

AYL 2009 RULE BOOK



Creek



Contents

RULE 1 AGE LIMIT DETERMINATION:	4
RULE 2 PROOF OF AGE:	4
AYL GAME RULES	6
ALL DIVISIONS:	6
SPECIAL 8U DIVISION RULES.....	9
SPECIAL 10U DIVISION RULES.....	11
SPECIAL 12U DIVISION RULES.....	12
SPECIAL 14U DIVISION RULES.....	13

**ARAPAHOE YOUTH LEAGUE
2009 GIRLS SOFTBALL**

BOARD MEMBERS

Vice-President.....	Stephen Price
Secretary.....	Tracy Maguire
Tournament Director.....	Kevin Englert
Head Official.....	Reese Robinson

CLUB DELEGATES

Creek.....	Tracy Maguire
Dolphins.....	John Anderson
Hawks.....	Rich Nunn
Patriots.....	Jeremy Davis
Spartans.....	Mary Ross
Warriors.....	Gina McAllister

MISSION STATEMENT

The mission of the Arapahoe Youth League Softball program is to provide the best fields, umpires, and competition for the development of youth athletes within the AYL boundary, while maintaining the spirit of neighborhood teams competing against each other.

To support this mission, AYL offers AAA & AA divisions. At the discretion of the Softball Board, the AAA division will be determined by the Club Delegates.

The AYL Softball rules are governed by the AYL By-Laws and General Principles of Operation which take precedence over these rules.

All non-softball league rules are addressed in the AYL General Principles of Operation (GPO).

All references to the Board will mean the AYL Softball Board and/or its Delegates.

RULE 1 AGE LIMIT DETERMINATION:

- 1.1 The youth's age prior to August 1 of the current softball season shall determine the division for which she is eligible to participate per the following chart:

DIVISION	MAXIMUM AGE PRIOR TO 8/1
8U	8
10U	10
12U	12
14U	14

- 1.2 A maximum of four (4) out-of-area players are allowed on any given team, regardless of the size of the team. This includes players outside of the particular club boundaries, as well as the AYL boundaries.

RULE 2 PROOF OF AGE:

- 2.1 A roster for each team must be accompanied by a league acceptable proof of age document. The AYL Softball Board shall have the discretion in determining what documents shall be accepted as proof of birth.
Any team found to be in violation of this rule will be banned from any post season play and any past/future games will be forfeited.

PLAYING FIELD

Rule 1 Field Dimensions

- 1.1 Age specific field dimensions:

Age Division	8U	10U	12U	14U
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Pitching Distance	35'	35'	40'	40'
Base Distance	50'	60'	60'	60'

** The distance to the pitcher's plate is measured from the rear point of home plate to the front edge of the pitcher's plate.
 Pitcher's plate must have a 16ft diameter circle drawn around it with the center front edge of the pitching rubber in the center.

Rule 2 Field Use Policies

- 2.1 Do not jump the fence if the gate is locked. **Contact the softball Vice President or your delegate**
- 2.2 Fields are closed if snow or standing water is present. Do not shovel off snow.
- 2.3 Do not prepare the field in any way. Local municipality is responsible for fields.
- 2.4 Lights are automatic; do not tamper with the lighting controls.

AYL GAME RULES

ALL DIVISIONS:

Rule 1 Length of Game

- 1.1 No new inning shall begin after 1 hour and 15 minutes has elapsed from the start of the game. A new inning starts immediately after the third out of the previous inning. If a game ends early due to weather, both coaches shall notify their respective delegate of the place in the game when it was suspended. The game may be rescheduled, continued from where it was suspended or deemed a complete game at the discretion of the AYL Softball Board.
- 1.2 Games can end in ties during the regular season.

Rule 2 Minimum Play

- 2.1 All players shall play in the field for a minimum of four (4) defensive outs in every game attended. The required playing rule shall not be abridged except for injury or illness or for disciplinary measures concerning the member's attitude and attendance. Minimum play shall be completed by the end of the third (3rd) inning for all divisions. There is free defensive substitution including pitching. The only limit on pitchers is that no pitcher shall pitch more than twelve (12) outs per game. (See rule below).

