

# Twin Hills ASA Fastpitch Softball



## Summer Season League Rules



# **Twin Hills ASA Fastpitch Softball Summer Season League Rules**

Unless modified by this set of rules, all games of the league shall be played in accordance with the current rules of the Amateur Softball Association (ASA).

These rules have been reviewed and agreed upon by the Twin Hills ASA Fastpitch Softball League Board members for use during the current Summer League season.

Any comments or suggestions should be directed to the Umpire in Chief for review. If the comment affects the safety of any member/participant or good order and discipline of the Twin Hills ASA Fastpitch Softball league immediate modification can be made in the judgment of the on duty Twin Hills board member. All additional comments/suggestions will be reviewed for possible implementation into next seasons league play.

## **DIVISION OF PLAY**

All registering players will be placed in the appropriate division of play **based on their age as of December 31**, of the current softball season.

At the time of registration, with parental request and the Twin Hills ASA Fastpitch Softball League (TWH) board approval, a player may be moved up to a higher division due to the ability of the player. A waiver must be signed by the parents/guardian and on file. Players are not permitted to move down to a lower division of play based on individual experience.

**NO DIVISION CHANGES WILL BE MADE AFTER THE SEASON STARTS.**

## **DIVISION OF PLAY AGES**

**T-Ball** 4–6 years old

**Junior Division** 7–10 years old

**Intermediate Division** 11–13 years old

**Senior Division** 14–18 years old

**Open Division** 19 years and older

# Twin Hills ASA Fastpitch Softball Summer Season League Rules

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## Summer Season League Rules

### 1. TEAM STAFF

#### 1.1. Managers and Coaches.

- 1.1.1. Each team will have a minimum of (1) manager and (1) coach. Both managers and coach/s will be the minimum of 21 years old. The managers are responsible for acquiring their coach/s.
- 1.1.2. An adult female of 21 years of age or older should be present at all TWH functions, including the practice field and in the dugout during games.
- 1.1.3. Before rostering coaches, managers are responsible to ensure that their coaches can commit to the team.
- 1.1.4. All persons that will be functioning as a team staff must complete both **“Coaches Application & Non-Felony”** and **“ASA Background”** forms prior to any involvement with a team, including pre-season activities.
- 1.1.5. Managers and coaches are required to familiarize themselves with the current Official Softball ASA Code and the TWH local rules (this document).
- 1.1.6. Managers will be provided with a hard copy of this document and current years ASA Code when they become available.
- 1.1.7. Managers are required to attend the managers and coaches meetings or have a representative attend. Failure to attend scheduled managers meetings does not exclude them for contents provided during meeting.
- 1.1.8. With their initials on the manager/coach application, they are stating they have read and understand the rules as they apply to game play at TWH. These signatures will be kept on file.
- 1.1.9. If a manager brings coaches in on the coach’s option, they must remain with those coaches the entire season. If a coach quits or later can’t commit the manager cannot roster a new coach that season, nor can a parent be pulled from the stands. Any consideration(s) for replacement staff are required to be reviewed by the Twin Hills Board prior to staff members becoming actively involved with a team.

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- 1.1.10. Coaches must be an active member of the Teams Staff for the majority of the season (60% + ). If it is determined that coaches brought in are not active members of the Team Staff, that coach and any “coaches option” player brought onto the team will no longer be eligible to play and must vacate the teams dugout. Any refunds of coaches/members registration fee will be reviewed by the TWH board at their next schedule meeting.
- 1.1.11. All Team Staff must obtain a current season Twin Hills Identification Badge prior to their first scheduled game. New Team Staff brought on after commencement of start of season must obtain a Twin Hills Identification Badge prior to participating in a scheduled game.
- 1.1.12. Only **Team Staff** are permitted in the dugout or on the field during games. Any additional non-participants noted in the dugout will be asked to leave.
- 1.1.13. All Team Staff must display their TWH Identification Badge during any officially scheduled game. If a Team Staff is found to be present without their TWH Identification Badge displayed or not available for a Board members review, the will be asked to leave the field of play and/or dugout.

### 1.2. Team Rosters

- 1.2.1. **For Open Division only:** Teams will consist of minimum of (8) players. The TWH board will maintain a waiting list of girls that are not rostered on a team but desire to play in the division. Open Division team managers will contact the TWH board for additional players.
- 1.2.2. All other Divisions: Based on the number of players registered and teams identified per division, the TWH board will determine the minimum number of players per team. Through this process the board will make all attempts so that teams have approximately the same number of players.
- 1.2.3. Additional players above the minimum number of players per team will be placed on the official waiting list and will be placed on teams on a first come first serve basis.
- 1.2.4. **NO ADDITIONAL PLAYERS** will be rostered on a team without prior approval by the TWH board.

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1.2.5. A team is eligible for a new player if:

1.2.5.1. Player voluntarily drops out of the league, manager notifies their respective division representative, and their desire to drop is verified by the TWH board. Once a player drops, they are no longer eligible to play the remainder of the season.

