



INTERLEAGUE RULES 2008

(adopted by Oakland, Alameda, Piedmont, San Lorenzo, and Albany-Berkeley)

The Interleague Girls Softball Playing Rules will follow the ASA rule book for the 2007 season. This document outlines agreed upon Amendments and/or Clarifications which all leagues agree to follow.

RULE 1. DEFINITIONS

Adoption of all ASA definitions with amendments as follows:

Dead Ball

7U - 8U Coaches will request time-outs from the umpire (when applicable) to clarify when the ball is "dead" and not in play. This will be interpreted to be when a defensive player has possession of the ball at or near the pitching circle, or when no further action is underway and the ball is near a base, when an outfielder attempts to return the ball to any infielder, or when an infielder attempts to return the ball to the adult pitcher. The purpose of this definition is to motivate outfielders to return a batted ball immediately to an infielder and to motivate infielders to make plays on or stop the forward progress of runners with the least number of throws.

Inning

7U

1. All players have batted once

8U - 10U

2. Run Limit Rule: The number of runs that can be scored by each team in an inning can be limited. This rule option will be applied for 8U Division and above as a limit of 4 runs for the first three innings only.
3. **The Nine Batter Option:** after the third inning when the 4 run limit rule is used, a halfinning (1/2) will end when the defense has recorded three outs or when the first batter batting ninth or later in the inning either strikes out or puts the ball in play by hitting the ball. All runs scored before the end of the half-inning (1/2) are scored.

The ninth batter could score if:

- a. The defense fails to stop the ninth batter before this batter-runner legally touches home plate, or
- b. The ninth batter is directed home by an umpire due to a penalty being called against the defense. The only way a tenth, eleventh, or other batter would bat would be if the pitcher walks or hits the batter and then play will continue. (i.e. inning cannot end with a "hit by pitch")

Note=> the intent of the rule is to not let the defensive team end an inning by walking a batter or hitting a batter with a pitch. All batters in the inning can score a legally counted run. (e.g. the bases are loaded with one out. The ninth batter is up and four runs have already scored in the half-inning. The ninth batter walks. Therefore a tenth batter bats. The tenth batter walks. Therefore an eleventh batter bats. The eleventh batter hits a grand slam. The team has scored ten runs for the half-inning and the half-inning is over because the batter put the ball in play by hitting the ball.)

Strike

7U

There are no strikes called or charged in 6U division games. All rules that involve strikes or called strikes do not apply to the 7U division.



RULE 2. THE PLAYING FIELD

Section 1

Official Distance Table:

Division	Bases	Pitching Distance
7U - 8U	50 ft.	32 ft.
10U	60 ft.	35 ft.
12U-and up	60 ft.	40 ft.

Pitching Distances are measured from the front edge of the pitching plate to the back point of home plate.

No Play Arc (7U) A curved line in fair territory ten feet out from home plate that a ball batted from the tee must pass to be considered legally batted and behind which defensive players must play.

Section 3.

h. Double Base

A double base should always be used (when available) at first base for all divisions

NOTE => If, during the game, the base or the pitching distances are found to be wrong, correct the error at the start of the next full inning and continue playing the game.

RULE 3. EQUIPMENT.

All ASA equipment rules will be followed with certain additions and clarifications:

Sec.3 - Official Softball

Division	Ball
6U - 8U	11" Soft or Regulation
10U	11"
12U- and Up	12"

Section 6 - Uniform

1. All players will wear shirts, hats, visors, socks provided by the league.
2. All players in the 10U division and up should wear sliding pants. (In all cases, player safety must be the primary determinant behind rule enforcement for sliding.)
3. All players must wear a batting helmet with face mask when batting or running the bases.

RULE 4. Players, Coaches, and Substitutes

Section 1 - Players

A. Required Number of Players

1. 7U division shall place ALL players out on the field of play, with no minimum of players needed to play a game.
2. 8U/10U divisions shall place a maximum of 10 players on the field, with players positioned at Catcher, Pitcher, First Base, Second Base, Short-Stop, Third Base, Right field, Right Centerfield, Left Centerfield and Left field. The outfielders must be positioned at least 15 feet behind the base line.
3. 12U - and up shall field 9 players on defense: Catcher, Pitcher, First Base, Second Base, ShortStop, Third Base, Right



field, Center field and Left field.

Eligible Players’ All coaches MUST make attempts to play all eligible players a minimum of two (2) innings in the field. Players can exit and re-enter the line-up at all times.

D - Short-Handed Rule Adopted with the following additions and clarifications:

1. For interleague play, the leagues have also agreed that a team may “borrow” another player (except that a borrowed player is ineligible to pitch) from another team in the same division in order to field nine players. This rule does not apply to the 14U Division. A 14U team may borrow a player from another within their own league to field a complete team.