Rule 3 Batting

- 3.1 There is NO free substitution in the batting order. You must bat all players present and continue to bat them through your entire line-up. If a girl appears late and the team has gone through the batting order, the late player still shall be added at the end of the line-up.
- 3.2 Batting out of turn.
If the batting team catches the error, the batter may be replaced with the correct batter and she continues with the ball/strike count.
If the fielding team catches the error, they may declare it immediately and the batter is out. They may elect to wait until the play is completed and take either the out or the play. However, if the batting team catches the error before then, they then can switch so that the correct batter is at bat and she continues with the ball/strike out. The error must be declared before the next pitch.
- 3.3 Hit by Pitch. A batter who is hit by a pitch from a kid pitcher only, is awarded first base. If the pitch hits the ground and then hits the batter, it is up to the umpire to determine if the batter will take the base or called a ball. If it is ball four in 10U, then the coach/parent pitcher enters the game and continues under the modified pitcher rule.
If the pitch by a kid pitcher hits the ground and is swung at, the ball is live. If the ball is put into play, the play continues. If the batter swings and misses, it is a strike.

Rule 4 Pitching

- 4.1 ALL DIVISIONS (EXCEPT INSTRUCTIONAL –8U): No player shall pitch more than twelve (12) outs per game. After twelve (12) outs, you are considered an illegal pitcher when you take the mound and pitch one ball with a batter in the box; it doesn't matter if the ball pitched is a ball or strike. If an illegal pitcher is used, the game may be declared a forfeit at the AYL board's discretion.
- 4.2 The pitcher shall take a position with both feet in contact with the pitcher's plate. The hands must be apart when she takes her signal. The pitcher may use any wind-up desired, but may not use a wind-up in which there is a stop or reversal of the forward motion. The pivot foot must remain in contact with, or push off and drag away from the pitcher's plate prior to the other foot touching the ground, so long as the pivot foot maintains contact with the ground. She may step backwards, but not rock.

Rule 5 Maximum Runs

5.1 If a team's scores six (6) runs in their half of an inning, the teams will then change from offense to defense, regardless of the outs.

Rule 6 Mercy Rule

6.1 A 10 run mercy rule will come in effect after 3 and ½ innings if home team is ahead or 4 innings if the visiting team is winning by 10 runs.

Rule 7 Saying Swing to the Batter

7.1 No player, coach, or spectator may shout or say "swing" or "nice pitch" or anything similar to encourage the batter to swing once the ball is released and prior to the ball reaching the catcher. The offender may be subject to ejection at the umpire's discretion.

Rule 8 Unnecessary or Willful Delays

8.1 Teams must appear on the field promptly and any unnecessary or willful delay of the game will result in a forfeiture of the game by the offending team. Umpire shall give one (1) warning to the team before declaring a forfeit.

Rule 9 Profanity

9.1 If any player, coach or spectator uses profanity or obscene language or the given names of the opposing players, the umpire shall warn him/her that a second offense will result in her/his removal from the game, or forfeiture of the game. Upon a second offense by a player, she will be immediately removed from the game and shall not be allowed to return. If the violation is by a coach, the second offense will result in forfeiture of the game. Spectators will be asked to leave the field.

Rule 10 Equipment

10.1 GAME BALLS: The league will supply each team with four (4) game balls. In turn, the home team will supply the home plate umpire with two (2) game balls before each game. (Used balls in excellent condition may be used).

10.2 BATS: In the 12U and 14U division all NFSHSA rules are to be observed.

10.3 HELMETS: Any offensive player, batter, runner, and offensive coach under 18 years old, MUST wear protective helmets while on the field until they reach the dugout. No out will be called for the first team offense, but an out will be called upon the second team offense. There will be no ejection. Facemasks and chinstraps are mandatory. 8U will not be required to have facemasks.

Rule 11 Rescheduling of Games

11.1 Games that are not played or finished due to weather or other conditions may be rescheduled at the AYL Softball Board's discretion.

Rule 12 Umpires

12.1 The Board shall determine the number of paid umpires that will normally be supplied for regular season & playoff games. Games in which two umpires are scheduled may be played with only one umpire.

12.2 Umpires must be in full uniform.

12.3 When only one umpire umpires a game, such umpire shall work from behind home plate.

12.4 In the event that AYL umpires are unavailable the game should be played with parent volunteers from each team at the 8U and 10U level. The parent shall umpire from the mound.

Rule 13 Ejections

- 13.1 Any player or coach that is ejected from a game will not be allowed to participate in the next scheduled game. For the second offense, that player or coach will be disqualified for the remainder of the season and not allowed to participate with her team for any AYL softball functions. There will be no refunds made of fees or other monetary receipts that the player or coach may have paid to the parent club or the AYL.
- 13.2 The home plate umpire must report all ejections to the Head Umpire and the Softball Board of Directors within 24 hours after the game, with a brief description of what occurred to cause the ejection.

