

PLAY RULES – Appendix Two updated March 15 , 2016

The Emerald City Softball Association Open Division will follow ASA rules with exceptions noted below.

ASA Rule Exceptions:

1. No base Stealing
2. Pitch arc maximum of 12' – minimum of 6'- The ball must be delivered with a perceptible arc and reach a height of at least 6 feet from the ground, while not exceeding a maximum height of 12 feet from the ground.
3. Running the bases for over the Fence Homerun - On any fair batted ball hit over the outfield fence for a homerun the batter and all runners are credited with a run. The batter and any batters on base are not required to run the bases.
4. No metal cleats shall be worn by any player, manager, coach or umpire.
5. Time Limit - Except in the case of a tie game, no inning shall start after 55 minutes.
6. Home Team - A pre-game coin toss will determine the home team for all ECSA Open Division regular season games.
7. Official Scorebook Rule - The official scorebook will be that of the home team. The visiting team is, therefore, highly encouraged to confirm the score with the home team every half-inning.
8. Game Time - Forfeit time is 5 minutes after the scheduled game time, except when a team is moving from one field to another for consecutively played games or when games are behind schedule. In these cases, the umpire will give the teams at least five minutes after they arrive in their dugout to settle and prepare a lineup.
9. Short-Handed Rule - A team must have at least 8 players in the dugout or team area to start or continue a game. If a team starts a game with fewer than 10 players, then the vacant position(s) must be listed last in the batting order and an out will be assessed when the vacant position(s) in the batting order appear. If playing short-handed and a substitute arrives, he/she must be inserted immediately into a vacant spot.
10. Courtesy Runner - Any eligible player on the official line-up including available substitutes may be used as a courtesy runner. A courtesy runner may be used once per inning. A courtesy runner is in the game when reported to the plate umpire. A courtesy runner whose turn at bat comes while on base will be called out; will be removed from the base and take their turn at bat; a second courtesy runner is not permitted at this time. A player may be a courtesy runner only once an inning. A courtesy runner may not run for an existing courtesy runner except for an injury. A runner who is replaced with a courtesy runner may not be used as a courtesy runner for the remainder of the inning.

11. Extra Players on Offense

D Division Only: Teams playing within the "D" division are allowed an unlimited number of players in their batting lineup. A team beginning a game with more than 11 players in the batting lineup may remove any player(s) from their line up without penalty of an out as long as at least 11 players remain in the line-up. A/B/C Divisions: Teams playing within the A, B and C Divisions are generally allowed up to 12 players in a batting line-up. However, provided that the opposing team coach does not object, more than 12 players will be allowed in the batting lineup. Teams playing within the A, B and C Divisions must end the game with the same number of batters in the batting line up with whom they began the game.

12. Home Run Limit - A limit of over-the-fence home runs will be used in all divisions. The following Limitations are per team per game: A Division: (4); B Division (2); C Division: (1); D Division (0). Inter-division games will follow the limitation associated with the upper division. For any over-the-fence homeruns in excess of the above limitations, the ball is dead, the batter is out, and no runners can advance. Any over the fence homeruns in excess of the above limitations will result in an inning ending out.

13. Ball-Strike Count – All batters will begin with a 1-1 count. One courtesy foul will be awarded after the second strike.

14. Ejections & Intentional Harm

Ejections: Any player or participant ejected from any game shall automatically serve an additional one-game suspension from their teams next scheduled game. Under penalty of forfeit, a suspended or ejected player or participant may neither be present nor in the vicinity of the field for a game from which they are suspended or ejected (they cannot be in the dugout and must leave softball complex). Any coach may appeal to the umpire for a ruling on whether an action leading to ejection constitutes intentional harm.

Ejections for Intentional Harm: Any participant whom, in the judgment of the umpire, intentionally puts another participant at risk of harm will be suspended for the remainder of that play-day plus the next play-day on which the participant's respective team plays. Any participant that has a second violation for intentional harm within a season, as determined by an umpire, shall be ineligible for the remainder of the season.

Additional Penalties: With respect to any situation involving ejections (with or without intentional harm), the Executive Board may use its discretion in applying other sanctions, up to and including permanent suspension from the ECSA Open Division.

ASA Rules – not inclusive but some of the main rules that everyone should be aware of. (This is not inclusive – consult your ASA rule books for the full list of all ASA rules.)

15. Run-Ahead Rule

A run-ahead rule will be used for all divisions:

20 runs after three innings; or

15 runs after four innings; or

10 runs after five innings.

Complete innings must be played unless the home team scores the run-ahead limit while at bat. When the visiting team reaches the limit in the top half of the inning, the home team must have their opportunity to bat in the bottom half of the inning.

16. Tie-Breaker Rule

No regular season game may end in a tie. If the score is tied after the completion of 7 innings of play or the completion of an inning after the time limit has expired the next inning will begin with zero outs and the offensive team will place the player who is scheduled to bat last in that respective half inning on second base. A substitute may be inserted for the runner in accordance with the ASA substitution rule. Each team will have an offensive opportunity each inning until the tie is broken. If the short handed rule is in effect, an out is not declared if the absent player is the one who should begin the half inning at second base. In this case the player who precedes the absent player in the lineup will be placed on 2nd base.

17. Approved Bats Rule

Only ASA-approved bats will be allowed for play in all divisions. The ASA disapproved bat list can be found at:

http://www.asasoftball.com/about/certified_equipment.asp.

18. Uniform Rule

Teams are not required to have like-colored uniforms. However, an Arabic whole number (0-99) of contrasting color at least 6 inches high must be worn and visible on the back of all uniform shirts. No players on the same team may wear identical numbers (numbers 0 and 00 or 3 and 03 are examples of identical numbers). Players without numbers will not be permitted to play.

19. Games Suspended Due to Weather

If a game is suspended due to weather, it is resumed at the point it was suspended. The teams' rosters for the resumption of play may include only those players present prior to the suspension of play. The home team's book will designate at which point the game was halted. Coaches from both teams should sign each team's score book before leaving the fields to indicate agreement on the game situation when the game was suspended.

20. Lineup Cards

Lineup sheets should only include players present at the Softball Complex wearing a team jersey at the start of a game. All Present players need to be listed in the batting line up or as a substitute. Regular roster players can be added to the lineup sheet if they arrive after the game has started. Teams will exchange line up sheets before the beginning of each game and give the original (top) copy to the Umpire. Teams with players present at the Softball Complex but not present in the dugout at the beginning of a game need to notify the opposing team for the player to be counted as present. At the end of the game or the umpires shift they will deliver lineup sheets to the league per the process established by the ECSA Board.

21. Substitution Rule

Starters and substitutes can re-enter a game once during any game. They must always re-enter at the same place in the batting line up they enter the game. Once they are removed from the game for the 2nd time they cannot reenter the game again. If an attempt to re-enter a player is made more than once an out will be recorded if appealed by the opposing team. If a player is re-entered into the game at a different place in the line- up an out will be recorded if appealed by the opposing team and before the next batter. The player will also be ejected from the game. After the next batter has completed their at bat you can appeal the illegal substitution.

22. Pitching Rubber – 50' – @ NST that is the last rubber from home plate. Petrovitsky will be 50' rubber.

23. Distance between Bases - 70 feet.

24. Timers – The timers for each game will be started right after the first practice pitch of the game.