

Frisco Baseball/Softball Association
Frisco, Texas
General Rules

Single A Softball



Updated: August 2009

FRISCO BASEBALL/SOFTBALL ASSOCIATION

GENERAL RULES

(RECREATIONAL SOFTBALL)

1. COACHES ARE RESPONSIBLE FOR THEIR TEAM AND FANS CONDUCT AT ALL TIMES. PARENTS WHO ARE UNRULY WILL BE WARNED BY THE COACH AND WILL BE REMOVED FROM THE AREA IF NECESSARY. GAME FORFEITURE CAN RESULT IF THE UMPIRE DEEMS NECESSARY.
2. The safety of the players will be prime consideration. At the direction of the umpires or League Directors, a game will be shortened due to weather or conditions potentially harmful to the players (i.e. insufficient light). Lightning in the vicinity will be grounds for shortening a game. (see full explanation of lightning prediction system in FBSA Operating Policies) The umpire will impose 30 minute (maximum) game delay before canceling a game.
3. Incomplete games or "rain outs" will be made up if possible. The decision to make up games will be determined by the Schedules Director, taking into account field and time availability. **Some games may not be made up.**
4. Game time is forfeit time.
 - A. A minimum of 8 players are needed to start a game.
 - B. When a game is started with 8 players, you must have at least 8 players at all times. Having only 7 players will result in a forfeit.
 - C. If a team plays with only 8 players, the batting spot of the 9th player will be considered an automatic out. This does not apply to 6U league games.
 - D. The officially recorded score for a forfeited game will award one run per maximum number of innings allowed at each age level. For example: The game duration for 10U softball is 80 minutes or 6 innings, therefore the forfeit score shall be recorded as 6-0.
5. Coaches shall exchange line-ups at least 10 minutes before the start of a game. The Home Team shall provide the Official Scorekeeper.
6. The Visiting Team is responsible for: A. Retrieving the scoreboard controllers from the concession stand prior to the first game or putting them away after the last game (where applicable). B. Running the scoreboard during the game.
7. Pre-game warm ups – Each team shall get at least five (5) minutes of infield practice prior to each game. However, if there is less than ten (10) minutes available, team warm ups may be denied by the umpire. Infield practice is not allowed on game fields until ten (10) minutes prior to game time. All other warm ups shall be conducted in designated areas away from parents and other children.
8. At no time will practices be permitted on a prepared or closed game field by FBSA coaches or players. Violation of this rule will result in a mandatory one game suspension.
9. Coaches are encouraged to make sure that their catcher is ready for the next inning, as to speed up play. In an effort to expedite the catcher's preparedness, a designated runner may be used for the catcher when the catcher is on the base pads with 2 outs. In this case, the designated runner will be the offensive player who was the 2nd out.
10. A player must wear a team jersey and in all games. A player will not be allowed to play in any game if they are not "in uniform", uniform includes jersey, cap or and shorts or pants that match the team. In addition, jerseys must be tucked in and caps worn on the fields at all times. Violation of uniform rules will result in the violator being allowed to conform or be removed from the game.

***** Softball player are exempt from wearing a cap. They can choose to wear a hair band or have there hair pulled back*****
11. Metal cleats are NOT allowed.
12. On the field coaches are encouraged to be dressed in team uniform jersey. At minimum the team head coach and one asst. should be outfitted in the matching jersey and hat issued by FBSA.
13. All offensive players must remain in the dugout except the batter, on-deck hitter and base runners.

