

## LEAGUE RULES FOR PRINCE WILLIAM LASSIE LEAGUE (REVISED)

### A. ADMINISTRATIVE

1. **GUIDELINES FOR TEAM SIZE.** It is recommended that each team begin the season with a minimum of 12 and a maximum of 13 players. Senior Division may carry 16 players.
2. **POST DRAFT ROSTER CHANGES.** Once the teams have been formed, the trading of players may be allowed as follows: The Division Director must be notified and all coaches in the Division must vote. The trade will be allowed if the majority of the coaches agree. In the event of a tie vote, a panel consisting of three Board Members will decide. Vacancies on teams may be filled as they occur, after registration, from the waiting list on a first-come, first-served basis. Division Directors may "hold" the waiting list until all teams have an equal number of players.
3. **ROSTER DROPS.** A player who fails to show for four consecutive scheduled games will be reported to the Division Director and considered a drop out unless the manager excuses the absences. Before any player is dropped, the Division Director will be apprised of the situation and concurrence of the contemplated action obtained.
4. **NO SMOKING.** No smoking will be permitted on the field or bench area. The bench area is defined as the area within 10 feet of the bench or on-deck circle.
5. **MEDICAL/DISCIPLINE.** A player will not be permitted to play if medical reasons or disciplinary action prohibits active participation. The Division Director must be informed of disciplinary action as soon as possible after the situation occurs.
6. **SCHEDULE.** Each Division Director will prepare playing schedules and provide them to the Director of Umpires. Requested changes of the published schedule by coaches should be submitted to the appropriate Division Director at least seven days (72 hours if the team is unable to field 9 players) prior to the regularly scheduled game. The appropriate Division Director will review all requests and has final authority on decisions to rescheduled games. If this rule is abused, the team requesting the change could be liable to forfeit the scheduled game as determined by the appropriate Division Director. The affected Division Director will reschedule all postponed and incomplete games and provide that information to the Director of Umpires. Any game that is played but has not been scheduled or rescheduled by the appropriate Division Director will result in a loss credited to both teams involved.

### B. GAMES

The official softball rules of the Amateur Softball Association (ASA) are adopted and will apply except as amended by the league, which are defined in his document. (Not applicable to the Instructional Division).

#### RULES COMMON TO ALL DIVISIONS

##### 1. TIME LIMIT:

- a. LEITCH FIELD - There are two games played at Leitch Field on Tuesdays and Thursdays. The first game shall start promptly at 6:00 pm with no new inning starting at or after 7:25 pm. If an inning is started shortly before 7:25 pm and can not be completed by 7:30 pm, then the official score for that game shall revert to the score of the previous completed inning, even if the game is tied (except for tournament play). The second game will be scheduled to start at 7:30 pm.

##### 1. TIME LIMIT. ASA Rule 5, The Game, Section 3, Regulation Game and ASA Rule 5, The Game, Section 10, Time Limit.

##### a. REGULAR SEASON PLAY

- (1) CLOVERDALE - The time limit is one hour, ten minutes plus one more complete inning. In those games which are still in progress one hour, ten minutes after the start of the game, the inning in progress will be completed, plus one more inning if necessary (If one complete inning has been played since the time was reached, no more play will be permitted). A game is considered legal regardless of the number of innings completed if terminated under the provisions of this rule, or if terminated because of darkness. The game can end in a tie. Ties will count as half win, half loss. No game shall proceed past 9:00 p.m. on a "school night".
- (2) LEITCH FIELD - There are two games played at Leitch Field on Tuesdays and Thursdays. The first game shall start promptly at 6:00 pm with no new inning starting at or after 7:25 pm. If an inning is started shortly before 7:25 pm and can not be completed by 7:30 pm, then the official score for that game shall revert to the score of the previous completed inning, even if the game is tied. The second game will be scheduled to start at 7:30 pm. Play at Leitch Field; which may continue play until 9:30pm, or when the park is closed whichever occurs first). The game can end in a tie. Ties will count as half win, half loss.

b. **TOURNAMENT PLAY** - The time limit rules shall apply with the following exceptions:

- (1) All championship games will be played to a full 7 innings regardless of time.
- (2) If regulation time has expired, or the 7th inning has been reached and the game is tied, then additional innings will be played until there is a clear winner.
- (3) If weather or darkness interferes with the completion of a game, then ASA Rule 5, Section 3 (Suspended Game), shall take effect, or as directed by the Division director. A Suspended Game shall be rescheduled and play will pick up from the point the game was suspended. Each team's score keeper will meet immediately following the suspended game to compare score books. They will compare runs, outs and the last batter's ball/strike count. Any discrepancies between team score keepers will be decided by the Umpire officiating that game. When the game resumes, each team will use the same batting lineup from the suspended game. If there are players who are not present, then they shall be removed from the lineup and the next player in the lineup will assume their position. Any new players not present when the game was suspended will be placed at the bottom of the lineup. All players that show up late (after start of the game) will be placed at the bottom of the lineup, even if they were in the original lineup of the suspended game. If the player who was at bat when the game was suspended is not present, then the next person in the lineup will come up to bat and assume the ball/strike count when the game was suspended.
- (4) ASA Rule 5, Section 9 (Run Ahead Rule) is modified to read:
  - A run ahead rule must be used at all tournaments: 15 runs after three innings, 12 runs after four innings or 10 runs after 5 innings.

