

# Sutton Youth Softball INTERMEDIATE LEAGUE Rules and Guidelines

## 1.0 Umpires

- 1.1 There will be ASA umpires assigned to each game. If no umpire arrives, an umpire will be selected at game time. The coaches will appoint a spectator or assistant coach from each team to umpire the game. One umpire may be used if this is acceptable to both teams. It is the responsibility of both coaches to instruct the umpire(s) to the ground rules and basic book rules.

## 2.0 Base and Pitching Distances

League	Bases	Pitching
Intermediate	60ft	35ft

## 3.0 Game Time Management

- 3.1 The Home Team will have the third base side on all fields.
- 3.2 Games are 6 innings long whenever possible, a complete inning is defined as a top and bottom half. An inning will not start after 90 minutes. There will be unlimited runs allowed during the last inning of an Intermediate game. The last inning must be declared to the umpire by both coaches before the start of the inning.

### EXCEPTIONS:

1. If a game is tied at the end of regulation, it will be at the umpire's discretion if it is light enough to continue.
  2. A full game will be played during play-offs with no time limit.
- 3.3 Umpires and coaches are asked to police themselves in speeding up games. Players should have balls and gloves ready to RUN to their positions at the end of each half inning. Catchers should have shin guards on unless they are on base, at bat, or on deck. Coaches should be ready to help catchers put their equipment on.
- 3.4 Umpires have the authority to speed up games by disallowing warm-ups between innings in slow moving games.
- 3.5 Ties that are suspended to time limits are to be decided from point of suspension in the next meeting of the two teams. If game is played on a weeknight, then completion of the suspended game should be at 5:30 p.m. If tied game is the last scheduled meeting of two teams, then it should be played at a mutually agreed upon time if it affects the final standings.
- 3.6 All teams should have their players report to the field no later than 20 minutes before the beginning of their game. If prior game delays the start of ensuing game, then no infield practice should be allowed. Warm-ups should be done in a safe, flat area away from the game, and spectators.

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## **4.0 Safety and Equipment**

- 4.1 Appropriate laced sneakers or rubber cleats, and socks along with team shirts and pants must be worn. NO JEWELRY OF ANY TYPE IS ALLOWED.
- 4.2 Hitting helmets with face masks must be worn, when batting, running the bases and on deck. A face guard must be worn by the pitcher.
- 4.3 Throwing a bat: 1<sup>st</sup> offense warning, 2<sup>nd</sup> offense called out, 3<sup>rd</sup> offense ejection. Coaches should explain the dangers of throwing a bat to all the players after the first offense.
- 4.4 Players that catch for a pitcher must wear a helmet at all times.
- 4.5 **FIRST** sign thunder or lightning, the coaches must stop the game or practice.
- 4.6 All players shall remain in the dugouts unless playing defense, batting, on base, or on deck. When in the dugouts all players must remain behind the fence and attentive to the game.
- 4.7 Sliding is encouraged in the Intermediate League. Players must slide into home plate on a close play. The umpire has the discretion to call the player out at home plate if it is deemed a close play in which the runner does not slide.

## **5.0 The Game Rules**

- 5.1 The Sutton Youth Softball is an ASA Junior Olympic Fast Pitch League. All playing rules are according to the ASA Junior Olympic Rule Book. The only exceptions are as follows:
- 5.2 All players are to be included in a continuous batting order. The defensive team can field 10 players and there are free substitutions with the exception of the pitcher. Only the starting pitcher can be re-inserted into that position only once. If a pitcher is not the starting pitcher and is removed from the pitching position, she cannot be re-inserted in to the pitching position. No player may sit more than two innings a game.
- 5.3 **MERCY RULE**  
No team may score more than 4 runs per inning. Once the fourth run has crossed home plate in any inning, play will stop and no subsequent runs will be scored that inning. Being a recreation league there is no mercy rule, play should continue until the end of the game or the lack of daylight. Coaches and scorekeepers must be aware not to embarrass the losing team by vocalizing one-sided scores and to reemphasize sportsmanship.
- 5.4 **THE INFIELD FLY RULE**  
There is no Infield Fly Rule in the Intermediate League.
- 5.5 **STEALING** is allowed in the Intermediate League.

Stealing will be allowed to all bases, with the exception of the Intermediate league with a cap of 3 advancements per inning. Advancement is defined as a steal of a base, advancement on a pass ball/wild pitch or an overthrow on a steal or a pickoff attempt. Extra bases that are a result of

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overthrows from a batted ball, do not count toward advancements. A walked batter, advancing an extra base on the play, will count toward the advancement cap.

The ASA look back rule applies. When a batter gets a hit, the play is live until the pitcher or any other player has possession and control of the ball in an eight foot radius around the pitcher's mound. Once a play is over and the pitcher has control and possession of the ball in the circle the runners must advance or return to the base they left. Failure to do so may result in an out declared based on the look back rule. If the runner decides to advance, that base runner can steal the next base only. The look back rule is always determined by the umpire when he or she decides that the pitcher has control and possession of the ball.

A base runner must slide feet first but may dive back to the previous base head first.

Upon the pitcher releasing the ball, the base runner may take a three step lead, but cannot advance any further unless the ball is across the plate or hit into fair play.

5.6 BUNTING is allowed in the Intermediate League. There is no slap bunting allowed.

5.7 DROPPED THIRD STRIKE Rule will NOT be in effect in the Intermediate League.

## **6.0 Pitching**

All ASA rules apply! Refer to the ASA rule book, for example are:

The pitcher must have at least one foot in contact with the pitching plate when releasing the pitch. The pitcher must start the delivery with both feet touching the pitching plate, then take no more than one step before releasing the pitch.

Only three walks will be allowed per inning. After the 4<sup>th</sup> ball of the third walk, a volunteer from the team at bat will pitch until the hitter strikes out or hits the ball into fair territory. The pitcher stays near the pitching plate to field. If the ball hits the adult pitcher it is a dead ball and no pitch is declared. The player pitcher starts again at the next batter and after 4 balls the adult pitcher takes over and continues for the remainder of the inning.

## **7.0 Player Shortage:**

7.1 SHORTAGE OF PLAYERS: No game may start with fewer than eight (8) players per team in the Intermediate League. If a team is short of players, additional players may be selected from the spectators, providing that player is a registered player and insured by the Sutton Youth Softball. Added players can only play for their league. If any players are available to the short team, the added player must be approved by the other competing team. Any added players MUST play the outfield and bat at the end of the line-up. For the game to be played, both managers must agree on the line up of the short team.

## **8.0 Protests**

8.1 PROTESTS: NO CALLS BY THE UMPIRE MAY BE PROTESTED. Any protest regarding the ASA rule book must be made according to ASA rules. Any Sutton Youth Softball rules in question shall be directed to that leagues coordinator and/or a league officer in attendance of the game, or within 24 hours of completion of the game. Problems should try to be resolved on the field. Any and all decisions of the rules are final and may not be appealed.

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## **9.0 Conduct**

- 9.1 Any heated or animated arguments on the playing field from coaches or players will result in immediate ejection and possible suspension.

Any player, coach or scorekeeper using profanity will be immediately ejected and brought before the Executive Board.

Any spectator using profanity towards anyone on the field or arguing with an umpire about a call will be ejected immediately from the field.

All coaches and spectators should realize this is a recreational league created to teach our daughters the game of softball, sportsmanship and team play. Any person creating a hostile and stressful environment at a game or practice is in direct opposition to this league's mission and will be asked to leave.