

Aliso Viejo Girls Softball

2016 Spring 6U Division Rules

SECTION 8 – 6U/T-BALL RULES:

8.1 BASE AND PITCHING DISTANCES

The distance between bases and the pitching distance shall comply with ASA requirements. Currently, the distance between bases is 60 feet and the pitching distance is 30 feet.

8.2 GAME DETAILS

All games in this division will be drop dead at one hour (1:00). The team listed on top while looking at the schedule is the HOME team and will occupy the 3rd base dugout. The HOME team will be responsible for field prep.

8.3 STANDINGS

Scores will not be recorded. Standings will not be kept.

8.4 GAME FORFEITURES

No games will be forfeited.

8.5 RUNS ALLOWED

For each inning, all batters shall have an at-bat appearance. Each batter shall have at least two (2) plate appearances during the course of a game. A runner on a hit ball shall only advance one (1) base on a hit to the infield. On balls batted to the outfield, the runner(s) shall be able to advance as many bases as possible until the ball is returned to the infield (passing from the outfield grass to the infield dirt). A defensive player is not required to have possession of the ball in order to halt all advancing runners. If the runner is past half way between two bases when the ball is returned to the infield, they will be advanced to the next base. The last batter of the inning shall continue to run the bases until she is put out or the ball is controlled at home plate.

8.6 DEFENSIVE OUTS

We will not keep track of outs per inning. An inning will consist of 1 complete rotation through the batting order. In the event of a player being put out by a defensive play, the runner will be called out and returned to the dugout. Defensive tags are not required, all base running will be considered "Forces" where the defensive player only needs to touch the base. A defensive player may tag a runner in between bases for an out.

8.7 DEFENSIVE PLAYERS

1. Each team shall use all players in the infield, followed by the outfield. The infield will

Failure to adhere to these AVGS rules may result in game forfeiture and league discipline

consist of a pitcher (on either side of the circle), first base, second base, third base, and shortstop. The remainder of players will occupy the outfield in left, center, and right field.

2. Each player must play a different position each inning. An example would be that players rotate clockwise or counter clockwise to the next position. The rotation would continue where it left off for next week's game. An exemption to first base play can be made on safety grounds.

***NOTE: The purpose of Rule 2 is to get all players to play an infield position.*

8.8 PLAYER RE-ENTRY

Unlimited defensive substitution is allowed. Substitute players may be entered at the beginning of innings or whenever the umpire allows time. Late arriving players may be inserted at the next stoppage of play.

8.9 BATTING

The team will bat round robin for players present at the start of the game. The batting order remains fixed once presented to the opposing team and umpire. The only exception is if a player arrives late. Late arriving players must be added to the bottom of the lineup. The opposing team must be notified of any additions when the player enters the game.

8.10 MERCY RULE – None

8.11 INFIELD FLY AND DROPPED THIRD STRIKE – None

8.12 STEALING BASES – None

8.13 PITCHING RULES

The ball shall be the 10" Worth RIF Level 1 type.

From the beginning of the season, all batters shall have the opportunity to bat via coach pitch or a tee. There are no strike outs. It is recommended for the coach to use judgment on whether to utilize coach pitch or go directly to the tee. For batters hitting via coach pitch, the batter must hit the ball into fair territory on or by the 6th pitch. The coach can pitch from any distance from the batter. If the batter does not successfully bat the ball into fair territory by the 6th pitch, the tee will be utilized. The defensive pitchers must stand with at least one foot in the pitching circle until the ball is hit.

8.14 PITCHERS SUBSTITUTION – None

8.15 COURTESY RUNNERS – None

8.16 FIELDERS MASKS

Failure to adhere to these AVGS rules may result in game forfeiture and league discipline

A fielder's mask is recommended but considered optional for all players.

8.17 SPORTSMANSHIP

No derogatory cheers will be allowed. No deliberate attempt to distract any players (specifically the pitcher, catcher or batter) by the opposing team shall be tolerated. We will follow the General Policies of the league and/or ASA rules for unsportsmanlike conduct. If a manager, coach or parent is ejected from a game, the league will contact the associated league and share the report from the umpire as to the reason of the ejection. Each league will handle their own disciplinary process that could include suspension from games.

