

ALL-SHORE SOFTBALL RULES

General Rules: All Shore Softball will follow ASA Rules except for the below modifications. The USSSA rules will apply in that Division.

1. Rainouts shall be determined by the league office and managers before game time. Once the game begins rainouts will be determined by the umpires
2. The protest shall be considered only when there is a use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgment. Equipment which does not meet specifications must be removed from the game and shall not be the basis for a protest. The protest made due to the use of ineligible player may be considered only if made to the umpire before the final out of the game. Whenever it is found that an ineligible player is being used, that player shall be removed from the game, and the game shall be continued under protest or not, as the protesting manager decides. Protests must be submitted by the manager first to the umpire on the field of play before the game concludes. The umpire chief shall also submit a report as well.
3. Teams may carry 15 players maximum on a roster.
8. All teams must be ready play 10 minutes prior to the start of their game.
11. Teams will be allowed a manager, first base coach, third base coach, and one scorekeeper, in the dugout or on the field during the game.
14. Forfeit Procedure: **If your team is seeking a forfeit you must ask your opponent to play the game(s) (give them an option if possible) or to concede to a forfeit.** If they do not concede to a forfeit the league must hear from both teams why the game was originally canceled and not rescheduled. If the game was canceled for any reason other than field conditions, it should be an easy decision. If it was canceled because of field conditions (rain out) we will need to hear from both teams and the league will make a decision from there. You may win your forfeit request, or it may go down as a no contest if both teams showed effort & flexibility in trying to make the game(s) up. If a team cancels a game for any other reason other than field conditions, it is the canceling team's responsibility to be flexible with rescheduling the game to when their opponent can accommodate it (field, players, etc.) If the game is not rescheduled for any reason prior to playoff seeding the opposing team that was canceled on will be awarded a win, 4 points if they ask for the forfeit.
15. Each team is required to get the last names when receiving your opponent's lineup.
 1. Each team is required to be able to prove the games a specific player has played in for a playoff game. If an opponent request to see who a specific player has played against on your regular season schedule be prepared to prove it to the coach and league at the field.

A player without the proper uniform the coach must automatically prove to the other team that the player is on your roster and that he has enough innings to qualify if it is a playoff game.

18. Proof of ages – 2 options

A. **Player Authenticate** Is a web based company that specializes in collecting, organizing, and validating credentials that are required by All Shore Softball for each player. Your personal information will be password protected and encrypted to assure complete privacy and security. There is a \$25 cost per player for 1 whole year. Information about Player Authenticate is on the website under rules/handouts.

B. **Binder Option** – The teams who are unable to use player authenticate because of personal reason (cost, etc.....) then they must provide a binder at each game with – Roster w/ uniform # next to the girls name, copies of birth certificates w/ picture (head shot) of the player staple to the birth certificate.

C. All Shore Softball will have a complete list of each team's roster. You should print out a copy of your opponent's roster prior to going to the field. (See Player Verification Requirement)

Games Rules:

19. All games will be 6 innings long on the 35ft softball diamond (8u & 10u) and 7 innings long on a 40ft (12u) and 43ft softball diamond (14u & 16/18).

20. All players must wear the complete matching uniform while on the field of play and in the dugout or bench area

21. Players may wear plastic or rubber spiked shoes at all levels. **Metal Cleats are allowed for 14u and up only.**

22. Players must wear batting helmets while at bat and while running the bases. Batting helmets w/mask is mandatory. **Face Mask are strongly recommended by All Shore Softball while playing defense.**

23. Bat Rule - A batter may not use an illegal bat. **PENALTY** – If the infraction is discovered by the umpire or the defense before the next pitch to a batter of either team, the defense may elect the penalty - batter out, runners return to the Time of the Pitch. No appeal is allowed after the next pitch to a batter. You cannot protest a game over an illegal bat.

24. All team catchers must wear complete catching equipment, including mask, a protective helmet or skull cap, chest protector, leg guards and protective under garment.

25. No family or friends on the bench.

26. Teams can start and play a game with 8 players. The 9th player will considered an out in the batting line up for the first time only.

27. No new inning will begin after 1 hours and 15 minutes for 8u. No new inning will begin after 1 hour and 30 minutes for 10u, 12u, 14u & 16/19u. The time limit is in effect for playoff game

28. Trips to the mound: 1 free trip per inning, 2nd trip in the inning pitcher must come out

Batting & Runners:

29. All teams have the option to bat as many players as they select. In order for a player to play defense, he must be listed in the current batting order. If a team chooses to replace a starter with a substitute that person must be someone not in the game at all. Starters may then re-enter the game one time for the player that was substituted for him and remain in the same spot in the batting order

30. If a team's batting order shrinks at any point during the game for any reason the team will be awarded an out for the lost spot one time. The next time the spot comes due that place in the batting order will be skipped over without penalty. It is the obligation of the defensive team to point out to the umpire that they are taking the out when that spot comes due. If the defensive team does not point the vacant spot out to the umpire at the time that the spot comes due there will be no penalty awarded and the spot will be skipped over at that time and all other times.

31. Teams can start and play a game with 8 players. The 9th player will be considered an out in the batting line up for the first time only.

32. No fake bunting/ slashing is allowed at 8u & 10u. A "fake bunt or slash" is defined as the act of showing or faking a bunt and swinging at the pitch instead. A slap or fake bunt will automatically be ruled a strike and a dead ball whether the batter makes contact with the ball or not

33. At the 8u & 10u level the batter cannot advance on a dropped third strike.

34. There is an infield fly rule at the 10u and older levels. However, if both teams agree to not use the infield fly rule (**for the 10u only**) at the start of the game at ground rules with both the umpires and both managers present that is fine.

35. Managers will have the option to use a courtesy runner for the Pitcher & Catcher. A courtesy runner for the catcher must be used with two outs. Runners should be a bench player not in the batting order at the time or use last batted out if batting complete lineup. When pitchers & catchers are the last batted out, they will not be obligated to run.

36. Players at all level may use any method of sliding they wish. Base runners must slide or make every possible effort to avoid contact with a defensive player. Any intentional contact with the defensive player may result in the player's ejection. This will be an umpire's judgment.

37. Intentional bases on balls- The pitcher must deliver all 4 pitches.

38. All Bases can be stolen at 10u gold, 12u, 14u & 16/18 divisions.

10 U silver runners can steal 3rd. only.

10 U Silver- No continuation rule. The player must stay at first base on a walk.

Run Rules

All levels - 12 runs after 4 innings, 10 runs after 5 innings, and 8 runs after 6 innings. The game will be declared over. If the home team is down at the end of that inning, the home team will be allowed to bat.

40. 8u, 10u (silver) & 12u (silver) use a 5 max run per inning rule. With the exception of the last inning or when the umpires declares last inning

Home & Away options

During Weekend DH the team hosting the doubleheader has the option of home or away on the 1st game and the 2nd game the visiting team gets the option of home or away. Each team supplies 1 NEW softball for each game in the doubleheader.

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