

DeMcKane Girls (13/14 & High School) Softball League Rules and Regulations

Revised March 2004

All rules and regulations for this league shall follow ASA except the following:

THE PLAYERS:

1. Each girl must play 2 innings per game, except when disciplined by the coach (coach will notify opposing team before game which girls are being disciplined) or when the game is called after 5 innings as in Rule 3, The Game.
2. A continuous batting order shall be used by all teams
3. If a batter is hurt and cannot continue, the next batter takes her count. She may come back in to play when ready. Opposing team must be notified.

THE GAME

1. Game time shall be 6:00 p.m. except for night games that will begin at 8:00 p.m. Games may be started later if agreed to by both teams to allow travel time. Home team managers are responsible for re-scheduling. Home team decides if diamonds are playable. If possible, a 24 hour notice should be given for cancellations.
2. Warm-up starts at 5:30 p.m. Each team has 15 minutes on the field. Home team shall have the field at 5:30, visiting team at 5:45. For 8:00 p.m. games, the game will start 15 minutes after the field is available, when the previous game has lasted past 8:00 p.m.
3. A game consists of 7 innings. If one team is ahead by 10 or more runs after 5 innings of play, the game shall be considered complete. There will be a 2 ½ hour time limit on all games, except in the case of a tie. There will be a 2 hour time limit if there are two games scheduled and on Saturday doubleheaders.
4. A team can only score 6 runs per inning for 14U level. The last inning will be unlimited runs. High School has no run limit per inning. If it is getting close to the time limit the umpire will decide which inning will be the last.
5. If a game is tied at the end of 5 innings and the 2 ½ hour limit is met, umpires shall decide if there is sufficient light to continue after each additional inning, until there is a winner. If a tie cannot be broken before darkness, the game shall be completed at a date agreed upon by the coaches or remain tied, if unable to reschedule. If the game is tied after 7 innings and there is sufficient light to continue, the international tiebreaker will be used.
6. Home team is responsible to make sure the field is ready for play.

7. Make-up games must be made up before the end of the season.
8. A team must have a least 8 players to play a game. If only 8, the 9th batter is an out. If a player leaves or is injured there will not be an automatic out if there are 9 players still playing. Coaches can amend this rule if both are in agreement on a per game basis.
9. A 14U team may bring up players from the 12 and under league if you are going to be short players. The girl brought up may not pitch. For the tournament, there cannot be more than 10 players on a team if players are to be brought up. A player can only play on one team in this league.

PITCHING

1. The front of the pitching rubber will be 40 feet from the back corner of home plate.
2. (13 - 14) There will be a limit of 4 innings per game for each pitcher. Any team deliberately evading this rule shall forfeit that game.
(High School) There will be unlimited pitching.
3. When a pitcher throws one (1) pitch, it will be considered as one (1) inning pitched.
4. IHSA or ASA rules for pitching motion will be followed. (The pitcher may start with one (1) or two (2) feet on the rubber.)
5. A pitcher may only re-enter the pitching position one (1) time.

BASE RUNNING

1. Slide rule shall follow ASA Rule 8, Section *, on page 172 of the Official Guide and Rule Book (1988) which reads:
"When a defensive player has the ball and the runner remains on her feet and deliberately, with great force, crashes into the defensive player, the runner will be declared out." A runner may slide into the fielder. Page 192
2. Both teams should check with the umpire to see how he will call the sliding rule.
3. There will be NO PROTESTS, umpires will make all calls.
4. Umpires should be 18 or out of High School. In 2005, patched umpires will be required.
5. For High School double headers, the cost of the umpire shall be split with the home team in charge of the scheduling.

SAFETY

1. A game will be called if there is visible lightning in the vicinity. All girls must be removed to an area of safety.
2. All players must wear helmets and chin straps, even when taking warm up pitches.

3. In 2005, face guards on batting helmets will be mandatory.
4. Catchers must wear full safety equipment: mask, helmet, throat protector, chest protector and shin guards. This equipment must be worn during practices and games.
5. All batters and base runners must wear helmets. If the batter/base runners intentionally knock off her helmet, the umpire may call her out.
6. Any offensive player on the field must wear a helmet.
7. On deck batter must wear a helmet.

EQUIPMENT

1. The ASA hat rule has been waived.
2. The league recommends the use of rubber or polyurethane cleats. Metal spikes are not allowed.
3. Any 12 inch ASA approved FP Optic Yellow, with core of .47 or higher must be used.

STANDINGS

1. Results of all games should be called in or emailed to John Jones before both Saturday double headers. One call per town by the director of the league. A standings sheet will be posted at the double headers. If no call to report standing, team will be placed on bottom of standings sheet. If at end of year, team will be given lowest seed in tournament.
2. In the case of a tie for first place, a 1 game play-off will be held. The site will be decided by a coin toss. Umpires for that game will be neutral.
3. A team trophy will be awarded to first, second and third place teams (depending on the number of teams). If a tie exists for second or third place, two trophies will be awarded.
4. A tournament will be held for each division at the end of the season.
5. A meeting will be held on July 10th, at 2:00pm (after the second game of the double header) at the shelter by the concession stand. We will hand out trophies and set up the dates and times for the tournament.
6. Standings will be decided by win/loss percentage within division. If tied, then head to head.

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