8.18 JEWELRY

No jewelry of any kind is permitted in accordance with ASA rules.

Aliso Viejo Girls Softball 2016 – Spring 8U Division Rules (AV Team vs. AV Team)

SECTION 9 – 8U DIVISION RULES:

9.1 BASE AND PITCHING DISTANCES

The distance between bases and the pitching distance shall comply with ASA requirements. Currently, the distance between bases is 60 feet and the pitching distance is 30 feet.

9.2 GAME LENGTH

All regular season games in this division will be 1:30hr no new innings, drop dead at 1:45hr. The season ending tournament games (non-championship games) will be 1:30hr no new and must complete the inning. The season ending tournament championship game will be a full 5 inning game. During timed regular season games, if the home team is ahead at 1:30hr, the game shall end with the home team winning. The team listed on top while looking at the schedule is the HOME team and will occupy the 3rd base dugout. The HOME team will be responsible for field prep.

At fields where overhead lighting is not available, all play will stop (drop dead) based upon the umpire's judgment of unsafe conditions. When this occurs, if the home team is tied or ahead, the game is over. If the home team is trailing, the score is reverted back to the last full complete inning.

9.3 STANDINGS

Standings will not be kept. Won-Loss records will not count towards the end of season playoff tournament. At the completion of the regular season, there will be a blind draw to determine playoff seedings.

9.4 GAME FORFEITURES

In the event a team is unable to field a minimum of eight (8) players, a regular season game may still be played. The other team is encouraged to provide additional defensive players for outfield positions only. AVGS teams may borrow **RECREATION players from the same division or ALL STAR/SELECT players from the division below**. The borrowed player must play outfield and bat last.

9.4.1

If a team is unable to borrow players from different AVGS teams and are relying on the other team in the game to provide players, there will be no penalty for outs during an at bat for having less than 8 players in the batting lineup.

9.5 RUNS ALLOWED

Failure to adhere to these AVGS rules may result in game forfeiture and league discipline

Maximum runs allowed each inning is four (4).

9.6 TIME OUTS

Time out will be “out” when the ball is returned to the pitcher’s circle with the intent, based on the umpire’s judgment, of returning the ball to the pitcher. The pitcher does not have to be in control of the ball. All runners at that point will immediately return to the previous base or advance to the next base as per ASA rules.

9.7 DEFENSIVE PLAYERS

1. Each team shall use four (4) outfielders for a total of ten (10) defensive positions. The outfielders must use normal outfield positions with feet on the grass in left, left center, right center, and right field. No roving player is allowed and all of the outfielders must be positioned in the outfield until the pitched ball is hit or crosses home plate. A coach is allowed to be in the outfield to help direct players until March 18, 2017. After that date, coaches are no longer allowed to be in the outfield.
2. No player may sit on the bench more than one (1) inning any game until all other players on their team have sat one (1) inning. No player may sit on the bench more than two (2) innings any game until all other players on their team have sat two (2) innings. The rule does not reset after each game and will carry over to the next game. Players absent from a game do not count towards this rule.

9.7.3 Each player shall play at least one (1) inning of infield by the completion of the 3rd inning. If the game is less than three (3) complete innings, the player must start the next game at an infield position.

***NOTE: The purpose of Rule 3 is to get all players to play the infield positions.*

9.8 PLAYER RE-ENTRY

With the exception of the pitching position, unlimited defensive substitution is allowed. Substitute players may be entered at the beginning of innings or whenever the umpire allows time. Any pitcher may be removed from the game for normal player rotation, and returned to the pitching position once. Late arriving players may be inserted at the next stoppage of play.

