

GENERAL

Games will be played in accordance with the basic rules of softball as specifically amended by these rules. Basic rules of softball will be taken as those stated for youth play by The Amateur Softball Association of America.

LEAGUE

The league consists of 1st and 2nd grade girls.

LENGTH AND FORMAT OF THE GAME

1. **Regulation/Official Game** – A regulation game is 1½ hours and a minimum of 3 full innings.
2. **Time Limitations** – No new inning may be started after the 1½ hour time limit..
3. **Length of Innings** – The league will play with 3 outs, but there shall be no strikeouts. No team shall be permitted to bat more players in a given inning than the number of players in the batting order. If there is an unequal number of players on each team, both teams shall be permitted to bat the number of players listed on the batting order containing the greater number of players.
4. **Number of Players** – A maximum of 10 players may play on the field at any time. The 10th player may play directly behind 2nd base.
5. **Player Eligibility** – Players absent from practice or a game without legitimate reason, or who demonstrate poor sportsmanship, may be disciplined by sitting out extra innings from the next game at the manager's discretion.
6. **Line Ups** - Player's names shall be listed in batting order and given to the opposing manager before each game. If a player arrives late, she will be placed at the end of the batting order. All players will remain in the stated batting order regardless of field substitutions.
7. **Substitutions** – There are unlimited substitutions and there must be an equal distribution of playing time with exception of item 5 above.
8. **Coaches** – Coaches are allowed on the field as follows: Pitching, catching, and one roaming in the field.
9. **Umpires** – Coaches will ump the games.
10. **Scoring** – We do not keep score.

UNIFORMS

1. **Uniform** – Uniforms are required to be worn during the game consisting of visor/hat and team shirt.
2. **Cleats** – Metal cleats are prohibited.
3. **Protective Helmets** – All batters and base runners must wear protective helmets with Face mask and chin straps.

EQUIPMENT

1. **Softballs** – An 10” “soft” softball will be used for practice and games.
2. **Bats** – All bats must be marked “Official Softball” by the manufacturer.
3. **Bases** – 1st base shall be a double base to avoid collision.

LAYOUT OF THE DIAMOND

1. **Bases** – The distance between all bases shall be 55 feet.
2. **Pitching Rubber** – The distance between the rear point of home plate and the front side of the pitchers rubber shall be 35 feet.

BATTING

1. **Tee** – The tee should be available and used during the practices and games for any player who needs it at the discretion of the manager.
2. **Base on Balls** – No base on balls.
3. **Strike Outs** – No strike outs.
4. **Bunting** – No bunting.
5. **Hit by a Pitch** – No base shall be awarded if the player is hit by a pitch.

BASE RUNNING

1. **Infield Hit** – The batter may run one base on an infield hit.
2. **Outfield Hit** - The batter may run one base on an outfield hit.
3. **Base Runners** – Base runners may advance one base per hit
4. **Stealing** – No stealing is permitted.
5. **Leading** – No leading is permitted.
6. **Sliding** – Is not permitted.
7. **Tagging Up** – No tagging up.
8. **Runner Hit by a Ball** – If the base runner is hit by a fair batted ball before it is touched by a defensive player, the base runner is out and the batter is awarded first base. All other base runners return to the previously base occupied, unless they are forced to advance because the batter is awarded first base.
9. **Running into a Defensive Player** – A base runner may not run into a defensive player or attempt to knock a defensive player out of the play. If base runner intentionally runs into a defensive player, the base runner is out and the ball is dead. No other base runners may advance.
10. **Dropped Third Strike** – Not applicable.

FIELDING

1. **Infield Fly Rule** – Infield fly rule will not apply.
2. **Overthrow** – Base runners may not advance on an overthrow.

PITCHING

1. **Coaches and Managers** - Coaches or Managers will pitch when their team is batting. Coaches and Managers **MUST** pitch from the 35' pitching rubber.

SPORTSMANSHIP

The mission of the Ramapo ASA is to implant firmly in the children of the community the ideals of good sportsmanship, loyalty, honesty, courage and reverence, so that they may be finer, stronger, and happier children and will grow to be good, clean, honorable adults..

1. Teach your players good sportsmanship from the 1st game. Encourage your players to route on their teammates regardless of their ability or skill level.
2. Encourage your players but avoid remarks which might be insulting or humiliating to both your players and the players on the opposing team.
3. Catchers may yell encouragement to her teammates but may not talk to the batter. No defensive player should encourage or intimidate a batter to swing at a pitch.
4. Take responsibility for parents of your players who do not comply with the Leagues views on sportsmanship.
5. Be flexible and compromise on minor technicalities when this is in the player's interest.
6. The League Commissioner may impose sanctions against players, managers, coaches who exhibit poor sportsmanship.

SAFETY

At all times please keep in mind the safety of the children. All Managers and Coaches should read and familiarize themselves with the Ramapo ASA Safety Manual prior to their 1st practice. All players must remain on the bench or behind the protected areas while the game is in progress. Practice swings should be in the batting cage, or supervised by a coach.

INJURIES

1. **Blood Rule** – A player, coach or umpire who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game.

2. **Player Injury** – A player may be removed from the game at any time because of injury. She may return to the game at a later time at the discretion of the manager. If an injured player is unable to bat, no penalty shall be assessed. An injured player who misses an at bat but subsequently returns to the lineup shall assume her original batting order position.
3. **Injury Reports** – Any injury sustained in a practice or a game must be reported to the Commissioner with an incident report as provided in the Ramapo ASA Safety Manual.

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HOME TEAM RESPONSIBILITIES

1. **Equipment** – The home team is responsible for positioning and removing the bases, collecting and returning the helmets and any other equipment used from the equipment box.
2. **Equipment Box** – The home team is responsible for ensuring that the equipment box is locked.
3. **Game Ball** – The home team is responsible for supplying a game ball.
4. **Copy of Rules** – The home team is responsible for having a copy of the Rules and Regulations.
5. **Decision on Fields** – The decision on whether the fields are usable is made by the Division Commissioner, but the field conditions at game time are questionable, the home team shall decide if the game is to be started.

MISCELLANEOUS

1. **Forfeits** – Not Applicable.
2. **Postponement** – A manager may request postponement of a game if he/she is unable to field a team due to school, religious or other conflicting event. This request must be made to the Junior League Commissioner at least 24 hours before the scheduled game.
3. **Protests** – No Applicable.