

CITY OF TEMPE
PARKS & RECREATION
LADYHAWKS FAST PITCH SOFTBALL RULES
16 U 2009 Fall

GAME MANAGEMENT

All leagues will play under ASA rules that do not appear or have not been amended by this edition of the LadyHawks Softball Rules. Tempe Parks and Recreation reserves the right to change or introduce new rules for the improvement of the LadyHawks Softball Program.

PROOF OF AGE, REGISTRATION & ELIGIBILITY

1. Birth Certificate & Registration must be on file in the Parks and Recreation office. They will not be accepted at the game site.
2. Registration: Must be on file before the participant can practice or play.
3. Birth Certificate: Must be on file before the participant can play in a game.
4. Player eligibility issues will not be solved on the field - the game should continue.
5. Player eligibility issues will be solved 24/48 hours after a concern has been expressed.

PLAYING TIME

1. Each player has the expectation to play defensively at least $\frac{1}{2}$ the game.
2. Players must have appeared in 50% of the games to be eligible for the tournament.
3. No roster additions after September 25th, 2009.
4. *Tournament* playing time may be based on the skill level of the player.

UNIFORM

A. Shirt/Team Jersey

1. City of Tempe DOES NOT provide uniforms for the Fall LadyHawks program.
2. Matching uniforms are NOT required. However all players must dress in athletic clothing.
3. Players *may* wear their shirts outside their softball pants - not tucked in.
4. Numbers are not necessary.
5. There may be identical jersey numbers

B. Headwear

1. Players may wear any NON-offensive baseball cap or visor.
2. Handkerchiefs do not qualify and can not be worn around the head, neck, arm, or leg.

C. Pants

1. Players must wear pants OR have a combination of slider shorts & slider shin pad.
2. Pants must be long if player does not have slider shorts or slider shin pad, and can be mixed in style and color. Shorts may only be worn when accompanied by slider shorts & shin pad.
3. Sliding shorts and protective pads are strongly recommended for all players.

D. Undershirts

1. Player's undershirts, if worn, may be mixed in style and color

E. Jewelry

1. Small stud earrings (no larger than $\frac{1}{4}$ inch in diameter) can be worn.
2. All other jewelry (chains, charms, bracelets, bandanas etc.) must be removed and may not be worn during the game.

PRE-GAME

1. All players must be registered with the City of Tempe before they can *practice or play*.
2. Teams may be forced to forfeit until all players are officially registered.
3. Temporary tattoos or ink pen markings are not permitted.
4. Line-up cards: Ten minutes before game time submit a line-up card to include FIRST AND LAST names and substitute players.
5. Warm-up WILL BE KEPT TO A MINIMUM.

The first game of the evening will be the only game to allow a warm-up, and only if each team fits into the following time frame. The visitor team will be able to warm up for 10 minutes: 25 minutes prior to game time (ie. 6:30p game time - the visitor will only have from 6:05p-6:15p for pre-game warm up. The home team must take the field at 6:15 if they wish to take their warm up. The second game of the evening will not have time for infield/outfield pre-game warm up, with the exception to the pitcher. The pitcher will be allowed 5 pitches in the first inning of their appearance, and any inning after that, the pitcher will be held to a 3 pitch maximum.

FIELD/BALL DIMENSIONS

Field: Bases - 60' Pitching - 40'

Ball: 12" Ball

(Faulty game dimensions will be corrected immediately upon realization - ASA rule.)

GAME TIME

- Weekdays: 6:30 PM & 8:00 PM
- Each game will be 7 innings or called by time.
- A game is considered complete at the completion of 3 innings unless time has expired.
- SEE FORFEIT/MINIMUM PLAYER DETAIL if a complete team is not ready at Game Time.
- Make-up games will be scheduled ONLY if feasible to do so.

OFFICIAL TIME

1. The *scorekeeper* will control the game timer.
2. The 75-minute game timer will start after the first pitch to the first batter.
3. The timer will be set for 75 minutes. At the 75 minute mark (the buzzer goes off) the current inning will be finished. The home team is always allowed to have the last bat, unless ahead at the conclusion of the visitors last bats. (The beginning of the next inning concludes at the completion of the last out of the previous inning.)
4. Games should average 1.5 hours (90 minutes) each.

