

Apple Valley Softball Association

Rules of Play

All rules of the softball association, in which the league registers its teams, will apply with the following exceptions and or additions:

- 1. Metal Cleats**
 - A. Players caught wearing metal cleats will be ejected.
- 2. Grace Period**
 - A. There shall be a 10 Minute grace period for the 6:30 time slot. No grace period for any games starting after that.
 - B.
 - C. Teams must field a minimum of 9 (7,8 or 9 for Church league) defensive players at the SCHEDULED STARTING TIME with exception of games qualifying for the grace period.
 - D. Game clock will begin at the scheduled start time.
- 3. Minimum Lineup**
 - A. A team may not play with less than 9 players (exception: church league may start with 7 or 8 players). A team that starts a game with 9 players, will NOT be penalized with an out in the 10th batting position.
 - a. Jack & Jill: You must have at least 5 men/4 women or 4 men/5 women to start the game. Your 10th player can be added at any time during the game
 - B. A tenth batter who is a legal player (see illegal player rule) may be added to the lineup at any time with no penalty.
- 4. Maximum Lineup**
 - A. Men's and Women's Leagues: A team may have a maximum of 15 players in the batting order with any 10 of those players playing defense.
 - B. Jack and Jill: A team may have a maximum of 16 players in the batting lineup. There must be a female player listed in between each male batter, however female players may bat consecutively. To prevent a forfeit a team may play with 5 men and 4 women with an automatic out in the place of the 5th women. Batting back-to-back males will result in an out.
 - C. Church League: The batting order shall consist of up to 15 players with a Maximum of 10 playing defense at any given time. A minimum of three (3) women must be in the batting order and play defense for the duration of the game.
- 5. Squish Rule**
 - A. Any player, not ejected for unsportsmanlike like conduct, may be removed from the lineup without substitution and his/her batting position shall be "squished".
 - B. The "squished" batting position is eliminated for the remainder of the game.
 - C. The "squished" player may not re-enter the game.
 - D. Jack and Jill: If a woman is squished from the lineup and cannot be substituted for, an out will be taken in the vacated batting order slot due to 2 men batting back-to-back.
- 6. Automatic Out**
 - A. If a player is ejected for unsportsmanlike conduct and cannot be substituted for, an automatic out will be declared in his/her batting position.
- 7. Time Limits - Curfew will be 10:30 p.m. for lights out.**
 - A. Time Limits on all scheduled association games (Men's, Women's, Church, and Jack & Jill) will be 1 hour and 10 minutes.
 - B. No new inning shall begin after the time limit has elapsed, if the game is tied when play

is stopped, it shall be considered a TIED game.

- C. The time limit for curfew shall supersede the number of innings necessary for an "official" game.

8. Tied Games

- A. League games that are tied when suspended due to weather or time limit, will be recorded as "Regulation Tied Games" and will be entered in the standings as such.

9. Tie Breaker

- A. The Kansas City tiebreaker will be used in all games after the 7th inning. The last out the previous inning will begin the new inning at 2nd base.

10. Fence Rule

- A. Any player who intentionally steps on or jumps over any fence at any time will be ejected, unless the player is making a play on a batted ball.
 - a. If the player, while attempting to field a ball, goes over the fence, the player must walk around to re-take his/her position.
- B. Any fair ball that rolls past, under, through, or gets lodged in the fence will be ruled a ground rule double.
 - a. The fielder must hold their hands in the air to signal to the umpire that the ball has gone out of play. Time will be called and all runners awarded 2 bases.
 - b. If the ball is not out of play, the batter-runner will be awarded four bases and the fielder's actions shall be considered unsportsmanlike conduct.

11. Courtesy Runners

- A. Courtesy runners will be allowed for injured or physically impaired players under the following guidelines:
 - a. A maximum of two courtesy runners, per inning, may be used.
 - b. Courtesy runners can be any player in the lineup. In Jack & Jill, the courtesy runner must be the same sex.
 - c. If a player is on base as a courtesy runner and his or her spot in the batting order comes up, that spot in the batting order will be an out.

12. Alcoholic Beverages

- A. There shall be no alcoholic beverages in the bench area. The offending player or coach can be ejected.

13. Mercy Rule

- A. 20 runs after 3 innings, 15 runs after 4 innings, and 10 runs after 5 innings.
- B. The USSSA flip flop rule will not be used in any AVSA league game, **except Men's league.**

14. Home Team

- A. Responsible for providing a new game ball and a good used backup ball.
- B. Maintaining the official scorebook.

15. Home Run Rule

- A. **Men's League** - Each team is allowed 6 over the fence home runs for the game. Any over the fence home runs in excess of 6 will be ruled a DBO (Dead Ball Out)
- B. **Women's, Jack and Jill, & Church Leagues** - Each team is permitted 3 over the fence home runs. All balls hit over the fence thereafter are dead ball outs.
 - a. Exception: progressive home run rule is in effect after 3 home runs.

16. Fields

- A. Both teams are responsible for creating and maintaining a legal and safe playing field.
- B. Both teams **MUST** clean up their respective dugout and spectator areas after each game.

17. Pickup Players

A. Men's League:

- a. A team may pick up only a total of 3 players to make 10 or 9 in order to prevent a forfeit.
- b. If a player from the short team arrives, one of the pickup players MUST be substituted for.
- c. A team picking up players may not sit a rostered, able-bodied player and still use a pickup.

B. Women's League:

- a. A team may pick up 3 players to make 10 in order to prevent a forfeit.
- b. If a player from the short team arrives, the pickup player MUST be substituted for.
- c. A team picking up players may not sit rostered, able-bodied players and still use pickups.

