

## 14/16U Division Local Rules

This handout presents 14/16U local rules used for recreational league play in the south bay Inter-League softball regular season. The official rules of the American Softball Association (ASA) will prevail with the following general exceptions and additions below. In case of conflict between these Inter-League and ASA rules, the Inter-League rules shall take precedence. If you have questions, please contact the Umpire-in-Chief, by email: [uic@cgsi.us](mailto:uic@cgsi.us), [uic@sunnyvalegirlsoftball.org](mailto:uic@sunnyvalegirlsoftball.org).

### Field/Equipment:

- 16.1 Use double 1st base when available.
- 16.2 Pitching distance is 43 feet.
- 16.3 Equipment rules:
  - a) Bats must meet all ASA requirements.
  - b) All defensive players on the field must have gloves.
  - c) Cleats are strongly recommended. Metal cleats are not allowed.
  - d) Infielders masks: SGSL and CGSL recommend pitchers wear masks.

### Game Play:

- 16.4 Game length: No new inning shall begin after 1 hour 40 minutes. All games end after 2 hours of play (score reverts to the last full inning)
- 16.5 Minimum of eight (8) players in order to start or continue a game (loaning players in order to play a scheduled game is allowed).
- 16.6 A complete game is 7 innings; time limits have precedence. If a team is ahead by 13 runs after four complete innings, the game is over and complete.
- 16.7 Tie games are allowed.
- 16.8 A half-inning ends when either:
  - the defensive team achieves three outs, or
  - if **during the first three innings**, the offensive team scores four runs before making the 3rd out.
- 16.9 Field Availability: the Home Team is responsible for notifying the visiting team of a postponement, or unplayable field situations. Rescheduling is the responsibility of the Home team (including Umpires).
- 16.10 Dugouts -- Home team shall use the third base dugout/bench and be responsible for preparing the field before each game. Only players, managers, coaches and scorekeepers of the teams playing are permitted to occupy the player benches and dugouts.
- 16.11 If a player is injured in the course of a live ball and requires immediate attention, the umpire shall call "time", the ball is dead and the umpire directs runners to the bases they would have achieved. There is no appeal to the umpire's judgment to call time or to direct players to specific bases.
- 16.12 Injured players, no longer able to play, will be treated as if they had to leave the game early – no out shall be automatically taken. An injured player may reenter the game upon agreement of the opposing managers and the umpire(s). An injured batter/runner may be substituted with a Courtesy Runner (see 16.17).
- 16.13 The home team is responsible for maintaining the official scorebook for the game. Scorekeepers must be available to umpires at all times.

### Pitching:

- 16.14 Hit batters -- A pitcher must be relieved if she hits 3 batters in an inning or four within a game.

### Offense:

- 16.15 All players on the team are in the batting order. If a player arrives after the game has begun, add to the bottom of the order. If a player leaves the game early, inform the opposing team and umpire and skip at-bat without penalty.
- 16.16 Batters -- All rules affecting the batter are governed by ASA: bunting dropped third strike, batting out of order, etc.
- 16.17 If a base runner is hit by a batted ball in fair territory, the base runner is out, the batter is awarded first base and all other runners return to their previous base (unless forced to move by the batter). If the batter is hit by the ball in fair territory, then the batter is out, and all other runners return to their previous base.
- 16.18 If the batter is hit in the hands by the pitch, they are granted 1st base only if the pitch was not in the strike zone and they were not swinging at the pitch.
- 16.19 Courtesy runners are allowed for pitchers and catchers.
- 16.20 If a player throws their bat, the umpire will warn both the player and their coach/manager. If this continues to occur, the umpire may prohibit the player from batting in the game for safety reasons.
- 16.21 Courtesy Runners -- allowed as substitutions for the next inning's pitcher and/or catcher. The courtesy runner must be announced prior to the substitution and must be the player in the dugout who is the least likely to come to bat (last recorded out).

### Defense:

- 16.22 Nine players are allowed on defense, six infielders and three outfielders on the grass.
- 16.23 Foul Tip (caught by catcher): The ball deflects off the bat without going over the batter's head and is caught either directly or off another part of the catcher. A Foul Tip is always counted as a strike, and remains a live ball.
- 16.24 Foul Ball caught by catcher: In this case, the ball deflects off the bat, going above the batter's head, and is caught by the catcher in the air. The batter is out, and ball is live: runners may advance at their own risk after tagging up.

### Coach/Manager (not enforced by Umpire):

- 16.25 Pitching eligibility is by week, Saturday through Friday. Pitchers are eligible to pitch no more than 10 innings per week (a full inning is charged upon throwing at least one pitch).
- 16.26 Players with concussion symptoms will not be allowed to return to the game.

