave the infield area and is returned to the pitcher/circle area, time will be called. A runner must be at or beyond the chalk line between the bases to receive the base when time is called. If a player runs through the circle with the ball to get a player out, time will not be called.
- C. If a ball is returned directly to a base, and in the umpire's judgment there is a play to be made at this base, then calling time shall be suspended until after the attempt. However, runners on other bases should stop on their current base.
- D. On a ball hit to the outfield (where the grass begins), a runner may continue to advance at their own peril until the ball has been **returned to the infield and is in control by a defensive fielder inside the base paths**. The defensive player does **not** need to be inside the pitcher's circle for time to be called.



6. 8U Rules (Ages 7 – 8)

All other General Offensive and Defensive Rules with the following additions apply for this age group.

1. Defensive Play

- A. A maximum of **10** players will play in the field for defensive play
- B. A maximum of 6 players can be in the infield before a batter hits. Four (**4**) players must be at least 40 foot from home plate prior to the ball being hit but may play at any distance behind the base path. The 5th infield player will be the player/pitcher. The player /pitcher must have one foot within the pitcher circle when the ball is hit. The 6th player will play in the catcher position.
- C. All other defensive players (outfielders) must be to the edge of the grass
- D. Two coaches are allowed on the field to help instruct the defense. One coach must stand behind the deepest outfield player and cannot move in front of layers during a live ball. The other coach must be behind the catcher to help return past balls and keep the speed of the game moving. (Remember not to interfere with a passed ball when a runner is on 2nd or the base will be automatically awarded to the runner).
- E. Infield fly rule is NOT in effect.
- F. For the entire season, the player-catcher will be play catching position. ***No adult catcher will be allowed to play this position.***

2. Offensive Play

- A. Continuous batting order with all players batting is in effect for the entire game.
- B. For the entire season, a player pitcher from the defensive team will pitch two pitches from 30 feet for the first two innings. The adult pitcher for the team batting will pitch the remaining three pitches, for a total of five pitches
- C. Adult pitcher must pitch from at least the 30-foot mark. There are no arc requirements, though pitching without an arc is strongly encouraged to mimic the flatter pitch girls will see as they age up. The adult pitcher's foot **must be on the line at the time the ball is released.**
- D. Adult pitcher must exit the field in the opposite direction of the defensive play or an out may be called



- E. Each batter receives 5 pitches. If a batter fouls the 5th pitch, she will receive an additional pitch. If she fouls this pitch, she will receive an additional pitch. This approach will continue until she doesn't swing, swings and misses, or hits a ball into play.
- F. If a batted ball hits the adult pitcher, the ball is dead and the girl must hit again as if nothing happened.
- G. In the event of a thrown bat, the player will be warned, however, no outs will be called. This rule is different during tournament play. See Section 10, *Tournament Rules*.
- H. A hit ball not leaving 10-foot semi-circle fair line is foul. A hit ball lying on or touching the circle is fair.
- I. Bunting is NOT allowed.
- J. In seasons where the 6U and 8U divisions, 4 and 5-year olds/6U players will be allowed to bat from a tee per the 6U rules. A player will receive four (**4**) pitches. If the ball is not put in play, the player will receive two opportunities off the tee. If the batter fouls off the 4th coach pitch, the coach will pitch another ball. This will continue until the batter lets a ball go past or swings and doesn't make contact. At that point, the batter will move to hitting off the tee.
- K. A courtesy runner (the last batter out) will be allowed for the catcher in order to speed up play.

3. Base Running Rules

- A. During the entire season, one base can be taken on a ball overthrown to any base, but the runner must make the base safely *and is subject to being thrown out by the defensive team*. If the defensive player attempts to throw to the next base, then a new overthrow to that base is possible so the runner could advance to the next base and so on. An overthrow to a pitcher becomes a dead ball.
- B. During the entire season, when a ball is hit, runners can advance at their own peril of being thrown out by the defensive team until the ball is controlled by an infielder in the pitcher's circle. However, overly aggressive base running will not be tolerated, particularly when runners advance primarily due to defensive skills deficiencies.
- C. During the season only (not tournament play), a runner on 2nd base may steal 3rd base after the pitch has passed home plate. An overthrow will not permit the base runner to advance home. Catchers are encouraged to throw the runner out at third. Girls should be taught and encouraged to slide feet first if there is a close play.



