

## **Supplemental Rules for Twin Hills 2008 Summer Season**

I - All girls must play at least 2 innings per game. If a girl is a substitute into a game, she must start the next game she is present at. The Intermediate and Junior Division will bat the entire lineup and have the ability to do free substitution.

II – Game times for all divisions will be 1 hour, 30 minutes with a drop-dead time of 1 hour, 40 minutes. Time begins with the first pitch. If the home team is in the lead, and it is their turn at bat after no new inning time – the game is considered completed. The home team will not finish their at bat in this situation. If a game is tied after no new inning is complete, the game will be considered complete, and the tie will be awarded to both teams. If the game is stopped because of the drop-dead time, the score will revert back to the last complete inning.

III - From July 5<sup>th</sup> – August 31<sup>st</sup> all games will start at 5:30 p.m. After August 31<sup>st</sup> the time will change to 5:00 p.m. for the remainder of the season. This is done to make sure there is enough playing time due to the height of the sun.

IV - Only the top eight (8) teams of each division will make the playoffs. There will be no byes in the playoffs. Playoff seeding and qualifying will be determined by record during regular season. Tie-breaker to determine seeding or qualifying will be (in order)

1. Head-to-head record between the teams involved
2. Total run differential for the season (runs scored vs. runs allowed).
3. Fewest runs allowed during the season.
4. Greatest number of runs scored during the season.

V - During the regular season there will be no protest allowed. The playoffs will have the protest. If time permits to start a game from the point of protest the league will do so. The league cannot guarantee that such time will be available, and may have to rule as to the winner.

VI - There can be no hitting of balls in the fencing on the fields during game warm-ups. **This is a Youth Park regulation.**

VII - There can be no onsite cooking using barbeques. Pizza parties are allowed for team celebrations, but all trash must be emptied in the dumpster, not in the trashcans. **This is a Youth Park regulation.**

VIII – The home team book is the official book. The book is to be signed (in pen) by the umpire along with both the home and visiting team managers to ensure score is correct. The home team manager is responsible to submit the score for posting to the website in a timely manner.

IX – There will be a “Mercy Rule” in all divisions:

A – 10 runs after four innings

B – 8 runs after five innings

**1.0 – ADULT FEMALE:**

1.01 An adult female of 21 years of age or older must be present at all Twin Hills ASA Softball Functions. Including the practice field and in the dugout during games.

**2.0 – REQUIREMENTS:**

2.01 Managers and coaches should read the Official Softball Rules (ASA) and the local rules. All managers and coaches are required to attend the managers & coaches meetings. Each manager, coach and assistant coach must complete a Twin Hills ASA Softball manager/coach application and attachments. In addition, each manager and coach MUST sign a copy of the rules packet, stating that they will read the rules, signatures will be kept on file.

2.02 The home team pre-game responsible will include lining the field, supplying a back-up ball and getting someone to operate the electronic scoreboard (intermediate and junior). The visiting team is responsible for securing the bases after the game.

**3.0 – TEAM STAFF**

3.01 Managers are responsible for acquiring their two (2) coaches’, team mom and official scorekeeper.

3.02 Scorekeepers are responsible for keeping the score in the team scorebook.

3.03 Home team is responsible for maintaining the official scorebook during games. The Official scorekeeper will be in communication with the umpire during the game, and may sit in either the score booth or stands, but the scorekeeper must be known to both teams. The official book will be signed (in pen) by the umpire and both managers after the game.

3.04 A team scorebook is recommended in the dugout to note opposite player’s movements.

3.05 Before rostering coaches, managers are responsible to ensure that their coaches can commit to the team. If a manager brings coaches in on the coach’s option, they must remain with those coaches the entire season. If a coach quits or later can’t commit and came in on the coach’s option, the

manager cannot roster a new coach that season, nor can a parent be pulled from the stands. Board has final approval.

3.06 Only team staff is permitted in the dugout during games.

**4.0 – CONDUCT:**

4.01 Managers and Coaches will not allow conduct detrimental to players, umpires, and other managers and coaches or to Twin Hills ASA Softball Association.

4.02 If malicious conduct is witnessed, the board member on duty should be contacted.

**5.0 – SPORTSMANSHIP:**

5.01 Managers and Coaches are required to set examples at ALL times, we must show good sportsmanship.

5.02 Profanity is UNACCEPTABLE in any way.

5.03 No drugs – except with doctor’s prescription.

5.04 No Alcohol will be tolerated during the league’s operating hours.

5.05 No temperamental outbursts from the team staff, parents and spectators will be allowed.

5.06 No smoking or any use of tobacco products in the dugouts, playing fields or bleachers, only permitted in the parking lot area.