14. All batters and runners must wear a protective helmet with chin strap and face mask.
 - A. The catcher must wear all assigned protective equipment at practices, games, or when warming up a pitcher. Protective equipment shall include: protective catcher's helmet with face mask, chest protector and shin guards.
15. Throwing the Bat – Bat throwing is potentially dangerous to the catcher, umpire and on deck hitter.
 - A. Players who throw their bat or batting helmet in disgust will be immediately ejected from the game.
 - B. If a bat is accidentally thrown (per umpire's judgment), the offensive team will receive one warning. Any subsequent violation will result in the batter being called out.
 - C. If any thrown bat strikes the catcher or umpire, the umpire may call the batter out without warning.
16. Protest – No protest will be allowed or heard where a judgment call by an umpire is involved.
 - A. The protest must be made to the head umpire, opposing coach and official scorekeeper immediately following the disputed call before any play is resumed. The protest must be entered into the official scorebook, and signed by the head umpire and both head coaches. The protest must be filed in writing, within twenty-four (24) hours with the League Director. A \$50.00 fee must accompany the written protest from the objecting coach. In the event the protest is upheld, the \$50.00 fee will be returned.
 - B. Resolution of protest will be made by league officials after hearing from the protesting coach, the opposing coach and the umpire. A meeting may or may not be necessary for this to occur. If a meeting is required, no more than two representatives from each team shall attend.
17. Penalty for use of an ineligible/illegal player shall be immediate forfeit of the game in which the player in question is playing. At minimum, the head coach shall be suspended for one game and therefore ineligible to participate in the next scheduled game played by that team. See Operating Policies for further explanation of Acts of Disbarment.
18. "The "No Contact" rule will be in effect, meaning:
 - A. If a player initiates contact with a defensive player, and it is deemed to be intentional, the player will be called out and ejected from the game. This "ejection" does not require a one game suspension to be served.
 - B. If the "No Contact" rule is called, the player is deemed out prior to achieving the base.
 - C. If the umpire feels that the contact was unintentional, the runner shall only be declared out.
 - D. "No contact" shall not be interpreted as "MUST SLIDE". When enforcing this rule, the umpire shall judge the runner's intent. If there is a play being made, it is the responsibility of the runner to avoid contact with a defensive player, even if the defensive player is out of position and "obstructing" the runners' path. If there is no play being made, then the runner does not have to "get down", but rather must avoid contact. Consequently, if the defensive player, without the ball, alters the runner's path in this situation, the runner SHALL NOT be called out for leaving the base path in order to avoid contact. The umpire would then call obstruction, or at the very least, warn the defensive player about "being in the path".
19. Blood Rule will be in effect, meaning:

Any player with visible bleeding must leave the game until you are able to stop the bleeding or cover blood. Free substitutions apply. If that player is due to come up to bat, you will skip that player with no "automatic out called".
20. Fair Play Rule will be in effect, meaning:

All League Levels:

 - A. No player may sit out two (2) consecutive innings or more than two innings per game.
 - B. FBSA encourages that every player will play at least one defensive inning at an infield position per game. Unless it is deemed unsafe by an agreement of the coach and parents.

21. In the case of a season record tie, the following criteria (in order listed) will be used to determine end of season standings as well as tournament seeding where applicable:
 - A. Head to Head Play
 - B. Runs Against-Season
 - C. Runs For-Season
 - D. Coin Toss
22. Smoking or use of tobacco products in the presence of children is prohibited. This includes games, practices and any and all FBSA related events.
23. Using, possessing, or being under the influence of alcohol or illegal drugs in the presence of children is prohibited. This includes games, practices and any and all other FBSA related events.
24. The number of coaches/parents within the dugout shall be strictly enforced. Please refer to age level specific rules for these guidelines. Adults residing within the dugout or playing field over and above maximum allowable number of coaches shall be asked to exit the field or dugout. Failure to do so can result in ejection from the field and/or forfeiture of game.
25. There shall be no extra warm-up or practice gear utilized on the playing field during an official game. Under no circumstances shall any extra warm-up or hitting tools be used for the on-deck batter. Hitting weights (donuts) ARE allowed.

FRISCO BASEBALL/SOFTBALL ASSOCIATION

8U Single A Softball League Rules (Coach Pitch)

Revised August 2009

FBSA local rules are marked with an asterisk "*".