1.2.5.2. Player is injured and injury will not allow them to play the remainder of the season. Injured players manager must notify their division representative of the injury as soon as possible. In addition, the manager needs to advise whether or not player will remain as an active member of their team or they are requesting a replacement player. Replacement player will be the next player listed on the official waiting list. If the manager elects to accept a replacement player, the reported injured player is not eligible to play the remainder of the season.

1.2.5.3. If during the season a player's work/school commitments change to where they will not be able to participate in the majority of games providing an additional player to the team will be based on:

1.2.5.3.1. The individual player will have to make a determination as to remaining on their team or voluntarily dropping from the league. If they choose to remain an active player, that team will not be eligible for a replacement player and player will remain as part of the team's total numbers.

1.2.5.3.2. If the player decides to drop from the league and causes their team to drop below the average numbers of players per team for that division, the team will obtain the next player listed on the waiting list. The dropped player is ineligible to play for the remainder of the season.

1.2.5.3.3. If there are no players on the waiting list, the TWH board will review the case and determine if an additional player can register to play on that team.

1.2.5.4. If a manager has determined that a player will not be able to participate in team play for a medical or a non controllable circumstance (outside of above mentioned), the team manager must notify their

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respective division representative. The TWH board will review the case and determine if a replacement player will be provided to the team and/or any refund is warranted.

### 1.3. Official Waiting List

- 1.3.1. Players from the official waiting list will be rostered in the order of last year's regular season standings. **Last place team** will have the option to gain the first player listed on the waiting list. If team has average number of players per division, that team will not be eligible for a player and the option will go to the next team from previous season's standings. This round robin will continue through the team's standings.
- 1.3.2. Once all teams have cycled through at least once, return to the top of the team listing and continue round robin until all teams have met the minimum number of players per team.
- 1.3.3. If after round robin(s) are completed, and each team has the minimum/average number of players, we will continue through waiting list offering the next team the additional player until waiting list is empty. If the team does not accept additional players from this process, they will be eliminated from the round robin process and not be eligible for any additional players from the waiting list.
- 1.3.4. If a late registering player is a "property player" for a team, she will be permitted to rejoin her original team as long as it is prior to the season's tryout date or the player has the choice of being placed on the waiting list.
- 1.3.5. Once all players listed on the official waiting list have been rostered and a team still falls below the minimum number of players per team, those teams will not be allowed to scout/recruit additional players for their team.
- 1.3.6. Additional players will not be provided to a team to cover for players that play on other teams outside of the Twin Hills ASA Fastpitch Softball league that causes players to regularly miss scheduled games.
- 1.3.7. As long as a girl remains listed as an active member of a team, that team will not be eligible for a new player unless falling under the minimum/average number of girls per team.

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### 2. GAME PLAY

#### 2.1. Conduct

2.1.1. Managers and coaches will not allow conduct detrimental to players, umpires, and other managers and coaches or to the Twin Hills ASA Fastpitch Softball league. Will maintain control of all activities, both physical and verbal, in their respective dugouts.

2.1.2. If malicious conduct is witnessed, the board member on duty should be contacted.

#### 2.2. Sportsmanship

2.2.1. Managers and coaches are required to set the examples at **ALL** times, we must show good sportsmanship.

2.2.2. No temperamental outbursts from any of the **TEAM STAFF**, parents and or spectators will be allowed.

2.2.3. Profanity is **UNACCEPTABLE** in any shape or form.

2.2.4. **NO DRUGS** – except with a doctor's prescription.

2.2.5. **NO ALCOHOL** will be tolerated during the league's normal operating hours.

2.2.6. **NO SMOKING** or any use of tobacco products in the dugouts, playing fields or bleachers, only permitted in the parking lot area.

#### 2.3. Batting Lineup Adjustments/Forfeiting Games

2.3.1. It is the responsibility of the team manager to ensure the required numbers of team players are available at the game start time.

2.3.2. Minimum number of players for an official game, anything less will be recorded as a forfeit:

2.3.3. **T-Ball**. All players present will play.

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- 2.3.4. **All Divisions.** The game may be played with a minimum of 8 players.
- 2.3.5. Managers have the responsibility of providing the starting line-up to the opposing managers, official scorekeeper, and the umpire when the umpire calls team coaches to home plate.
- 2.3.6. All players will be listed on the lineup sheet including substitutes, injured players, benched and players out on vacation. This information is important for the official score book.
- 2.3.7. As a minimum line up sheets will include the players' jersey number and name.
- 2.3.8. Managers will notify the scorekeeper and the opposing team manager of any changes to the submitted lineup sheet during the game, including any disciplinary action taken before or during the game.

