



Foster City Youth Softball Association

2011 Rules

Revision 1.1

Revision	Date	Notes
1.0	2/5/2011	Initial Release
1.1	3/23/2011	10U Rules, Pitching Eligibility Changed the number of return appearances allowed for a 10U pitcher per game, from 2 to 1.

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FCYSA PURPOSE AND GOALS

The primary purposes of the Foster City Youth Softball Association (FCYSA, spring league) are to perpetuate itself and to educate, train and organize responsible volunteer adults, to offer girls (league age 5 through 14) opportunities to develop and improve their capabilities and self-esteem utilizing a fast pitch softball program as the vehicle, with emphasis on life lessons in leadership, citizenship, sportsmanship, and friendship to enable participants to become better American citizens.

All material, assets, funds, equipment, field commitments, community good will, and confidential lists, rosters, and compilations acquired under the name of, by, or through FCYSA, a non profit California corporation, are irrevocably dedicated to the physical, mental, and social education, training, development and organization of young people and adult volunteers through their active participation in an organized, continuous and ongoing exercise of a fast pitch softball program as more specifically set forth in the ASA official book and the administrative and field playing rules therein and all addendum, directive and regulations.

OVERRIDING ASSUMPTION

IT IS THE INTENT OF THE FCYSA BOARD OF DIRECTORS THAT IF A “RULE OR PROCEDURE” IS NOT STATED HEREIN, LEAGUE TRADITION PREVAILS.

APPLICABILITY

This document contains the playing rules for the 6U, 8U, and 10U divisions of the FCYSA Spring Recreation League.

Playing rules for the 12U and 14U divisions of the FCYSA Spring Recreation League see the Peninsula League Rule Book, published annually. www.peninsulasoftball.org

For general policies, team structure, team management, and other league policies see the FCYSA Policies document. www.fcsoftball.org

DEFINITIONS

FCYSA	Foster City Youth Softball Association
Manager	Head Coach of a softball team

UNIFORMS AND EQUIPMENT

The league will supply a team shirt to each player.

The league will supply each team (except 6U) with the following catcher's equipment: facemask, helmet, throat protector, shin guards, and body protector. Catchers must wear helmets with ear protection for both ears. *This catcher's equipment must be worn by the girl positioned as the catcher for her complete protection during every game as well as practices. It is required for any player warming up a pitcher to wear a facemask for her own protection.*

Batting helmets with chin straps, and face guards for 10U, are required for all divisions when batting and will be worn when running the bases.

The league will supply each team with batting helmets and balls. The league does not supply softball bats and regular mitts/gloves. A catcher's mitt may be requested for the 10U division.

All equipment **must** have the following:

- All helmets and face guards must have the "NOCSAE" approval stamp.
- All bats must have a "ASA 2004" approval stamp as mandated by ASA.

If the equipment used does not have the above requirements, it will not be allowed during the game. Game umpires will be checking the equipment.

Pitching machines may **ONLY BE OPERATED BY AN ADULT**.

Only league players may use league equipment.

Sweatshirts or Jackets on Cold Days: Sweatshirts or jackets with or without numbers may be worn in the field and up at bat on cold days and nights. If numbers are not visible, the player's number on her jersey must be shown to the umpire and opposing team, when requested. Colors of sweatshirts and jackets need not match.

Jewelry and Medical Alert: Jewelry shall not be worn during an official game. Medical alert bracelets and necklaces are not jewelry and may be worn but must be taped to the body in such fashion that the medical alert information is visible.

Replacement Gloves and Mitts: If during play, a glove or mitt breaks or is otherwise determined to be unusable by the umpire, the player may immediately and without delay obtain a legal replacement glove or mitt and is entitled to three warm-up catches prior to

restarting the game. To avoid any conflict with the ASA excessive warm-up rule, a pitcher participating in this warm-up shall throw the ball overhand.

