

2016 KAA Girls Fastpitch

League Softball Rules revised 4/22/2016

All age divisions will be governed by a **modified 2016 ASA Softball Rules**, with the following (house rules) exceptions listed below in alphabetical order. Anything not mentioned in these KAA or ASA rules will be the judgement of the KAA Umpire-in-Chief on duty.

These are PLAYING rules of the game. For rules regarding improper and/or unsportsmanlike conduct, refer to our KAA Code of Conduct at www.kwdaa.com

Coaches – On offense, the base coaches must remain in their respective coaching boxes. They must make a substantial effort to avoid getting hit by thrown and/or hit ball. They must also never assist any baserunner while play is still live. Absolutely NO electronic equipment is permitted on playing field, ie I-Pads, I-phones, laptops, etc. On defense, coaches are not allowed on playing field, while play is live. No buckets in foul territory, period. Coaches may call pitches from outside the fence, close to spectator bleaches, at the umpire's discretion. This is a privilege and may be revoked should coach's behavior warrant such action.

Courtesy Runner – If the catcher or pitcher for the batting team is on base, a courtesy runner **may** be used. This courtesy runner **must** be the last girl to make an out before the catcher or pitcher. The courtesy runner may only be used for the pitcher or catcher who last played that defensive position and may not be used for a projected substitute.

Dugouts – The Home Team, which is the team listed first on the schedule, will occupy the 3rd base dugout. The exception to this regulation is if team plays back-to-back games, they will remain in the same dugout for their second game, which they occupied for the first game. If a team arrives at the field to play a team and confronts this situation, they will relinquish their customary dugout in compliance with this directive.

Eligibility – All players **must** be on a KAA Roster, for insurance purposes. The eligibility date for all age groups is January 1st. Players can always play up an age division, but can NEVER play down into a younger age division.

Equipment – Metal Spikes are now permitted in the 14u, 16u, & 18u divisions.

Bats **must** be marked "Official Softball" by the manufacturer, and must be on the Official ASA Legal Bat List. If the words "Official Softball" cannot be read due to wear and tear on the bat, the bat will be declared legal by the umpire if it legal in all other aspects.

Helmets **must** have approved/acceptable Facemasks and Chinstraps.

Softballs **must** be a (.47 COR / 375 Comp) and can have any approval stamp: NCAA, ASA, USSSA, USFA, FASA, NFHS.

In the event of a serious injury, bat & ball will be confiscated by umpire, to be sent off for analysis. Failure to allow umpire to do this will result in immediate ejection of head coach and further discipline from KAA.

Forfeits – Forfeits are not acceptable. If your team has a conflict, you are responsible for finding another team to swap games with. Your division coordinator can assist if necessary, and **MUST** approve all game swaps. Lack of effort to avoid a forfeit may result in discipline and/or fines.

Game Time - Teams must be ready for play and on the field at scheduled game time. The game timer will be activated at a time determined by the umpires to be reasonable after consideration is given to the finish time of any preceding games on that field or for a team having to transition fields. Games may always begin early if both managers agree and umpires are available and ready.

Home Team – The first listed team on the league schedule is the home team. Home team is to occupy the 3B dugout when available. For example, the first game of the night.

Injury Outs – If a girl is injured and unable to continue playing in the field and batting, her spot in the batting order will **not** be an automatic out. If this injury drops the number of players below 7 for any team, game is a forfeit and that team is declared the losing team.

Minimum Players - A minimum of 7 players are necessary to start, continue, and conclude a game. There will **not** be any “automatic outs” assessed. Should a team fall below 7 players for any reason during a game, they shall forfeit the game and be declared the losing team.

On-Deck Batter – Shall be in the on-deck circle of their respective dugout, and far down the foul line away from the batter.

Protests – There are NO protests allowed. KAA UIC on duty decision is final.

Rained Out Games – If a game is called due to weather or other KAA circumstances, the game will be considered a rained out or lost game. This is **not** applicable if the time limit was fully utilized and/or 4 innings have been completed.

Roster Batting/Free Substitution – Roster batting and free substitution are Strongly encouraged, but not mandatory. Batting roster allows late arriving players to be added to the bottom of the lineup upon arrival. If a coach chooses not to bat roster, they will adhere to official ASA batting and substitution regulations.

Roster/Releases and Waivers – Teams must submit a completed team roster and the Release and Waiver form before their first scheduled game. Supplemental rosters can be obtained on-line at www.kwdaa.com if a manager wishes to add players to the team roster. Managers should carry a copy of their team roster and player’s birth certificates at all league games.

Run Rule Limits – The following run rule limits will be in effect:

12u, 14u, 16u & 18u - No run rule per inning. Run-ahead rule (mercy rule) is as follows.. 15 runs after 3 innings, 12 runs after 4 innings, and 8 runs after 5 innings.

Scorekeeping – The Home Team is the official scorekeeper of the game. Batting lineups shall be given to opposing team prior to start of game. A “Hard Copy” scorebook must be kept by both teams. Failure to do so will result in the team that is keeping a “Hard Copy” becoming the “official” scorekeeping team and any questions/challenges will be decided accordingly.

Softballs – KAA will supply 1 new ball per team, per game. Each team will also provide additional “like new” softballs if needed in the course of the game.

Time Limits - No new inning will begin after 80 minutes. If Home team is leading, and batting, when time expires, game is over. If Home team is not leading, we will finish the inning. A game is considered completed at the end of 7 innings or when the time limit is entirely utilized. Tied games are permitted.

Warm-Up Pitches – Pitchers are allowed 5 pitches in their 1st appearance in a game and 3 per inning thereafter. Pitchers removed from the pitching position and returning to that position, in the same inning, will not be allowed any warm-up pitches.

SPECIAL 10u Division Rules

10u”A”&”B” – There will be a **7 run per inning limit** for each team. Run-ahead rule (mercy rule) is 10 runs after 5 innings. Both A & B divisions will play with “big girl” real softball rules.

Game Time (10u "B" only) -No new inning will begin after 80 minutes. If Home team is leading or tied, and batting, when time expires, game is over. While no inning may start after 80 minutes, there is also a “Hard Stop” after 90 minutes. If Visitor team has taken the lead in this last inning that did not finish, the score will revert back to the last completed inning.

8u Machine Pitch Rules – See special 8u rules document on www.kwdaa.com