

The following rules will take precedence as local rules. The ASA Fast Pitch rules will apply with the listed exceptions. Certain rules that follow are ASA Fast Pitch rules, but are repeated for emphasis. However, it is each Manager's responsibility to understand and adhere to all ASA and local rules in effect.

Section 1 - Play of the game

Section 2 - Game limits

Section 3 - Equipment/Gear

Section 4 - Field

Section 5 - Predetermined Borrowing of Players

Section 6 - Managers and Coaches

Section 7 - Umpires

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## **Section 1 - Play of the game**

1. Bunting is allowed... A base runner may advance to the next base as long as the ball remains in play... Dropped 3<sup>rd</sup> strike does not apply... A consecutive batting order shall be used. All available roster players are to bat... No regular season game will be automatically canceled for lack of an umpire. On agreement from both managers a parent volunteer may umpire from behind the pitcher.
2. A base runner may steal 2<sup>nd</sup> and 3<sup>rd</sup> base as per ASA rules. Lead-offs are not allowed. A runner may leave the base as the ball crosses the plate (and are encouraged to). Steal of home on a passed ball or wild pitch is limited to once per half-inning. A runner at 3<sup>rd</sup> may run home if the catcher's throw isn't caught by the pitcher. Delayed steal of home on the catcher's release is not allowed.
3. The ASA Infield Fly Rule does apply, protecting runners from an easy double play. It applies when there is a **FORCE AT THIRD, LESS THAN TWO OUTS**. In these situations, if a **fair** fly ball is hit that the umpire believes is catchable by an infielder with ordinary effort, the umpire will yell, "**Infield fly, batter's out!**" or "**Batter's out!**" and the batter is out regardless of whether the ball is caught in flight. **THE BALL IS LIVE!** If the infield fly is **caught**, the runners must **tag up** before they advance. If the infield fly is not caught, runners do not need to tag up. In either case, since the batter is out, the force play on other runners is removed. **ADVANCING RUNNERS MUST BE TAGGED OUT.**
4. A batter hit by a pitch shall be awarded 1<sup>st</sup> base, in accordance with the ASA Rule Book. This includes bounced pitches that strike the batter.
5. Contact between base runner and fielder must be avoided at all times.
6. If a player is injured while playing, the umpire will call time and play stops. A runner may advance to the next base only if that runner was advancing prior to the umpire's call of time out. The dead ball rule applies.
7. Courtesy runners: the player not on base who made the last out with 2 outs should substitute as a base runner **for the pitcher [of record next ½ inning], and/or the catcher [of record next ½ inning]**.
8. An injured player may be returned to her original spot in the batting order. The opposing Manager and scorekeeper should be notified of the change before the player bats or returns to the field.

### **1. Pitching:**

- a. A windmill, slingshot or modified fast pitch is allowed. Emphasis is placed on the Manager to encourage the pitcher to pitch in the strike zone by either method.
- b. A pitcher must have both feet on the pitching rubber when presenting the ball. **A pitcher must have both feet on the pitching rubber when presenting the ball.** She may not lick her fingers and

then directly put them on the ball. She may step forward with her delivery as per the ASA Rules, but she may not step backwards nor, to the sides of the pitching rubber.

- c. There is a three (3) inning limit [per game](#) for pitchers.
  1. These do not have to be consecutive innings.
  2. One (1) pitch constitutes an inning pitched.
- a. If a pitcher hits two (2) batters in one (1) inning she will retire for that inning, but be allowed to come back into other innings to pitch to complete her three innings. If a 3<sup>rd</sup> batter is hit she will retire from pitching for the entire game.
- b. Managers and coaches may warm up pitchers. Players may warm up pitchers but must be properly wearing all the catcher's protective equipment.
- c. Intentional walks are not allowed.

