

# ALDERWOOD SOFTBALL ASSOCIATION OFFICIAL LEAGUE RULES

The follow pages consist of Game Rules & guidelines for coaches and players and their guardians. In January 2014 they had been revamped to accommodate for the times, safety and to create Fun with a good calibre of play. These sections have been added so that coaches have the knowledge of the play of the game.

(READ CAREFULLY)

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## GENERAL PRINCIPLES

Our goal at Alderwood Softball Association is to provide the children with an opportunity to enjoy the game of softball, and at the same time develop their social and interpersonal skills. As coaches, we must advise players of the rules and guidelines that govern our softball league and enforce them for fair play and proper developmental skills of the game. For us as guardians who volunteer to coach, it should be our goal to be fair to all children and to promote respect for all players, coaches, umpires and other parents. We should forever be good role models by promoting sportsmanship and fair play at all times.

### 1.0 THE GAME

#### T-Ball

This is a game for nine or more players per team, although a game may be played with a **minimum of seven players**. Each team has an equal number of batters per inning regardless of the number of outs, to score as many runs as possible. The defensive team will field an extra two outfielders to make as many outs as possible in accordance with the rules. T-Ball is the first level of instructional softball. It is designed to get our kids interested in the game by stressing and maintaining active participation by all players. It is also designed to get players used to swinging a bat accurately off a tee and learn position of the field. **There is a mandatory infield/outfield player rotation that ensures all players get an equal chance at playing all positions.**

#### Rookie

This is a game for nine or more players per team, although a game may be played with a **minimum of seven players**. No adults in the infield except for a coach on the pitching mound. There is no stealing, overthrows, or walks to first. It is designed to get our kids interested in the game by stressing and maintaining active participation by all players. **There is a mandatory infield/outfield player rotation that ensures all players get an equal chance at playing all positions, exception for pitching.**

#### Mites

This is a game for nine or more players per team, and a maximum of 15 players, although a game may be played with a **minimum of seven players**. No adults in the infield except for a coach on the pitching mound. There is no stealing, overthrows, or walks to first. **There is a mandatory infield/outfield player rotation that ensures all players get an equal chance at playing all positions, exception for pitching.** (See section 10).

#### Squirts & Peewee

Fast-Pitch is a game for nine or more players per team, although a game may be played with a **minimum of 7 players** on a team. This is the first level of competitive softball. Stealing is allowed but no lead offs.

### 2.0 PLAYERS

**2.1** All players must be registered with Alderwood Softball Association. Any team using non-registered players will have all games in which these players participate automatically forfeited upon detection.

**2.2** No players shall be added to a team, except by the Division Convenor.

**2.3** Teams will consist of a maximum of 15 players.

**2.4** Players that fail to show for two consecutive games without notifying the Coach shall be reported to the Division Convenor for follow-up.

### **3.0 CONDUCT ON THE PLAYING FIELD**

**3.1** The actions of players, coaches, umpires and league officials must be above reproach.

**3.2** Players and coaches are not permitted to deliberately harass or direct discourteous remarks at the officials or anyone participating in the game. Such actions could result in removal from the game(s).

**3.3** Coaches or players engaged or persisting in conduct contrary to the spirit, principles and objectives of good sportsmanship in Softball may receive a single warning from the umpire. If a warning has been given and the offence continues, the offender(s) will be removed from the game.

**3.4** Anyone removed from the game must leave the playing field and the spectator area. Failure to do so will result in a forfeiture of the game.

**3.5** Coaches must also control the conduct of the parents and spectators. The Umpire has the authority and will suspend a game for unruly behaviour and if necessary, forfeit the game to the opposing team.

**3.6** No smoking permitted at any time on the playing field or in the dug-out area.

**3.7** There will be only one (1) Designated Coach Spokesperson (DC) from the coaching staff per team in each game permitted to approach the Umpire. The DC will be called out at the beginning of each game by the umpire to review the game rules. Only the Umpire can call “**TIME**” in a game; the DC may request “TIME”. The umpire will not tolerate any charging onto the field of play.

**3.8** Base coaches shall be a member of the coaching staff. If only one coach is present, the DC will select a parent to substitute. A late coach will replace the parent and notify the umpire of the change. The DC will assign the base coaches and may not use any player for safety reasons.