PLAYERS LEAVING EARLY

Any player leaving a game prior to its completion will have her turn at bat counted as an out. Local **exceptions** to this rule are players leaving because of (1) illness, (2) injury, (3) emergency, and (4) notification by one coach to the other **prior to the start of the game** that a particular player or players will be leaving the game prior to its completion. After the game has started, a team shall not be entitled to exception (4) above. If a player leaves the game for reasons other than those provided in the exceptions above, the batter's position in the batting order will be taken as an out when the player is due to bat. Conversely, no outs will be taken when a position in the batting order is vacant as a result of one or more of the above exceptions. The batting order will be compressed to the number of remaining batters when a vacancy occurs based on the exceptions above. The umpire and opposing coach shall be notified when an exception under this rule is being invoked.

PROTESTS

- A. Resolution of Issues:** All questions of judgment and rule interpretations by umpires that arise during the playing of a game shall be resolved at the game. Final determinations on these issues shall be made by the umpire at the game and these determinations may not be protested.
- B. Protest Filer and Subject of Protest:** Protests may be filed by the head coach, assistant coach or manager of a team (the latter two only if the head coach is unavailable) based on one or more alleged violations of rules regarding eligibility of players, use of disqualified or ejected players, not playing all players the minimum number of innings (outs) on defense and/or use of a pitcher who has exceeded the number of outs she is allowed to pitch in a game week.
- C. Protest Submission:** Protests shall be submitted in writing to the Protest Committee within 48 hours of the ending of the game. If a violation has occurred in a game that was stopped for rain, darkness, or other reason determined necessary by the umpire or association, a protest may be submitted prior to the playing of the resumed game. Written protests may be submitted by email or hard copy. Protests shall contain the following information: (a) date, time, and place of the game; (b) names of the umpires and scorers, if known; (c) description of rule(s) alleged to have been violated; (d) description of essential facts supporting the protest.

Review of Protests: The Chief Umpire shall consider all valid protests and render a decision as soon as it is able. After due consideration, the decision on a protested game

will result in one of the following: (1) the protest is determined to be **invalid** and the game result stands as played; (2) the protest is determined to be **valid** and the offending team shall forfeit the game; or (3) the protest is determined to be **valid** and **some other appropriate remedy** is adopted by the Chief Umpire, based on its review of all facts in the case. If the Chief Umpire can not reach a decision regarding the protest he/she may elect to bring the protest complaint to the Foster City Board. The Boards decision shall be final; **there will be no appeals.**

UMPIRES

Umpires in 12U and 14U shall be ASA certified. The umpire has the right, within ASA and FCYSA guidelines, to bench or dismiss any player, manager, coach, or other participant or spectator who harasses an umpire. Umpires may terminate a game if coaches, managers, players or spectators are out of control after a warning has been given.

Umpires for Games: If no official ASA or other league designated umpires are available at game time, each team will be asked to provide one volunteer to umpire the game. If one team cannot provide a volunteer, the other team may provide two or the game may proceed with just one volunteer. If one or more official umpires arrives after the game has started, the umpire(s) will take control of the game in progress (games will not start over). The Official Scorekeeper shall record the time and point in the game that the umpire(s) arrived. All league designated umpires shall be required to call balls and strikes from behind the catcher.

OFFICIAL SCOREKEEPER

The home team shall be Official Scorekeeper/Scorer for each game. If a competent scorer is not available to the home team, the coaches may by mutual agreement appoint someone not from the home team to act as Official Scorekeeper. If agreement cannot be reached, the umpire shall designate the Official Scorekeeper/Scorer.

MISCONDUCT

All adults on the field or in the audience, involved in any FCYSA activity, are expected to be the best example of American citizenship.

A manager, for reasons of discipline, may recommend a temporary suspension of a player from play to the Division Representative. After review of the matter, the Division Representative will render a decision.

Any player who uses foul language will be reprimanded. If a player's conduct is not corrected, the player may be benched at the Manager's discretion.

REPLACEMENT OF PLAYERS

Managers must notify the Division Representative prior to the next game anytime a player drops from the team for any reason. Assignments of a replacement player shall be of “like kind”, as decided by the Division Representative. Managers must notify the Division Representative if a player misses three consecutive, unexcused practices or two consecutive games.

6 & UNDER (6U) DIVISION RULES

Division Age

The 6U Division consists of girls of League Ages 5 and 6. At the discretion of the league board, exceptions can be made per FCYSA Policies.