All other rules have been borrowed from the "ASA Official Rules of Softball"

1. Definitions

- a. Strike zone: The strike zone is between the armpits and the top of the knees.
- b. *Strikes: The batter is allowed a maximum of 6 pitches. If the batter does not put the ball into fair play after 6 pitches, the batter is out.

2. Playing Field

- a. *Bases are set at a distance of 60 feet.
- b. *Pitching is set at a distance of 30 feet.

3. Equipment

- a. *Bats must be marked 'official softball' by the manufacturer. Bats marked 'baseball' by the manufacturer are not permitted.
- b. The ASA certified mark is not required on bats.
- c. ***The ball is an 11-inch softball, white with white stitch or yellow optic with red stitch with a .47 core or under. ASA-4795.**
- d. *Each defensive player must have a glove.
- e. All catcher's equipment must be worn when catching - games, warm-ups, and practice.
- f. All offensive players on the field must wear a helmet with a facemask.
- g. All players on a team must wear uniforms and the uniforms must be alike – Rules enforced per general rule #10.

4. Players, Coaches & Substitutes

- a. Line-ups must be submitted with player names and jersey numbers at least 10 minutes prior to start of game.
- b. A forfeit will result if a team has less than 8 players present in the dugout area at the start of a game or at any point during the game. See general rule #4.
- c. A game may start with only 8 players; however, the empty ninth batting position will be an automatic out. See general rule #4.
- d. Late players are added to the end of the line-up.
- e. *There are 10 defensive positions; pitcher, catcher, first base, second base, short stop, third base, right field, center field, left field, and Rover (a fourth outfielder). The 10th player must be positioned in the outfield.
- f. *Infielders cannot be positioned more than 10 feet inside the baseline, toward home plate.
- g. *Outfielders must be at least 12 feet behind the baseline. They do not have to be positioned deep in the outfield grass. This includes the rover.
- h. *Free substitutions are allowed any time during a game.
- i. Coaches are to be dressed in team uniform or with the color code of the team.
- j. *No player shall be on the bench for 2 consecutive innings. See general rule #20a.
- k. *FBSA encourages that every player be given the opportunity to play both infield and outfield positions throughout the season. See general rule #20b.
- l. *The first base dugout is designated for the home team.
- m. *No "razzing" or screaming at any opposing team or players shall be allowed.

5. The Game

- a. *Six (6) innings, or 55-minute time limit, will constitute a complete regulation game. If the game is tied after both teams have played six (6) complete innings or the time limit has expired, the game is over. NOTE: If official time has expired, the umpire will allow the game to complete the inning in consideration of the score and home team assignment. There is no hard clock.
- b. *Tie games at the end of regulation play will remain a tie.
- c. *A called game will be considered complete if the losing team has had 4 or more complete innings at bat or a called game will be considered complete if 60% of the time (33 minutes) has been played. The final score will be the score from the last completed inning.
- d. A called game considered incomplete will be resumed at the exact point where it was stopped.
- e. *Play stops whenever the pitcher has control of the ball in the pitcher's circle.
- f. *There will be a 7 run limit per inning.
- g. Players are not allowed outside the dugout during a game unless playing a defensive position or playing offense as a runner, batter, or on-deck batter.
- h. *Defensive coach must stay within 5 feet of his/her dugout entrance.
- i. *Players and coaches must line up and shake hands with their opponents at the conclusion of every game.
- j. *When a batter puts the ball into play, the batter should advance towards first base. If the ball remains in the infield, the batter shall remain at first base. If the ball is hit to the outfield, the batter may advance beyond first base at his/her own risk (See rule #8h for overthrow definitions).
- k. *8-Run Rule – If a team is leading an opponent by at least 8 runs after four complete innings have been played, or after 3 ½ innings if the home team has an 8 run lead, the game shall be officially over and the team in the lead shall be declared the winner.
- l. Stopping Play – When the ball is in possession of an infielder inside of the base lines and in the umpire's judgment, all play on runners has ceased, the umpire shall call time. The ball is dead. Alternatively, a dead ball is called when the pitcher has control of the ball inside the circle surrounding the pitching rubber. If this is the case, base runners must go back to the previous base unless they have made a discernible turn to the next base prior to a dead ball being called (umpire's sole discretion).