Rule 14 Jewelry

- 14.1 No jewelry will be worn at any time taped or untaped. The only exception to this is a medical bracelet or necklace, which shall be taped to the body.

Rule 15 Home Team

- 15.1 Home team is listed on game schedule. Home team shall occupy the third base dugout. Each team in every division will have at least a minimum of 3 home games.

Rule 16 Minimum Number of Players

- 16.1 A team must have a minimum of eight (8) players in order to field a team. There is no out called for only having eight batters.

Rule 17 Protests

- 17.1 Only the head coach may speak to the umpire or question any of their calls.

Rule 18 Score Reporting

- 18.1 Both teams should report the score to their delegate.

Rule 20 courtesy runners (Catchers or injured player only)

- 20.1 In order to speed up the game, if the catcher reaches base with 2 outs or if a player becomes injured and cannot run, the last out shall run for her. The catcher shall then put on her equipment to prepare for the next inning.

SPECIAL 8U DIVISION RULES

Rule 1 Base Running

- 1.1 A base runner cannot leave any base until the ball has crossed home plate. Each team will receive three (3) warnings from the umpire before any runner is called out for this violation. If the runner leaves too early and the batter hits the ball, there will be no penalty against either the batter or the runner, unless three (3) warnings have already been assessed. The penalty can be the base runner being called out at the umpire's discretion.
- 1.2 There shall be no stealing in the 8U Divisions. (No advance on a wild pitch or passed ball shall be allowed.)

Rule 2 The Hidden Ball Trick

- 2.1 The hidden ball trick will not be allowed under any circumstances.

Rule 3 The Infield Fly Rule

- 3.1 The infield fly rule will not be enforced.

Rule 4 Dropped Third Strike

- 4.1 The dropped third strike rule does not apply.

Rule 5 Pitching

- 5.1 A coach, or someone he/she designates, shall pitch UNDERHANDED to his/her own players from the thirty-five (35) pitching rubber. Pitcher must keep one foot on the pitching rubber when delivering the ball to the batter. In case the pitcher is struck by a hit ball or thrown ball, the ball will remain in play. The designated pitcher must make every effort to stay out of the way of the play of the ball, but should be ready to receive the ball back once play has effectively stopped. There are no walks or hit by pitch.
- 5.2 A player will play the position of the fielding pitcher and must be within the pitcher's circle. She may be on either side of the coach-pitcher. The umpire will have the discretion to determine if the fielding pitcher is in the correct position.
- 5.3 The coach-pitcher is allowed to talk to or coach the batter before the ball is pitched, but is not allowed to coach a base runner or the batter as a runner once there is a hit. The umpire shall give a warning to the coach-pitcher and upon the second violation at the umpire's discretion the runner may be called out.

Rule 6 Batting

- 6.1 Each batter will get 5 pitches to put the ball into play. There are no three strike pitch strike-outs. If the fifth pitch is missed or not put into play, the batter is out. If the fifth pitch is fouled off, the batter will continue to receive pitches until she either puts it into play, misses it or lets it pass by.
- 6.2 There is no bunting.

Rule 7 Fielding (10 Players)

- 7.1 Teams may have ten (10) players in the field. If a tenth player is used, she must play in the outfield. The outfield is defined as fifteen feet behind the base line. The umpire will have the discretion to determine if the tenth player and all outfielders are in the correct positions before the ball is hit.

Rule 8 Coaches in the Field

- 8.1 The fielding team may have 2 coaches in the outfield to provide verbal instructions to players.
- 8.2 At no time may the fielding team's coaches be in the infield during play.

8.3 At no time may the fielding team's coaches touch the ball while in play.

Rule 9 Overthrows

9.1 Base runners will only be allowed to advance to the base that they are advancing to at the time of the overthrow (one base on an overthrow), if they are at the base and not advancing they may not advance. The runners will advance or be sent back at the umpire's discretion and judgment. In other words, if there is an overthrow to first base, the batter may not advance to second.

Rule 10 Dead Ball

10.1 In order for the umpire to control the play and to avoid unfair advancement of the base runner, the league as implemented a "dead ball" rule. Umpires shall have the discretion to call time once the ball is in the infield (ball control or no control). At that point the umpire shall determine whether the base runner should advance to the next base.

