

Mercer County Girls Fastpitch Playing Rules

Revised and Updated February 2008

The Mercer County Girls Fastpitch League will play under the Amateur Softball Association (ASA) rules for Girls Fastpitch Softball. ASA rules will be followed unless altered by the rules outlined below.

Player Eligibility

1. A player's eligibility is determined by her age as of January 1 of the current year.
2. New players to the league are to play within their school district.
 - a. If their school district (community) does not have a team in their age division, they are permitted to play for a bordering school district that has a team in that division.
 - b. If the bordering school districts do not have teams in that division or their teams are full, the player is permitted to go to the next closest school district to find a team.
 - c. Existing players that live in a school district that previously has not had a team in their age division and has already played in a neighboring school district, has the option of either staying in the neighboring school district or playing in their school district if a team is formed in their age division. The player is limited to one move.

Ex. If a girl who lives in the Mercer School District has played for Grove City because Mercer did not have a team in her age division, she can stay in Grove City or play for Mercer. However, if the player decides to play for Mercer, she can't go back to Grove City unless Mercer does not have a team in her division.

3. Younger players may play up. If a player is going to play up, they must be listed on 1 roster for each age division they are playing in. NOTE: 1 roster/team per age division.
4. There are no lateral moves of players within the same age division.

General Rules

Start of Game

1. All games must start promptly at the scheduled game time. Team warm-ups start 30m prior to game start.
2. Home and visiting teams and game times are noted on schedules.
3. Game balls will be supplied by the league at the annual scheduling meeting. Home teams must supply a new ball for each game.

23U, 16U, 14U, & 12U: 12in Yellow Optic Ball with Red Stitches
10U: 11in Yellow Optic Ball with Red Stitches

4. Pitching Distance:

23U 43ft. from the back tip of home plate.
16U, 14U, & 12U: 40ft. from the back tip of home plate.
10U: 35ft. from the back tip of home plate.

5. **Scheduling:** The League schedule will be devised by the coaches in each division at the annual scheduling meeting. After the scheduling meeting, if a manager needs to change the date of a scheduled game, he/she must contact the opposing coach, the League President, and the umpire in chief.

Games can only be changed up to the scheduling change deadline (TBD annually). After that date, to reschedule a game, the coach must contact the opposing manager. The opposing manager may enforce a forfeit or reschedule the game at his/her convenience.

6. **Rosters:** Each team must submit its roster by a specific date per age division (TBD annually). Players may not be added to the roster after that date.

Game Issues

1. **Forfeits:** A team is required to field 9 players at all times during the game whenever eligible players are available. A team may not field less than 8 players at any time during the game. With the exception of the 10U division which can field 7 players.

Exception: A five-minute grace period will be given to a team with less than the minimum # of players required at game time or falls below the minimum during the game will forfeit the game. An out will not be charged for a team having the required number of players.

Note: Teams are encouraged to play a practice game if a forfeit condition should arise.

16U & 14U: No more than 9 players on defense.

12U & 10U: 10 players are permitted to play. If 10 players are playing defense, there must be a RF, RC, LC, and a LF in the outfield.

Play of the Game

1. **Official Game:** A game will consist of 7 innings, if time permits. A game is considered regulation when 5 innings are completed (4 ½ innings if the home team is ahead).
2. **Official Score and Outcome:** Games that are not considered regulation will resume at the exact point where the game was stopped. The Home scorebook must be signed and dated with the time of day by the umpire.
3. **Time Limit:** A time limit of two hours per game except when the game is over by completed innings. An inning will be started up to the time limit of each game, and then completed. If the game ends in a tie after 7 complete innings, the ASA tiebreaker will be used if time allows.

23U, 16U & 14U: Mercy Rule

Games will be called after 5 innings (4 ½ if the home team is leading), if one team is ahead by 17 runs.
Games will be called after 6 innings (or 5 ½ if the home team is leading), if one team is ahead by 9 runs.

Umpires and coaches must agree on the start time of the game before the first pitch is made; scorekeepers should note the start time in their scorebooks.

4. **Run Limit:**

23U, 16U & 14U: 8 run maximum per inning

12U & 10U: 5 run maximum per inning, with no game ending mercy rule.

5. **Batting Order:**

- a. Any team in any age division may use extra players (EP) offensively, up to the limit of its roster, provided it is made known prior to the start of the game and properly indicated in the batting lineup.
- b. The (EPs) must remain in the same position in the batting order for the entire game and once the number of EPs has been determined, it cannot be altered after the start of the game.
- c. The (EP) may play defense at any time without his/her status being affected. The EP may go in and out of the defensive lineup as often as needed as long as her position in the official batting order is not altered.
- d. If a player cannot continue to play due to injury or illness, an out will not be taken for that player's time at bat. Players utilizing this rule will not be able to re-enter the game.

6. **Substitute Runner:** An injured runner (a player who is injured while running the bases) can be substituted with the player who made the last out. A player who made the last out or has not yet played.

7. **Courtesy Runners:** Pitchers and catchers who have reached base can be replaced by a substitute. A player who made the last out or has not yet played .

8. **Protest Committee:** 2008: Bill Swanson, Brian Nespor, Mark Taylor

A protest must be delivered to the league president within 48 hours. A committee of three Board members will review protests. If the protest being made is a clear conflict of interest with an existing committee member, an alternate board member will replace him/her for that instance. The decision of the Protest committee will be final.

9. **Catchers:** Catchers must wear helmet, facemask, chest protector, shin protector, and throat protector.

10. **Batters:** Batters must wear batting helmet with chin strap and face mask.

Reporting Game Results

It is the responsibility of the winning coach to report the game score on the web site or to the Secretary within 2 days. Failure to do so will result in a loss for both teams.

Ensuring Regular Season Games are Played

Make-up games must be scheduled as soon as possible after a postponement or cancellation. If a team manager does not make an attempt to reschedule a game, they must forfeit that game.

The last week (Monday – Thursday) of the regular season will be used for final make-up games if they were unable to be re-scheduled during the regular season.

Determining Tournament Seeding

Winning percentage will determine the final standings.

Teams tied for a position in the standings will have the ties broken as follows:

- Most wins in head to head competition between the teams that are tied.
- Total runs allowed in games between teams that are tied.
- Total runs scored in games between teams that are tied.
- Coin Toss