

2017 HOMESTEAD LEAGUE SOFTBALL --- REGULAR SEASON RULES --- 1

Homestead Softball League will follow ASA rules during regular season, except where stated on this document.

* (also see pg 2) ** (also see pg 3)

REGULAR SEASON RULES QUICK GUIDE	8 & Under* (coach pitch)	11 & Under** (player pitch)	14 & Under	17 & Under
Ball size	11 inch, soft Safe-T yellow	11 inch	12 inch	12 inch
Pitching distance	35 feet	40 feet	43 feet	43 feet
Base distance	60 feet	60 feet	60 feet	60 feet
Time limit (no new inning after time limit reached)	65 minutes	65 minutes	75 minutes	75 minutes
Inning limit (no game ends on run rule during regular season)	4	5	6	7
Max players on defense (each must play min. 2 innings defense)	10 (no penalty for using 9)	10 (no penalty for using 9)	9	9
Run limit per inning	5 runs or 9 batters	5	5	5
Leading off (after pitcher has released ball) / stealing allowed	No	Yes (home plate closed)	Yes	Yes
Dropped 3rd strike is live	No	No	Yes	Yes
Continuous batting order (i.e., all players bat)	Yes	Yes	Yes	Yes
First day of practice allowed	TBD	TBD	TBD	TBD
Date range for playing games (games on Mon & Thur, but not Memorial Day)	TBD	TBD	TBD	TBD
Tournament date range (could play any date/any location in this range)	No Tournament	TBD	TBD	TBD

ADDITIONAL LEAGUE SPECIFIC RULES (ALL AGE DIVISIONS)

1. Age on Dec. 31, 2016, determines age bracket for 2017, per ASA rules
2. Girls may play "up" a level, but may not play down. No exceptions. We recommend playing up no more than 1 year early - so an 11-year-old playing 14U is OK, but preferably no 10 year olds are playing 14U
3. Team may be forced to provide player's proof of age through a birth certificate if request comes from the league - coaches may make an e-mail request to the league to ask for age proof
4. Ties allowed during regular season
5. Game ends at inning limit or time limit, whichever comes first
6. **Fielders masks are mandatory for pitchers in the 11U, 14U, 17U** in order to be eligible for insurance coverage. For all 8U players, and infield players in 11U, 14U, 17U, masks are recommended but not mandatory.
7. Player may be pulled out of continuous batting order or pinch ran for because of injury/illness, but she is not allowed to return to the game (no courtesy runners)
8. Teams can start the game with as few as 7 players, but must take outs for 8th and 9th spots in continuous batting order
9. Schedules with game times will be provided by league; home team must provide home plate umpire; visiting team provides base umpire
10. Makeup games and times because of rainouts are up to the two teams involved, not the league
11. No forfeits during regular season for any reason; if you will be short on players, let the other team know ahead of time and treat the game like a rainout
12. E-mail scores after each game to homesteadsb@gmail.com

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THINGS TO KNOW FOR HOMESTEAD TOURNAMENT PLAY - ALL AGE BRACKETS

1. Girls must have played in at least 50% of your team's regular season games or in at least 50% of the regular season games at a younger age bracket in your town to qualify for tournament play; must have proof in scorebook of this; no borrowing of players from other towns or leagues to play in tournament
2. League will send out brackets with game times, dates, and locations day after regular season ends
3. Games could be played on any day/night during the tournament date range, not just Mondays/Thursdays
4. If your town would like to host tournament games, e-mail with open dates: homesteadsb@gmail.com

ADDITIONAL 14 & U and 17 & U HOMESTEAD RULES

- None, other than listed on page 1; play full ASA rules

ADDITIONAL 8 & U GAME PLAY HOMESTEAD RULES BEYOND ASA RULES

1. 8U is coach pitch for girls only, using coach-pitch for batting, without any Tee
2. Need to use the "soft" softball, 11-inch Safe-T yellow ball
3. No "t-ball arc" will be used
4. Coach will pitch 4 balls to batter; Coach must have one foot on pitching rubber when releasing ball
5. If 4th pitch is a foul ball, then player gets another pitch. Player can't end the "at bat" on a foul ball
6. No walks when the coach is pitching; balls and strikes are not called
7. Player-pitcher must play inside circle and no closer than pitching rubber until ball is hit
8. 3 or 4 Outfielders must play at least 5 feet behind baseline
9. 4 Infielders must play within at least 5 feet of baseline; maximum of 4 infielders allowed; may not move outfielder up to become a 5th infielder
10. BASERUNNING RULE -- One base on overthrow of a base; batter/runner and all other runners can advance one base at own risk and no further on overthrow at any base. Once an overthrow has occurred on a play, no additional overthrows may occur. Whether an overthrow has occurred is umpire's call
11. There are no bases taken on overthrow of pitcher
12. Once player-pitcher has control of ball in circle, play is called dead; pitcher can no longer attempt to make a play on a runner. if runner is past halfway mark (chalk mark at mid-point between bases), she may continue to next base without risk of being put out; if runner is behind halfway mark, she must return to previous base; if lead runner is sent back to previous base, trailing runners may be forced to be sent back too - all determined by umpire's judgment
13. No bunting; will be called as a foul ball
14. No lead-offs
15. No stealing
16. No infield fly rule
17. Each team will provide 1 umpire, and umpires will be volunteer/parents.
18. Limit of 9 batters per inning, or 5 runs, whichever comes first.
19. If one team has batted around and has a big lead, allow other team to take extra at bats after three outs are recorded, just so all girls can bat from both teams before time limit is reached