Rule 11 Official Ball

An eleven (11) inch, yellow, low impact ball will be used.

SPECIAL 10U DIVISION RULES

Rule 1 Base Stealing

1.1 Base stealing will be allowed in the 10U division as follows:

- Base runners may only lead off base and steal base once the pitched ball reaches home plate.
- Only one (1) stolen base per pitch will be allowed regardless of whether there is an overthrow on the attempted play
- If the base runner is caught by the umpire for leaving early, then the base runner will be called out
- Players are not allowed to steal home at any time, including passed balls or wild pitches.
- A runner may not advance once the pitcher has possession of the ball in the circle.

Rule 2 The Hidden Ball Trick

2.1 The hidden ball trick will not be allowed under any circumstances.

Rule 3 The Infield Fly Rule

3.1 The infield fly rule will not be enforced.

Rule 4 Dropped Third Strike

4.1 The dropped third strike rule does not apply.

Rule 5 Modified Pitching Rule

5.1 The following modified pitching rules will exist at the 10U division as follows;

There will be no walks allowed.

If the pitcher reaches four (4) balls on a batter, a coach of the batting team will then have the opportunity to throw (3) pitches to his or her batter. The batter will keep the same strike count and can strike out if she reaches three strikes before the coach throws the 3 pitches. If she fouls off the third strike the batter will get more pitches, each to be treated as the third pitch.

Rule 6 Bunting

6.1 A batter may bunt off of a rostered player. A batter may not bunt off of the coach-pitcher.

Rule 7 Ten Players in the Field

7.1 Teams may have ten (10) players in the field. If a tenth player is used, she must play in the outfield. The outfield is defined as fifteen feet behind the base line. The umpire will have the discretion to determine if the tenth player and all outfielders are in the correct positions before the ball is hit.

Rule 8 Overthrows

8.1 Base runners will only be allowed to advance to the base that they are advancing to at the time of the overthrow (one base on an overthrow). The runners will advance or be sent back at the umpire's discretion and judgment.

Rule 9 Official Ball

9.1 An eleven (11) inch, yellow fast pitch ball will be used.

SPECIAL 12U DIVISION RULES

Rule 1 Base Stealing

- 1.1 Base stealing is allowed. Runners may leave the base once the pitcher releases the ball. It will be the umpire's discretion to determine if the runner leaves early.
- 1.2 On a walk, the batter may attempt to reach second if she does so in a continuous motion. If she attempts, and then doesn't advance, she may be called out at the umpire's discretion

Rule 2 The Hidden Ball Trick

- 2.1 The hidden ball trick will not be allowed under any circumstances.

Rule 3 The Infield Fly Rule

- 3.1 The infield fly rule will be called at the umpire's discretion.

Rule 4 Dropped Third Strike

- 4.1 The dropped third strike rule does apply if first base is unoccupied or if there are two outs.

Rule 5 Bunting

- 5.1 Bunting is allowed. If a batter attempts to bunt with two strikes and it goes foul, the batter is called out.

Rule 6 Ten Players in the Field

- 6.1 Teams may have ten (10) players in the field. If a tenth player is used, she must play in the outfield. The outfield is defined as fifteen feet behind the base line. The umpire will have the discretion to determine if the tenth player and all outfielders are in the correct positions before the ball is hit.

Rule 7 Official Ball

- 7.1 A twelve (12) inch ASA or NFSHSA approved yellow fast pitch ball will be used.

SPECIAL 14U DIVISION RULES

Rule 1 Base Stealing

- 1.1 Base stealing is allowed. Runners may leave the base once the pitcher releases the ball. It will be the umpire's discretion to determine if the runner leaves early.
- 1.2 On a walk, the runner may attempt to reach second if she does so in a continuous motion. If she attempts, and then doesn't advance, she may be called out at the umpire's discretion

Rule 2 The Hidden Ball Trick

- 2.1 The hidden ball trick will not be allowed under any circumstances.

Rule 3 The Infield Fly Rule

- 3.1 The infield fly rule will be called at the umpire's discretion.

Rule 4 Dropped Third Strike

- 4.1 The dropped third strike rule does apply if first base is unoccupied or if there are two outs.

Rule 5 Bunting

- 5.1 Bunting is allowed. If a batter attempts to bunt with two strikes and it goes foul, the batter is called out.

Rule 6 Official Ball

- 6.1 A twelve (12) inch ASA or NFSHSA approved yellow fast pitch ball will be used.