## **Section 2 - Game limits**

1. A game shall consist of [at most] six (6) innings, though a complete game can be as low as 4 innings, or 3½ innings if the home team is ahead.
2. Time Limit: No inning other than the "last" inning may begin after the 1:50 hour mark of the game (1:20 mark if a game follows). If this time limit is reached and full innings are still remaining, the next inning will be the "last" inning. Once the "last" inning has started, it will be finished. (Example with a game following. If at 1:19 the 4<sup>th</sup> inning has started, the 5<sup>th</sup> inning will be played)
3. Playing Time: Each player per game must play a minimum of 4 innings in the field (3 if less than 6 full innings are played) – [including a minimum of 2 innings in the infield and 1 sitting or in the outfield by the 5th inning](#). Catcher & pitcher are infield positions.
4. Run Limit: Four (4) run limit per inning, except for the "last" inning where each team will be limited to batting around. The number of players on the team with the greater number determines how many can bat in "last" inning. Extra innings will not be played; a game may end in a tie
5. A team will field at most 9 defensive players
6. Less Than 8 Players, Forfeit: A game may be forfeited for lack of players (forfeit score recorded as 7-0). The umpire will call the game time and the teams will have 15 minutes after the official start to field a team. A team must consist of at least 8 players. If a team has less than 8 players present, that team will forfeit. When starting with 8 players any late arrivals that miss their turn at bat shall be placed at the end of the batting order.

## **Section 3 - Equipment/Gear**

1. Team uniforms should be properly worn by all. Players are encouraged to participate with shirts tucked into pants. Obligations to league sponsors require all players to properly wear team caps.
2. ASA Rules prohibit players from wearing any type of jewelry. This will be **strictly** enforced. **EXCLUSION:** Medical alert bracelets worn as a medical warning to emergency technicians.
3. Catchers must wear all protective equipment properly. This includes a suitable mitt, shoes, helmet, mask with throat guard, chest protector and shin guards.
4. Metal spikes are not allowed; only molded spikes or tennis shoes are allowed.
5. A 12" ball conforming to ASA Fast Pitch Rules for this age group will be used. The home team will supply the game ball.

## **Section 4 - Field**

1. The playing field will have 60 foot bases (ASA U12).
2. The front edge of the pitching rubber shall be 38 feet from the point of home plate ('00 ASA U12).
3. The team listed as the home team shall occupy the 3<sup>rd</sup> base dugout.

## **Section 5 – Predetermined Borrowing of Players**

1. In order to field a full team for a specific game, a team may "borrow" LZBSA players from another team. Stringent borrowing rules must be followed:
  - a. A 10-year-old from your assigned "Sister Team" may be asked to play. If your "Sister Team" plays at the same time or no one is available, contact your backup "Sister Team." All 10-year-olds from your assigned team must have the opportunity to play before a specific player can play again.
  - b. If no "Sister Team" 10-year-old is available, contact the League President. The backup contact is the Girls' Vice-Commissioner.
  - c. All managers will be given a copy of the roster form pertaining to their sister team, after teams are drafted. If a manager needs to borrow a player he or she calls a player from that roster list until one can be obtained. **After securing a borrowed player, you must call the manager of the team from which you borrowed to inform that manager that you just borrowed a player. Remember, all 10-year-olds from your assigned team must have the opportunity to play before a specific player can play again.**
  - d. All borrowed players must be communicated to the opposing team prior to the game starting, play at least 3 innings in the field but no more than any regular player, and bat at the bottom of the batting order.
  - e. No borrowed player is allowed to pitch. They may play outfield and other infield positions.
  - f. The penalty for violating these borrowing rules is forfeit. The League President will invoke the forfeit at the time the discrepancy is discovered.

## **Section 6 - Managers and Coaches**

1. Coaches must be in the dugout area when their team is on defense. Only two (2) coaches may be on the field during their time at bat. [Smoking is prohibited on or near the field.](#)
2. Each team must clean up their dugout after their game. This is the Manager's responsibility.
3. The home team is responsible for returning the bases to the concession stand or lock box behind home plate after the last game of the day on that field. If the lock box is locked or otherwise unavailable, the Manager must inform the LZBSA "Property Manager" as soon as reasonably possible.

## **Section 7 - Umpires**

1. Umpires will be lenient in the administration of their strike zone. The league's intent is to encourage the players to swing at a decent pitch.
2. With the exception of these stated Local Rules, standard ASA Fast Pitch rules are in effect.

## **Section 8 - Standings**

1. The team with the best total record will determine year-end regular season team standings. Two (2) points will be awarded for a win and one (1) point for a tie. For teams with the same total record, year end standings will be determined by:
  - Head-to-head record
  - # of wins
  - 2<sup>nd</sup> half record ([last 6 games played / forfeited](#))
  - Coin flip