Team Management

The preference is for all teams to have a Manager at least 21 years of age. There is a maximum of 4 adult manager/coaches allowed in the “dugout” during a game. Adult coaches will coach at the bases.

This is a non-competitive division. No scores, standings or batting averages are kept. The emphasis is placed on instruction, learning basic softball skills and teamwork. There shall not be any pressure placed on any player to “win”. Having fun is of utmost importance and should be stressed by all coaches, managers and parents at all times.

Teams will play a 9-10 game schedule as determined annually FCYSA, 1 game on a Saturday, and 1 optional practice per week. Games are 3 innings or 90 minutes long (maximum). All players bat every inning and the inning ends after the last player has hit. Batting orders should be altered through during the game and season to ensure all players hit in various spots in the batting order. All players will want the opportunity to hit first and especially last as they get to hit a ‘homerun’.

- This is a Tee Ball division intended to introduce girls to the game of softball, learn concepts of team play and develop basic softball skills. Coaches will pitch to their team mid-way through the season.
- During the game, 2 coaches are allowed on the field (in the outfield) with their defensive team.
- Base should be 50 feet apart.

- When Coaches start to pitch each batter will be thrown up to 5 pitches. Coaches, managers and/or parents of the batting team will do all pitching and catching. If the batter does not hit the ball in fair territory, then the batting tee will be used. The batter will be allowed 3 attempts to hit the ball in fair territory from the batting tee.
- There are no walks.
- Each team will bat the full roster each inning; no outs will be noted.
- Base-runners must stop running (or finish running to the base they are headed for) once an infielder has the ball. The last batter, along with all existing base runners, will run all of the bases until the bases are cleared.
- There is no base stealing, bunting or sliding. The Infield Fly rule does not apply.

All players play defense every inning. There are 3-4 defensive pitchers, 5 infielders (one near each base and one between 1st and 2nd and one between 2nd and 3rd), and any remaining players will be positioned in the outfield (approximately 5-10 feet behind the base line). Players will rotate positions every inning giving all players an equal opportunity to play different positions. Players will play both infield and outfield positions each game.

All offensive players must be behind the safety screen waiting their turn to bat. There will be no on-deck circle.

Both teams are responsible for putting away equipment at the end of a game.

8 & UNDER (8U) DIVISION RULES

Division Age

The 8U Division consists of girls between the League Ages of 7 and 8. At the discretion of the league board, exceptions can be made per FCYSA Policies.

Team Management

The preference is for all teams to have a Manager at least 21 years of age. There is a maximum of 4 adult manager/coaches allowed in the dugout during a game. Adult coaches or a player can coach at the bases. Two coaches may be on the field during a game, but they must be out of fair territory in designated areas behind first and third bases when their team is at bat.

- This is a coach-pitch division, further developing overall softball sense and skills.
- Scores will be kept for the players learning experience, but no standings are kept.
- Games are 6 innings long. No inning may start after 1 hour 30 minutes of playing time and the game must end after 1 hour 45 minutes of playing time.
- Each side of the inning will end when a team gets the first of one of the following: (a) three outs, (b) 4 runs, OR (c) all players present have batted in turn, i.e, "bat the bench.
- Bases will be 50 feet apart and the pitcher's mound will be 32' away from home plate
- All players present will bat in turn - "bat the bench" unless the inning ends (as above). When the inning ends, the batter who would have batted next if the inning continued bats first next inning.

An adult coach will pitch exclusively during games during the first half of the season. During the second half of the season, a player will make up to 3 pitches per batter, after which a coach will assume pitching for the duration of the batter's at-bat. There will be no walks or hit-by-pitch base awards. Each batter will get up to 3 coach pitches. If the 3rd pitch is not hittable, the batter will get 1 additional pitch. If the 3rd pitch is not hit the batter will be retired (but not out). Should the 3rd pitch be hit foul, the batter will continue at bat until a play is made or a missed swing. An out can occur only when a batter-runner is successfully put out by a defensive player.

If a batter throws a bat, she will receive a warning on the first occasion. On the second occasion, the manager will not allow the player to bat for the balance of the game, but may play in the field.

