

18u HOUSE INTER-LEAGUE RULES

(BRYC, CYA, FHYAA, NVGSA, SYA, SYC, VGSL & Woodlawn)

All games will be played according to American Softball Association (ASA) Softball Rules except for free substitution, the batting of all players in order, all players will bat, and any of the below rules that conflict with ASA rules.

1. Before the Game:

- a. Teams should be ready to play 15 minutes ahead of their scheduled start time
- b. Coaches and umpires should review out of bounds areas prior to the start of the game
- c. Teams shall exchange batting orders prior to the start of the game. Any player that shall depart prior to the completion of the game should be identified at this time, if known
- d. The league owning the field preps and lines the field. If two teams from the same league are playing, the home team preps and lines the field before the game (generally only required for first game of the day at a field) and rakes/removes trash after game
- e. Each team provides one game ball to the umpire prior to the start of the game

2. Game Duration:

- a. 7 innings or
 - Single Games:
 - No new inning after 1 hour 45 minutes, drop dead time is 1 hour 50 minutes
 - Double-headers:
 - No new inning after 1 hour 30 minutes; drop dead time is 1 hour 45 minutes
 - If either team is participating in a double-header then double-header times apply
- b. If an inning is not complete, the score will revert back to the last full inning
- c. Games may end in a tie
- d. Games are official if time expires, regardless of inning or if the trailing team has completed their offensive half of the 4th inning
- e. Suspended play shall be considered “no game” and will be replayed
- f. A game may be temporarily delayed if it is raining or if lightning is seen
 - In the case of lightning, players are to go to cars or shelter with a roof immediately.
 - No game can restart until 30 minutes after lightning is last seen.
 - If a game is delayed, the scheduled end time will be extended by the amount of the delay.

3. Participation:

- a. Teams may start and play with seven (7) players. If a team has less than 7 players the official game is a forfeit; forfeit will be declared 15 minutes after the official start time or if the team membership is less than 7 players at any time
- b. Only rostered players can play in games. In the interest of filling a depleted roster to have enough players (at least 7) to play a game, teams may borrow players from the opposing team or add players from other teams with the expressed prior knowledge and permission of the opposing team
- c. Players arriving after the start of the game will be listed at the end of the batting order
- d. All players are to be played each game and shall meet the following participation rules:
 - Less than four innings – minimum two innings
 - Greater than four innings – minimum three innings
 - Once a player has sat out an inning she will not sit again until all players have had their turn sitting out

4. Pitching:

- a. A pitcher is limited to three (3) innings, during the first six (6) innings
- b. After six (6) full innings, a pitcher may re-enter to pitch the 7th inning
- c. Delivery of a single pitch shall be considered in inning
- d. Pitchers entering the game get no more than six (6) warm up pitches; no more than four (4) warm up pitches prior to an inning
- e. Pitchers removed from the game during an inning cannot return to pitch in that inning, but can return to pitch in subsequent innings
- f. Face guards are required for all pitchers
- g. The pitching plate shall be 43' from the back tip of home plate

5. Batting:

- a. Bunting is allowed
 - Any missed attempt to bunt is a strike
 - Batter is out on all failed bunt attempts (to include foul balls) with two (2) strikes
- b. *Batter's Interference:* Batter must get out of the way if there is a defensive play at the plate. If the batter does not and in the umpire's judgment the batter had interfered with the defensive team's attempt to put out a runner, the batter is out and all runners must return to the base they occupied at the time of the pitch. This rule does not apply when a batter interferes with the catcher's throw to the pitcher. In this situation, the ball is dead and no runner may advance.
- c. The first thrown bat by either team will result in a warning to both teams; the second thrown bat by any player will result in the player being called out.

6. Stealing:

- a. Unlimited stealing is permitted
- b. Base runners cannot leave the base until the ball leaves the pitcher's hand
- c. Runners can take extra bases on overthrown balls
- d. On a walk, the batter-runner can continue past first base in accordance with ASA rules

7. Home Team:

- a. The home team is defined as the team that is designated in the schedule as the home team for the game. It may or may not be the team that has the field permit. The home team shall be responsible for keeping the official score.

8. Game Balls:

- a. Game balls shall be regulation ASA-approved 12" balls with a COR of .47 and compression of 375 lbs.
- b. Yellow balls with red laces are preferred, however balls may be white or yellow, and lace color may be red or white

9. Miscellaneous:

- a. The dropped third strike shall apply
- b. The infield fly rule shall apply
- c. Games tied at the end of the 7th shall continue, subject to the time limits in Section 2
- e. Designated runner allowed for catcher and pitcher with two outs, runner must be player who made the last out
- f. Teams shall play no more than six (6) infielders (1st, 2nd, 3rd, SS, P, and C) and three (3) outfielders on defense

10. Run Limit:

- a. Maximum 4-runs per inning per team for the first four (4) innings; unlimited thereafter

These rules are intended for regular season interleague play. Leagues may play by a different set of rules when playing within their own league. If a post-season interleague tournament is played, there may be adjustments to these rules, notably regarding time-limits, completing an inning, and how to resolve ties after regulation play.