

## All American League (15u) 2008 Rules

The intent of this league is to teach players 15 and under (as of 1/1/08) the game of fastpitch softball. It is an intermediate league which will use umpires and ASA rules. Our goal is to stress good sportsmanship and fair play while experiencing a higher level of competition...and having fun!

### **PITCHING:**

- The pitching rubber is **40' away from the plate.**
- The pitch is to have little or no arc. Any part of the windmill pitch is acceptable, including the "slingshot" pitch.
- A **big strike zone** should be used: Shoulders to knees and one ball width on either side of the plate is appropriate.
- **All batters begin with a one-strike count.** (This rule may be changed before the season starts based on input from the coaches.)
- The **dropped third strike rule is in effect.** If the batter strikes out and the catcher drops the ball on the third strike *with less than 2 outs*, a batter can 'steal' first base *if it is not occupied by a runner*. If there are 2 outs, the batter can steal first base *even if it is occupied by a runner*, who must also advance to the next base.
- Batters may advance to second base after a walk at their own risk.

### **BASE RUNNING:**

- There is no limit to advancement on overthrows in this league. Players may continue to advance at their own risk during any live ball.
- When a ball is thrown out of play, the runner is entitled to the base to which she is advancing plus one more.
- Runners must wait until the ball leaves the pitcher's hand to lead off. If the runner leaves early, she is out.
- Runners **must** slide to avoid contact. If a fielder has possession of the ball and there is contact with a runner who is not sliding, the runner is out.
- Fielders may not block a base or base path without possession of the ball. If this occurs, the runner is awarded the next base.
- Stealing is allowed. Unlike 12u rules, there is no limit to the number of base stolen by a base runner.
- Stealing of home is allowed.
- If the ball is overthrown on an attempt to steal a base, the runner may advance as far as she wishes at her own risk.

### HITTING:

- A **continuous batting order** will be used to ensure that all participants bat. All players attending the game will be put into the batting order and will hit whether they are playing in the field or not.
- Bunting is allowed and encouraged.
- Home plate is fair territory. Teach your players to run after any hit.
- A ball is foul if it strikes the batter while in the box.
- A batter is out if a batted ball strikes her outside the batters box.
- **A maximum of 6 runs may be scored each inning per team, provided that the team has not acquired 3 outs.** The offensive team must notify the umpire when the sixth run has scored.

### DEFENSE:

- All players, including pitchers, may be freely substituted and should play relatively equal amounts of time at appropriate positions on defense.
- The defense should consist of **9** players.
- The infield fly rule *is* in effect.

### OTHER:

- Games shall have a time limit of 1 hour 15 minutes, or 5 innings, whichever comes first. If the home team is trailing when time expires, they will be given an opportunity to bat. If the visiting team trails, they will only have the opportunity to complete their at bat. If teams are tied at the end of the home team's at bat, the game will be recorded as a tie.
- The pitcher's circle is 16' in diameter.
- A 12" regulation softball will be used in games and practice.
- There is no penalty for less than 9 players. However, there must be at least 8 players in the field or a team will forfeit the game. Sharing of players to avoid a forfeit is encouraged.
- It is important to keep the game moving. Coaches are responsible for planning their defensive positions before taking the field. **Player must be encouraged to run on and off the field. Catchers must have their gear on prior to the third out each inning, unless they are batting or on base.**
- Players are **not** to wear jewelry of any kind (*including earrings*) during the game.
- Cheers and chants for your team are encouraged. They promote teamwork, motivate kids, and add to the child's overall experience. **However, no chants or cheers that taunt or make fun of an opposing team or individual player will be tolerated.** No "swing batter" or pitcher taunts are allowed. The penalty will be an automatic out for the defensive team at their next at bat. Please be sure to monitor this during games and explain why good sportsmanship does not include taunting.
- Refer to ASA rules for other play situations.