**3.9** Coaches must confine their activities to coaching their own players.

**3.10** Coaches shall not physically assist any player while the ball is in play.

**3.11 An Appeal-** must be made before the next pitch to the next batter; in the case of last batter, it must be made before the last defensive player is off the playing field.

**3.12** Any team member **throwing any equipment** is subject to an ejection based upon the umpire’s discretion.

**3.13 Abuse of umpires will not be tolerated.** Abuse of umpires will result in disciplinary action from Alderwood Softball Association.

## **4.0 PLAYING FIELD**

### **4.1 Distance between adjacent bases**

**T-Ball** distance between adjacent bases is **40 feet**.

**Mites** distance between adjacent bases is **45 feet**.

**Squirts** distance between adjacent bases is **50 feet**.

**Peewee** distance between adjacent bases is **55 feet**

### **4.2 Setting up the bases**

Shall be set up prior to the start of the game by the umpire or member of the Exec team, and removed by the umpires, and stored in equipment room. (T-Ball & Rookie Coaches will take care of setting up and removal of any bases they use)

### **4.3 Distance between Home & Pitcher**

**T-Ball, Rookie & Mites** The front line of the pitcher's plate (rubber) to the outside corner of home plate shall be the distance **30 feet**.

**Squirts** The front line of the pitcher's plate (rubber) to the outside corner of home plate shall be the distance **40 feet**.

**Peewee** The front line of the pitcher's plate to the outside corner of home plate (rubber) shall be the distance **45 feet**.

**4.4** An eight foot diameter circle is marked off surrounding the pitcher's mound or rubber known as the inner pitcher's circle

**4.5 The batter's box** on each side of home plate shall measure 3 ft. (1.0m) by 7 ft. (2.2m). The inside lines of the batter's box shall be 6 in. (15cm) from home plate. The front line of the box shall be 4-ft. (1.2m) in front of a line drawn through the center of home plate. The lines are considered inside the batter's box.

**4.6 Home Plate Area** is the area surrounding home plate, which is separated from the remainder of the infield by the encroachment line.

**4.7 The catcher's box** shall be 10-ft. (3m) in length from the rear outside corners of the batter's boxes and shall be 8'5" (2.55m) wide.

### **Field Positions**

**4.8** Coaches shall remain within the dugout or within the coaches' areas at 1<sup>st</sup> and 3<sup>rd</sup> bases at all times. (See **4.13 & 4.14**) for T-Ball exceptions

**4.9** Players shall play their positions.

**4.10** With the exception of pitchers, players in the field may not be substituted with players from the bench during the course of an inning, except in the case of injury or illness to a fielding player. The injured player once removed from the field cannot be returned to the fielding position for the balance of that inning. The replacement player shall only occupy the position vacated by the injured player.

**4.11** No player on the field can be positioned in foul territory except for the catcher who shall be placed behind home plate.

**4.12** With the exception of pitchers, players are assigned their fielding positions for the entire inning and cannot be moved from one fielding position to the other during the course of an inning. This does not prohibit the shifting of players in the field for purposes of defensive strategy.

**4.13 T-Ball** There shall be a designated pitcher. When the Coach calls “PLAY BALL” the pitcher must be standing in the inner pitcher’s circle (see 4.4) till after the batter hits the ball off the tee.

**4.14 T-Ball** Coaches may assist the batters at home plate with positioning, stance and batting. Coaches may be positioned in the outfield behind the fielders and cannot interfere with the play of the game

**4.15 Dead Ball Area (Out-of-Play Area)** is the area outside the lines, which are extensions of the backstop, and parallel to the foul lines.

**4.16 The Foul Lines** are lines from home plate to first and third bases extended past the outfield and are part of fair territory.

**4.17 Safe Base** The safe base is a double base used at first base. It is designed to reduce collisions, spiking, tripping and other mishaps that could cause injuries to players.

**4.18** The safe base is a double base which is half-white and half-orange. The white portion shall be securely fastened in fair territory and the orange portion shall be securely fastened in foul territory. If a batted ball touches any portion of the white base, it is a fair ball. In order for a batted ball to be foul, it must hit totally on the orange portion of the base.

**4.19** If a pitched ball is hit to the infield and the batter-runner fails to use the orange portion of the bag on his first attempt at first base and if a play is made on that base, the batter-runner is out.