9.9 BATTING

The team will bat round robin for players present at the start of the game. The batting order remains fixed once presented to the opposing team and umpire. The only exception is if a player arrives late. Late arriving players must be added to the bottom of the lineup. The opposing team must be notified of any additions when the player enter the game. Until March 18, 2017, batters hit by a pitch will be given the option to continue batting with a coach pitch reset count (0-0) according to the coach pitch rules in 9.9.1 or take their base. Also, if the batter is unable to continue batting, they will be awarded first base. After this date, batters hit by a pitch will be governed per ASA rules as follows: If, in the umpire’s judgment, the batter makes no effort to avoid the pitch, a

Failure to adhere to these AVGS rules may result in game forfeiture and league discipline

ball will be called and the batter does not walk. If an effort is made, the hit batter will be awarded first base. A hit batter which has been awarded first base when the bases are loaded will continue the at bat with coach pitch and a reset strike count.

9.9.1

Until March 18, 2017, batters may not be walked by the pitcher. After the pitcher throws four (4) balls in a single at bat, the coach or coach designated volunteer will come in to pitch to continue the existing strike count, **with at least one foot in contact with the 8u pitchers plate**. If the batter has zero (0) or one (1) strike, the coach gets to pitch up to five (5) pitches to the batter. If the batter has two (2) strikes, the coach gets to pitch up to three (3) pitches to the batter. The batter must either make contact with the ball for a hit or out, or the batter may strike out. Balls hit into foul territory on the last pitch will get another pitch. The batter cannot be called out due to hitting a foul ball. After March 18, 2017, batters may be walked by the pitcher, however, batters may not be walked if the bases are loaded. If the bases are loaded and the pitcher has thrown four (4) balls in a single at bat, the coach or coach designated volunteer will come in to pitch and continue with the existing strike count. The coach or designated volunteer must have at least one foot in contact with the 8u pitchers plate during the pitch. If the batter has zero (0) or one (1) strike, the coach gets to pitch up to five (5) pitches to the batter. If the batter has two (2) strikes, the coach gets to pitch up to three (3) pitches to the batter to make contact for a hit or out, or the batter may strike out.

9.9.2

On a batted ball, the defense may attempt to get the batter/runner out at first base, or another runner out at another base. If in the attempt of getting an out at the base, the ball is inadvertently thrown past the base and fielder, the runners may attempt to advance as many bases possible until they are put out, until they stop safely on a base or until the ball is in the pitching circle, whether it's controlled or not by the pitcher.

Managers must teach players to run through first base on a hit ball to the infielders, whether the ball is fielded cleanly or not. Players should run to or through first base. If the infielder fields the ball and a throw is made to first base, and the ball inadvertently gets by the first baseman, the runners may then attempt to advance as many bases as possible until they are put out, until they stop safely on a base or until the ball is in the pitching circle, whether it's controlled or not by the pitcher. However, if the hit ball goes past the infielder, the runner may round first base and attempt to advance.

If, in the umpire's judgment, there is a deliberate attempt on the runner to round first base and run to second base on a ball hit to the infield, whether it is fielded cleanly or not, the umpire may declare the runner out.

9.9.3

When the adult coach is pitching, coaching the batter as to when to swing or not to swing during the pitch is not allowed.

Failure to adhere to these AVGS rules may result in game forfeiture and league discipline

9.9.4

Bunting is not allowed when the adult coach is pitching.

9.9.5

Injured players or players otherwise forced to leave the game shall be reported to the Umpire and the opposing team. When the player's turn at bat comes up, an out shall be recorded for the one (1) time only.

9.10 **MERCY RULE** – None

9.11 **INFIELD FLY AND DROPPED THIRD STRIKE**

The dropped third strike rule is NOT in effect per ASA rules. The infield fly rule is not in effect.

9.12 **STEALING BASES**

No stealing is allowed when an adult is pitching. Stealing bases will be allowed in accordance with ASA rules. Runners may legally advance one (1) base only per pitch by player. If additional bases are stolen, the runner is liable to be put out, but will be returned to the proper base at the play's completion if the next base is safely obtained. In all cases, no runner will be allowed to steal home ("Cold Plate"). If a runner attempts to steal home, she will be liable to be put out, but will be returned to the proper base at the play's completion if she safely reaches home. When a batter is walked, they may only legally advance to first base. Runners may leave when the ball leaves the pitcher's hand. Runners off the base prior to the pitch will be called out.