- When on defense, a team may field ten (10) players, at the following positions: 1st base, 2nd base, 3rd base, shortstop, pitcher's helper, catcher, and four (4)

outfielders, Outfielders must be on grassy area in the outfield until the ball leaves the pitcher's hand.

- There are no walks, bunting, or base stealing.
- The Infield Fly and Hesitation rules do not apply.
- Base runners will not leave the base until the ball is hit. As stated, stealing is prohibited. Sliding is allowed and even encouraged on close plays. ***Sliding head first is not allowed.*** Base runners may only advance one base on an overthrow.

The each team will supply an adult parent or a coach to work behind home plate for their respective team("plate umpire"). His/her responsibilities will include counting the number of pitches each batter gets, make calls at home, fair and foul calls and assist the catcher (get the balls that go behind the catcher, fix catchers equipment, etc.). The defensive coach's will make the calls in the field ("base umpires"). If there is a question regarding an umpire's ruling (not a judgment call), both managers will discuss the problem and come to a decision. Since wins and losses are not counted, an umpire's ruling is not extremely critical. A defensive player will be a pitcher's helper and there will be a catcher in this division. A play is ruled dead when the pitcher's helper has control of the ball within the pitchers circle. The pitcher's helper must start each play with at least one foot on or in a 10-foot circle around the pitcher's rubber, known as the pitcher's circle. She must also stand equal to or behind the pitcher's rubber when the ball is pitched.

There will be NO bat boys or bat girls and for safety reasons, children of managers/coaches will not be allowed in the dugout during games. There will be no on-deck circle and the gate to the dugouts must remain closed at ALL times! No exceptions. Players may not take warm-up swings either inside or outside the dugout prior to their turn to bat.

- Defensive players must be rotated to different positions every inning to encourage the learning experience. ***EACH GIRL MUST PLAY AT LEAST ONE INNING PER GAME AT AN INFIELD POSITION.*** See the FCYSA policies for more details.

10 & UNDER (10U) DIVISION RULES

Following are the local rules for the 10U Division of Foster City Softball. Apart from these rule changes, this division will follow the Amateur Softball Association (ASA) Official Rules of Softball.

Division Age

The 10U Division consists of girls of League Ages 9 and 10. At the discretion of the league board, a girl of age 8 may play in the 10U division. At the discretion of the league board, exceptions can be made per FCYSA Policies.

Team Management

There is a maximum of 4 adult coaches allowed in the dugout during a game. Adult coaches or a player can coach at the bases. Two coaches may be on the field during a game, but they must be out of fair territory in designated areas behind first and third bases when their team is at bat. Coaches are not allowed on the playing field when their team is playing defense. A team parent may substitute for an absent coach.

Games

There will generally be 2 games per week (1 weekday and 1 Saturday), with practices on Sunday. Games are 6 innings long. Game time limit is 1 hour and 30 minutes. No new inning can start after that time. A new inning begins the second the final out (or run-ahead rule) of the previous inning is accomplished. If a game is tied after the 6th inning, and time permits, the International Tie Breaker rule is used (see ASA rules). If time has expired, the game ends in a tie. A game becomes "official" when 4 innings have been played (3 ½ if the home team is ahead) or when the 90 minute time limit is reached.

Teams may score a maximum of 4 runs per inning or adequate runs to assume a one-run lead, whichever is greater. In the top of the 6th inning or during an inning in which the 90-minute time limit is reached with the visiting team at bat, the visiting team may score a maximum of 4 runs or adequate runs to assume a four-run lead. There is no slaughter rule.

Full Game/Complete Game (6 Innings)

If full number of innings is not reached by the end of the regulations time limit, the game becomes official when time expires, the visiting team has completed its turn at bat, and the following occurs:

1. The home team is ahead at any point during its turn at bat,
2. The home team completes its turn at bat.

Official Time/Time Limit/International Tie Breaker

Official game time starts **after** the first pitch to the first batter. The home plate umpire calls out the game time to the coaches and the official scorekeeper. The official scorekeeper will log that time in the official scorekeeper. Game time limit is 1 hour and 30 minutes. No new inning can start after that time. A new inning begins the second the final out (or run-ahead rule) of the previous inning, is accomplished. If the game is tied after the 6th inning and the time permits, the International Tie Breaker rule takes effect (see ASA rules)

Playing Field Dimensions and Ball Type

Bases are sixty (60) feet apart and the pitcher's mound is thirty-five (35) feet away from home plate. A safety-base is used at first base. The home team will occupy the 3rd base dugout and will provide an official scorekeeper if not otherwise provided by the league as well as one game ball and a suitable backup ball. An 11" Worth RIF (Reduced Impact Factor) softball is used. An aluminum alloy softball bat or composite bat, not greater in length than 34 inches, must be used. All players on the field must wear a softball glove. Outfielders must start each play on the outfield grass.