**4.20** After the first attempt at first base, only the white portion of the base is to be used by the base-runner:

- ☐ If the batter/base runner rounds first base on a walk.
- ☐ When tagging up.
- ☐ When returning to first base after having passed it (overrun), the runner shall return to the white portion.

If there is a throw to 1<sup>st</sup> base, the batter-runner must tag the orange base.

**4.21** The white portion of the base is used only by the base runner if the batter/base-runner rounds first base on a walk, on a hit through the infield or to the outfield, when tagging up, when returning to first base after having passed it.

## **5.0 EQUIPMENT**

### **EQUIPMENT Uniforms**

**5.1** Uniforms consist of team shirt, pants (shorts for T-Ball & Rookie division), and cap issued by Alderwood Softball Association for all league games. Players not in proper uniform are not allowed to play. Coaches will make sure that all players are wearing proper uniforms. Players losing any part of their issued uniform must arrange with their coach to purchase a replacement from Alderwood Softball Association.

**5.2** Jerseys shall be individually numbered and **worn tucked-in**.

**5.3** It is also mandatory that each player wear a protective cup/Jill strap during games and practices.

**5.4** Players will **not be eligible to play** in a game while **wearing a brace or cast**. It is not permitted to wear any form of jewellery on the field, the Umpire is required to give one warning to the coaches at the beginning of a game and thereafter the player shall be called out. It is strongly recommended that a medical alert bracelet/chain be taped to the arm or be secured inside a wrist ban or the uniform jersey.

### **EQUIPMENT Footwear:**

**5.5** Soft-sole cleats or full running shoes only. Metal cleats are prohibited.

### **EQUIPMENT Helmets:**

**5.6** Every player must wear a helmet with full earflaps and retaining chin strap while on deck, at bat, and running the bases. All Pitchers must wear a helmet while on the mound or infield. Players must supply their own helmet.

**5.7** All players who bat or who are runners on the bases or pitcher must wear a helmet with a retaining chin strap. Helmets are not to be removed until the runner is in the dug-out. If a player intentionally removes their helmet at any time before reaching the dug-out, they will be called out. Play is immediately stopped, and players are placed on the nearest base. If a player is granted TIME during the game to fix their helmet, he or she will not be called out.

### **EQUIPMENT Catcher's Equipment:**

**5.8** Shall consist of a chest protector, shin guards, and helmet with facemask and throat protector, which must be worn during practices, game warm-ups and games.

### **EQUIPMENT Misc:**

**5.9** Bats are provided by the Association for use during the game. Should a player wish to use their own bat, they must be of approved standard and shared with all other players on the team. **The Association is not responsible for loss or damage of personal property.**

## **5.10 Ball Size:**

**T-Ball & Rookie** balls used for games shall be a **9”** softball provided by ASA

**Mites** balls used for games shall be a **10”** softball provided by ASA

**Squirts** balls used for games shall be a **11”** softball provided by ASA

**Peewee** balls used for games shall be a **12”** softball provided by ASA

**5.11 The Batting Tee** Shall be a stand that will be placed on home plate for the purpose of holding the ball for players to swing at. It should be portable and adjustable in height.

## **6.0 PLAY DEFINITIONS**

**6.1 Encroachment Area** is a twelve-foot radius circle from foul line to foul line, measured from the back of home plate.

**6.2 Playing Line** is an imaginary line running directly from first base to third base, which is a guide for the plate. Umpire to determine the players' position. Infielders shall not cross the playing line until the ball is hit.

**6.3 Fair Hit Ball** is a legally batted ball that in the Umpire's opinion will or could have firmly crossed the encroachment line in fair territory, even if it is fielded before crossing the line.

**6.4 T-Ball** If a ball is hit within the pitchers circle, the pitcher must throw the ball and not chase down the runner.

**6.5 Dead Ball** is a term used by the umpire to stop play under one of five situations. The ball is not in play again until the umpire calls "Play". If dead ball due to injury to a defensive player, all runners advance one base.

**6.6 Delayed Dead Ball** – a game situation in which the ball remains alive until conclusion of the play. When the entire play is completed, the umpire shall rule a dead ball and enforce the appropriate ruling.