2. **PITCHING ARC.** ASA Rule 6, Pitching Regulations, Section 3, Legal Delivery, Article H. 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 10 feet from the ground.
3. **SIX RUN RULE.** The maximum number of runs per half inning is six. But in the seventh and subsequent innings, and in the final inning of games that are less than seven innings in length, there is no run limit.
4. **BATTING ORDER.** ASA Rule 7, Batting, Section 2, Batting Order, Article A. All players must be entered into the batting order at the start of the game and bat in that order for the entire game. Late arriving players will be added to the end of the batting order as they arrive. The plate umpire shall also be notified of the addition of the late player(s) to the lineup before that player(s) can begin play.
5. **MINIMUM PLAYING TIME.** All eligible players must play a minimum of 2 (two) innings in the field and be entered into the field by the 3rd (third) inning and bat at least once in each game. Failure of a player to play the minimum offensive or defensive requirements will result in the offending team forfeiting the game. Any game terminated in accordance with Rule 1 will not cause a forfeit if the manager is unable to comply with this rule (minimum playing time rule).
6. **EIGHT PLAYERS.** ASA Rule 4, Player, Coaches, Substitutes, Section 1, Players, Article D, Shorthanded Rule. Waived for all Divisions. No penalty (outs) will be assessed if a team plays with eight players. If eight or more girls are present, all must play, no exceptions. At no time will a team be able to play with less than eight players. If a team can not field eight players, then they are subject to forfeiting the game. If both coaches and the Division Director agree to reschedule the game, then no forfeit will be assessed.
7. **DEFENSIVE SUBSTITUTION RULE.** ASA Rule 4, Players, Coaches, Substitutes, Section 6, Substitutes and Prince William Lassie League Rule 6, Minimum Playing Time. Every team will use the unlimited substitution format. Any player may re-enter the field as often as desired as long as their position in the batting order does not change. It is not necessary to report changes made in the field to the other team.
8. **COURTESY RUNNER.** Courtesy runners will be allowed for an injured batter who reaches base safely. The opponent's Coach and the umpire must be advised during ground rules before the start of the game which players will require a courtesy runner, unless an injury takes place during the game. The substitute runner must be the person who made the most recent out, either as a batter, or as a runner. If more than one courtesy runner is needed per inning, then runners are chosen in reverse order of who made the last out (i.e., most recent out, second most recent out, etc.). However, no one may be a courtesy runner more than once per inning. A courtesy runner whose turn at bat comes while he is on base will be out. He will be removed from the base to bat. A second courtesy runner cannot be substituted at this time.
9. **CRASHING INTO A DEFENSIVE PLAYER.** The following rule shall supplement ASA Rule 8, Batter-Runner and Runner, Section 7, Article Q and Rules Supplement Number 13, Crashing into a Fielder with a Ball (Interference). In order to prevent injury and protect the defensive player attempting to make a play on a runner, the runner must be called out if she remains on her feet and crashes into a defensive player holding the ball and waiting to apply a tag, or if the defensive player is about to receive a thrown ball. In order to prevent the crash ruling, the runner can slide, jump over the top of the defender holding the ball, go around the defender (if outside the three foot lane, the runner would be called out), or return to the previous base touched. **NOTE:** If the act is determined to be flagrant, the offender shall be ejected.

