

Denville PAL Softball

2016 Rules

Updated: March 24, 2016

CLINIC DIVISION

1. The Clinic Division (grades 1-2) will follow the current ASA rule book except where modified below.
2. Game Length: all games shall be six innings in length. All rules in the ASA rule book pertaining to length of the game should be modified by one less inning to reflect the shorter game.
3. Time Limit: No game will be played for more than 2 hours, the coach/umpire shall keep the clock. No new inning shall start 1 hour and 45 minutes after the start of the game if another game is scheduled afterwards on the same field. If no other game is scheduled, a new inning may be started at 1 hour and 45 minutes if both coaches agree.
 - The game starts at the end of the coach/umpire meeting at home plate. A new inning starts immediately after the final out of the previous inning.
 - At the coaches' discretion, with two outs in any inning, a pinch runner may be used for the catcher to keep the game going. The runner will be the player who made last out.
4. The inning is over when three outs are recorded or every player has batted once, whichever comes first.
 - In the last inning, three outs must be recorded.
5. The coach/umpire may determine if an inning other than the 6th will be the last inning based on both available daylight and the "game time limitation" rule and will notify coaches so they may plan accordingly.
 - If the teams are then able to play an additional inning within the "game time limitation" rule and sufficient daylight exists, they shall continue to play.
 - The coach/umpire will have the final decision on calling games due to rain or darkness.
6. If a game is called in the middle of an inning due to weather or darkness, the score shall revert to the previous inning if the home team is losing when the game is called. If the home team is tied or winning when the game is called, then the final score will be the score when the game is called.
7. Players: Teams must have a minimum of eight players to play. A 20 minute grace period will be given only if a team has less than eight players.
 - Only players rostered to that team may play. No 'guest' players are allowed.
 - Each girl on the roster must play a minimum of three innings in the field.
 - No player shall sit two innings before all players on the team have sat one inning.
 - There will be no "playing up" or "playing down". All girls must play in the appropriate division for their age, NO EXCEPTIONS.
8. Each team will follow a permanent batting order that must include all players in attendance, including those not playing defense in a given inning.
 - Players arriving after the start of the game shall be placed at the bottom of the order.
 - Players having to leave early will be skipped in the batting order without penalty.

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9. Ten defensive players may be used in the field. If ten players are used, four outfielders must start each play in the outfield. Outfielders must remain in the outfield grass until the pitch is released.
 - The outfield is considered to be 10 feet beyond the base paths, regardless of where the grass begins.
10. Coaches shall pitch to their own team. A batter cannot strike out. If after the batter receives 6 pitches and does not put the ball into play, the tee will come out and the batter will continue to bat until she puts the ball in play.
 - The coach who is pitching must make every effort to avoid interfering with the defensive play on a batted ball. No walks are permitted during the innings in which the coach pitches.
 - Bunting is not permitted.
 - The coach who is pitching shall serve as the umpire. Players called out must leave the base.
11. An 11 inch softball will be used for game play.
12. The distance from the back of home plate to the pitcher's mound is 32 feet. The distance between base paths shall be 50 feet.
13. No infield fly rule.
14. Fake bunting and swinging away ("Slash") is not permitted.
15. Runners may advance only one base on balls hit in the infield and two bases on balls in hit to the outfield.
16. Runners may advance ONE base on an overthrow, at their own risk.
17. If the ball is hit into the outfield, runners can no longer advance once the ball it is thrown back onto the infield and under the control of an infield player.
18. Stealing is not permitted.
19. Once the ball is secured in the pitchers circle, the runners must decide whether to continue to the base they were headed or to stop and return.
 - A runner may not 'dance' between bases. If this occurs, the runner shall be called out.
 - If the pitcher 'makes an attempt' at the runner, the play is live again. A pump fake is considered 'making an attempt'.

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20. On a play on a runner or batter-runner, the player must slide or avoid contact or risk being called out on interference. (Please note, this does NOT mean that a player must slide, but if she doesn't slide and makes contact with the defensive player, she could be called out for interference.)
21. If a batter is hit by a ball and is in the batter's box when hit, and the pitch is not called a strike, the batter will be awarded first base. The batter does not need to make an effort to avoid the pitch. However, the coach/umpire will use judgment to determine if the batter made an effort to lean in and get hit by the ball. If the batter deliberately leans into the pitch and is hit by the ball and the ball was not a strike, then it will be a dead ball and a ball on the batter, but she is not awarded 1st base unless it is ball 4. If the ball is determined to be a strike, then it will be a dead ball and a strike on the batter.
22. If the batter hits or misses and throws the bat, the coach/umpire will issue a warning to the batter and the coach. If the bat is thrown a second time by the same batter, the batter will be called out.
23. Obscene language or abusive behavior by coaches, players, or fans will not be tolerated. Coaches or players ejected from the game and may be subject to suspension or termination. They will leave the field area if ejected by the umpire. Fans will be ejected from the field after one warning from the umpire. Game play will be suspended until the offending fan is removed.
24. Teams must try to give as much notice as possible if they are unable to field a team and cannot play a game. Teams must cancel game at least 3 hours prior to game time if there are last minute player missing. The coach of the cancelling team must then contact the scheduler to cancel. If you are not able to cancel 3 hours prior, the canceling team forfeits and receives 0 points. If it is a visiting team they must notify the home team prior to 3 hours or take the forfeit.

The team which cancelled the game must make all efforts to reschedule the cancelled game. If fields are not available then the game will be rescheduled on the opponent's fields.

In the event of a cancellation due to weather, the home team must make all attempts to reschedule a cancelled game.
25. The winning team must email game results to scorereport@denvillesoftball.org within 24 hours of the game. Results will be posted on the league website. Failure to email results may impact playoff seeding. Results should be emailed with the following information: division, date of game, coach reporting results, winning team name & score and losing team name & score.

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26. Playoffs championship tournament will be held at the end of the season.

- All teams in the division will participate in the tournament.
- No Time Limit for playoff games, must be scheduled appropriately.
- Mercy rule will remain in effect.
- Playoff seeding will be based on a point system; 3 points for a win, 2 points for a tie, 1 point for a loss, and 0 points for a game not played. Forfeits will be considered a game not played for the forfeiting team and a win for the opposing team.

To make our program fun and competitive, the rules will be modified if needed.