

2010 HARFORD COUNTY CO-OP SOFTBALLL RULES

The Harford County Co-op Softball League will use the current ASA Rules for competition in all age groups, subject to the following modifications:

PITCHING:

- 1) Pitchers shall be limited to a maximum of 4 innings per game, 3 innings in 9-10.
- 2) One (1) pitch to a batter shall be considered 1 inning pitched.
- 3) In the event a pitcher hits two batters in an inning, the pitcher must be removed from pitching for the remainder of the inning, but may re-enter if the maximum number of innings allowed has not been reached.
- 4) In the event a pitcher hits 3 batters during a game, that pitcher shall be removed from pitching for the remainder of the game, but may play any other position.
- 5) For 14-18 competition only, no high school varsity or junior varsity pitch may pitch in the league; a high school pitcher is any player who has pitched in a varsity or junior varsity game regardless of the number of innings as a pitcher or the number of pitches thrown.
- 6) In 9-10, a batter who draws a third consecutive walk shall remain as the batter and a coach will pitch, result cannot be a walk. The batter will either strike out or hit a ball in play.
- 7) Pitching distance for 9-10 is 35 feet, 11-13 is 40 feet and 14-18 is 40 feet.

BATTING:

- 1) All players present at the start of the game shall be in the batting order.
- 2) Players arriving after the start of the game shall be placed at the end of their team's batting order.
- 3) The opposing coach and scorekeeper shall be notified as soon as practicable if a player is leaving early. In such an instance, the player shall be skipped in the batting order without penalty.
- 4) There will be no penalty for removal of a player due to injury.
- 5) If a player is ejected by the umpire, then an out shall be recorded whenever the ejected player's place in the batting order comes up.
- 6) If a batter bats out of order, and the error is caught before completion of the at bat, the correct batter shall assume the batter's position and the count in existence.
- 7) If a batter bats out of order and completes the at bat, regardless of the result, an out is to be recorded, and any runners on base will be returned to the base they last had obtained.
- 8) Helmets with chin straps are mandatory for all age groups 9-10 and up.

BASE RUNNING:

- 1) Collisions are to be avoided.
- 2) No head first slides are allowed, except for a runner diving back to a base.
- 3) The double (safety) base must be used at first base.
- 4) If there are two out, a courtesy runner can be substituted for the catcher. The courtesy runner is to be the player making the last batted out.

FIELDING:

- 1) In age groups younger than 9-10, all players shall play defensively.
- 2) In the 9-10 and 11-13 age groups, 10 players are to be used defensively with 4 players required to be on the outfield grass at the start of the pitch.
- 3) In the 14-18 age group, 9 players are to be used defensively with 3 players required to be on the outfield grass at the start of the pitch.
- 4) If less than the maximum number of players is available in an age group, then the required number of players in the outfield grass shall be reduced pro-rata.
- 5) If the infield dirt is larger than the normal area then the outfielders must be in an appropriate distance behind the base lines as determined by the umpire.

GAME MANAGEMENT:

- 1) Games shall start at 6:15 PM or earlier during the week and as scheduled on Saturdays or Sundays; forfeit time shall be 15 minutes after the scheduled start.
- 2) Calling games due to darkness or inclement weather and delaying games due to inclement weather shall be at the discretion of the umpire once the game has started.
- 3) Cancelling games prior to their scheduled start shall be determined by the home field manager who shall notify the opposing coach and umpire as soon as practicable. In consideration of all participants, notice should be given no later than 5 PM for week day games and at least one (1) hour prior to the start of weekend games.
- 4) Length of game:
 - a. 5-6 4 innings
 - b. 7-8 4 innings
 - c. 9-10 5 innings
 - d. 11-13 6 innings
 - e. 14-18 7 innings

f: No inning shall start after 8 PM during a week night regardless if school is in session the next day or not.

5) Number of Team at Bats per inning:

a. 5-6 age group: the entire team bats each inning regardless of the number of outs or runs scored.

b. 7-8 age group: the entire team bats each inning regardless of the number of outs or runs scored.

c. All other age groups: bats each inning until 3 outs are recorded or the maximum number of runs scored as defined below.

6) Maximum Number of Runs per inning: pertains to 9-10 and up

a. Regardless of age group the play scoring the maximum run shall continue until it reaches its natural conclusion and ALL runs shall count.

b. Maximum runs per inning:

i. 9-10: 4 runs per inning

ii. 11-13 and 14-18: 5 runs per inning.

STEALING:

A. In the 9-10 age group, stealing is allowed from 2nd to 3rd, with no advance to home and 3rd to home, after the ball crosses home plate.

B. In the 11-13 and 14-18 age groups, stealing of any base is permitted, after the ball leaves the pitcher's hand, and may continue to advance if the ball is live.