

HORSEHEADS GIRLS SOFTBALL ASSOCIATION, INC.
16 & UNDER DIVISIONS RULES AND REGULATIONS

Revised April 2010 – REG

Changed rules from 15U to 16U Division 2017 to conform to current divisions - BJM

ALL RULES IN THE ASA RULEBOOK (FAST PITCH) WILL BE FOLLOWED WITH THE FOLLOWING ADDITIONS, EXCEPTIONS OR CLARIFICATIONS:

16 & Under Specific Policies and Rules

1. The official diamond will have 60 feet Baselines and a 40-foot Pitching distance.
2. For stealing base runners cannot leave the base until the ball leaves the pitchers hand.
3. Stealing home is allowed.
4. Dropped third strike rule is in effect.
5. Infield fly rule is in effect as called by umpire.
6. A 12inch ball will be used. The home team must provide one new ball to start game.
7. Bunting is allowed.
8. All Outfielders must start with their feet in the outfield grass until the pitcher releases the ball to deliver a pitch.
9. Once the ball is in possession of the pitcher within the circle any base runner cannot remain motionless between bases. A runner may round the base and stop, however if the pitcher has possession of the ball in the circle, the runner must immediately go back or forward or she will be called out.
10. All players must play on defense 3 innings minimum. Unless benched for documented disciplinary reason, failure to play the minimums results in game forfeit. Non-participant player will be required to play all of next game. If game shortened by 15 run rule, time, and weather – minimum still applies. Player without 3 innings to start next game; but no forfeit.
11. A regulation game consists of 7 innings.
12. Required number of starting players is 10 maximum and 8 minimum.
13. **The Division Commissioner must make all call-ups, except in extreme circumstances.** Volunteer substitutes must be of a 12-year-old league playing age to play up in this division. In this division a call-up may NOT pitch.
14. A game will be called if one team is ahead by 15 runs at the end of three innings; 12 runs after 4 innings or 8 runs after 5 innings (4 1/2 if home team ahead).
15. League supplied Jerseys or Tee shirts **MUST** be worn during games and **may NOT be altered.** Tee shirts are not to be cut, ripped or re-designed. Players will be charged for replacement of altered tee shirts or jerseys.

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16. The pitcher cannot pitch more than 10 (ten) innings over a 2 (two) game period. This is a rolling inning count. IE: Number of innings pitched by a player in last team game, subtracted from 10, leaves the number of available innings a pitcher can pitch in the next game. **ANY VIOLATION OF THIS RULE WILL BE A LEAGUE ADMINISTERED FORFEIT** (if deemed necessary). No team protest is required.

17. To calculate the number of innings pitched by a pitcher: **Each out made while a pitcher is pitching Equals 1/3 of an inning.**
IE: If Pitcher #1 pitches to three batters and loads the bases, then Pitcher #2 comes in and pitches to one batter and a triple play is made the entire inning is assessed to Pitcher #2. (Pitcher #1 is charged with pitching zero of the inning)

18. Each manager **MUST** e-mail or phone-in Final Score and Innings Pitched by each of their pitchers to the Division Commissioner (commissioner15U@hgsainc.org) within 24 hours of a completed game. If a regulation game is called prior to completing seven innings, the pitcher is only charged with innings actually pitched.

Rules copied from League Administrative (add per Umpires request – April 2010)

7. Batting helmet must be worn in on-deck circle, while at bat, and while on base paths. Players coaching bases must wear helmets. All girls are required to use chinstraps on face-masked helmets. Structurally sound helmets and facemasks can be used even if they do not have NOC-SAE STD. Label.

14. Maximum playing time is 2 hours and no minutes. No new inning may start after 1 hour and 45 minutes, a new inning starts at time of last out. Game will be called after allotted time of 2 hours. If an inning not completed the score reverts to that of the last full inning. Umpire has the discretion to allow extra time if they believe a team is stalling. **Games stopped by time limit are official no matter how many innings have been completed.** If league tournament, the 2-hr. limit is waived and the inning in progress is completed.

17. If team has a player injured or has to leave permanently for any reason, no out will be recorded for the missing player. If the injury or absence is temporary an out will be recorded until the player returns or the absence is declared permanent. Players are locked into their original batting positions.

18. Forfeit time will be 15 minutes after scheduled game time (unless delay due to multiple game schedule or weather). Get your players there early. No on-field warm-ups on weekends.