6. Pitching

- a. Pitching will be done underhand.
- b. The Coach Pitcher must have both feet in contact with the pitcher's rubber prior to the delivery.
- c. *Pitching will ONLY be done by the Coach Pitcher, NO pitching by players.
 1. A batter shall be declared out after failing to hit a fair ball after six (6) pitches or three (3) swinging strikes. A foul ball on the 6th pitch will be considered a strike and the batter is out.
 2. No Walks allowed.
 3. On a ball in play, if the Coach Pitcher fails to position himself so that the fielders can play the ball, the ball is dead, the pitch counts as one of the six pitches and no

runner shall advance. If a batted ball hits the Coach Pitcher, then the ball becomes dead and no pitch is declared.

- d. *The Coach-Pitcher and the Backstop Coach cannot participate or direct their team in any way while on offense. However, the Coach-Pitcher may coach the batter in the batter's box before the ball is pitched.
- e. *The Coach Pitcher will remain in the pitcher's circle at all times, unless the ball is batted into fair play. At that time, the coach will leave fair territory until the play is called dead.
- f. *The player in the pitching position must have at least one of their feet within the pitching circle while the coach is pitching.

7. Batting

- a. Incorrect batting order: 1) If the error is discovered before a complete at bat, the correct batter may assume the pitch count with no penalty. 2) If the error is discovered after a complete at bat, but prior to the first pitch to the next batter, an out is declared.
- b. *No bunting.
- c. *Teams will have a continuous batting order for all players whether they are playing defensively or not.
- d. *Any player throwing a bat or helmet intentionally will be ejected from the game. If a player throws a bat or helmet unintentionally, the offensive team will receive one warning. Any subsequent violation will result in the batter being called out. A thrown bat which strikes the catcher or umpire may result in an automatic out, without warning.

8. Batter/Runner

- a. *If a runner is struck by an untouched, batted ball while off base, the runner is out.
- b. *The 'infield fly' rule is not in effect.
- c. *There will be tight bases and no stealing. A runner cannot leave a base until the ball is hit into play by the batter.
- d. If there is a runner obstructed by a fielder without the ball, the runner is awarded the next base. No fake tags.
- e. A fielder cannot catch a ball with any part of the uniform or equipment detached from its proper place on their person.
- f. If a runner intentionally interferes with a fielder attempting to play the ball, the runner is declared out.
- g. If a runner intentionally 'crashes' into a defensive player, the runner is declared out and is ejected from the game.
- h. *Overthrows going into fair or foul territory - A runner may advance only one base at their own risk. Runners on third base must be hit in and they cannot score on an overthrow.

9. Umpires

- a. *The game officials will be ASA umpires.

10. Scoring

- a. *The home team is responsible for the official scoring of the game.
- b. *The visiting team is responsible for operating the scoreboard.

11. ASA Rules

- a. FBSA Board reserves the right to amend these rules after appropriate review and approval. During tournament play, regular season rules may be adjusted as needed. In such a case,

tournament rules will supersede regular season rules. Any changes for tournament play will be provided to all coaches.

8U Single A Softball SUMMARY

Game Duration: 55 minutes or 6 innings (No Hard Clock)

Pitching Distance: 30 feet

Base Distance: 60 feet

Tight Bases: Yes

Stealing: No

Infield Fly Rule: Not in effect

Official Inning: 3 outs or 7 runs

Game run rule (mercy rule): 8 runs after 4 complete innings (after 3 ½ if home team is winning)

Forfeit: Official score recorded as 6-0 (See general rule 4d)