Roster Rules

Teams will play with 10 players on the field (4 outfielders), but may play with as few as 8 if there is an unexpected shortage of team players for the game. Players arriving late to a game will be added to the bottom of the batting roster. Players leaving early from a game will be removed from the batting roster and the position in the batting order will NOT be considered an out. Any player leaving the roster for any reason, other than injury, cannot return in the same game.

A player may substitute in and out multiple times at different positions for different players provided the minimum play requirement of nine defensive outs per 6-inning game is met in full-inning increments. Violation of the minimum play rules will result in a warning, then a possible suspension, of the coach by the League's Board of Directors.

No one except eligible players in uniform and coaches shall occupy the bench or dugout area. For safety reasons bat boys and bat girls are not permitted. The batter, the on-deck batter, all base runners and players acting as coaches, must wear helmets at all times.

All players available for the game will bat in a continuous order. If the third out is made on a base runner, the batter then at bat is the first batter of the next inning and the count of balls and strikes starts over. A dropped 3rd strike rule will NOT be enforced during the first half of the season (the batter is out regardless of whether the catcher catches the 3rd strike). The dropped 3rd strike rule will be enforced at the halfway point in the season. If a batter throws a bat, she will receive a warning on the first occasion. On the second occasion it will be an immediate dead ball out and the coach will be notified that the player may not bat for the balance of the game, but may play in the field.

Stealing and Sliding

Runners may steal, but may not leave their base(s) until the pitched ball is released from the pitcher's hand. If the runner leaves early, she is out. Stealing home is permitted. A maximum of one base per pitch may be stolen. A batter who is walked may steal second base after the walk and before the next pitch, subject to the Look-Back (Hesitation) rule. Sliding headfirst is not permitted except when sliding back to the base that the runner previously occupied.

Infield Fly Rule

The infield fly rule will not be enforced.

Pitching Eligibility

A player may pitch a maximum number of outs in a calendar week, Saturday through Friday. During the first half of the regular season, this maximum will be 15 outs per week. Thereafter, this maximum will be 18 outs per week. Outs for any postponed game will be counted during the week the game was originally scheduled. Any recorded defensive out, is counted as a "pitching out". Pitching outs (per pitcher) will be clearly recorded in the official scorebook, directly underneath the final game score and verified by the signature of each team's designated individual. Outs remaining (unless 18) for each proposed pitcher must be listed on the team's official batting order at the start of the game. Any pitcher who pitches more than 18 outs per week will result in that team taking a forfeit for the violation. The out limit is not enforced for the end-of-season tournament championship game. A player once removed as a pitcher may return once, to pitch again in the same game and even the same inning, provided such player is currently in the defensive lineup. Delivery of a single pitch constitutes having pitched an out.

A coach may come out twice in one inning and three times in a game to visit a specific pitcher. On the third visit per inning or fourth visit in the game, the pitcher must be removed. A returning pitcher assumes both the inning and game visit counts held at the time she left as pitcher, although the visit to remove her is not counted.

Warm-up Pitches/Excessive "Plunking"/Illegal Pitches

No more than 5 warm-up pitches at the beginning of each inning, or when replacing another pitcher. A pitcher who is reinserted in the same inning, does not receive any warm-up pitches. A ball is awarded the batter for each excessive pitch thrown. At the umpire's discretion, for the safety of the players, a pitcher who hits 5 batters in one game may be removed as a pitcher for the remainder of the game. The umpire shall take into account the speed of the pitcher and the circumstances surrounding the "plunking."