9.13 **PITCHING RULES**

The ball shall be the 10" Worth RIF Level 1 type.

9.14.1

Until March 18, 2017, a pitcher will pitch to a count of 4 balls or 3 strikes to each batter. If the batter puts the ball into fair play, the play continues. If the batter does not put the ball into fair play after a count of 4 balls, then a designated coach will pitch to the batter and assume the strike count until the batter either puts the ball in fair play or reaches a count of three (3) strikes. The adult pitcher may deliver a maximum of 3 pitches if the count starts at 2 strikes or 5 if the count starts at 1 or 0 strikes. Coaches must pitch with at least one foot in contact with the pitchers plate. If a coach is hit by a ball while pitching, the ball is considered a live ball with play continuing. Until March 18, 2017, a coach is required to be behind their catcher to help stop the ball if it gets past the catcher.

9.14.2

After March 18, 2017, batters will be awarded first base after receiving four (4) called balls by the Umpire. Coach pitch will only be utilized when the bases are already loaded. Pitchers will be allowed to walk batters, but not walk in any runs.

Failure to adhere to these AVGS rules may result in game forfeiture and league discipline

9.14.3

During regular season games, a pitcher is limited to three (3) innings total or no more than two (2) consecutive innings in any one (1) game. One (1) pitch in an inning against a live batter constitutes an inning pitched.

During the season ending tournament, a pitcher will be limited to six (6) innings in any two (2) games. Any combination of innings is allowed over the two most recent games as long as the maximum innings is not exceeded.

The pitching limits reset for the championship game, i.e. each pitcher will be allowed to pitch 6 innings.

The Manager of each team shall be responsible for reporting pitchers' innings to the league standings coordinator. Pitcher innings will be available for viewing on the league website.

9.15 **PITCHERS SUBSTITUTION**

A pitcher removed from pitching by the coach may not return to pitch in the same inning (Exception: Blood Rule). Any pitcher may be removed from the game for normal player rotation and be returned once to pitch.

9.16 **COURTESY RUNNERS**

Courtesy runners will be allowed for pitchers and catchers of record. The runner shall be the player making the last recorded out. In the case that no outs have been recorded, the runner shall be the last player to safely reach home. In the case that no outs have been recorded and no players have safely reached home, the runner shall be the last player in the batting rotation.

9.16.1

Courtesy runners may also be used for injured and sick players.

9.17 **FIELDERS MASKS**

A fielder's mask must be worn at all times by AVGS players playing the position of pitcher, first base and third base.

9.17 **SPORTSMANSHIP**

No derogatory cheers will be allowed. No deliberate attempt to distract any players (specifically the pitcher, catcher or batter) by the opposing team shall be tolerated. We will follow the General Policies of the league and/or ASA rules for unsportsmanlike

Failure to adhere to these AVGS rules may result in game forfeiture and league discipline

Updated: February 5, 2016 – 8U Division

conduct. If a manager, coach or parent is ejected from a game, the league will contact the associated league and share the report from the umpire as to the reason of the ejection. Each league will handle their own disciplinary process that could include suspension from games.

9.18 JEWELRY

No jewelry of any kind is permitted in accordance with ASA rules.

Failure to adhere to these AVGS rules may result in game forfeiture and league discipline

Aliso Viejo Girls Softball
2016 – Spring 10U Division Rules
(AV Team vs. AV Team)

SECTION 10—10U RULES

10.1 BASE AND PITCHING DISTANCES

The distance between bases and the pitching distance shall comply with ASA requirements. Currently, the distance between bases is 60 feet and the pitching distance is 35 feet.

10.2 GAME DETAILS

All Saturday regular season games in this division will be 1:30hr no new innings, drop dead at 1:45hr. Wednesday night regular season games will be 1:20hr no new, 1:30hr drop dead. The season ending tournament games (non-championship games) will be 1:30hr no new and must complete the inning. The season ending tournament championship game will be a full 6 inning game. During regular season timed games, if the home team is ahead at the start of the “No New Innings” time, the game shall end with the home team winning.

