

ROANOKE AREA YOUTH SOFTBALL ASSOCIATION
LOCAL RULES FOR 10 & UNDER "A" (10U-A) AND 12 & UNDER "B" (12U-B) SOFTBALL

THESE RULES ARE SUPPLEMENTAL TO THE OFFICIAL NSA SOFTBALL RULE BOOK AND SHALL APPLY FOR THE 2011 REGULAR SEASON.

TIME

1. Games will start promptly at the scheduled time. Each team may take infield practice for 10 minutes before game time, if the field is available (visiting team first). Managers are to show the umpire a line-up of starting players and then give a copy to the opposing team manager. Substitutes should also appear on the line-up. Home team will be the official scorekeeper, will occupy third base bench, and will supply game balls (one new and one near new).
2. All time limits shall apply from the scheduled starting time of the game, not the actual starting time. Teams shall play up to six innings prior to 1 hour and 30 minutes for single games or up to four innings prior to 1 hour and 15 minutes for each game of a doubleheader. No inning shall start after the time limit expires (even if tied). A new inning begins immediately after the final out of the previous inning (NSA rules allow one minute for warm-up between each half inning). All play shall be suspended at 8:30 p.m. on school nights and 9:00 p.m. on other nights.
3. A team's turn at bat shall end after three outs or five runs have been scored (applies to all innings). A team may concede at any time.

PITCHING

4. No player-pitcher shall pitch **in** more than two consecutive innings in a game. Pitchers who do not pitch **in** the previous inning may re-enter the pitching position. The pitchers plate shall be thirty-five (35) feet from home plate for 10U-A and forty-three (43) feet from home plate for 12U-B.

Note: (for 12B only), The pitch shall be made in accordance with fast pitch rules but shall be thrown with an arc that travels at least to the top of the batters strike zone before reaching the batter. If the pitch is judged not to have sufficient arc, the umpire shall issue one warning per team per game. Subsequent pitches deemed non-conforming shall be called an illegal pitch (a ball is called and all base runners advance one base).

5. If batters are hit with a pitched ball three times in the same game by the same pitcher, that pitcher must be removed from the pitching position for the game. It shall be considered a hit by pitch even if the pitch bounces prior to hitting the batter. No base award is made unless the batter attempts to avoid being hit.
6. There will be no more than two base on balls advancements per turn at bat. A batter that is hit by a pitch shall not be considered as base on balls. After the second base on balls during a team's turn at bat, the player-pitcher will be allowed to pitch up to four called balls to each batter. If the ball has not been put into play, the offensive coach will pitch up to two pitches to the batter. If after two pitches from the coach-pitcher, the batter has not hit the ball fair or foul, the batter shall be called out. Coach pitches shall be called ball or strike by the umpire. Three strikes, either swung at or not, shall be considered an out (strikes are accumulated, i.e. two strikes from the player-pitcher and one strike from the coach-pitcher is an out). If the first pitch from the coach-pitcher is a called ball, the batter will receive another pitch. If the "last pitch" from the coach-pitcher is hit foul and is not a caught fly ball, the batter shall be given another pitch. Pitches thrown by the coach-pitcher may not be bunted.

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7. PLAYER-PITCHER that is playing the pitcher's position when a coach-pitcher is used shall stand with both feet even with or behind (not in front of) and within eight (8) feet of the pitcher's plate until the ball is hit.

8. COACH-PITCHER is the offensive coach who pitches to the players on his/her team and will pitch from a distance no closer than 30 feet from home plate. The coach-pitcher must make every effort to avoid interfering with any ball put into play either hit by a batter or thrown by a defensive player.

The coach-pitcher shall do no coaching while pitching other than to correct the batters stance. This will cut down on confusion to the defensive team, as the coach-pitcher would be too close to the action and may confuse the defensive players if they were allowed to give instructions to their base runners. The penalty for a coach-pitcher assisting in coaching will be a warning the first offense and removal from the coach-pitcher position upon the second offense. Whether a coach-pitcher assisted in coaching is within the judgment of the umpire.

The coach-pitcher shall only field the ball when it is being thrown in order to put the ball back in play. If, in the judgment of the umpire, a coach-pitcher intentionally interfered with the play, the penalty shall be: The batter is out and the ball is dead. All base runners must return to the last base they legally occupied. If, in the judgment of the umpire, a coach-pitcher unintentionally interfered with the play the ball is ruled dead and the pitch replayed.

SUBSTITUTIONS

9. The offensive team shall consist of all players in attendance. The defensive team may play with a minimum of eight (8) players and maximum of ten (10) players. When playing with eight (8) offensive players, an out will be assessed for the unoccupied ninth batting position (according to the NSA rulebook).

NOTE: All players must play twelve (12) consecutive outs or two consecutive innings (offense and defense) during the game. Any player may re-enter defensively at any time.

10. Teams may borrow players from another RAYSA team within the same age group to prevent a possible forfeit due to lack of players. 12U-B teams may only borrow other 12U-B players; 10U-A teams may borrow 10U-A or 10U-B players. Borrowed players may play only two games for each team, must play in the outfield on defense, and must bat first on offense (top of the line-up).

Once a player plays in an older age group, that player may not return to the younger age group (i.e., a 10 year old may not play for a 10U team after playing for a 12U team).

EQUIPMENT

11. An 11" RIF 10/Safety 10/Dixie Youth softball shall be used for games. Face guards and chinstraps are required on batters helmets. Any one piece wooden or aluminum bat (not more than 34" in length) may be used for league play.

GENERAL

12. Games will not be played during a thunderstorm or a downpour of rain. If a downpour comes in the middle of a game, it will or will not continue at the umpire's discretion, however, safety should always be the primary consideration. Rained out or cancelled inter-league games will not be rescheduled.

13. A batter who releases a bat with such force, that, in the opinion of the umpire, could cause injury or could impair the defensive player from making a play, shall be called out for interference.

14. Headfirst sliding is not permitted. Runners who slide headfirst shall be called out. Diving back to the base without a running start should not be considered sliding.

15. Base runners shall not leave the base before the pitched ball reaches home plate (Penalty: No pitch is declared and the runner shall be called out). Base runners may steal one base per player pitched ball with the liability to be put out. Base runners may not steal home.

16. The ball remains alive until the umpire calls "TIME" which should be done when the ball is held by a player in the infield area and, in the opinion of the umpire all play has ceased. Each team may request a maximum of one offensive and one defensive time out per inning.

NOTE: Players / coaches may request "TIME"; only umpires can call "TIME".

17. The infield-fly rule does not apply. Batters may not advance to first base on a dropped third strike.

18. Until the pitcher/coach pitcher releases the ball, no defensive player (excluding the catcher) may be positioned closer to the batter than the pitchers plate and no more than five defensive players (excluding the catcher) may be inside the base lines.

19. Participants in the 12U-B league **may not be or have been** a member of a middle school softball program during the current school year.

20. No protests, including umpire judgments or decisions, will be accepted. If the rules are not being properly interpreted, contact your RAYSA representative. Head coaches will be held accountable for the sportsmanship and conduct of their players, fans, and coaching staff. Incident Reports filed with RAYSA representatives will be reviewed and, if applicable, appropriate sanctions implemented.

21. Coaches should notify the opposing team's coach at least a day in advance if a game is to be cancelled. The host team's coach is responsible for notifying the umpire assigner and field scheduler of the cancellation.