FORFEITS/MINIMUM PLAYERS NEEDED

1. Teams must have 8 players to start and continue a game with the following exception.
2. A game may start if one team has at least 7 players. The team with 7 players automatically, if they are not already, becomes the visiting team. For the game to continue the 8th player must arrive prior to 3 outs being achieved, 6 runs having been scored and/or in time to bat in the 8th place in the batting order. If the 8th player does not appear, the game is a forfeit and the teams may continue play as part of the 2 inning scrimmage (refer to point #5).
3. If both teams have fewer than eight players the game is a double forfeit.
4. The 8th player and any subsequent players that show up to play can only be inserted at the bottom of the batting order - using the "every player present" batting order.
5. Forfeited games will go in the book as 7-0. If both coaches agree, the teams can play a **2 inning scrimmage with umpires**. The first inning, every player present will take a turn at bat. The second inning will be played on the 3 out basis.

RUN RULE / RUN LIMITS

Teams ahead by 18 runs, after 3 complete innings or 60 minutes of play, will be declared the winner and all game activity will end.

TIED GAMES

1. Regular season games tied at the end of the end of 7 innings OR time expires (with the home team completing their last at bats), will be recorded as a tie (count as $\frac{1}{2}$ win).
2. Tied games during tournament games will be governed by tournament rules, TBD later.

BASE RUNNING / STEALING

1. Stealing second, third and home is allowed in 16U Division.
2. Runners are entitled to advance when the ball leaves the pitcher's hand.
3. Penalty for leaving contact with the base early: ball is dead and the base runner is out.
4. The infield fly rule will be in effect.
5. Pinch/courtesy runners may only be used for an injured player OR, for a catcher when they need to prepare for the next inning. The pinch/courtesy runner will be the player that made the last out.
6. Drop 3rd strike will be in effect in the 16U Division.

BATTING

1. The 16U leagues may choose between batting "every player present" or batting and starting the "9 best players". When batting "every player present", unlimited defensive substitution is allowed except for the pitcher. The pitcher may only "re-enter" in the pitching position once. When choosing the "9 best players", the re-entry rule applies.
2. Players arriving after the game starts may be added to the bottom of the order if the "all players present" batting order is used.
3. Players arriving after the game starts must be added to the substitutes list if using the "9 best players" batting order.
4. Using the every player present line up, when a player leaves the game due to injury or any other reason and does not return, the position in the batting order is an automatic out. After one turn the vacated position will be passed over with no further penalty.
5. On deck batters are allowed on the field of play in the on deck circle AT KIWANIS ONLY.
6. Warm up swings are NEVER PERMITTED in the dug out, outside the dug out at Daley Park.
7. Batting out of order is an appeal play that may be made only by the defensive team. (Even though LadyHawks provides an official scorekeeper, it is up to the defensive team to bring any possible "batting out of order" scenario to the attention of the umpire.

PITCHING

1. There shall be allowed only two charged conference per pitcher-per game between the manager and other team representative from the dugout. A third charged visit per pitcher shall result in the removal of the pitcher.
2. Pitchers removed from the game due to conferences may not return to the pitching position. If a pitcher is substituted between innings, may return to the pitching position once time only. The pitcher may only "re-enter" in the pitching position once when substituted between innings.
3. Pitchers are allowed to use either the AIA or ASA pitching motion. The AIA pitching rule allows raising the non-pivot foot off the pitching plate and returning it to the plate creating a step back or rocking motion.
4. Delivering a single pitch in a game shall count as one inning pitched.
5. Pitching warm-up time between innings is 1 minute or 3 pitches for returning pitchers and 5 pitches for new pitchers. This will be strictly enforced.

CATCHERS

1. Catchers must wear all protective gear (chest protector, throat guard, mask and helmet) during the game, during any warm up or during any practice.
2. No player shall receive a throw in the crouch position without wearing full protective gear.
3. Adults may warm-up the pitcher between innings while the catcher is getting ready.

COACHES NOTES

1. Coaches ejected from a game **must** meet with the recreation coordinator in charge of the program before being allowed to return and resume coaching duties.
2. Any coach choosing to sit on a bucket or stand outside the confines of the dugout does so at their own risk. Coaches must stay within an "arms length" of their dug out or be subject to ejection.
3. Any coach that has any type confrontation with umpires, spectators or league representative must meet with League Coordinator before being allowed in the dug out in any consequent games.