The team listed on top while looking at the schedule is the HOME team and will occupy the 3rd base dugout. The HOME team will be responsible for field prep.

At fields where overhead lighting is not available, all play will stop (drop dead) based upon the umpire’s judgment of unsafe conditions. When this occurs, if the home team is tied or ahead, the game is over. If the home team is trailing, the score is reverted back to the last full complete inning.

10.3 STANDINGS

Standings will not be kept. Won-Loss records will not count towards the end of season playoff tournament. At the completion of the regular season, there will be a blind draw to determine playoff seedings.

10.4 GAME FORFEITURES

In the event a team is unable to field a minimum of eight (8) players, a regular season game may still be played. The other team is encouraged to provide additional defensive players for outfield positions only. AVGS teams may borrow **RECREATION players from the same division or ALL STAR/SELECT players from the division below**. The borrowed player must play outfield and bat last.

10.4.1

If a team is unable to borrow players from different AVGS teams and are relying on the other team in the game to provide players, there will be no penalty for outs during an at bat for having less than 8 players in the batting lineup.

10.5 RUNS ALLOWED

For the first four (4) innings, the maximum runs scored is limited to four (4) runs per inning. Starting the 5th inning the scoring is unlimited.

10.6 DEFENSIVE PLAYERS

1. If a team has ten (10) players for the game, they must use four (4) outfielders for a total of ten (10) defensive positions. The outfielders must use normal outfield positions with feet on the grass in left, left center, right center, and right field. No roving player is allowed and all of the outfielders must play in the outfield until the pitched ball is hit or crosses home plate. If a team only has 9 players, they may use three (3) outfielders for a total of nine (9) defensive positions. The outfielders must use normal outfield positions in left, right and center. No roving player is allowed and all of the outfielders must play in the outfield until the pitched ball is hit or crosses home plate.
2. No player may sit on the bench more than one (1) inning any game until all other players on their team have sat one (1) inning. No player may sit on the bench more than two (2) innings any game until all other players on their team have sat two (2) innings. This does not reset after each game and will carry over to the next game. Players absent from a game do not count towards this rule.
3. Each player shall play at least one (1) inning of infield by the completion of the 4th inning. If the game is less than four (4) complete innings, the player must start the next game at an infield position.

***NOTE: The purpose of Rule 3 is to get all players to play the infield positions.*

10.7 PLAYER RE-ENTRY

With the exception of the pitching position, unlimited defensive substitution is allowed. Substitute players may be entered at the beginning of innings or whenever the umpire allows time. Any pitcher may be removed from the game for normal player rotation, and returned to the pitching position once. Late arriving players may be inserted at the next stoppage of play.

10.8 BATTING

The team will bat round robin for players present at the start of the game. The batting order remains fixed once presented to the opposing team and umpire. The only exception is if a player arrives late. Late arriving players must be added to the bottom of the lineup. The opposing team must be notified of any additions when the player enter the game. Batters hit by a pitch will be governed per ASA rules as follows: *If, in the umpire's judgment, the batter makes no effort to avoid the pitch, a ball will be called*

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and the batter does not walk. If an effort is made, the hit batter will be awarded first base.

10.8.1

Injured players or players otherwise forced to leave the game shall be reported to the Umpire and the opposing team. When the player's turn at bat comes up, an out shall be recorded for the one (1) time only.

10.9 **MERCY RULE**

If either team is leading by 12 runs after 4 innings or 8 runs after 5 innings, the game is over.

10.10 **INFIELD FLY & DROPPED THIRD STRIKE**

The infield fly rule and the dropped third strike rule is in effect per ASA rules.

10.11 **STEALING BASES**

Stealing bases will be allowed in accordance with ASA rules.

10.12 **PITCHING RULES**

The ball will be 11" Worth RIF Level 1 type.

During regular season games, a pitcher is limited to four (4) innings total or no more than three (3) consecutive innings in any one game. One pitch in an inning against a live batter constitutes an inning pitched.