**6.0 – RESPONSIBILITIES:**

6.01 Managers have the responsibility of giving the starting line-up to the opposing manager, official scorekeeper and the umpire no later than 5 minutes before the scheduled game time.

6.02 Post all players on the line-up sheet including substitutes, injured players, benched and players out on vacation – this information is important for the official scorekeeper book.

6.03 Notify the official scorekeeper, umpire and the opposing team manager of all the changes in the line-up during the game, including any disciplinary action taken before or during the game.

6.04 Line up sheets will include the player’s name, jersey number and position.

## **7.0 – CLEAN UP AFTER THE GAMES:**

7.01 Each team will be responsible for the trash in their team's dugout and for the stands as well. The trash needs to be emptied by the team staff after the conclusion of their game. **Violations can result in manager suspension. This is a Youth Park regulation. Trash clean up is the responsibility of all members within the league.**

7.02 All trash is also to be placed in trashcans, trash bags or in the dumpster.

7.03 If a team fails to clean up its area of large noticeable debris, the manager is ultimately responsible.

## **8.0 – LEAGUE SCHEDULES:**

8.01 **Outings:** There will be a maximum of 4 outings permitted per team each week. Any outing beyond the fourth will need prior approval from the board of directors. An outing consists of a manager/coach working with any team member other than their daughter(s).

8.02 **Games:** Each team will have only those official games that are scheduled by the league. Preseason scrimmages between divisional teams are permitted and the responsibility of both team managers.

8.03 **Practices:** Managers will set practice dates and times for the team. The practice site must be submitted to the board of directors before insurance will be in effect.

8.04 **Rescheduling Games:** If an official game needs to be rescheduled the board of directors will set the date and time of the game. The board of directors reserves the right to reschedule any/all games.

## **9.0 – EJECTION'S:**

9.01 An ejected player, manager or coach will not be allowed to participate for the remainder of the game. The ejected person shall remain on suspension until brought before the disciplinary committee.

9.02 The umpire's signature is required in the official scorebook as evidence of the actual ejection. The official scorekeeper will place the Ejection Report in the official scorebook and drop off the book with the duty board member.

9.03 A hearing will take place within 48 hours or before the next game.

9.04 An ejected player must leave the field if parental supervision is available. If no supervision is available, the player will remain in the dugout quietly, under manager/coach or other adult staff supervision.

9.05 Before an ejection is valid the following must occur:

- a. The scorekeeper is required to make an entry in the official scorebook.
- b. The opposing manager will be made aware of the ejection.
- c. Upon completion of the game, the manager in violation is required to fill out an "Ejection Report" and submit it to the official scorekeeper. Failure to file the report by the ejected player's manager may result in suspension of multiple games.
- d. The scorekeeper must turn in the official scorebook along with the "Ejection Report" to the on-duty board member. It is the manager's responsibility to ensure the "Ejection Report" is filled out.
- e. Failing to complete any of the above means that the "Ejection" never occurred.
- f. The Manager, Coach, or scorekeeper (Manager will advise if player/Coach is ejected, Coach will notify if Manager is ejected, etc) will notify the Umpire-In-Chief of any ejection taking place during a scheduled game as soon as possible after the ejection.

**10.0 - ABSENCE/TARDINESS:**

10.01 Habitual absenteeism or tardiness is a deteriorate factor to the moral of the team. More than three (3) unexcused absences/tardy to practices/games should be reported to the Division Representative.

10.02 Absence due to vacation will be allowed for no more then 1/3 of the scheduled games. This must be consecutive absence. Commitment to the activities of another league is permitted only for All-star or Tournament teams.

10.03 The consequences are at the manager's discretion with Board of Directors approval.

**11.0 - BATTING HELMETS:**

11.01 All players while batting, in the on-deck area, serving as a base coach or running bases must wear a batting helmet.

11.02 Batting helmets will not be thrown to the ground, against the fence, or in the dugout.

11.03 Players are not permitted to remove the helmet while running the bases.

11.04 Batting helmets must remain completely on until the player has fully reached the dugout area and the gate is closed.