- 10. THROWING THE BAT.** If a bat is determined by the Umpire to have been “thrown” instead of dropped after a hit ball (fair or foul) then the batter shall be given a verbal warning not to throw the bat, the coach shall also be given a verbal warning to talk to his girls to not throw the bat. If another bat from that team is “thrown” another warning will be given to both the batter and the coach. After **three** such warnings and if another bat is in the Umpire’s opinion “Thrown” by a batter than an out shall be called and any advances by the team at bat shall be void on that play, all base runners shall move back to their positions at the time of bat.
- 11. ILLEGAL SUBSTITUTION.** The League will not assert the ASA Rule 4, Players, Coaches, Substitutes, Section 6, Illegal Players.
- 12. HOME TEAM.** The home team, as designated in the League game schedule, will occupy the bench along the first-base line and is responsible for the preparation and cleanup of the field before and after the game. This includes setting up of the bases and returning them to their appropriate storage location at the end of the game. The Home team is ultimately responsible to ensure that both bench areas are cleaned at the end of play however, each team will be held accountable for their own bench areas being picked up and clean at the end of the game.
- 13. INJURY OR SICKNESS.** Another player must replace an injured or sick player who is forced to leave the game, if any are available. An injured player may re-enter the game, but only after the half inning in which the injury occurred has been completed. A player who leaves the game due to an injury for a second time cannot re-enter the game again. The minimum playing time rule does not apply to the injured player. **NOTE:** A player who has replaced an injured player, and then leaves the game when the injured player returns, is still required to meet the minimum playing requirement. In the event of injury to a player while at bat with no other substitute available, the player in the next batting order position in the lineup will assume the count. If the injured player returns to the game, she will be placed in her original batting order position.
- 14. UNIFORMS.** All players must wear the League issued shirt during scheduled League games. In the case of inclement weather, jackets may be worn.
- 15. CATCHER.** The catchers in all Divisions must wear catchers mask, helmet, and chest protector. Shin guards are optional.
- 16. CONDUCT.** The following rules shall supplement ASA Rule 10, Umpires.
- No one may address the umpire or make disparaging remarks about the umpire or a ruling at any time during or immediately after the game. (**Exception:** The Manager **ONLY** may request a conference with the umpire to discuss a ruling. Managers and coaches may call time out or ask for a clarification on the count or number of outs.)
  - The catcher (and the team members in the bench area) shall not say “swing” or “strike” when a pitched ball is in flight. **PENALTY:** Warning for first offense; removal from game for second offense.
  - No one may make a disparaging remark about any member of the opposing team. Examples of disparaging remarks include comments about a player’s abilities (“she can’t hit”; “she’s up there for a walk”; “she’s not going to swing”, etc.) **PENALTY:** Warning for first offense; removal from the game for second offense. NOTE: This rule shall be interpreted by the umpire to the extent necessary to ensure orderly game proceedings. Rule 5-3e allows this rule to be broadly interpreted to include spectators, if necessary.
- 17. PLAYER, MANAGER, OR COACH EJECTION.** The following rule shall supplement ASA Rule 1, Definitions, Ejected Player. Anyone ejected from a game will not only sit out the remainder of that game, but also will not be allowed to play, manage, or coach in the team’s next game.
- 18. DEFENSIVE CONFERENCES.** ASA Rule 5, The Game, Section 7, Conferences, Article B will be enforced. Rule 5 allows for three defensive conferences per seven innings of play. The fourth conference within the seven inning game would constitute the removal of the pitcher as the pitcher for the remainder of the game.
- 19. JEWELRY.** ASA Rule 3, Equipment, Section 6, Uniform, Article F, Jewelry. The rule will be enforced. Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game. Starter Stud Earrings may be worn with tape or a band aid applied over the earring.
- 20. SUSPENSION OF PLAY.** The following rule shall supplement ASA Rule 10, Umpires, Section 4, Suspension of Play, Article I (Slow Pitch Only). Time shall be called by the umpire when the ball is in the infield under the control of an infielder and all base runners in the judgment of the umpire are not making a serious attempt to advance to the next base. (Example: A base runner who is looking at the defensive player with the ball and is walking to the next base is not considered to be making a “serious” attempt to advance to the next base.)
- 21. LAST INNING “FLIP - FLOP” RULE.** Adopt the “flip-flop” rule for the last inning (unlimited run inning) of play. Regardless of visiting and home team designation at the start of the game, upon entering the last inning, the team which is behind by 12 or more runs will bat first. The team which is ahead in runs will bat in the second half of the inning, if needed. (Example: Prior to the last inning, the Team A is “leading by a score of 20-8. Team B will bat first in the “unlimited run” inning. Team A will bat second, only if Team B scores enough runs (scores 12 or more runs) to either tie the game or take the lead. If Team B ties or takes the lead by scoring 12 or more runs, Team A will then bat their half of the inning. The game can end in a tie.)