**6.7 Bunted ball** is a ball that is hit dead. No bunting in any division.

**A Strike is when:**

**6.8** The ball is swung at by the batter and is completely missed **or fouled**.

**A pitch goes through the strike zone, as determined by the plate umpire.**

**6.9 T-Ball & Rookie** A batter is out after 5 swings.

**6.10 Mites** A batter is out after 5 pitches.

**6.11 Squirts to Peewee** a batter is out after 3 strikes.

**6.12 Illegally Batted Ball-** is when the batter hits the ball, dead, fair or foul, with one or both feet on the ground entirely outside the lines of the batter box.

## TIME CALLED

**6.13 T-Ball** is when an infield player raising his hand with the ball therein above his head will automatically attain a call of "TIME" by the Coach. Outfield players will not receive a call of "TIME" when the ball is raised above the head.

**6.14 Infield Area-** is the area, in the judgment of the Umpire, in which the defensive infielders would normally play in performance of their duties. It also includes the adjacent foul territories, which are encompassed by the playing line being extended to the playing field boundaries. On most diamonds, the edge of the grassed area separates the infield from the outfield.

## Lead-Off

**6.15 T-Ball** is when a runner is off his base when the batter hits the ball off the tee. *Penalty for a lead-off is the runner is out and the ball is dead.*

**6.16 Mites to Peewee** there shall be no lead offs. Base runners shall not leave a base until the ball has left the pitcher's hand. *Penalty for lead-off-the base runner is out and the ball is dead.*

## Thrown Bat (see 3.12)

No player is permitted to throw a bat at any time, either while attempting to hit a ball or while starting to run to first base. If a batter throws a bat, the Umpire shall call "TIME", then an automatic "OUT" for the batter. The Umpire is the sole judge of whether or not a bat has been thrown.

## Overthrows

**6.17** Is a ball, which is thrown past first or third base and subsequently goes out of play.

**6.18** Following an overthrow, 1 base from the time of the throw shall be awarded.

## Last Batter Status

**6.19 T-Ball** Any players on the offensive team, who are base runners when the last batter is at bat, are regarded in the same manner as the last batter and no defensive play can be made on them on the bases. They are all forced to home plate when the last batter has hit the ball fairly.

## 7.0 GAME RULES

**7.1 Regulation Games T-BALL, Mites, Squirts** to begin at 6:30 p.m. until the end of June. Curfew shall be 8:00 p.m., new innings are not to be started after 7:45 p.m. During the rest of the season, curfew shall be 8:30 p.m., new innings are not to be started after 8:15 p.m.

**7.2 Regulation Games Peewee** to begin at 8:00 p.m. until the end of June. Curfew shall be 10:00 p.m., new innings are not to be started after 9:45 p.m. During the rest of the season the last started inning shall be completed by both teams, new innings are not to be started after 1:45 min after game start. If the home team is winning the game should be over.

**7.3 Mites, Squirts Curfew Time:** No team shall deliberately stall a game to allow curfew time to run out. If, after a warning from the Umpire, a team continues to stall the opposing team shall be



awarded two extra runs and the game will resume at Umpires discretion. If the game is called during a subsequent inning and the home team has scored too few runs to tie or overtake the visiting team, the score shall revert to the end of the previous inning and the game shall be considered complete. The score at time of curfew will revert back to the last complete inning. In the event of a tie, no extra innings will be permitted. If the home team is winning going into the bottom half of the last inning it will waive its right to bat.

**7.4 Innings played Mites, Squirts, Peewee** games shall be 7 or 6 1/2 half innings in duration if the home team is ahead, unless called due to foul weather in which case the game will be considered completed if a minimum of 3 complete innings have been played. If the game is called in the middle of an inning, the score will be recorded as of the last completed inning. All games that are definitely postponed before 3 innings have been completed shall be recorded as a rainout or incomplete, and may be rescheduled and played as new games.

**7.5 Innings played Mites** The inning will be over after 3 outs or 3 runs scored whichever comes first.

**7.6 Innings played Squirts, Peewee** The inning will be over after 3 outs or 5 runs scored whichever comes first except for the last inning, which is open.

**7.7 Player Positions T-BALL** No player shall repeat playing of the same position until all players have played that position. Players must rotate from infield to outfield position Players shall sit out in rotation and not sit out again till all players have sat one inning.