### **2.4. Late Arrivals**

- 2.4.1. If a team has the minimum number of players to start a game and it is known that a player(s) is not present at the games scheduled start time but on their way the game will start as scheduled.
- 2.4.2. The manager has the option of listing the late player(s) at the bottom position(s) of the batting lineup and accepting an out each time that position comes up in the batting order and player is not present.
- 2.4.3. If more than one player is late and listed on the batting lineup, that team will accept an out for each player that is not present at their turn at bat.
- 2.4.4. If a team does not have the minimum number of players to start a game and it is known that additional player(s) are on their way, the game start time can be delayed up to an additional 10 minutes awaiting the arrival of player(s).
- 2.4.5. The time elapsed waiting for a late playing will be deducted from the official game time. Example: If the person arrives 5 minutes late, there will be a remainder of 1 hour and 25 minutes left of play time.
- 2.4.6. Both opposing team manager and umpire must be notified when the player(s) arrive.

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2.4.7. If a starting player is unable to continue due to injury or illness and the team goes below the minimum number of players allowed to play, the game will be stopped and a win will be recorded for the opposing team.

2.4.7.1. If 4 complete innings has been recorded, the score will revert back to the score at the end of the last complete inning.

2.4.7.2. If 4 complete innings has been record and the game score is 0-0, a losing score of (0-7) will be record for the team falling below minimum players.

2.4.7.3. If less than 4 complete innings has been recorded, the TWH board will make all attempts to reschedule the completion of the game. If it is determined that the game cannot be rescheduled, the TWH board will determine the official game score.

### 2.5. Team Pitchers

2.5.1. Except as specified in the Post Season Supplemental Rules for respective division of play, pitchers will be limited to an amount of innings per week based upon the number of games the team has.

2.5.2. A pitcher's calendar week is from Monday to Saturday; all innings pitched are cleared on Sunday.

2.5.3. Each Sunday all official game score sheets will be removed from their respective division score books.

2.5.4. The basic formula:

2.5.4.1. **T-Ball** – First half of season players hit off tee, second half a coach pitches.

2.5.4.2. **Junior** – Pitchers may pitch a maximum of 7 innings per week.

2.5.4.3. **Intermediate** – Pitchers may pitch a maximum of 7 innings per week.

2.5.4.4. **Senior** – Pitchers may pitch a maximum of 9 innings per week.

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- 2.5.4.5. **Open Division** – No restrictions on maximum innings per week.
- 2.5.5. If a pitcher records a minimum of two outs during an inning, it shall be recorded as a complete inning pitched. If a pitcher records less than two outs for an inning, it shall be recorded as half an inning pitched.
- 2.5.6. If it is determined that a pitcher has pitched over their limit for the week suspensions will be as follows:
- **1<sup>st</sup> offense** -- Pitcher will not be eligible to pitch for the teams next scheduled game.
  - **2<sup>nd</sup> offense** -- Pitcher will not be eligible to pitch for the teams next two scheduled games.
  - **3<sup>rd</sup> offense** -- Pitcher will not be eligible to pitch for the remainder of the regular or post season.
- 2.5.7. Team managers are responsible for ensuring their pitchers comply with innings pitched restrictions. If it is found that a team goes past limitations, the manager of that team will be suspended from participating in official games as follows:
- **1<sup>st</sup> offense** -- Review by TWH board for possible suspension of next scheduled game.
  - **2<sup>nd</sup> offense** -- Suspension for next scheduled game.
  - **3<sup>rd</sup> offense** -- Review by the TWH board for possible suspension for remainder of season and/or possible suspension of a management/ coach position during the next league season.
- 2.5.8. It is the opposing team managers' responsibility to challenge the eligibility of the opposing team pitcher.
- 2.5.9. If a manager desires to challenge the eligibility of the opposing pitcher, they must call time out prior to commencement of a batting sequence.
- 2.5.10. Advice opposing manager and umpire that they are questioning the eligibility of the pitcher and are asking to review the official score book for previous

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games that week.

2.5.11. Official score keeper will remove the applicable score sheets for that team and provide them to the umpire for review by both managers.

2.5.12. If there is no official record of innings pitched, the pitcher is not eligible to pitch and shall be removed from the pitchers position for the remainder of the game. After completion of game, the challenging manager will notify the on duty board member of the discrepancy for further review by the TWH board.

2.5.13. If it is determined that the pitcher had reached their limit of innings pitched for the current week the official score keeper will make an annotation in the official score sheet "Pitcher Infraction".

2.5.14. The pitcher will not be eligible to pitch for remainder of the game, but are eligible to play any other offensive/defensive position.

2.5.15. Score keeper will bring the incident to the attention of the on duty board member when returning their divisional score book.

## 2.6. Player Substitutions

2.6.1. **T-Ball.** All players present play

2.6.2. **Junior/Intermediate**

2.6.2.1. Coaches have the option of batting a complete lineup or straight (10) with the ability to do free substitutions.