An illegal pitch results in a ball being awarded to the batter. If a pitch slips out of the pitcher's hand during the pitching delivery, a ball is awarded to the batter.

Look-back or Hesitation Rule

During pre-season games, each team will be allowed one warning per game for a violation of the Look-Back (Hesitation) rule, with the affected runner returned to her origin base rather than declared out. Subsequent infractions during the game will result in a dead-ball out.

During the regular season and playoffs, no warning will be provided, and the Look-Back (Hesitation) rule will be enforced in accordance with established ASA rules.

Defensive Positioning/Collisions

When a defensive player has the ball, or is about to receive the ball, and a runner remains on her feet (does not attempt to slide), and collides with the defensive player, an out shall be called (except 1st base where a double-base is used). A flagrant violation, at the discretion of the umpire, will result in an ejection.

Home Run Rule

The league will have a designated home run area outlined (Line/Cones) in the outfield. If the batter hits the ball past the designated home run outlined area on a fly it is a homerun regardless if the ball is caught. A fly ball caught in the air in the playing field and carried across the line designating the end of the outfield will be ruled an out and a dead ball; with fewer than two outs, all runners shall advance one base without risk of being put out.

Uniforms

All players must wear a regulation uniform consisting of a league-issued visor, jersey, softball pants and socks. Teams may opt for a team sweatshirt with a visible number. Catchers must wear a face mask with throat guard, chest and leg protectors and a softball glove. Players may not wear jewelry during a game. The pitcher's glove cannot be the same color as the ball (optic yellow). All batting helmets shall be outfitted with a securely fastened NOCSAE approved face mask and a chin strap.

Pool Play

A pool of players from existing regular season 8U teams will be created with players that want to participate in extra games during the regular season when 10U teams face a shortage of rostered players.

Guidelines:

1. The 8U and 10U Division Representatives will create and run the pool. The Division Reps will use the pool to assign players to teams that are short players on a rotating basis.
2. Coaches will not have the right to pick and choose players from the pool.

3. Players used from the pool will play in the outfield. Pool players will bat last in the continuous batting order.
4. Pool players that are called and show up at the game site must play at least nine consecutive defensive outs and must bat the entire game in the continuous batting order.
5. In the event a team has more than needed on the field, regular team players are entitled to play the entire game and cannot be used as substitutes. A “called up” player may only play in the outfield, unless not enough regular players can fill the infield, and she must be placed last in the batting order. She may NOT PITCH.

Playoffs

All teams will play in the playoffs at the end of the season. The playoff pairings will be seeded based on regular season standings, in a double elimination tournament.

Delay of Game

A manager or coach will not be allowed to repeatedly transfer a pitcher back and forth from pitching to a field position in order to put a specific pitcher against a specific batter throughout the game, as this may be considered delaying the game. The umpire will be the sole judge to determine if a manager is delaying the game.

Playing Time

No player may spend more than one inning on the bench in any game (unless due to injury) until all other players on the player’s team have spent at least one inning on the bench during the same game. Similarly, no player may spend more than two innings on the bench in any game until all other players on the player’s team have spent at least two innings on the bench during the same game.

Positions Each girl must play at least one inning per game at an infield position.

Batting Full roster batting will be used throughout the entire season. It will include the entire roster of eligible players attending each game. If a player arrives at a game after her place in the batting order, ***SHE MAY NOT PLAY IN THAT GAME. You may substitute her in but the player she comes in for will be out for the rest of the game.***

Injury A courtesy runner will be allowed for any player who has sustained an injury during the game in which the courtesy runner is requested. The courtesy runner shall be the player who made the last out prior to the request for the courtesy runner.

Deliberate Collision When a defensive player has the ball or is about to catch a thrown ball, and a runner ***REMAINS ON HER FEET*** and then collides with the defensive player, the runner will be called out. If the runner’s act is determined to be flagrant, she will be ejected from the game. An errant throw drawing the defense into the path of the runner will not be deemed interference.

Number of Players on Defense . A minimum of eight players is required to start a new game. All ***10U teams may field a maximum of 10 players***. The 10th player will be listed as the #10 defensive position and will play in the outfield. A minimum of eight players is required to start a game. ***10U division teams must have at least eight players to continue to play at any time.***