
**2008 INTERLEAGUE RULES – 18 & UNDER
(CYA, SYA, VGSL, SYC, AGSL)**

These rules are intended to help the flow of games between leagues with different traditions and house rules. They are not intended to give teams from one league any advantage over a team from another league, and are, as far as practical, intended to minimize any misunderstanding or misapplication of the rules.

The rules of the Amateur Softball Association (ASA) shall apply in cases where these rules are silent.

1. **HOME TEAM.** The home team is defined as the team that is designated in the schedule.
2. **GAME LENGTH**
3.
 - a. No new inning shall start after 1:45 from the beginning of the game;
 - b. 2:00 hour time limit from beginning of the game. **If an inning is in progress when the 2:00 hour time limit is reached, that inning may be completed at the discretion of the umpire and subject to permit limitation for the field.** Umpires will keep the game moving if coaches rely on stalling tactics to try to win games.
 - c. The umpire shall keep the official time, and shall notify the coaches of the time at the beginning of the game.
 - d. If one team is ahead by 15 or more runs at the end of five complete innings of play or any complete inning thereafter, the game shall be declared over.
4. **RUN LIMITS**
 - a. There shall be a 5-run limit per inning per team for the first four innings;
 - b. Thereafter, there shall be no per inning run limit;
 - c. In the event the umpire calls last inning due to the closeness of the time limit or impending darkness, runs for the inning shall be unlimited.
5. **PITCHING**

Pitchers removed from the game during an inning cannot return to pitch in that inning, but can return to pitch in subsequent innings, subject to 5a above.
6. **PARTICIPATION**
 - a. Teams must have seven (7) players to begin a game.
 - b. Fifteen (15) minute waiting period to allow a team to reach the 7-player minimum. Waiting time will not be added to the end of the game. Game is a forfeit.
 - e. Except for 5a and 5e above, there shall be unlimited defensive substitutions.
 - i. Each player will bat in order, regardless of whether or not she plays defense in that inning.
 - j. Courtesy runners may be substituted for pitches or catchers **when there are two outs** in an inning. The courtesy runner shall be the player who made the second out in the inning, regardless of whether the player that made the out was a batter or a runner.
 - k. In the event a player is injured and is removed from the game, and if that player is due to bat in the following half-inning and remains injured, her place may be skipped in the batting order with no out recorded. The opposing coach shall be notified if a player is removed from the game due to injury. In the event that player cannot return to the game due to injury, her name will be removed from the batting order and no out shall be recorded at her place in the batting order. If the player removed from the game is subsequently able to play, she is reinserted into the same batting order slot that she was removed from.
 - l. In the event a player is late to the game, she will be placed at the bottom of the batting order.
 - m. In the event a player leaves the game prior to completion, her name will be removed from the batting order and no out shall be recorded. Opposing coaches must be notified when a player leaves the game.
 - n. A team may field a maximum of 9 players on defense.

7.
 - b. Collision Avoidance. Runners are required to avoid collisions with fielders. While sliding into a base is not required, it is often the best way to avoid a collision. Runners cannot be called out for causing a collision if they slide into a base.
 - c. Helmets. All ASA rules regarding helmets will be enforced:
 - i. Chin straps are required
 - ii. Integrated face mask is required, with NOCSAE approval stamp.
 - iii. **Helmet must not be taken off until player reaches the dugout.**
8. **MISCELLANEOUS**
 - a. The dropped third strike shall apply;
 - b. The infield fly rule shall apply;
 - c. Stealing is allowed per ASA rules.
 - d. Games tied at the end of seven innings shall continue, subject to the time limits in Section 3a and 3b above.
9. **CELL PHONES**
 - a. Coaches are permitted to have cell phones in the dugout and on their person to conduct coordination and for safety of their team. Players are not permitted to have cell phones in the dugout or on the field during the game, unless they are turned off and stored in their equipment bag.