2.6.3. **Seniors**

2.6.3.1. Coaches have the option of batting a complete lineup or straight (9) with substitutions.

2.6.3.2. All players must play at least 2 innings per game.

2.6.3.3. If a player is substituted into a game, they must start the next game they are present at.

**2.6.4. Open Division**

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- 2.6.4.1. Coaches have the option of batting a complete lineup or straight (9) with substitutions.
- 2.6.4.2. All players must play at least 2 innings per game.
- 2.6.4.3. If a player is substituted into a game, they must start the next game they are present at.

### 2.7. Courtesy Runners

- 2.7.1. Managers must advise opposing manager and umpire of their desire to use courtesy runners prior to the official start of game.
- 2.7.2. Courtesy runners can be used for the pitcher, catcher or injured player any time. Injured player must be able to continue to play their assigned position for the remainder of the game or if substituted, must be able to meet the minimum two complete innings of play.
- 2.7.3. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game.

### 2.8. Game Time/Durations

- 2.8.1. To ensure there is adequate playing time before sunset from July 1st through August 31st all Monday through Friday games will start at 5:30 p.m. After August 31st game start time will change to 5:00 p.m. for the remainder of the season.
- 2.8.2. Regular season game play time for T-Ball is 1 hour and/or 4 innings. There is no drop dead rule in effect.
- 2.8.3. Regular season game play time for Junior/Intermediate/Seniors will be **1 hour and 30 minutes** with a drop dead time of **1 hour and 40 minutes**.
- 2.8.4. Official game start time commences when the umpire directs the teams to take the field.
- 2.8.5. Once the 1 hour and 30 minute time has been met, no new inning will be started.

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- 2.8.6. If the home team is in the lead, and it is their turn at bat after 1 hour and 30 minutes has elapse, the game is considered completed.
- 2.8.7. If a game is tied after a new inning is completed and the 1 hour and 30 minutes has been met, the game will be considered complete, and the tie will be awarded to both teams.
- 2.8.8. If the game is stopped because of the drop dead time, the score will revert back to the last completed innings score to determine game results. Regular season games can end with a tie.
- 2.8.9. A game is considered official after 4 complete innings.
- 2.8.10. **Open Division game time limit will be 1 hour. The 1 hour mark is also the drop dead time for games.** A game is considered official after 4 complete innings have been played.

### 2.9. Runs per Inning/Mercy Rules

#### 2.9.1. T-Ball.

- 2.9.1.1. There is no run per inning or mercy rule in effect.

#### 2.9.2. Junior.

- 2.9.2.1. A maximum of 4 (four) runs per inning.
- 2.9.2.2. If bases are loaded and the batter hits an over the fence home run, all runs score.
- 2.9.2.3. Mercy rule is: 10 (ten) runs after four innings / 8 (eight) runs after five innings.

#### 2.9.3. Intermediate

- 2.9.3.1. Except for the 7th inning, there is a maximum of 6 (six) runs per inning.
- 2.9.3.2. If bases are loaded and the batter hits an over the fence home run, all runs score.

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2.9.3.3. Mercy rule is: 10 (ten) runs after four innings / 8 (eight) runs after five innings.

2.9.3.4. 7<sup>th</sup> inning is an open inning with no run per inning rules applying.

### **2.9.4. Seniors**

2.9.4.1. Except for the 7<sup>th</sup> inning, there is a maximum of 7 (seven) runs per inning.

2.9.4.2. If bases are loaded and the batter hits an over the fence home run, all runs score.

2.9.4.3. Mercy rule is: 10 (ten) runs after four innings / 8 (eight) runs after five innings.

2.9.4.4. 7<sup>th</sup> inning is an open inning with no run per inning rules applying.

### **2.9.5. Open Division**

2.9.5.1.1. Except for the 7<sup>th</sup> inning, there is a maximum of 7 (seven) runs per inning.

2.9.5.1.2. If bases are loaded and the batter hits an over the fence home run, all runs score.

2.9.5.1.3. Mercy rule is: 10 (ten) runs after four innings / 8 (eight) runs after five innings.

2.9.5.1.4. 7<sup>th</sup> inning is an open inning with no run per inning rules applying.

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### **2.10. Field Preparations.**

2.10.1. The home team pre-game responsibilities will include lining the field, supplying a back-up ball and providing someone to operate the electronic scoreboard (Intermediate and Senior).

2.10.2. The visiting teams are responsible for securing the bases after the game.

### **2.11. Official Scorekeeper**

2.11.1. The home team will provide the games official scorekeeper and will obtain their divisional score book from the board member on duty prior to commencement of their game. If desired, the visiting team may maintain their own scorebooks.

2.11.2. Responsible for maintaining the official scorebook during the game.

2.11.3. Prior to the start of each game, will identify themselves to the umpire and the opposing team manager.

2.11.4. They may sit in their respective dugout, the score booth, or the stands as long as they are within communication range of the umpire during game play.