- D. Coaches should teach base runners proper base running techniques, but not encourage them to take advantage of the developmental deficiencies of the opposing team. In other words, don't send them if they will be safe only because most girls in the age group are unable to make the correct throw.
- E. Coaches are responsible for the conduct of their base coaches, who are expected to know and understand the fundamentals of recreational softball, including the developmental emphasis of AYSA.
- F. Time will be called when a defensive player has control of the ball inside the pitcher's circle and there is no intent to try to make a play to get a runner out. If the runner is between bases, the base in front of the runner will be awarded if the runner is over 50% of the way to the base indicated by the $\frac{1}{2}$ marks on the field and the umpire's discretion. Time will also be called when the ball is returned to the pitcher, who is standing with both feet inside the circle.
- G. Calling Time Examples:
- Time will be called when a hit ball remains in the infield, a play is made to a base, and the ball is in control of a defensive player inside the pitcher's circle, and no additional put out attempts are being made.
 - Time will be called when the ball is hit to the outfield and is returned to the infield and is in control of a defensive infield player inside the pitcher's circle.
 - Time will not be called when the ball is hit to the infield and the ball is fielded (in control) and the player attempts to make a play to a base (when a play is made to the base, time will be called as indicated above).
 - Time will not be called when a ball is hit to the outfield UNTIL the ball is in control of a defensive infield player inside the pitcher's circle. If an outfielder fields the ball and holds it, not getting it back to the infield, runners may continue running until the ball is in control in the infield.



7. 10U Special Rules (Ages 9 – 10)

1. Defensive Play

- A. Maximum of 10 players will play in the field for defensive play
- B. During the regular season and tournament, a pitcher may only pitch 2 innings.
- C. The player pitcher will be allowed a maximum of 5 pitches with two exceptions:
 - If the first three pitches the player pitcher throws are balls, the player pitcher will not throw another pitch.

On a full count only, (specifically 3-2 count), if the defensive coach agrees, the pitcher may throw one more pitch. If the pitcher throws a strike and the batter swings and misses, the batter is out. If the pitch is fouled, the batter will get one coach pitch. If, the final pitch is a foul ball, the batter is entitled to another pitch. The batter may foul off multiple pitches, except in the instance of an attempted bunt. If a player attempts to bunt with two strikes and the bunt is foul, the batter will be called out.

- If the player pitcher throws a ball, the batter will walk.
- D. All balls pitched to a batter shall count as a pitched ball.
- E. Pitches for strikes will be counted as a strike, whether a called strike, swinging strike, or foul ball, and accrue in the pitched ball count. Three strikes and the batter is out.
- F. Pitches for non-strikes (balls) will be counted in the pitched ball count. There will be no walks excepted as noted in 7.1.C.
- G. If the batter has not struck out or has not put the ball into play in fair territory within **5** pitches (3 pitches if the first three pitches are balls), an adult pitcher will replace the player pitcher.
- H. The player pitcher will then assume the player/pitcher position, behind the rubber (or an imaginary line extending beyond the rubber) and within 6 feet of the rubber. The adult pitcher must pitch from the pitching rubber. The adult pitcher must exit the field in the opposite direction of the defensive play or an out may be called. If a batted ball strikes the adult pitcher, the play is called dead and a new pitch is awarded, as if the pitch did not happen. If the adult's pitch hits the batter, a base is not awarded the play is out.
- I. The adult pitcher will be allowed a maximum of **two** pitches while having at least one foot on the pitching rubber. All adult pitches count as a strike, regardless if the pitch is a



strike or a ball. (See examples below). The final adult pitch must be put in play or hit foul. If neither circumstance is met, the batter is declared out (in the case of no swing, the batter is declared out). If, the final pitch is a foul ball, the batter is entitled to another pitch. The batter may foul off multiple pitches, except in the instance of an attempted bunt. If a player attempts to bunt with two strikes and the bunt is foul, the batter will be called out.

<i>0 Strikes</i>	<i>3 Balls</i>	<i>2 Coach Pitch</i>
<i>1 Strike</i>	<i>3 Balls</i>	<i>2 Coach Pitch</i>
<i>2 Strikes</i>	<i>0,1,2 Balls</i>	<i>1 Coach Pitch</i>
<i>2 Strikes</i>	<i>3 Balls</i>	<i>1 Coach Pitch / Player Pitch Option</i>

Examples of player pitches:

- 3 pitches, 0 strikes – adult pitcher gets 2 pitches
- 5 pitches, 1 strike – adult pitcher gets 2 pitches
- 5 pitches, 2 strikes – adult pitcher gets 1 pitch
- 5 pitches, 2 strikes (the 5th player pitch is fouled off, i.e., 2-2 count) – adult pitcher gets 1 pitch.
- If, the final pitch is a foul ball, the batter is entitled to another pitch. The batter may foul off multiple pitches, except in the instance of an attempted bunt. If a player attempts to bunt with two strikes and the bunt is foul, the batter will be called out.

