

## **Sunnyvale Girls Softball League Rules, - 2009**

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### **Inter-league Local Rules for 14/16U Division Games**

These local rules are adopted for Inter-league recreational play. The inter-league games further adopt the general Official Rules of Softball published by the ASA for Junior Olympic girl's fast pitch. In addition, the inter-league has agreed to:

- Start time: within 15 minutes of the scheduled start time (based on field availability).
  - Home team is responsible for notifying the visiting team of postponements or unplayable field conditions. If a game is postponed, rescheduling is the responsibility of the home team.
  - Home team takes the third base dugout and is responsible for preparing the field before each game and maintains the official scorebook for the game.
  - Only players, managers, coaches and scorekeepers are permitted to occupy the player benches.
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### **Local Rules for 14/16U Division Games**

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14/16U-1. Games may be played with as few as 8 players in a line-up. No out is taken for the 9<sup>th</sup> spot in the batting order (No ASA Short Hand Rule applied).

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14/16U-2. Nine players are allowed on defense, six infielders and three outfielders on the grass.

14/16U-3. Players may be openly substituted in the defense without limitation. Umpires do not record defensive changes but must receive a line-up from each team that shows the batting line-up and pitching and catching assignments.

14/16U-4. All players on the team are in the batting order. Players appear anywhere in the batting order determined at the beginning of the game regardless of whether the player is a starting defensive player or a substitute.

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14/16U-5. If a player arrives after the game has begun, add her to the bottom of the order (exception: late arriving player whose first turn at bat has not passed). If a player leaves the game early, skip her at bat without penalty. In either case, the umpire and opposing team must be notified prior to the added or missing player's at bat.

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14/16U-6. A half inning ends when the defensive team achieves three outs, or if during the first three innings, the offensive team scores four runs.

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14/16U-7. If a team is ahead by 13 runs after four complete innings, the game is over.

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14/16U-8. Game playing time is 1 hour 40 minutes. Once the game playing time has passed the time limit, no new inning may begin. Game play must be complete in 120 minutes – NO EXCEPTIONS! Ties are allowed

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14/16U-9. Pitching distance is 40 feet.

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14/16U-10. Pitchers are not inning limited, but the coaches should endeavor to provide the opportunity to those girls who want to pitch and are capable of doing so.

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14/16U-11. A pitcher must be removed if she unavoidably hits 3 batters in the course of an inning. She may return to pitch in later innings, but if she hits another batter that pitcher must be relieved from pitching for the remainder of the game.

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14/16U-12. If an illegal pitch is committed, a ball is charged to the pitch count; runners do not advance.

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14/16U-13. Courtesy runners are allowed as substitutions for the next inning's pitcher and/or catcher. The courtesy runner must be announced prior to the substitution and must be the player in the dugout who is least likely to come to bat that inning (bottom of the batting order at the start of the inning).

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14/16U-14. Injured players, no longer able to play, will be treated as if they had to leave the game early- no out shall be automatically taken. An injured player may reenter the game upon agreement of the opposing Managers and the umpire(s). An injured batter/runner may be substituted with a Courtesy Runner (see 14/16U-15).

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14/16U-15. Bats must have the ASA 2004 certification mark.

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