2.11.5. In addition, is responsible for recording the number of innings each pitcher has pitched for both the home and the visiting team. The game scorekeeper will record the pitchers name, jersey number and number of innings pitched in the appropriate area of the official score sheet.

2.11.6. Ensure at the end of game play, the official scorebook is signed by the umpire and both managers and/or one coach for each team then returned to the duty board member.

### **2.12. Clean up after the game.**

2.12.1. Each team will be responsible for cleaning up the dugout area, bleachers and surrounding field areas after each game of any large noticeable debris.

2.12.2. All trash containers will be emptied at the end of each game with all trash bags being placed in the dumpsters. Contact the on duty board member if additional trash bags are needed.

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2.12.3. If a team fails to clean up its area of any large noticeable debris, the manager is ultimately responsible. Repeated failure of a team to clean up dugout and bleacher area may result in the manager being suspended at the discretion of the TWH board.

### 2.13. **Game Score Submissions**

2.13.1. Game scores will be submitted by the **Home Team** via the online "Score Submission" link on the main page of the Twin Hills ASA Fastpitch Softball website (thsoftball.com).

2.13.2. Game results will include the jersey number, name, and total number of innings pitched for all pitchers on the home and visiting teams.

2.13.3. Game results are required to be submitted as soon as feasible after game completion and **prior to 9:00pm** on game day. If the game results are not received or by 9:00 pm on game day, the score will be recorded as a forfeit for the Home Team (0-7).

2.13.4. If it is known by the scorekeeper that the game results cannot be accessed via the leagues web site, or unable to report the game score by any other means, when returning the official game score book they will provide the game results/pitchers information to the duty board member, advising them as to why they are not able to submit the score online.

### 2.14. **Bats/Batting Helmets**

2.14.1. Only ASA approved bats are authorized for use. The games umpire has the authority to disqualify a bat if it does not meet ASA approval or has physical damage that is determined to be unsafe for use.

2.14.2. **Only helmets' approved for Fast Pitch Softball will be worn and must have a working chin strap and a face shield.**

2.14.3. Batting helmets will not be thrown to the ground, against the fence, or in the dugout.

2.14.4. Players are not permitted to remove the helmet while running the bases.

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2.14.5. Batting helmets must remain completely on, chin strap fastened, until the player has fully reached the dugout area and the gate is closed.

### 2.15. **Uniforms**

2.15.1. The league will provide team shirts only. Each team is responsible for the purchase of pants and socks, with visors being optional.

2.15.1.1. **Open Division:** The league will not provide uniforms for this division. Each team is responsible for selecting and purchasing their uniforms.

2.15.2. Each team's pants shall be of uniform color and design.

2.15.3. Uniforms must be maintained as neat and clean as possible.

2.15.4. Shirrtails will be tucked in prior to entering the field of play.

2.15.5. Sliding pads are recommended for all games, scrimmages and practices. Pads may either be worn inside or outside of the uniform pants.

2.15.6. All rings, earrings, necklaces (except medical or religious articles), and bracelets will be removed prior to enter the field of play. If possible any medical or religious articles of jewelry should not be visible.

2.15.7. Metal screws or screw-in cleats are not allowed.

### 2.16. **Ejection's**

2.16.1. An ejected player, manager or coach will not be allowed to participate for the remainder of the game.

2.16.2. If parental supervision is available, the ejected player must leave the area of play. If no supervision is available, the player will remain in the dugout quietly, under manager/coach or other adult team staff supervision.

2.16.3. Any ejected Team Staff must leave the area of play and the surrounding area. They cannot have any communications with anyone associated with the game for the remainder of the game.

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2.16.4. Before an ejection is valid the following must occur:

2.16.4.1. The scorekeeper is required to make an entry in the official scorebook. Words to the effect of "Mr. Smith (Devil Rays) was ejected by Mr. Johnson (Umpire) at 5:30". "Kim Smith (Swamp Bugs) was ejected by Mr. Johnson (Umpire) at 5:30".

2.16.4.2. The opposing manager will be made aware of the ejection.

2.16.4.3. Upon completion of the game, the manager of the player in violation is required to fill out an "Ejection Report" and submit it to the scorekeeper.

2.16.4.4. The scorekeeper must turn in the official scorebook along with the "Ejection Report" to the on-duty board member. It is the manager's responsibility to ensure the "Ejection Report" is filled out.

2.16.4.5. The manager, coach, or scorekeeper (manager will advise if player/coach is ejected, coach will notify if manager is ejected, etc.) will notify the Umpire-In-Chief of any ejection taking place during a scheduled game as soon as possible after the ejection.

2.16.4.6. If both the manager and coach of the same team are ejected, there must be a minimum of two registered members of the team staff available to assume control of the team. If additional team staff members are not available the game will be stopped.