J. During the 1st half of the season, one coach is allowed on the field to help instruct the defense. The coach **must stand behind** the deepest outfield player and **cannot move in front** of players during a live ball.

K. Infield fly rule is **NOT** in effect.

L. Coaches are encouraged to teach proper defensive techniques for bunting, including crashing. However, players cannot be positioned closer than the pitching distance of the age group before the pitch is thrown. Additionally, players who are being taught to crash must wear a facemask or use a mouth guard.



2. Offensive Play

- A. The adult pitcher must pitch from the 35-foot mark. There are no arc requirements.
- B. Adult pitcher must exit the field in the opposite direction of the defensive play or an out may be called.
- C. A coach may not instruct a player to not swing at a pitch, i.e., given a take sign.
- B. Bunting is allowed during player pitch and adult pitch.
- C. If a player has two strikes and attempts to bunt, and the ball is bunted foul, the player will be out.
- D. Slapping (slap hitting) is allowed during player and coach pitch. Players attempting to slap may foul off multiple pitches with two strikes.
- E. When hit by a pitch, batters will only be awarded 1st base if the batter has attempted to move and is hit by a pitch that doesn't strike the ground first (hit on the fly). The umpire's judgment will be the determining factor in this call. If the umpire determines that the batter is eligible to be awarded 1st base, the batter will be given the un-coerced option of taking the base or continuing to bat.

3. Base Running Rules

- A. Stealing one base per pitch is allowed while the player is pitching. If a defensive attempt is made on the steal, the base runner may not advance an additional base, even if the ball is overthrown.
- B. Leadoffs: The runner may not leave the base until the pitched ball has left the pitcher's hand. In the regular season the League is focused developing players and therefore, base runners who leave early will be sent back, but not called out.
- C. Stealing home is not allowed.
- D. Although a player may not steal home, the player may lead off third base, but is in jeopardy of being thrown out.
- E. A dropped third strike is recorded as an out and the batter may not attempt to advance to first base.



- F. Look back rule – Special enforcement – An out will not be called except when a player is clearly violating the intent of the rule by playing chicken or attempting to draw a throw. All other violations will be called a dead ball situation, with the runner returning to the last base occupied. The umpires will call the violation and instruct the player and coach as to the infraction and use it as a teaching moment.
- G. A courtesy runner (the last batted out) will be allowed for the incoming pitcher and catcher in order to speed up play. It is mandatory with two outs or two runs in a closed inning.
- H. Coaches should not aggressively run their players. It is the head coach's responsibility to ensure that base coaches are not over aggressively running the players.
- I. Coaches are responsible for the conduct of their base coaches, who are expected to know and understand the fundamentals of recreational softball, including the developmental emphasis of AYSA.
- J. Time will be called when a defensive player has control of the ball inside the pitcher's circle and there is no intent to try to make a play to get a runner out. If the runner is between bases, the base in front of the runner will be awarded if the runner is over 75% of the way to the base as determined by the umpire's discretion. Time will also be called when the ball is returned to the pitcher, who is standing with both feet inside the circle.
- K. Calling Time Examples:
- Time will be called when a hit ball remains in the infield, a play is made to a base, the ball is in control of a defensive player inside the pitcher's circle, and no additional out attempts are made.
 - Time will be called when a ball that is hit to the outfield, is returned to the infield, and is in control of a defensive infield player inside the pitcher's circle.
 - Time will not be called when the ball is hit to the infield and the ball is fielded (in control) and the player attempts to make a play to a base (when a play is made to the base, time will be called as indicated above).
 - Time will not be called when a ball is hit to the outfield UNTIL the ball is in control of a defensive infield player inside the pitcher's circle. If an outfielder fields the ball and holds it, not getting it back to the infield, runners may continue to run until the ball is in control in the infield.



8. 12U, 13+ Special Rules (Ages 11 – 12, 13+)

All other General Rules with the following exceptions apply for this age group.

1. Defensive Play

A. Maximum of **10** players will play in the field for defensive play.

B. Infield fly rule is in effect

2. Offensive Play

A. Continuous batting order with all players batting is in effect for the entire game.

B. Bunting is allowed.

C. If a player has two strikes and attempts to bunt, if the ball is bunted foul the player will be out.

3. Base Running Rules

A. Stealing 2nd on a walk is allowed.

B. Stealing of multiple bases is allowed.

C. Stealing home is allowed.

D. Leadoffs. The runner may not leave the base until the pitched ball has left the pitcher's hand. In the regular season the League is focused on developing all players, therefore, runners who leave early will be sent back.