## RULES FOR PIGTAIL DIVISION

1. **PITCHING ARC.** Exception to Rules Common to All Divisions, Rule 2. The pitcher must put a noticeable arc on the ball. A noticeable arc means a pitch that reaches a minimum height of that of the pitcher's head and not to exceed 10 feet while it is in flight to the plate.
2. **PITCHING AND BASE DISTANCES.** ASA Rule 2, The Playing Field, Section 1, Official Distance Table. Youth Slow Pitch Division Girls 10 - U, Pitching distance is **35 feet**. In 2000, ASA Rule 2 was changed to increase base distance to 60 feet. However, base distance shall remain at **55 feet**
3. **STRIKE ZONE MAT.** The league will play with a Strike Zone Mat at all Divisions. The mat will be 17 inches wide and 25 inches long the mat will have a V shape that will allow it to abut home plate. Any legally delivered pitch with the proper arc requirement that makes contact with any part of the strike mat or one ball width outside of the mat will be called a strike.
4. **DEFENSIVE POSITIONS.** All four outfielders must be in the outfield grass at the Cloverdale Field at the time the pitcher releases the ball.
5. **THIRD STRIKE FOUL.** ASA Rule 7, Batting, Section 6, The Batter is Out, Article L (Slow Pitch Only). This rule is waived; a batter cannot strikeout on a foul ball.
6. **INFIELD FLY RULE.** ASA Rule 1, Definitions and Rule 8, Batter-Runner and Runners, Section 2, Batter-Runner is Out, Article I. The infield fly rule is waived.
7. **RULES COMMON TO ALL DIVISION, RULE 4, SIX RUN RULE.** This rule is amended to: The maximum number of runs per half inning is four. Once four runs are scored then that 1/2 inning is complete and the other team will come up to bat. (This is changed from previously being (6) six in hopes to get more innings played and that the points deficit won't seem as insurmountable to the opposition.)
8. **RULES COMMON TO ALL DIVISION, RULE 10, SUSPENSION OF PLAY.** This rule is amended to: The umpire has full discretion to call "Time" on the field once the ball is under control by an infielder. If a runner advances and the umpire feels that it occurred after "Time" was called or should have been called, they have the authority to send that player back to the base they came from. What ever the umpire says is the final answer.
9. **OVERTHROW.** ASA Rule 8, Batter-Runner and Runner, Section 5, Runners are Entitled to Advance Without Liability To Be Put Out,, Article G is modified to read: A thrown ball that goes out of play will result in the runner advancing one base and not two as previously ruled. If the ball goes out of bounds the runner will take the base that they were headed to and "Time" will be called by the umpire and the play is over.
10. **RULES COMMON TO ALL DIVISION, RULE 21, LAST INNING "FLIP - FLOP" RULE.** This rule is amended to: Adopt the "flip-flop" rule for the last inning (unlimited run inning) of play. If a team is trailing by more than (8) Eight runs the team that is trailing will bat, if they do not score enough runs to tie or go ahead the game is complete. The last inning will remain unlimited. The game can end in a tie.
11. **DEFENSIVE TEAM'S BALL RETRIEVER.** In order to speed up the play of the game, the defensive team will use an adult to stand in front of the backstop behind the catcher and umpire to retrieve pitched balls missed by the catcher and return the ball to the pitcher. The Ball Retriever must remain silent. **PENALTY:** A warning will be given on the first violation. On the second violation by the same offender, the ball retriever will be removed for the remainder of the game and shall be replaced by another adult.

## RULES FOR JUNIOR DIVISION

1. **PITCHING AND BASE DISTANCE.** ASA Rule 2, The Playing Field, Section 1, Official Distance Table Youth Slow Pitch G12 - U, **60 feet** bases, **46 feet** pitching distance.
2. **OUTFIELD POSITIONING.** All outfielders must be positioned on the outfield grass at the time of the pitch. **PENALTY:** A warning for the first offense; a second or further violation will cause the ball to become dead and the batter awarded first base.
3. **THIRD STRIKE FOUL.** ASA Rule 7, Batting, Section 6, The Batter is Out, Article L (Slow Pitch Only). This rule is amended to allow one courtesy foul.
4. **INFIELD FLY RULE.** ASA Rule 1, Definitions and Rule 8, Batter-Runner and Runners, Section 2, Batter-Runner is Out, Article I. The infield fly rule is waived.
5. **DEFENSIVE TEAM'S BALL RETRIEVER.** In order to speed up the play of the game, the defensive team will use an adult to stand in front of the backstop behind the catcher and umpire to retrieve pitched balls missed by the catcher and return the ball to the pitcher. The Ball Retriever must remain silent. **PENALTY:** A warning will be given on the first violation. On the second violation by the same offender, the ball retriever will be removed for the remainder of the game and shall be replaced by another adult.

**RULES FOR SENIOR DIVISION**

1. **PITCHING AND BASE DISTANCE.** ASA Rule 2, The Playing Field, Section 1, Official Distance Table Youth Slow Pitch G16 - U, **65 feet** bases, **50 feet** pitching distance.
2. **THIRD STRIKE FOUL.** ASA Rule 7, Batting, Section 6, The Batter is Out, Article L (Slow Pitch Only). This rule is amended to allow one courtesy foul.
3. **INFIELD FLY RULE.** ASA Rule 1, Definitions and Rule 8, Batter-Runner and Runners, Section 2, Batter-Runner is Out, Article I. The infield fly rule will be enforced.