**7.8 Player Positions Mites** Players shall be given equal “field” time (infield/outfield rotation), except in the case of injury, illness or misconduct. Players shall be “sat-out” in rotation, so that no player shall sit out more than one inning until all players have sat out once. The coach must report sit-outs due to misconduct to the Umpire. (Penalty upon review is possible forfeiture of game).

**7.9 Player Positions Squirts to Peewee** Players may play the same position except for the pitcher who can pitch only 3 innings. Players shall sit out in rotation and not sit out again till all players have sat one inning.

**7.10 Team Positions** Home team shall occupy third base dugout. The visitor team shall occupy first base dugout.

**7.11 Number of Players:** A team must have at least 7 players to start a game. **Squirts** A team having fewer than 7 players must forfeit the game. An exhibition game may still be played.

**7.12 Number of Players** If a team has less than 7 players at the regular time for starting the game, there shall be a 10-minute delay. If the team is still short of the required 7 players after the expiry of the 10 minutes, that team shall use call-ups. Call-ups shall be decided by the practice Coach.

**7.13 Number of Players** If 10 minutes have expired after the regular starting time for the game and both teams have less than 7 players to start the game, both teams shall use call-ups to be decided by the practice Coach.

## **8.0 Batting Order: LINE-UPS**

**8.1 Batting Order:** Prior to the start of the game the teams shall exchange line-ups making sure that both sets of batting orders are identical.

**8.2 Batting Order:** All team players shall be listed on the score sheet for purposes of establishing a batting order. Prior to the start of the game the teams shall exchange line-ups making sure that both sets of batting orders are identical.

**8.3 Batting Order:** If a late arrival is listed on the roster (score sheet), and he/she has not missed his/her turn at bat, the player may bat in order. Should the late arrival miss his/her turn at bat, but arrives before the last player on the roster has his/her turn at bat, then he/she shall be added as last batter.

**8.4 Batting Order:** The coach and/or scorekeeper shall inform the Umpire of any such changes to the line-up as quickly as possible.

**8.5 Batting Order:** All players on the batting list must bat in sequential order. No pitch hitting is permitted.

**8.6 Batting Order:** The line-up cannot be altered during the course of the game, with the exception of late arriving players who shall be added as last place batter only.

**8.7 Batting Order:** Any player(s) who arrives late for the game but before completion of the first inning can be added to the line-up by placing his/her name to the end of that team's list. **No player(s) shall be added to the list after 1 complete inning has been completed.**

**8.8 Batting Order:** A batter batting out of order is automatically out. All runners must return to the base that they occupied before the batter went to the plate, provided the opposing coach protests the matter to the umpire before the first pitch is thrown to the next batter.

**8.9 Batting Order:** If a batter is batting out of order and it is discovered while the batter is still at the plate the correct batter will be allowed to hit, but he/she must take the count accumulated by the incorrect batter.

## **9.0 FIELDING**

**9.1** Fielding positions are a catcher, a pitcher, first, second, third basemen, shortstop and the remainder in the outfield to a maximum of 9 players.

**9.2** No fielder shall interfere with a base runner. If obstruction is called by the umpire, the umpire shall estimate how far the base runner would have been able to run but for the interference and place the runner at that base. All other base runners advance accordingly.

**9.3** A live ball thrown from the infield or outfield into the team bench or dugout shall be out of play. All base runners get the base to which they were running to.

## **10.0 PITCHING**

**10.1** Any player on the team is entitled to pitch and during the course of the season all players should have pitched in a game.

**10.2 [Mites]** Only 2 pitches by a player followed by 3 pitches by a coach if required.

**10.3 [Squirts & Peewee]** A player cannot pitch more than 3 innings in a game. If a pitcher delivers at least 1 pitch in an inning, he/she will be deemed to have pitched that inning.

**10.4** A pitcher who is removed from the mound in 1 inning cannot return to pitch again in the same inning.

**10.5** A pitcher must have both feet touching the pitcher's mound before pitching the ball.

**10.6** Illegal pitches will be called and a "ball" is awarded to the batter.

## **11.0 HITTING**

**11.1** Players on the team shall bat in the order as recorded on the score sheet.

**11.2** For each successive inning the batting order starts with the player whose name follows the last batter from the preceding inning.

