



## Valley Softball League Rules- 2019

### All Divisions

- 1. Rules:** ASA Rules will apply in all divisions except as modified by these Tournament Rules.
- 2. Team Rosters:** Each team needs to maintain birth certificates and current team proof of insurance. Team Rosters must be turned into league officials prior to the first game (email to [dwaco@topprospectathletics.com](mailto:dwaco@topprospectathletics.com)). Players may only play for one team in each division.

Any roster can carry up to 20 players. Rosters are locked after week 1 of play, no additional players can be added unless all other managers sign off.

**Pitchers must pitch in a minimum of 6 games to be eligible for playoffs.**

- 3. Game Line-ups:** Line-up cards will be given to the umpire, the opposing team and the scorekeeper no later than the managers meeting prior to the commencement of the game. Lineups will list the starting players (first name, last name and number) in the order in which they bat and all available substitutes.

The batting order is considered official when the line-up card is reviewed by the managers and the plate umpire at the pre-game meeting. Only players listed on the line-up card may play in that game. An out will be recorded, only for the first occurrence, if a player listed on the line-up card is due up to bat and not available including due to injury, illness, early departure or otherwise, NO EXCEPTIONS.

- 4. Minimum # of Players:** Teams may play with as few as 7 players. No outs will be assessed for playing short. (Ex. if you have 8 players you will not need to take the out for the 9th position). A 10-minute grace period shall be in effect to enable a team to field enough players to play the game. The 10-minute grace period is considered part of the game time.

### **5. Playing Field and Equipment**

<u>Division</u>	<u>Pitching Distance</u>	<u>Base Distance</u>	<u>Ball</u>
8U	30 Feet	Up to 60 Feet	10" Rawlings RIF1
10U	35 Feet	60 Feet	11" Rawlings, Worth , Diamond RIF 10 Yellow optic
12U	40 Feet	60 Feet	12" Yellow optic .47 core
14U	43 Feet	60 Feet	12" Yellow optic .47 core

- 6. Managers and Coaches:** Only four adults allowed in the dugout during the game.
- 7. Game Duration Pool Play:** 7 innings or no new inning after 1 hour 20 minutes. League play games can end in a tie if time is exhausted. Scores will be calculated for all complete innings played.

- 8. Game Duration Elimination Games and Finals:** 7 innings or no new inning after 1 hour 30 minutes, extra innings for a tie breaker using International Tie Breaker format until a result. The last complete batter of the previous inning will be placed on second base and the new inning will begin.
- 9. Mercy Rule:** Mercy rules shall apply if a team is ahead by 15 runs or more after 3 innings (2½ if the home team is ahead) or by 10 runs or more after 4 innings (3½ if the home team is ahead) or by 8 runs or more after 5 innings (4½ if the home team is ahead).
- 10. Home Team and Team Dug-outs:** For League Play the team listed first will occupy the 1st base dugout. Home team determined by a coin toss at least 10 minutes prior to the commencement of the game. For Finals and Championship games the highest seeded team after pool play will be the home team and will occupy the 3<sup>rd</sup> base dugout. The home team will be responsible to provide the official score-keeper, each team will provide their own scorebook. Both managers must sign the scorecard verifying its accuracy.
- 11. Substitution and Re-entry:** Managers may choose to bat through the line-up and have free substitution in the field as an option to a standard line-up. Managers must specify to the umpire prior to the game which option they have chosen. Team must stay with the option they have chosen for the entire game. If a player leaves the game, even if by injury, they must take an out when that player's turn at bat comes up and the player is not available to bat. Late arriving players must be added to the bottom of the line-up regardless of what inning it is or what batter is due up next. A courtesy runner may be used for the pitcher and catcher, even when batting through the line-up, or if another player is injured during the game and both managers agree on using a courtesy runner for that player. Courtesy runner must be the last out.
- 12. Protests:** There are no protests. Umpires will decision will be final.
- 13. Playoff Seeding:** Ties will be broken by:
  - a. Head-to-head play
  - b. Fewest total runs allowed
  - c. Most shutouts
  - d. Highest number of runs scored
  - e. Coin Toss
- 14. Conduct and Ejections:** A Code of Conduct will be strictly enforced. Umpires and/or the League Director shall have the responsibility of ejecting coaches, players, or spectators for abusive language or other acts that are contrary to the objective and purpose of good sportsmanship. Any manager, coach, or player ejected from a game shall remain ejected for the remainder of the game and must sit out the next game. Upon ejection, the individual must leave the vicinity of the field and complex.
- 15. Other:**
  - a. No infield practice prior to commencement of game.
  - b. Pitching cages and other designated open areas may be used for warm-up. Please be considerate of the non-playing public.
  - c. Each team is responsible for cleaning their dugout at the end of the game; your assistance is greatly appreciated.
  - d. Smoking, foul or abusive language, alcoholic beverages and artificial noisemakers ARE NOT allowed anywhere in the complex.

- e. Each team agrees to furnish their own insurance for all players, and releases Top Prospect Athletics, their league officials and Encino Franklin Fields for any and all responsibility in case of an accident or injury.

**8U Division additional rules.**

The following League Rules will apply specifically to the 8U Division and will otherwise modify ASA or the above noted rules:

1. Cold Home Plate.
2. No Infield Fly Rule.
3. 10 players on defense, the 10<sup>th</sup> player will be an outfielder.
4. Free substitution of all players for all positions while on defense.
5. Stealing: one base per pitch, no advancement on over-throw.
6. Run Limits: 5 runs maximum per inning.