2.16.4.7. If 4 complete innings have been completed, the score will revert back to the last completed inning. If less than 4 innings have been completed, the Twin Hills ASA Fastpitch board will review the incident and determine whether or not the game will be rescheduled for a later date/time.

### 2.17. **Protests**

2.17.1. Protests are only allowed during post-season/championship games.

2.17.2. **NO PROTEST** shall be considered on a decision involving an umpire's judgment call.

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- 2.17.3. Protest on interpretation or violation of rules will be accepted, but only if the correct protest procedures are followed.
- 2.17.4. Only the manager of the protesting team shall have the right to protest. In the event that the manager is not available, the head coach shall exercise the right to protest.
- 2.17.5. The manager **MUST HAVE ATTENDED** the managers meeting or had a representative attend.
- 2.17.6. Protest must be filed within 24 hours with a \$40.00 (forty dollar) fee. Fees will be refunded if the protest is in the protesters favor.
- 2.17.7. Before a protest is valid the following must occur:
- 2.17.7.1. Immediately following the infraction, prior to the next pitch, the protesting manager must call a “time”, notify the umpire and opposing manager that this game is being played under protest, providing the specifics as to why he/she is protesting the game.
  - 2.17.7.2. The appealing manager will ensure the scorekeeper makes an official entry in the scorebook, words to the effect “Game under protest by Mr. Smith (Devil Rays), top 3rd inning @ 5:45pm”. Normal play will resume after notifications are made.
  - 2.17.7.3. The protesting manager must complete and submit a “Protest Report”, along with the fee, to the duty board member immediately following the game under protest and/or prior to 24 hours. Protest forms are available on the leagues website under “Forms”
  - 2.17.7.4. The manager will use the 24 hours to continue or drop the protest. If the protesting manager does not notify the Twin Hills ASA Fastpitch Softball board on the status of the protest, the protest will be dropped and the manager will forfeit their fee to the league.
  - 2.17.7.5. If time permits to start a game from the point of protest the league will do so. The league cannot guarantee that such time will be available, and may have to rule as to the winner of the game.

# Twin Hills ASA Fastpitch Softball Summer Season League Rules

## 2.18. **Absence/Tardiness**

2.18.1. Habitual absenteeism or tardiness is a deteriorate factor to the moral of the team. More than three (3) unexcused absences/tardy to practices/games should be reported to your respective divisional representative.

2.18.2. Absence due to vacation will be allowed for no more than 1/3 of the scheduled games. This must be consecutive absence. Commitment to the activities of another league is permitted. However, participation in another leagues regular game, all-star game or tournament **does not** eliminate a team from forfeiting for an insufficient number of players for a regular or post season scheduled game.

2.18.3. The consequences are at the manager's discretion.

## 3. **TEAM STANDINGS (REGULAR SEASON PLAY)**

3.1. **T-Ball:** does not have playoffs.

3.2. **Junior/Intermediate/Senior divisions:** only the top eight (8) teams of each division will make the playoffs.

3.3. **Open Division:** playoffs will be based on number of teams participating.

3.4. There will be no byes in the playoffs.

3.5. Playoff seeding and qualifications will be determined by team record during regular season.

3.6. Tie-breaker to determine seeding or qualifications will be (in order)

- Head-to-Head record between the teams involved.
- Total run differential for the season (runs scored vs. run allowed).
- Fewest runs allowed during the season.

# Twin Hills ASA Fastpitch Softball Summer Season League Rules

- Greatest number of runs scored during the season.

## 3.7. Team Banner

- 3.7.1. Team banners are optional and may be displayed during game play.
- 3.7.2. Each team shall be responsible for the purchase and maintenance of their team banner.

## 3.8. Team Equipment

- 3.8.1. Team equipment will be issued to the manager before the season starts. Equipment is to be maintained in a professional manner.
- 3.8.2. The manager will be held accountable for all equipment checked out. If any gear is lost, stolen, or damaged beyond normal wear and tear, they must make restitution with Twin Hills ASA Fastpitch Softball league by the end of the season.
- 3.8.3. If any manager finds any equipment inadequate, that piece of equipment along with the provided copy of the equipment checkout sheet must be present at the time of exchange or replacement. **NO EXCEPTIONS.**
- 3.8.4. If a manager fails to make restitution with the league with the lost or damaged gear, that manager will not be able to check out any league gear the following season until this obligation is met. If he/she has a daughter playing in the league, the fees will be added to the player's next year's registration fees.

## 4. LEAGUE SCHEDULE

- 4.1. **NO** practice, scrimmage, or official games will take place prior to the managers obtaining a copy of a current Twin Hills Fastpitch Softball insurance coverage. Managers will be notified when copies of the insurance are available. Once available a PDF version of the insurance coverage will be posted on the leagues website.
- 4.2. **Outing.** There will be a maximum of 4 outings permitted per team each week. Any outing beyond the forth will need prior approval from the Twin Hills ASA Fastpitch Softball board. An outing consists of manager/coach working with any team member(s) other than their daughter(s).