During the season ending tournament, a pitcher will be limited to seven (7) innings in any two (2) games. Any combination of innings is allowed over the two most recent games as long as the maximum innings is not exceeded.

The pitching limits reset for the championship game, i.e. each pitcher will be allowed to pitch 7 innings.

The Manager of each team shall be responsible for reporting pitchers' innings to the league standings coordinator. Pitcher innings will be available for viewing on the league website.

10.13 **PITCHERS SUBSTITUTION**

A pitcher removed from pitching by the coach may not return to pitch in the same inning (Exception: Blood Rule). Any pitcher may be removed from the game for normal player rotation and be returned once to pitch.

10.14 **COURTESY RUNNERS**

Courtesy runners will be allowed for pitchers and catchers of record. The runner shall

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be the player making the last recorded out. In the case that no outs have been recorded, the runner shall be the last player to safely reach home. In the case that no outs have been recorded and no players have safely reached home, the runner shall be the last player in the batting rotation.

10.14.1

Courtesy runners may also be used for injured and sick players.

10.15 FIELDERS MASKS

A fielder's mask must be worn at all times by AVGS players playing the position of pitcher, first base and third base.

10.16 SPORTSMANSHIP

No derogatory cheers will be allowed. No deliberate attempt to distract any players (specifically the pitcher, catcher or batter) by the opposing team shall be tolerated. We will follow the General Policies of the league and/or ASA rules for unsportsmanlike conduct. If a manager, coach or parent is ejected from a game, the league will contact the associated league and share the report from the umpire as to the reason of the ejection. Each league will handle their own disciplinary process that could include suspension from games.

10.17 JEWELRY

No jewelry of any kind is permitted in accordance with ASA rules.

Aliso Viejo Girls Softball
2016 – Spring 12U Division Rules
(AV Team vs. AV Team)

SECTION 11 – 12U DIVISION RULES:

11.1 BASE AND PITCHING DISTANCE

The distance between bases and the pitching distance shall comply with ASA requirements. Currently, the distance between bases is 60 feet and the pitching distance is set at 40 feet.

11.2 GAME LENGTH

All Saturday regular season games in this division will be 1:30hr no new innings, drop dead at 1:45hr. Wednesday night regular season games will be 1:20hr no new, 1:30hr drop dead. The season ending tournament games (non-championship games) will be 1:30hr no new and must complete the inning. The season ending tournament championship game will be a full 7 inning game. During regular season timed games, if the home team is ahead at the start of the “No New Innings” time, the game shall end with the home team winning.

The team listed on top while looking at the schedule is the HOME team and will occupy the 3rd base dugout. The HOME team will be responsible for field prep.

At fields where overhead lighting is not available, all play will stop (drop dead) based upon the umpire’s judgment of unsafe conditions. When this occurs, if the home team is tied or ahead, the game is over. If the home team is trailing, the score is reverted back to the last full complete inning.

11.3 STANDINGS

Standings will not be kept. Won-Loss records will not count towards the end of season playoff tournament. At the completion of the regular season, there will be a blind draw to determine playoff seedings.

11.4 GAME FORFEITURES

In the event a team is unable to field a minimum of eight (8) players, a regular season game may still be played. The other team is encouraged to provide additional defensive players for outfield positions only. AVGS teams may borrow **RECREATION players from the same division or ALL STAR/SELECT players from the division below**. The borrowed player must play outfield and bat last.

11.4.1

If a team is unable to borrow players because they are shorthanded, there will be no penalty for outs during an at bat.

11.5 RUNS ALLOWED

Each of the first four (4) innings is limited to five (5) runs. Starting with the 5th inning, the scoring is unlimited.

11.6 DEFENSIVE PLAYERS

1. If a team has ten (10) players for the game, they must use four (4) outfielders for a total of ten (10) defensive positions. The outfielders must use normal outfield positions with feet on the grass in left, left center, right center, and right field. No roving player is allowed and all of the outfielders must play in the outfield until the pitched ball is hit or crosses home plate. If a team only has 9 players, they may use three (3) outfielders for a total of nine (9) defensive positions. The outfielders must use normal outfield positions with feet on the grass in left, right and center. No roving player is allowed and all of the outfielders must play in the outfield until the pitched ball is hit or crosses home plate.