Section 8 -Coach

A - Responsible for team on the field

Amended to read

1. Field Manager (10U and up): The Team Head Coach will be the field manager at beginning of game, to represent team in discussions with umpires, request time, and direct the defense unless Team Manager advises plate umpire otherwise.

RULE 5. THE GAME

Section 3 - Regulation Game

A - Number of innings

Maximum number of innings per division as follows:

Division	# innings
6U-10U	5 innings
12U	6 innings
14U- up	7 innings

Section 9 - Run-Ahead Rule

A. Run Ahead

1. Fast Pitch - (8U-and up): Game is ended if one team leads by 10 or more runs after 5 innings (4 1/2 innings if the home team is ahead).
2. Run Limit Rule: The number of runs that can be scored by each team in an inning can be limited. This rule option will be applied for 8U Division and above as a limit of 4 runs for the first three innings only. (Refer to Rule 1 - Innings - for definition of when a half-inning ends in subsequent innings)

Section 10 - Time Limit Rule

1. 7U - One Hour Game. No full inning shall start after 45 minutes as all teams must bat an equal amount of times.
2. 8U - 90 (ninety) Minute Maximum game time. No new inning shall start after 1:15 (one hour and fifteen minutes) has elapsed.
3. 10U and up: Two hour maximum. No new inning shall start after 1:45 (one hour and forty five minutes) has elapsed.

RULE 6. PITCHING RULES

Additional rules

Following rules are added to Rule 6 of the ASA Rules:



Pitching Machine (8U)

A significant change in 8U rules takes effect in 2008, in an attempt to move games at a faster pace and engage more play, by both batters and fielders. For games played prior to April 26, 2008, all Oakland home games will make use of a pitching machine. A spring-loaded pitching machine, located in the pitching circle at the distance of 32 feet and set to deliver the ball to the strike zone at a speed and location mutually agreed upon by both coaching staffs, will be operated by the umpire. A player will receive 5 pitches at which to swing; the first ball struck into play by the batter will constitute a live ball and effectively be in play. In the event that the fifth pitch results in a foul ball, the at-bat continues until the ball is put into play or the batter strikes out.

The batter is called out if:

1. the batter swings and misses at 3 pitches
2. the batter does not make contact or chooses not to swing at up to 5 pitches that enter the mutually agreed upon strike zone
3. the batter puts the ball in play and is put out by a defensive play

A foul tip caught cleanly by the catcher shall constitute a strike. The umpire, at their discretion, may allow additional pitches if the pitching machine comes out of adjustment. In the event that a pitching machine becomes damaged or inoperable, a coach from the batting team shall be responsible for pitching, with the same limitations on the number of pitches.

For games played on or after April 26, the use of pitching machines will be eliminated, unless agreed upon by opposing coaches.

Adult Pitchers (7U - 8U):

In order to move the game along, an adult member from the batting team may pitch to a batter when:

1. The adult pitcher will deliver the ball to the batter from the pitching plate at the proper distance for their division (currently 32ft for 8U and a "safe" distance to be agreed upon by opposing coaches for 7U)
2. The player pitcher will stand even with the pitching plate to the right or left of the adult pitcher.
3. The player pitcher may not move until the ball has been released from the adult pitcher to the batter.
4. The adult pitcher will remain within the pitching circle and avoid interfering with the defense until all play has completed (umpire calls time)

7U Pitching Rules

1. The adult pitcher has a maximum of four (4) pitches to deliver to the batter before a Tee is used. The batter takes as many swings from the tee until the ball is put into play. There are no walks or strikeouts

8U Pitching Rules

1. There are no walks, and strikes are counted
2. If the count to the batter reaches four balls, as judged by the umpire, an adult pitcher will enter the game.
3. The strike count on the batter by the player pitcher will remain, and the ball count will revert to no balls.
4. After entering the game, the adult pitcher has up to four (4) pitches and until the batter
 - a. Reaches base safely
 - b. Strikes out
 - c. Ball four is called

EFFECT: The batter is called out

5. If the batter is hit by a ball pitched by a player, then it is ruled a hit-by-pitch and the batter is awarded first base. If the batter is hit by an adult pitcher, the pitch will be considered a ball.

Hitting Three Batters

A pitcher who hits three batters in one game will be immediately removed from pitching during that inning.

1. The player may be moved to defense, and come back in to pitch in a subsequent inning.
2. If the player returns to the game and again hits a batter (their fourth batter) then the player pitcher will no longer be



eligible to pitch during that game.