**11.3** If the ball hits the batter's hands when the batter is swinging at a pitch and goes into fair territory it is a fair ball and the batter must run towards first base.

**11.4** If the ball is hit and it strikes the umpire who is in fair territory, it is a fair ball and must be played by the fielding team.

**11.5** If the ball is hit and strikes the umpire, who is in fair territory, and the ball continues and goes into foul territory and out of play, the umpire shall award a ground rule double. With the exception of the last batter, in which case the ball is dead, base runners return to the bases previously occupied, and the hitter gets to take the pitch over again.

**11.6** If the ball is hit and it strikes a base runner who is on base when struck by the ball and the ball remains in fair territory, the ball is playable.

**11.7** If the ball is hit and strikes a base runner who is on base when struck by the ball and the ball goes into foul territory and out of play, the ball is dead and the hitter gets first base while the other base runners advance two bases.

**11.8** If the ball is hit and strikes a base runner that is not on base, the base runner is out and the hitter gets first base. However, the base runner is not out, if the hit ball passes by or touches a fielding player before striking the base runner. In this case the ball remains in play and all runners advance on the bases until the fielding team brings the play to a stop.

**11.9** If the ball is hit and the base runner runs into the fielding player who in the opinion of the umpire had a chance to make a play on the ball, the base runner is out and the ball is dead. The hitter gets first base and the other base runners either go back to the same base or move up one base to allow the hitter to take first base. No base runner is allowed to score.

**11.10** If the ball is hit and the base runner stops in front of the fielding player and in the opinion of the umpire is intentionally screening the fielder, the umpire shall call the base runner out and the play dead. The hitter gets first base and the other base runners go back to the same base or advance one base to allow the hitter to take first base. No base runner is allowed to score.

**11.11 [Mites]** 3 swings without a hit equals an out including foul balls. No hit after 5 pitches equal an out. Only 3 runs or outs per inning.

## **12.0 BASE RUNNING**

**12.1** The bases must be touched in their correct order, first to second to third to home. Any base runner that runs the bases in reverse order is out.

**12.2** A base runner can overrun first base and home plate. A base runner that overruns second or third base can be tagged out. A base runner can over run first if the runner tags the safety-bag first.

**12.3** If a base runner misses a base and proceeds to run to the next base, the base runner must return to the base, while the ball is still in play otherwise the base runner is out. The opposing coach must protest the matter to the umpire before the next pitch is thrown to the batter.

**12.4** If the base runner misses one base and proceeds to run to the next base runner can only return to the missed base, while the ball is in play by touching any bases in between in the reverse order. Otherwise the base runner is out, provided the opposing coach protests the matter to the umpire before the next pitch is thrown to the batter.

**12.5** If a base runner passes another base runner while running the bases, he/she is automatically out for illegally passing in front of the other base runner.

**12.6** No base runner can return to touch a missed base if the following base runner has scored. The base runner that missed the base is out and his/her run does not count.

**12.7 Squirts to Pee wee** Stealing bases is permitted.

**12.8 Squirts & Pee wee** Stealing home base is permitted for these divisions only.

**12.9** A base runner must tag up on a caught fly ball before advancing to the next base. In other words, the base runner must retouch the base after a fly ball is caught if he/she left the base initially when the ball was hit.

**12.10** All base runners can continue to run if the ball, after being hit into fair territory, is thrown by the fielding team around or within fair territory.

**12.11** A base runner is out if he/she runs more than 3 feet (one meter) off the baseline in order to avoid a tag. However, the base runner is not out if the base runner runs 3 feet (one meter) off the baseline only in order to avoid interfering with a fielder's attempt at catching a ball.

**12.12** On a force out, the base runner is out if the fielder in possession of the ball touches the bag before that base runner arrives at the base to which the base runner is forced to run. There is no need

to touch the base runner on a force out and even if the fielder drops the ball after touching the base an out is still recorded.

**12.13** Dead ball will automatically be called if any player is injured during play (any player on base will be advanced one free base).

**12.14** A runner coming home cannot charge the Back-catcher. If the runner is called for charging the catcher, the runner is out. The call of a deliberate charge will be up to the discretion of the Umpire if the runner is out.