GAME NOTES

In order to optimize playing/game time please orient your teams to the following guidelines:

1. There will be 1 minute between half innings.
2. Defensive team gatherings are **NOT ALLOWED** - the time will come out of the pitchers warm-up minute.
3. Warm-up pitches are **LIMITED**- see Pitching.
4. Use a courtesy runner for the catcher. Courtesy runner is the player that has the last recorded out.
5. Make an effort to have a coach warm-up the pitcher while the catcher gets ready.
6. The home plate umpire may control repeated offensive and or defensive conferences by a coach to her players, if the umpire thinks time is purposely being wasted. The umpire will first issue and warning then disqualifying (throwing out) the coach/manager. This rule is written to make sure no team tries to run out the game clock out unnecessarily.

PLAYING TIME / ELIGIBILITY

1. Every player has the expectation to play at least $\frac{1}{2}$ the game in the field.
2. Players must have appeared in 50% of the games in order to be eligible for the post season tournament. No roster additions after September 25, 2009, Coaches using ineligible player(s) may: lose dugout privileges, forfeit games, be eliminated from tournament play and/or banned from future league participation.
3. Player eligibility issues will not be solved on the field - the game should continue.
4. Player eligibility issues will be solved 24/48 hours after a concern has been expressed.

PROTEST

1. Protest will not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of the umpire.
2. There will be no recourse or relief on issues involving the misinterpretation of a playing rule.
3. The leagues will operate with the understanding that players, coaches and umpires can and will make mistakes. In the case of the umpires, we will review the events and use the results to make changes or use them as a teachable moment for the umpires and staff.

4. The expectation of the coaches is that they may make an inquiry about a call. If the question is not resolved to their satisfaction they should drop their concern, continue the game with no further disruption and call the league coordinator within 24 hours of game time.

A FINAL BUT IMPORTANT NOTE:

In the event of any rule question or *cases not covered* in the LadyHawks Softball Guide Handbook, the Recreation Coordinator shall have the authority to institute new rules or to change rules, to maintain the continuity of the "LadyHawks Fast Pitch Softball Program.

FIELD SPORTS HOTLINE: 480-350-5293

In the event of inclement weather, please check the Field Sports Hotline number. We update the recorded message starting at 3:00p and then in 30 minutes increment when harsh weather is approaching. Make sure all your parents have this number. *Always assume we are playing.* Weather in the desert is fickle. It can be storming in South Tempe and be clear as a bell in North Tempe. It is NOT unusual to cancel the 6:30p game but PLAY the 8:00pm game. *Always assume we are playing.* We will make every effort to reach you via your emergency contact number either from my office or my cell phone. Please make sure you give us a number in which you can be contacted in an emergency, or at the last possible moment in case of game cancellation.

LadyHawks' Fast Pitch Softball Staff

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We can maximize the Youth Sport Experience for all players by having

SHARED VISION
SHARED GOALS
SHARED DESTINY.

PURSUE VICTORY WITH HONOR.

2009 RULE HIGHLIGHTS

1. Players are NOT required to have their shirts tucked in.
2. Players may wear small stud earrings.
3. Players may have duplicate numbers.
4. CITY ISSUED NON - "ASA CERTIFIED" bats will be allowed.
5. Drop third strike WILL APPLY for 16U Division only.
6. LadyHawks' allows both the ASA PITCHING AND AIA HIGHSCHOOL PITCHING stance - i.e.: two feet can be on the rubber for the start of the pitching motion OR a pitcher MAY STEP BACK, in a rocking motion for the start of the pitching motion.
7. Pitcher may re-enter in the pitching position once only if: she has NOT been removed from the mound due to conferences (only 2 conferences allowed, 3rd conference results in removal of pitcher). Pitchers will NOT be required to remain in the game in order to stay eligible to pitch again. (LadyHawks would like to encourage teams to switch/rotate their pitchers.)
8. Scorekeepers/site supervisors will be in charge of the time clock. There will be a 75 minute time set for the 16U. The game time starts when the umpire calls for "batter up!" - not during warm up before 1st inning. (It is our goal to have at least 90 minutes of play time.)
9. Warm up between innings is limited to 3 pitches for a returning pitcher, 5 for a new pitcher. Transition time shall be held to a minimum, and all teams are required to have defensive players ready to play without any infield warm ups (with exception of 3 pitches for pitcher only.)