## Twin Hills ASA Fastpitch Softball Summer Season League Rules

- 4.3. **Games.** Each team will have only those official games that are scheduled by the league. Any preseason scrimmages between teams will not be recorded and are the responsibility of both team managers.
- 4.4. **Practices.** Managers are responsible for practice times, dates, and locations for the team. (**Note:** Twin Hills Fastpitch Softball is not permitted to use any Chula Vista fields)
- 4.5. **Season Schedules.** A copy of the season schedule will be provided to each team manager and posted on the leagues website prior to the first official scheduled game of the season.
- 4.6. **Rescheduling Games.** If an official game needs to be rescheduled the TWH board will set the date and time of the game. The TWH board reserves the right to reschedule any/all games.
- 4.7. **POOL PLAY**
- 4.8. No pool play will be allowed in any division.

### 5. CONCESSION DUTY

- 5.1. The league pays the Twin Hills Youth Park a buyout fee so that parents and coaches are not required to work in the snack bar. Team managers and parents associated with the GSF teams for the fall may coordinate with the Twin Hills Youth Park snack bar operation and as a possible fundraiser for the teams.

**Questions or comments:** Can be addressed to any Twin Hills ASA Fastpitch Softball board member or can be directed to the Umpire-In-Chief. Via the board members link on the Twin Hills ASA Fastpitch Softball website you can email directly to a specific board member or through the webmaster.

# Twin Hills ASA Fastpitch Softball Summer Season League Rules

## T-BALL DIVISION SUPPLEMENTAL RULES

1. Players will hit off a tee until August 1st, after which a coach will pitch the remainder of the season.
  - a. 3 pitches then the tee.
  - b. 5 chances to hit off tee.
2. A standard game will be 1 hour or 4 (four) completed innings whichever occurs first.
3. Rules of defense.
  - a. All players present take the field on defense.
  - b. 7 player's infield.
  - c. All other players in outfield.
  - d. Only 2 coaches on the field.
4. Rule of offense
  - a. Managers will bat the bench.
  - b. Last batter runs all bases.
  - c. Only one base per throw to the base the runner is advancing towards.
  - e. A runner cannot steal any base.
5. A batter cannot bunt.
6. No "Infield Fly Rule" or "Drop Third Strike".
7. No divisional standings kept.

# Twin Hills ASA Fastpitch Softball Summer Season League Rules

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# Twin Hills ASA Fastpitch Softball Summer Season League Rules

## JUNIOR DIVISION SUPPLEMENTAL RULES

1. A standard game will consist of 4 (four) complete innings.
2. Rules of defense.
  - a. The defense will consist of 10 players.
  - b. 4 outfielders must be in the grass prior to the pitch.
3. Rules of offense.
  - a. In after 4 (four) completed innings and still within the drop dead time limit and there is a tie, the international tiebreaker rule will be used.
  - b. The “Drop Third Strike” rule is in effect.
  - c. There is **NO** “Infield Fly Rule.
  - d. Managers will bat the bench.
  - e. A batter may bunt.
  - f. One (1) stolen base per pitched ball. An attempted play on runner (either during the steal or a pick-of attempt) is considered a live ball and allows runner(s) to advance further than one base.
4. ASA and local rules are followed.
5. Standings are kept.

# Twin Hills ASA Fastpitch Softball Summer Season League Rules

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# Twin Hills ASA Fastpitch Softball Summer Season League Rules

## INTERMEDIATE DIVISION SUPPLEMENTAL RULES

1. A standard game will consist of 7 (seven) completed innings.
2. Rules of defense.
  - a. The defense will consist of 10 players.
  - b. 4 outfielders must be in the grass prior to the pitch.
3. Rules of offense.
  - a. In after 7 (seven) innings and still within the drop dead time limit and there is a tie, the international tiebreaker rule will be used.
  - b. The “Drop Third Strike” rule is in effect.
  - c. The “Infield Fly” rule is in effect.
  - d. Managers will bat the bench.
  - e. A batter may bunt.
  - f. Stealing is allowed on all bases.
4. Managers have option to:
  - a. Bat the entire lineup and have free substitutions.
  - b. Bat 10 players and use the substitution rules.
5. ASA and local rules are followed.
6. Standings are kept.

# Twin Hills ASA Fastpitch Softball Summer Season League Rules

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# Twin Hills ASA Fastpitch Softball Summer Season League Rules

## SENIOR DIVISION SUPPLEMENTAL RULES

1. A complete game will consist of 7 (seven) completed innings.
2. Rules of defense.
  - a. The defense will consist of 9 players.
3. Rules of offense.
  - a. In after 7 (seven) innings and still within the drop dead time limit and there is a tie, the international tiebreaker rule will be used.
  - b. The “Drop Third Strike” rule is in effect.
  - c. The “Infield Fly” rule is in effect.
  - d. A batter may bunt.
  - e. Stealing is allowed on all bases.
4. Managers have option to:
  - a. Bat the entire lineup and have free substitutions.
  - b. Bat 9 players and use the substitution rules.
5. ASA and local rules are followed.
6. Standings are kept.

