

# Fort Hunt Youth Athletic Association Softball Rules 13 and Up League

*(Supplement to ASA softball)*

1. 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. During tournament play, if a game ends in a tie, the International Tie Breaker (ITB) procedures will be used.
2. 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.
3. 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.
4. Nine players will play defense, shifting the regular infield is not allowed. Outfielders must play a reasonable distance from the infield (to be determined by umpire)
5. Every available player must bat in a maintained order. An automatic out shall be assessed against a team batting out of order.
6. 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.
7. 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.
8. 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.
9. **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 sec 1-8 effects).
10. **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.
11. **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.
12. Stealing is permitted. Runners may not leave the bases until the ball leaves the pitcher’s hand.
13. **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**.
14. Home team shall be in the first base dugout.