



**2016
GIRL'S FAST PITCH
LEAGUE HANDBOOK**



LEAGUE DIRECTOR

RAIN OUT LINE -573-975-1024

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PLAYER ELIGIBILITY REQUIREMENTS

1. Any players that are added to the roster will be expected to pay the player card fee (\$12.50) before they receive a player card. Anyone without a player card will be expected to pay a \$1.25 fee to enter the Shawnee Park Sports Complex.
2. **Ejection & Suspensions:** (FOR BOTH PLAYERS AND COACHES)
Extremely poor behavior; such as flagrant or dangerous plays to another player, loud and abusive language, fighting, or alcohol related conduct may result in an ejection from the game.
Penalties derived from being ejected from a game will be:
 - A. First ejection of the season will result in an ejection from the remainder of the immediate game only.
 - B. Second ejection of the season will result in a three-(3) game suspension not including the immediate game.
 - C. Third ejection of the season will result in the ejected person being suspended for the remainder of the season.

***The Shawnee Park Sports Complex personnel has the right to eject players as well as spectators from the Complex and if needed request that they not return.**

LEAGUE ORGANIZATION

1. The 2016 season dates are as follows:
Regular season June 1st thru the end of July
2. Rain-out Procedures
 1. All rainouts will be called before 5:00 p.m. **if possible**. We will contact team managers before then if a decision has been made.
 2. Rainouts will be posted on the rainout line (573)975-1024
 3. If rain occurs after 5:00 or if the fields are questionable, it will be decided by the umpire at game time. If first game is cancelled, all games will be cancelled for the evening.
3. **Protests:** Protests will be accepted only for a rule interpretation or misapplication! Protests must be made in accordance with the A.S.A. rule book guidelines, and made verbally to umpire and scorekeeper. A written protest must be turned in to the Shawnee Park Sports Complex Office by 5:00 p.m. the following business day. **Any protests that are not made verbally to both umpire and scorekeeper, and followed up with in writing the following business day, will not be upheld.**

Protests, which are upheld but have little or no bearing on the game, will **not** result in the game being replayed from the point of protest. (The game will stand as is). The Shawnee Park Sports Complex staff will decide these protests. All decisions are final. If play was crucial, it will be replayed from that point.

4. Awards will be distributed in each Level as follows:

| | |
|-----------------------|-------------|
| 1 st Place | Team Plaque |
| 2 nd Place | Team Plaque |
| 3 rd Place | Team Plaque |

5. Managers will be notified when schedules are finished and can be picked up. We recommend that team managers make copies for all team members.

LEAGUE RULES

1. Team line-up must consist of at least 8 players to start a game. Any less than 8 players will be a forfeit. If your team starts with 9 players and a player or players are injured, then your team may finish with 8 players. **A team that has only 8 players will be allowed to play with out taking an automatic out.**
2. Games are 7 innings. Leads of 15 runs after 3 innings, 12 after 4 innings, or 8 runs after 5 innings will constitute an automatic legal win. In the case of rain, five innings (4 1/2 if home team is ahead) is a complete game. **IF IT RAINS DURING A GAME, DO NOT LEAVE UNTIL THE UMPIRE TELLS YOU THAT THE GAME IS CANCELED!!!!**
3. **No new inning shall start after 1 hour and 15 minutes. The Home Plate Umpire will tell the scorekeeper the time just as the game is getting started. The Home Plate Umpire will be responsible for the time.**
4. Forfeit time is game time for all games: 6:30p.m. The teams will be allowed a short break between games, a **maximum** of fifteen minutes. If a team is not ready to go 15 minutes after the first game, they will forfeit the second game.
5. Line-ups must be turned into the scorekeeper **10 minutes prior to game time. Home team for the first game is listed 2nd on schedule.** (Please use official line-up sheets that we provide. Please be as neat as possible.)
6. Refer to the ASA banned bat list for all appropriate/legal bats.
7. Double 1st base: First base has two bags. One white to the field side, one orange to the dugout side. Runners are to run to the orange base and fielders are to go to the white base. This is for safety reasons for both the runner and the first baseman. Please inform all players of this rule. This is an appeal play, so the defense must appeal to the umpire before the umpire will call the runner out.

8. **Metal cleats are allowed in 14U, 16U and 18U.**
9. **Game balls are to be provided by each team. All Divisions will be required to use the Yellow balls, with raised red stitching.** Model to be used is a 12", .47 core ball. If you have problems finding this ball, call our office at (573) 339-6788.

Each team must provide 2 balls to the umpire before each game. They will be returned to you at the end of the game. Make sure that you label your team balls in a way to be recognized. Teams are responsible for recovering their own balls from foul or homerun territories.

10. All batters will come to bat with a 0-ball and 0-strike count.
11. Each pitcher will be allowed 5 warm-up pitches or 1 minute, which ever comes first, at the beginning of each half inning. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of five.
12. Any base runner that in the judgement of the umpire intentionally crashes into an opposing defensive player with great force will be called out. If the play was flagrant, the player will be ejected.

If any defensive player, in the umpire's judgement, makes an intentional/flagrant play on an opposing base runner, then the base runner will be awarded the base. The defensive player can be ejected by the umpire's discretion.

13. **Teams are given the option to play straight ASA rules or they can choose to bat the entire roster with free substitutions. The decision must be made before game starts and then played that way for the entire game. If a player gets injured the team will not be penalized or be forced to take an automatic out.**

14. All other rules will follow the Official 2016 A.S.A. Softball Rules Handbook.

15. Pitching Distance 12U- 40 feet
14U- 43 feet
16U- 43 feet
18U- 43 feet

****Feel free to contact us at any time****