ADDITIONAL 11 & U HOMESTEAD RULES BEYOND ASA RULES

1. 11U is a modified coach-pitch game
2. T-ball arc is NOT used, even if it is chalked on the field
3. Player-pitcher pitches to batter until a walk, HBP, or strikeout occurs or ball is hit fair
4. Umpire calls balls and strikes as normal while player is pitching
5. If batter is hit by pitch (HBP) against player pitcher, she is awarded 1st base (following ASA HBP rules)
6. If player pitcher hits 3 batters in the game, she no longer can pitch
7. Pitchers are limited to 3 innings per game, and pitching no more than 2 innings in a row; throwing even 1 pitch in an inning counts as a full inning
8. If batter strikes out, bats into an out, or hits ball fair against player-pitcher, no coach pitches are thrown
9. If batter "walks" against player pitcher, she does NOT take first base. Instead coach comes in to pitch and "inherits" the count. If count was 4 balls and 1 strike, coach would have 2 more pitches (which would be strikes 2 and 3). If player does not hit ball before coach's final pitch, it's a strikeout - in other words:
 - a. If player-pitcher threw 0 strikes before "walk", coach will throw 3 pitches
 - b. If player-pitcher threw 1 strike before "walk", coach will throw 2 pitches
 - c. If player-pitcher threw 2 strikes before "walk", coach will throw 1 pitch
10. All coach pitches count as "strikes", even if too high or low or outside strike zone
11. Coach must have one foot on pitching rubber when releasing ball
12. Batter cannot strikeout against coach pitcher with a foul ball on final pitch (unless defense catches a foul ball pop up); she receives another pitch; foul balls before final pitch do count against coaches' pitch count
13. Player-pitcher must play inside circle and no closer than pitching rubber until ball is hit off coach pitcher
14. Outfielders must play at least 5 feet behind baseline
15. Infielders must play within at least 5 feet of baseline; max 4 infielders allowed
16. BASERUNNING RULE -- One base on overthrow of a base; batter/runner and all other runners can advance one base at own risk and no further on overthrow at any base. Once an overthrow has occurred on a play, no additional overthrows may occur. Whether an overthrow has occurred is umpire's call
17. There are no bases taken on overthrow of pitcher
18. Once player-pitcher has control of ball in circle, play is called dead; pitcher can no longer attempt to make a play on a runner. If runner is past halfway mark (chalk mark at mid-point between bases), she may continue to next base without risk of being put out; if runner is behind halfway mark, she must return to previous base; if lead runner is sent back to previous base, trailing runners may be forced to be sent back too - all determined by umpire's judgment
19. No bunting; will be called as a foul ball
20. Lead-offs are allowed when player is pitching AND when coach is pitching after pitcher releases ball
21. Stealing is allowed when player is pitching AND when coach is pitching
22. If catcher overthrows a base trying to pick off a runner or throw out a base-stealer, one base advance on overthrow rule applies; baserunner may try to steal on pickoff throw attempt, rather than returning to base
23. Home plate is CLOSED and may NOT be stolen, even on passed ball/wild pitch; baserunner can only take home plate if the catcher purposefully throws to any base to try to make a play on a runner on pick off
24. Batter may NOT run on a dropped 3rd strike from a player pitch or a coach pitch
25. Runner may NOT dance between bases; once catcher throws ball to pitcher, runners must immediately return to base; if runner dances between bases after pitcher has ball, she can be called out
26. Pitcher may NOT attempt to make a play on baserunner after receiving return throw from catcher; once pitcher has control of ball in circle, play is called dead, just as previously mentioned in baserunning rule
27. If base-stealer has not advanced past halfway mark by the time the pitcher has control of the ball in the circle, she must return to previous base, just as previously mentioned in baserunning rule
28. No infield fly rule
29. No limit on number of batters per inning
30. If one team has batted around and has a big lead, allow other team to take extra at bats after three outs are recorded, just so all girls can bat from both teams before time limit is reached