C. Jack & Jill League:

- a. A team may pick up 3 players to make 10 in order to prevent a forfeit.
 1. Pickup players may be from any lower division, but no higher than 1 division above.
 2. EXCEPTION: If a team has 6 men and 4 women, they may pick up 2 women, so they can match the male players or vice versa for the men. They can choose to sit their 6th man or play with 11 and take an out for batting 2 men back to back.
- b. If a player from the short team arrives, the pickup player MUST be substituted for.
- c. A team picking up players may not sit rostered, able-bodied players and still use pickups.

D. Church League:

- a. A team must have 7 rostered players to start the game and may pick up 3 players to make 10 in order to prevent a forfeit.
- b. If a player from the short team arrives, the pickup player MUST be substituted for.
- c. A team picking up players may not sit rostered, able-bodied players and still use pickups.

18. Forfeits

- A.** Any team forfeiting a game without prior notice shall be required to pay the umpire fee for the game forfeited.
- a. Notice shall be given at least 6 hours in advance of the scheduled playing time.
 - b. This penalty shall be paid to the appropriate board prior to the next scheduled game.
 - c. There will be no rescheduling of games due to lack of field availability.

19. Age Limits

- A.** Men's, Women's, and Jack & Jill players must be at least 18 years of age.
- B.** Church League: A player may play at 16 or 17 years old with the roster and proper waiver signed by a parent and on file with the league.

20. Bat Rule

- A.** Men's league will only use the new stamp bats with the thumb print. All other bats will be illegal.
- B.** The USSSA marked 1.20 BPF bats have been grandfathered in and are allowed in Women's, Church and the Jack & Jill leagues. **These bats must have a visible USSSA**

stamp.

21. Safety Base

- A. The umpire will automatically call a runner out when the runner steps on the white bag.
 - a. Exception: If the play takes the fielder into foul territory, then the fielder shall use the safety base and the runner shall use the white bag.

22. Base Path and Pitching Distances

- A. The pitching rubber will be 50 feet from home plate and the bases shall be 70 feet apart.
- B. The pitcher will be allowed to start his pitching motion from a maximum of 6 feet behind the pitching rubber.

23. Illegal Player

- A. An illegal player is defined as a player that has not signed an official roster and has not paid the appropriate player fee, to include any ejection fines not yet paid.
- B. If a player is deemed to be an illegal player the following actions can be taken:
 - a. The team that the illegal player is playing on will forfeit that game.
 - b. The illegal player will be suspended for the season.
 - c. The coach of the team with the illegal player will be suspended for 2 games.

24. Re-touch of the base

- A. Any player that asks the umpire for a re-touch on 1st or 3rd for safety will need to wait for umpire approval and must take a stationary position to the side of or behind the base and will remain there until the batter has contacted the ball. The player will then have to make contact with the base before proceeding on the next base.

Additional Women's League Rules

1. Maximum Runs Per Inning

- A. No more than 10 runs per inning will be allowed, with the exception being the last declared inning of the game.

- 2. A player MUST play in at least three (3) regular season games in order to be eligible to participate in the playoffs for their team.

Additional Jack & Jill League Rules

1. Encroachment

- A. Encroachment will be called when a player throws from the left side of the outfield and attempts to force out a batter/runner at first base.
- B. The ball will be ruled dead and the batter/runner will be awarded 2nd base. All other runners will be awarded 2 bases from the time of the pitch.

2. Maximum Batters per Inning

- A. Teams can only bat a maximum of 14 batters per inning, with the exception of the last inning, which has no limit.
- B. A walk to any batter after the 14th batter of the same inning shall extend the inning by one batter per walk.

3. Defensive Alignment

- A. Teams must field a team with 5 men and 5 women in the field. Those players can play any position they want. There is no minimum of each gender in the infield or outfield

4. Registration Rules

- A.** No refunds after the posted dates, these dates are posted on the Apple Valley Softball Association website.
- B.** Players may play on 2 teams, male players must be within 1 division of each other, Women players can play all 4 divisions. Players must also pay a player fee for both rosters that they have signed.
 - a.** Players found to be in violation of this rule may result in a forfeit by the offending team.
- C.** Teams may not roster more than 2 men and 2 women, who are also rostered in a division above said team.
 - a.** Teams found to be in violation of this rule may result in a forfeit.

5. Women walking

- A.** No matter the outs if a male walks the female hitting after that male is allowed to walk

Additional Church League Rules

1. Batting order

- A.** A maximum of three (3) players from any one AVSA league (men's, women's) or any out of season high school baseball or softball team is allowed in the lineup of a single church league team.
- B.** If a walk is issued to a male batting in front of a female (intentional or unintentional) the male batter is entitled to second base.
 - a.** The female batter will only have the option to walk or bat if there are two (2) outs.

2. Rosters/Eligibility

- A.** The cutoff date for adding players to a roster is June 6.
- B.** A player may not transfer to another team after one or more games.
- C.** Each church is on its honor to be fair concerning the eligibility of its players.
- D.** Teams may recruit players from Churches which do not have a team in this league.
- E.** A player **MUST** play in at least four (4) regular season games in order to be eligible to participate in the playoffs for their team.

3. Protests

- A.** Any legal protest of a game must be made to the umpire at the time of the disputed ruling.
- B.** A written or verbal protest must be presented to the league president or secretary, no later than 24 hours after the game.
- C.** The league board will settle protests and their decisions are final.

4. Sportsmanship

- A.** NO UNSPORTSMANLIKE CONDUCT ON THE FIELD!
- B.** Smoking is discouraged.
- C.** Alcoholic beverages are prohibited by City and County Ordinance and by Church League rules.
- D.** All players must be dressed appropriately for this league
 - a.** A reasonable amount of modesty is expected.
- E.** Cursing is not allowed.
- F.** Anyone violating these rules or being removed from a game for unsportsmanlike behavior will be reported to the Church League Board for appropriate discipline.