2. No player may sit on the bench more than one (1) inning any game until all other players on their team have sat one (1) inning. No player may sit on the bench more than two (2) innings any game until all other players on their team have sat two (2) innings.

3. Each player shall play at least one (1) inning of infield by the completion of the 4th inning. If the game is less than four (4) innings, the player must start the next game at an infield position.

*****NOTE: The purpose of Rule 3 is to get all players to play the infield positions. Any exceptions to this rule must be agreed upon by player's parent, manager, and Director of Player Personnel.***

11.7 PLAYER RE-ENTRY

With the exception of the pitching position, unlimited defensive substitution is allowed. Substitute players may be entered at the beginning of innings or whenever the umpire allows time. Any pitcher may be removed from the game for normal player rotation, and returned to the pitching position once. Late arriving players may be inserted at the next stoppage of play.

11.8 BATTING

The team will bat round robin for players present at the start of the game. The batting order remains fixed once presented to the opposing team and umpire. The only exception is if a player arrives late. Late arriving players must be added to the bottom of the lineup. The opposing team must be notified of any additions when the player enters the game. Batters hit by a pitch will be governed per ASA rules as follows: *If, in the umpire's judgment, the batter makes no effort to avoid the pitch, a ball will be called and the batter does not walk. If an effort is made, the hit batter will be awarded first base.*

Failure to adhere to these AVGS rules may result in game forfeiture and league discipline

11.8.1

Injured players or players otherwise forced to leave the game shall be reported to the Umpire and the opposing team. When the player's turn at bat comes up, an out shall be recorded for the one (1) time only.

11.9 MERCY RULE

If either team is leading by 15 runs after 3 innings, 12 runs after 4 innings, or 8 runs after 5 innings, the game is over.

11.10 INFIELD FLY & DROPPED THIRD STRIKE

The infield fly rule and the dropped third strike rule is in effect per ASA rules.

11.11 STEALING BASES

Stealing bases will be allowed in accordance with ASA rules.

11.12 PITCHING RULES

The ball shall be the 12" Worth Dream Seam type.

During regular season games, a pitcher is limited to four (4) innings total or no more than three (3) consecutive innings in any one game. One pitch in an inning against a live batter constitutes an inning pitched.

During the season ending tournament, a pitcher will be limited to seven (7) innings in any two (2) games. Any combination of innings is allowed over the two most recent games as long as the maximum innings is not exceeded.

The pitching limits reset for the championship game, i.e. each pitcher will be allowed to pitch 7 innings.

The Manager of each team shall be responsible for reporting pitchers' innings to the league standings coordinator. Pitcher innings will be available for viewing on the league website.

The Manager of each team shall be responsible for reporting pitchers' innings to the league standings coordinator.

11.13 PITCHERS SUBSTITUTION

A pitcher may be removed from pitching by the coach may not return to pitch in the same inning (Exception: Blood Rule). Any pitcher may be removed from the game for normal player rotation and be returned to pitch once.

11.14 COURTESY RUNNERS

Failure to adhere to these AVGS rules may result in game forfeiture and league discipline

Courtesy runners will be allowed for pitchers and catchers of record. The runner shall be the player making the last recorded out. In the case that no outs have been recorded, the runner shall be the last player to safely reach home. In the case that no outs have been recorded and no players have safely reached home, the runner shall be the last player in the batting rotation.

11.14.1

Courtesy runners may also be used for injured and sick players.

11.15 FIELDERS MASKS

A fielder's mask must be worn at all times by AVGS players playing the position of pitcher, first base, and third base.

11.16 SPORTSMANSHIP

No derogatory cheers will be allowed. No deliberate attempt to distract the pitcher and/or the catcher by the offensive team shall be tolerated. AVGS will follow the general Rules & Regulations and/or ASA rules for unsportsmanlike conduct.

11.17 JEWELRY

No jewelry of any kind is permitted in accordance with ASA rules.