Pitching Eligibility

Pitching eligibility will be recorded by innings per game. One pitcher will be allowed to pitch all BUT two innings per game. One pitcher may not pitch more than two (2) of the first four (4) innings (4 run rule innings and 9 batter innings count as one inning).

(14U Exception) Once a pitcher has allowed four (4) runs, the pitcher may be replaced by another pitcher for the remainder of the game.

Out of the Defense Pitching Rule

1. (8U-and up): All players are eligible to pitch, even girls who previously pitched in the game and were removed from the defense.

Charged Conferences

1. There shall be one charged conference between a coach and each pitcher in an inning
2. After the second charged conference during an inning, the pitcher must be replaced for the remainder of that inning.

RULE 7. BATTING

Batting Lineup: All bat, even if not playing a defensive position that inning. Players do not have to be in the defensive line-up presently in the field in order to hold a spot in the batting order. (i.e. a substitute player presently on the bench may bat in initial player order). All players must retain the same spot in the batting order no matter if they are presently in the line-up, a substitute, or re-entered for defensive purposes. If a player exits the field and is no longer in the line-up, when that player's turn in the batting order is up, their spot is skipped in the order. If the skipped player returns to the field and re-enters the game, they must re-enter in the same spot in the order they were originally placed.

Section 4 - BU Division Only - A strike is called by the Umpire

- A. (Fast Pitch Only) For each legally pitched ball entering the strike zone.
EFFECT: (8U) The ball is dead (No stealing See Rule 8 - Batter Runner)
- C. (Fast Pitch Only) For each legally pitched ball swung on and missed by the batter.
EFFECT: (8U) The ball is dead (No stealing See Rule 8 - Batter Runner)
- D. (Fast Pitch Only) For each foul tip.
EFFECT: (8U) The ball is dead (No stealing See Rule 8 - Batter Runner)

NOTE => Strikes are not called in any 7U division game.

NOTE => Refer to Section 4. J - K for strikes caused by failure of a batter to get into batting position in a timely way.

Section 5 - BU Division Only - A ball is called by the Umpire

- A. (Fast Pitch Only) For each pitched ball...
EFFECT: (8U) The ball is dead (No stealing See Rule 8 - Batter Runner)

NOTE => Balls are not called in any 7U division game. NOTE => Refer to Rule 6, Section 6 B for other balls caused by the pitcher or catcher

RULE 8. BATTER/RUNNER AND RUNNER.

Section 1- The Batter become a Batter-Runner

- B. When the catcher fails to catch the third strike before the ball touches the ground...
EXCEPTION: This rule will NOT be applied in 10U and below (8U, 7U)



Section 4 - Runners are entitled to advance with liability to be put out

A. Amended: 10U - and up When the ball crosses home plate after leaving the pitcher's hand on delivery.

EXCEPTION: See H below. 6U - 8U - Runners may only advance when the ball is put in play by the batter.

H. (10U)

ASA tournament rules pertaining to stealing/runner advancement will be adopted for the 10U Division to encourage the development of defensive plays without jeopardy on allowing the opposing team to score, as follows:

1. No advancing/stealing from third base. In no case may a runner advance from third or steal home unless a result of a force play (i.e. bases loaded walk or batter hit by pitch, a batted ground ball necessitating runners advance), a tag-up after a fly ball is caught, or as a result of a "live ball" continuing play after a hit ball whereby a runner attempts to score before the play is ruled dead.

For purposes of interpretation of this rule, a ball will be considered "dead" when a catcher is returning a pitched ball back to the pitcher. E.G. The runner on third cannot advance from third base on an errant return throw from the catcher back to the pitcher after a pitch.

A catcher or pitcher can make an attempt to catch a runner off any base without penalty of runner advancing from third and scoring. (e.g. A runner can be tagged OUT if caught off a base by a defensive player, but a runner on third cannot score, on an errant throw or defensive mis"play in an attempt to catch a runner off any base)

2. Advancing from first or second base. A catcher or pitcher can make an attempt to catch a runner off first or second base but the runner can only advance to one base safely on an errant throw or mis"play, with exception that a runner on second base cannot advance to third if the base is already occupied by a runner. (E.G. The runner can be tagged out if caught off a base by a defensive player, but a runner cannot score from third, or advance further then the base attempting to reach, on an errant throw or defensive mis"play in an attempt to catch a runner off any base) Example: A catcher may make a throw to second base attempting to catch a runner attempting to steal from first but if the runner reaches second safely, the runner cannot advance further even if an errant throw or defensive mis"cue. This rule encourages 10U players to make throwing attempts to catch runners stealing and/or off the base without jeopardy of errant throws resulting in. scoring.

Sliding - Head first sliding in Divisions 10U and up will be allowed except at home base for safety reasons.

RULE 11 - Scoring 1. 7U games are not scored