**11.05 All batting helmets require a chinstrap and face shields.**

**12.0 – UNIFORMS:**

12.01 The league will supply team shirts. Uniforms must be neat and as clean as possible. To maintain a professional appearance, shirttails will be tucked in prior to any player entering the field of play. Sliding pads are recommended to be worn to all games, scrimmages and practices.

**13.0 – FORFEITED GAMES:**

13.01 The score for forfeited games will be 6-0 for juniors and 7-0 for intermediates and seniors.

**14.0 – PROTESTS: (NO PROTEST DURING THE REGULAR SEASON)**

14.01 All Twin Hills league officials are urged to take precautions to prevent protests.

14.02 Only the manager of the protesting team shall have the right to protest. In the event that the manager is not available, the head coach shall exercise the right to protest.

14.03 NO PROTEST shall be considered on a decision involving an umpire's judgment call.

14.04 The manager MUST HAVE ATTENDED the managers meeting and signed a copy of the Managers and Coaches Rules and Regulations before any protest will be considered valid.

14.05 Protest must be filed with a \$40.00 (forty dollar) refundable fee. Refundable only if the protest is in your favor.

14.06 Before a protest is valid the following must occur:

- a. The protesting manager must call a "Time", immediately following the infraction, notify the Umpire behind home plate and the opposing manager, that this game is being played under protest, and ensure the scorekeeper makes an official entry in the scorebook. Normal play

resumes after notifications.

- b. The manager must complete and submit a "Protest Report", along with the fee, to the on-duty Board member immediately following that game under protest. The manager then has 24 hours to continue or drop the protest. If the protesting manager does not notify the Board of Directors on the status of the protest, the protest will be dropped and the manager will forfeit their fee to the league.

**15.0 – TEAM BANNER: (Optional)**

- 15.01 Each team shall be responsible for the purchase and display of their team banner.

**16.0 – DIVISION OF PLAY:**

- 16.01 At the time of registration, with parental request and the Board of Directors approval a player may be moved up to a higher division due to the size and ability of the player. A waiver must be signed by the parents/guardian and on file to move a player up to the next division. **NO CHANGES WILL BE MADE AFTER THE SEASON STARTS.**

**17.0 – TEAM EQUIPMENT:**

- 17.01 Team equipment will be issued to the manager before the season starts. Equipment is to be maintained in a professional manner.
- 17.02 The manager will be held responsible for all equipment checked out. If any gear is lost, stolen, or damaged, the manager will make restitution with Twin Hills ASA Softball by the end of the season.
- 17.03 If a manager finds any equipment inadequate, that piece of equipment along with the manger's copy of the Equipment checkout sheet must be present at the time of exchange or replacement. **NO EXCEPTIONS.**
- 17.04 If a manger fails to make restitution with the league with the lost or damaged gear, that manager cannot check out any league gear the following season until this obligation is met. If he/she has a daughter playing in the league, the fees will be added to the player's next year's registration fees.

**18.0 – CONCESSION DUTY:**

- 18.01 The league pays the Twin Hills Youth Park a buyout fee so that parents and coaches do not have to work in the snack bar. Team managers and parents associated with GSF teams for the fall may coordinate with the Twin Hills Youth Park snack bar as a possible fundraiser for their teams.

**19.0 - DUG OUT RULE:**

19.01 Only registered players of that team and team staff is permitted in the dugout during games. Violations may result in forfeited games.

**20.0 - POOL PLAY:**

20.01 No pool play allowed during the 2008 season for all division.

## **T-BALL DIVISION RULES**

(4 – 6 year olds)

1. Regulation games are 1 hour and 4 innings.
2. Players hit off a tee until August 1<sup>st</sup>. Then the coach will pitch the last half of the season.
  - a. 3 Pitches then the tee.
  - b. 5 chances to hit off tee.
3. Team consists of 10 to 13 players.
4. All players take the field on defense.
  - a. 7 player infield. (Field and six standard infield positions with a rover behind 2<sup>nd</sup> base).
  - b. All other players in outfield.
  - c. Only 2 coaches on the field.
  - d. Up to August 1<sup>st</sup>, 1 extra coach behind 2<sup>nd</sup> base can be used if needed.
5. Rules for Offense
  - a. Managers will bat the bench.
  - b. Last batter runs all bases.
  - c. Only one base per throw to the base the runner is advancing towards.
  - d. A runner that is called out does not continue to run the bases.
6. No “Infield Fly Rule”, no “Drop Third Strike”, and No standings kept.
7. Stealing of bases is NOT allowed.