E. If the catcher drops the third strike, the batter can attempt to advance to first if the base is unoccupied or there are two outs. IF the ball reaches first base before the batter, the batter is out. (If the batter does not immediately begin to move to first base and instead makes any move toward the dugout, the batter will be called out).

F. A courtesy runner (the last batted out) will be allowed for the incoming pitcher and catcher of the next defensive rotation in order to speed up play. It is mandatory with two outs or two runs in a close inning.



9. Tournament Rules

1. End of Season Tournament Games

A. Unless communicated in writing otherwise, Tournament Rules are as follows:

- Home team will be determined by a coin toss.
- Rotation Rules remain in effect – see 4.5.B **Game Rules**
- No game time limit for any play-off game. Number of innings played, run limits, and open inning rules:

Team / Age Group	# Innings	Regular Innings	Open Innings
6U	N/A	N/A	N/A
8U	6	1 st – 5 th (3 run limit)	6 th (8 run limit)
10U	4	1 st – 3 rd (3 run limit)	4 th (8 run limit)
12U	5	1 st – 4 th (3 run limit)	5 th (8 run limit)
13+	5	1 st – 4 th (3 run limit)	5 th (8 run limit)

B. Tournament Games must be played until a winner is determined. More than one tiebreaker inning will be played, if needed.

- Run limits for Open Innings (8 runs) will apply. If game remains tied after one inning of play, additional inning will be played until a winner is determined.
- International Tie Breaker (ITB) will be in effect. To begin each inning, each team, when on offense, will place the last batted out (the last batter charged with an out at bat) from the previous inning, on 2nd base.

C. Weather/Field Related Cancellation Rules

- There are NO suspended games



- 8U and above Age Groups: IF a game is cancelled prior to the completion of 4 innings (3 ½ innings if the home team is leading), due to weather/field issues, the game will be rescheduled/replayed, if field space is available.

D. Offensive Play

- All teams will bat a continuous batting order with all players batting for the entire game.
- If a player gets hurt/sick and cannot bat, that batter will be skipped over in the lineup and an out will NOT be charged. If the player can continue the game, the player will be re-inserted in the previous batting order.
- If a player leaves the game early, for reasons other than injury/sickness, an automatic out will be charged every time that player is to bat for the remainder of the game. If the player returns, they must be re-inserted in their previous batting order
- Any team that has a player leave must notify the umpire and the other coach.
- If a player arrives late, the player will be placed in the last batting position.
- At the first incidence of a thrown bat (as determined by the umpire), the umpire shall warn that team. Any additional occurrences of a thrown bat, **the batter will be called out** and any runners returned to their original bases.
- Leadoffs: For 10U through 13+ Age Groups, the runner may not leave the base until the pitched ball has left the pitcher's hand. In the end of season tournament, players will get one warning before being subject to being called out for leaving early.
- For 8U, for the duration of the tournament, stealing third is no longer permitted.

E. Defensive Play

- Sitting the Bench: No player may sit a second inning in a game until all players have sat one inning on defense.
- Playing the in the Field: Rotation Rules
 - ✓ All players must play at least 2 innings per game in the field on defense
 - ✓ All players must play 1 complete inning in outfield and 1 complete inning in infield by completion of the 3rd inning. For purposes of this rule, infield positions include: pitcher, 1B, 2B, shortstop, 3B, and catcher.
 - ✓ 8U



- An adult pitcher from the offensive team will pitch all 5 pitches to the player
- For the first **6** innings, a player may not play the same position for more than **2** innings. If a 7th inning OR ITB is played, players may be played in **any** position.
- At the first incidence of a thrown bat (as determined by the umpire), the umpire shall warn that team. Any additional occurrences of a thrown bat, the batter will be called out and any runners returned to their original bases. Each team will receive one warning.

✓ 10U

- A pitcher may only pitch a maximum of 2 innings
- For the first **4** innings, a player may not play the same position for more than **3** innings (excluding pitchers). During the 5th inning or ITB innings, players may be played in **any** position.

✓ 12U and 13+

- For the first **5** innings, a player may not play the same position for more than **3** innings. During the 6th inning or ITB innings, players may be played in **any** position.

NOTE: The above rotation rules apply regardless of whether a player attends practices during the week or misses games during the season.

F. Player Call Up / Playing Across

- During the tournament, only players who have been **eliminated** are eligible to **play up**.
- “Playing across” is **not permitted** during the Tournament