# Twin Hills ASA Fastpitch Softball Summer Season League Rules

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# **Twin Hills ASA Fastpitch Softball Summer Season League Rules**

## **OPEN DIVISION SUPPLEMENTAL RULES**

1. A complete game will consist of 7 (seven) completed innings.
2. Rules of defense.
  - a. The defense will consist of 9 players.
3. Rules of offense.
  - a. In after 7 (seven) innings and still within the drop dead time limit and there is a tie, the international tiebreaker rule will be used.
  - b. The “Drop Third Strike” rule is in effect.
  - c. The “Infield Fly” rule is in effect.
  - d. A batter may bunt.
  - e. Stealing is allowed on all bases.
4. Managers have option to:
  - a. Bat the entire lineup and have free substitutions.
  - b. Bat 9 players and use the substitution rules.
5. ASA and local rules are followed.
6. Standings are kept.

# Twin Hills ASA Fastpitch Softball Summer Season League Rules

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# Twin Hills ASA Fastpitch Softball

## Summer Season League Rules

### END OF SEASON PLAYOFF/CHAMPIONSHIP RULES

All regular season and Divisional Supplemental rules apply. The following exceptions/modifications will be used to facilitate the end of season Playoff and Championship game(s).

#### 1. GAME COORDINATION

- 1.1. Only the top 8 (eight) teams from Junior, Intermediate, and Senior divisions will participate in the end of season playoffs.
- 1.2. One Twin Hills league board member will be appointed as the Playoff Coordinator and will be identified prior to playoff commencement. The Playoff Coordinators name and contact information will be provided to team managers and posted on the leagues website.
- 1.3. Playoffs are double elimination. Each team must have lost two games to be eliminated from the championship.
- 1.4. Playoff brackets will be posted on the leagues website two weeks prior to playoffs. Each night the brackets will be updated once game scores have been received for all games played that day.
- 1.5. During game play, copies of the brackets/standings will be maintained by the Playoff Coordinator and posted near the senior score booth.
- 1.6. After each playoff game is completed, it is the **HOME TEAMS** responsibility to ensure game scores are submitted immediately to the Playoff Coordinator.
- 1.7. Both teams are responsible for proper lining of the field prior to each game.
- 1.8. All games will have a start time of 5:00 p.m.
- 1.9. Official game start time commences when the umpire directs the teams to take the field.
- 1.10. During the first round of Bracket Play, the higher regular season seeding will determine home team.

## Twin Hills ASA Fastpitch Softball Summer Season League Rules

1.11. A coin toss will be used after the first round and Championship games to determine home team.

1.12. Home Team scorekeeper is the Official Scorekeeper for games.

### 2. GAME PLAY – PLAYOFF GAMES

2.1. Regular season pitcher restrictions do not apply during Post Season or Championship games.

2.2. If the minimum number of players cannot be met at the scheduled game start time (5:00pm), the game will be recorded as a loss (7-0) for the forfeiting team. **There will not be any time extension awaiting late arrivals to meet the minimum number of players.**

2.3. Batting line up.

2.3.1.1. Junior/Intermediate – Bat entire lineup or bat 10 with free substitutions.

2.3.2. A batter may bunt in all divisions.

2.3.3. Drop Third Strike rule in effect all divisions

2.3.4. Infield Fly Rule.

2.3.4.1. **Juniors** – Not in effect.

2.3.4.2. **Intermediate/Senior/Open Division** – Rule is in effect.

2.4. All divisions: Game play time will be **1 hour and 40** or seven complete innings played.

2.4.1. Once the 1 hour and 40 minute time has been met the current inning will be completed with no new inning started.

2.4.2. A game is considered official if 4 (four) complete innings of play have been completed with the home team having their last at bat.

## Twin Hills ASA Fastpitch Softball Summer Season League Rules

2.4.3. There must be a winner.

2.4.4. If game is tied after time has expired and completing current inning, the game will be considered a tie and the International Tie Breaker rules will come into play.

2.4.5. If daylight expires before game can be completed, game will finished at next available date/time.

2.4.6. If the home team is in the lead, and it is their turn at bat after 1 hour and 40 minutes/7 complete innings, the game is considered complete and the home team will not finish their at bat.

2.5. Runs per inning rules are as follows:

2.5.1. **Juniors** - 4 runs

2.5.2. **Intermediate/Senior/Open Division** – 7 runs

2.6. Mercy rules for all divisions of play is 10 runs after 4 innings / 8 runs after 5 innings.

2.7. For all divisions - if bases are loaded and the batter has an over the fence home run, all runs score.

# Twin Hills ASA Fastpitch Softball Summer Season League Rules

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