## **JUNIOR DIVISION RULES**

(7 – 10 year olds)

1. There is a 4-run rule per inning. Only the 6<sup>th</sup> inning is an open inning.
2. Regulation game is 1 hour and 30 minutes or 6 innings. No new inning after 1 hour and 30 minutes, with a drop dead time of 1 hour, 40 minutes (see Section III). If the inning is not complete the score reverts to the previous inning. In after 6 innings and still within the drop-dead time limit and there is a tie, the international tiebreaker rule will be used. Ties are the score for a game that completes the final inning after time is expired – provided the score ends in a tie.
3. Three (3) outs or four (4) runs constitutes one half (1/2) inning of play.
4. The Drop Third Strike Rule is in effect.
5. If bases are loaded and the batter hits an over the fence home run, all runs score.
6. Managers will bat the bench.
7. The defense will consist of 10 defensive players (4 outfielders must be in the grass prior to the pitch).
8. Standings are kept.
9. Stealing is allowed on all bases.
10. One (1) stolen base per pitched ball. **An attempted play on runner (either during the steal or a pick-off attempt) is considered a live ball and allows runner to advance further than one base.**
11. Substitutes must play a minimum of 2 innings per game. Substitutes must start the next game.
12. A batter may bunt.
13. There is no infield fly rule unless in the judgment of the umpire, a ball is clearly dropped intentionally.
14. Official ASA and Twin Hills Softball League rules are followed.

## **INTERMEDIATE DIVISION RULES**

(11- 13 year olds)

1. Regulation game is 1 hour and 30 minutes or 7 innings. No new inning after 1 hour and 30 minutes, with a drop dead time of 1 hour, 40 minutes (see Section III). If the inning is not complete the score reverts to the previous inning. In after 6 innings and still within the drop-dead time limit and there is a tie, the international tiebreaker rule will be used. Ties are the score for a game that completes the final inning after time is expired – provided the score ends in a tie.
2. A batter may bunt.
3. There is a 6-run limit per inning. Only the 7<sup>th</sup> inning is an open inning.
4. If bases are loaded and the batter hits an over the fence home run, the maximum score for the inning is 6 runs.
5. The entire lineup bats and there is free substitution during the game.
6. Dropped 3rd Strike and Infield Fly Rule are in effect.
7. Stealing is allowed on all bases.
8. The defense will consist of 10 defensive players (4 outfielders must be in the grass prior to the pitch).
9. Substitutes must play a minimum of 2 innings per game. Substitutes must start the next game.
10. Official ASA and Twin Hills Softball League rules are followed.
11. Standings are kept.

## **SENIOR DIVISION RULES**

(14 - 18 year olds)

1. Regulation game is 1 hour and 30 minutes or 7 innings. No new inning after 1 hour and 30 minutes, with a drop dead time of 1 hour, 40 minutes (see Section III). If the inning is not complete the score reverts to the previous inning. In after 6 innings and still within the drop-dead time limit and there is a tie, the international tiebreaker rule will be used. Ties are the score for a game that completes the final inning after time is expired – provided the score ends in a tie.
2. A batter may bunt.
3. There is a 7-run limit per inning. Only the 7th inning is an open inning
4. There are 9 players on defense.
5. Drop 3rd Strike and Infield Fly Rule are in effect.
6. Stealing is allowed on all bases.
7. Managers may bat the entire lineup and have free substitution, or bat 9 and use the substitution rule.
8. Substitutes must play a minimum of 2 innings per game. Substitutes must start the next game (alternate).
9. Official ASA and Twin Hills Softball League rules are followed.
10. Standings are kept.

## **PITCHERS**

(Applies to all divisions EXCEPT T-Ball)

1. Pitchers during the regular season will be limited to an amount of innings per week based upon the number of games the team has.

### **A - T-Ball:**

First half of season players hit off tee, second half coach pitch.

### **B - Junior:**

Pitchers may pitch a maximum of 7 innings per week.

### **C - Intermediate:**

Pitchers may pitch a maximum of 7 innings per week.

### **D - Senior:**

Pitchers may pitch a maximum of 9 innings per week.

***Note: Add 3 innings should you have 3 games within a week.***

### **Questions or Comments**

Can be addressed to any softball Board Member or they will direct you to the UMPIRE IN CHIEF.

Updated: July 12, 2008