### **13.0 COACHES**

**13.1** All coaches must be declared before the game starts. A maximum of 2 coaches are allowed on the playing field during the game. All other parents must be off the field. (exception to T-Ball)

**13.2** There shall be no coaches on the playing field or anywhere in the outfield during games. Coaches shall remain within the dugout or within the coaches' areas at 1<sup>st</sup> and 3<sup>rd</sup> bases at all times. (exception to T-Ball)

**13.3** Coaches must confine their activities to coaching their own players.

**13.4** Coaches shall not physically assist any player while the ball is in play.

### **14.0 SCOREKEEPER**

**14.1** The scorekeeper shall inform the players of their batting order.

**14.2** The scorekeeper shall keep track of each player's progress on the bases and record all runs scored in each inning.

**14.3** The scorekeeper shall record any changes in the line-up.

**14.4** The scorekeeper shall inform the coaches and the umpire of 5 runs in after the play is finished, and shall inform the coach of any player batting out of order.

**14.5** The scorekeeper shall insure score sheets are complete as to date, team numbers and division.

**14.6** The scorekeeper shall insure score sheets are signed by and handed to the Umpire at the end of each game, regardless of win/loss, default or forfeiture.

### **15.0 PLAYERS CALLED UP or OVER**

**15.1** Call ups are allowed for all divisions. Players who are not properly registered with Alderwood Softball Association may not be called to play on any house league team. (Penalty is loss of game for infraction).

**15.2** No player may be called more than four times in total for the year until all other qualified players are called.

**15.3** Call-Over's shall come from the practicing team of the same division. Call-ups shall come from the younger division below and comply with rule 15.2

**15.4** It will be at the discretion of the practice Coach on the playing field as to which player will become called. The practice Coaches must allow enough players to play a game (nine per team). The requesting coach can only bring his team to nine, but not exceed nine players at the start of a game.

**15.5** All players that are Called and all regular members present at a game must play, and **called players must field in the first inning. No called players shall be sent home when unexpected team members show up.**

**15.6** Called players must wear their own uniform

**15.7** SURNAME, GIVEN NAME & UNIFORM NUMBER shall list all players on score sheets. In addition, players called to play shall be indicated by the designation "CU" (Call-Up). Umpire shall be notified of call-ups prior to the start of the game, or such players will not be permitted to play.

## **16.0 GAMES CALLED IN PROGRESS**

**16.1** If a game is called for adverse weather conditions or light failure, the following shall apply:

**16.2** If called before the end of the third inning, the game shall be recorded as a rainout or incomplete.

**16.3** If called at the end of the third inning or subsequent inning, the game shall be considered complete and the score shall stand.

**16.4** If called during a subsequent inning and the house team has scored too few runs to tie or overtake the visiting team, the score shall revert to the end of the previous inning and the game shall be considered complete.

## **17.0 PLAY-OFFS**

**17.1** The executive shall have the power to determine the play-off format and to vary the format and the rules governing play-offs as it may deem necessary or desirable from time to time.

**17.2** The play-offs are generally decided by a round robin (each team play other teams 3 times).

## **18.0 JUDGMENT CALLS**

**18.1** There shall be no arguing with an umpire in matters of judgment, including but not limited to call of "safe/out", "foul/fair", "allowable hit", "leadoff", or "encroachment".

## **19.0 Drafts & Trades [Squirts & Pee wee only]**

**19.1** Each player will be evaluated on 4 areas

a. Infield rated from highest to lowest 1 to 10

- b. Outfield rated from highest to lowest 1 to 10
- c. Hitting rated from highest to lowest 1 to 10
- d. Pitching rated from highest to lowest 1 to 10

**19.2** Drafting players will be separated by gender. Coaches automatically get their kids on their team and are not required to pick them first. If there is a sibling combo and a coach picks one, he must take the other as well. The order of the draft will be determined by coin toss. The teams that drafts first will draft second the next round, third after that and so on. Repeat till all players are placed on a team.

**19.3** Protected players – When a coach has a protected player in any round he can opt to take the protected player in any round. No Coach may have more than one protected player. One per coach at a maximum of two per team.

**19.4** Trading of Players – Only after all players are drafted to a team. There will be a set time of 45 minutes set aside for trading. Maximum number of trades per team is 2 players from different teams and not from a single team. No coach is compelled to make a trade if they do not wish to. Trades have to be of same gender.