

Fort Hunt Youth Athletic Association
Softball Rules 13 and Up League
(Supplement to ASA softball)

1. A complete game is 7 innings. A new inning may not start after 1 hour and 45 minutes from the scheduled start of the game. A game must end after 2 hours. Team should be assembled and ready to play 15 minutes prior to the scheduled starting time. Teams have 1 minute from the third out to change sides. During the regular season, games may end in a tie if the time limit has expired. During tournament play, if a game ends in a tie, the International Tie Breaker (ITB) procedures will be used.
2. If the time requirement is satisfied, the game is official despite the number of innings played. The score at the end of the last complete inning determines the winner.
3. If the game is shortened due to adverse weather conditions or darkness, the game shall be official if 4 full innings have been played, or if 3 ½ innings have been played and the home team is ahead.
4. A team must have 7 players present to start the game. If by fifteen minutes after the scheduled start of the game a team does not have this minimum number of players, the game shall be declared a forfeit.
5. If a team will be short players for a game, the coach may use players from the lower league (10 – 12 league) to play in that game. Any deviations **MUST** have the explicit permission of the League Manager. All players who step onto the field **MUST** be paid registrants of FHYAA softball.
6. Nine players will play the field with no more than 4 infielders (1b, 2b, SS, 3b), excluding the pitcher, catcher, and three outfielders. Shifts from the standard infield positions are not allowed. Outfielders must play a reasonable distance from the infield, as determined by the umpire.
7. Every available player must bat in a maintained order. An automatic out shall be assessed against a team batting out of order.
8. Teams exchange batting orders before the start of the game. Teams shall bat their entire roster of players. Any player that leaves before the completion of a game must be identified before the game begins. If a player leaves the game early and was not identified at the time of the lineup exchange, that spot in the order will be an out (except in the event of an injury). Players arriving late will be placed at the end of the order.
9. All players must play a minimum of three innings in the field in a 7 inning game. For disciplinary reason, coaches may waive this participation rule with the consent of the League Manager.
10. A courtesy runner is allowed for the catcher who is on base with 2 outs. The substitute runner will be the person who made the second out. The purpose of this option is for the catcher to put on her gear for the change of sides.
11. A pitcher is limited to 12 charged outs per game. (Only nine outs may be charged prior to the seventh inning.) A pitcher removed from the pitching position during an inning may not return that same inning. The pitching limit is still in effect should a game go into extra innings. This rule may be waived with the agreement of both head coaches. The waiver is intended to cover teams that only have one pitcher available. **The illegal pitch rule does apply.** The umpire should give the manager and the pitcher a warning before enforcing the rule. In the event of an illegal pitch the batter is given a ball and the runners advance one base. If the batter hits the ball and reaches first base safely the play stands. However the manager has the choice to take the results of the play or the illegal pitch advancing the runners and giving the batter a ball (ASA rule 6 sec1-8 effects).
12. There shall be no intentional walks. The pitcher must pitch to the batter.
13. Bunting is permitted.
14. **Drop third strike is in effect.** The batter can run when the catcher fails to catch the third strike before the ball touches the ground when there are fewer than two outs and first base is unoccupied at the time of the pitch, or anytime there are two outs.
15. **The infield fly rule does apply.** When first and second or first, second and third are occupied before two are out and the umpire declares "infield fly" due to a fly ball in the infield the batter is out. This does not include line drives **or** bunts. The ball is still live and all other rules are in effect.
16. Stealing is permitted. Runners may not leave the bases until the ball leaves the pitcher's hand.
17. **Five runs is the maximum a team can produce in an inning. However, unlimited runs are allowed after one hour and thirty minutes of play or in the last inning (7th) or as declared by the umpire.**
18. Home team shall be in the first base dugout.
19. Volunteers from both teams are responsible for lining and raking the field of play. Both teams are also responsible for raking the 'high traffic' areas of the field after the conclusion of the game.
20. The home team must provide a game condition ball to the umpire. The visiting team shall provide a back up ball in good condition. All bats must display the ASA (2000 or later) label/stamp.
21. All scores and umpire status must be reported to the league managers by both coaches within 24 hours of the end of the game. E-mail scores to leeharring@aol.com and devans@viacucina.com .