



2013 Westside Fast Pitch General League Rules & Bylaws

(Avon, Ben Davis, Brownsburg, Danville, Plainfield, Speedway, and Tri-West)

ROSTERS: Team rosters shall have 15 players and 2 emergency players and each player will have a different number on her shirt. Rosters will include: community names, age division, coach name and phone number, players' names, date of birth, shirt numbers. Players must be rostered for 5 of 10 scheduled games in order to be eligible for tournament play. Rosters are due to league representatives by last week of March (exception: 14U divisions due before first game).

EMERGENCY PLAYER: Emergency players have been instituted to eliminate the cancellation of games due a lack of rostered players. Emergency players may only be utilized when 10 or fewer players are available for 12U and 10U and 9 or fewer players are available for 14/16U. A maximum of two emergency players may be used in any one game. In order to be eligible as an emergency player during the regular season, the player must be a registered league player and cannot be registered as a player on another team in the same age division. During tournament games, the emergency player must be rostered as an emergency player. To be eligible as a rostered emergency player, the player must have participated in the community's fast pitch league (in a lower age division) or in the community's slow pitch league (same age division or lower age division). If an emergency player plays up in an age group for 5 or more games, than they cannot play in their own age group in the tournament. If one team does not have enough players to play a game and the opposing team can loan them players, than this should be considered. A Roster will be given to the umpires before the start of every game.

AGE DIVISIONS: Age divisions based on ASA rules:

10U - Born After December 31, 2002

12U - Born After December 31, 2000

14U/16U - Born After December 31, 1998

GAME TIME LIMITS: All games (including tournament and championship games) shall have a 75 drop dead time limit after which no new inning may start. The game clock time will begin at the scheduled time. Up to 15 minutes will be allowed before the team causing the delay will forfeit the game. Any time within the 15-minute window will reduce the game's time limit. (i.e.: If game begins 10 minutes late, game time limit is reduced to 65 minutes, unless otherwise agreed by coaches and umpires or by home park rules). If a partial inning has begun when the time limit is reached, the games winner will be determined by reverting to the last completed inning's score.

SCHEDULED GAMES: If a scheduled game cannot be played, than the home team's field manager will leave a message on the voice mail number no later than ninety (90) minutes prior to the scheduled start time of a game. In case of inclement weather, it is the responsibility of coaches and umpires to call the voice mail to be sure their game has been cancelled. If no message has been left regarding your game, then the game is to be played as scheduled. It is the responsibility of the directors from the involved communities to reschedule the game, as soon as possible. Coaches will be notified by a director to confirm the makeup date. (Sunday makeup days are possible.) Weeknight games will begin at 6 p.m. unless otherwise noted. 10U will play on Monday and Wednesday, 12U will play on Tuesday and Thursday, 14U will play on Monday, Wednesday, and Thursday.

PRACTICES: No more than four (4) practices and/or games per calendar week are allowed. If a team has a bye, then a practice may be substituted. Communities may require fewer practices than this due to facility restraints or individual community bylaws/rules.

SPORTSMANSHIP: Players and coaches will conduct themselves with sportsmanship at all times. If a player is ejected for any reason, the team with this player will not forfeit the game; however, the team will record an out in



2013 Westside Fast Pitch General League Rules & Bylaws

(Avon, Ben Davis, Brownsburg, Danville, Plainfield, Speedway, and Tri-West)

that lineup position. The community board will handle discipline of the player and coaches per their bylaws. Any player or coach ejected may not participate in the next game. If a spectator is ejected, the spectator must leave the playing area immediately.

PROTESTS: NO protests are allowed. Disputes should be settled by the umpires and the coaches at the time the call in question is made and in a sportsmanship like manner.

SPECIAL GROUND RULES: Any special ground rules will be explained to coaches and umpires before the game starts. No infield practice before games.

EQUIPMENT: All catchers must wear the required equipment per ASA rules. All bats must be ASA approved. The home team shall supply two game balls and an ASA umpire(s). Balls will be per ASA rules:

10U division will use optic yellow 11-inch

12U, 14/16UU divisions will use optic yellow 12-inch

All helmets must have chinstraps and facemasks, per ASA.

SAFETY:

HELMETS: All batters and base runners must wear their helmets until they have left the playing field. One team warning will be issued after which, any subsequent violation will be cause for the offending player to be called out or, if the player has just scored, then the offending team will be issued an additional out.

THROWING BATS: No throwing of the bat will be allowed. One team warning will be issued after which, any subsequent violation will be cause for the offending player to be called out. If the bat hits any person, then the batter is automatically out without a warning. If the ball is hit fair, then a dead ball is called and any base runners must return to the base occupied prior to the dead ball.

INJURED PLAYER/COURTESY RUNNER: A courtesy runner will be allowed for a batter who has been injured in the course of play. The courtesy runner will be the player who recorded the last out.

OBSTRUCTION/SLIDING: If a play is being made at a base, then the base runner must avoid unnecessary contact with the defensive player or the base runner is out, subject to umpire discretion.

METAL CLEATS: All community fields have separate rules governing metal cleats. Since it is impossible to regulate other community's regulations, the use of metal cleats will NOT be allowed in any games on any fields no matter the age group.

FIELDERS:

10U & 12U: Each team shall field ten (10) players, four (4) of which will be in the outfield grass. A game must be started with eight (8) players and the ninth and tenth players may be inserted at the bottom of the order at any time. However, the ninth position in the batting order will NOT be an automatic out. In case of injury or illness, a team can continue or finish a game with eight (8) players. The injured or ill player should be scratched from the lineup. In both cases the ninth position in the batting order will NOT be an out. Each player will play a minimum of two innings in the field per game. There will be free substitution of all players: Subject to pitching rules. Fielders must be in their proper position (infield or outfield) upon the pitch.

14/16U: Each team shall field nine (9) players, three (3) of which will be in the outfield. A team may play with eight (8) players, but will NOT take an out in the 9th batting position. All other rules listed above are the same. Fielders must be in their proper position (infield or outfield) upon the pitch.



2013 Westside Fast Pitch General League Rules & Bylaws

(Avon, Ben Davis, Brownsburg, Danville, Plainfield, Speedway, and Tri-West)

INFIELD FLY: There will be an infield fly rule for every division with the exception of 10U.

DROP THIRD STRIKE: There will be a drop third strike rule for every division with the exception of 10U.

REGULATION GAMES:

10U: Six (6) innings constitute a game, 5 1/2 if home team is ahead. A game is considered complete due to 15 run lead after 3 innings, 2 1/2 if home team is ahead or darkness, rain, 8 run lead, etc., after 5 innings, 4 1/2 if home team is ahead. *An inning will consist of three outs or six runs for the first three innings. The last three innings will be three outs or 10 runs. Game time is limited to 75 minutes.

12U, 14U: Seven (7) innings constitute a game, 6 1/2 if home team is ahead. A game is considered complete due to 15 run lead after 3 innings, 2 1/2 if home team is ahead or darkness, rain, 8 run lead, etc., after 5 innings, 4 1/2 if home team is ahead.

TIEBREAKERS: Tie games will be played out per international tiebreaker. (Time limit or 8th inning, last batter to record an out in the previous inning will be placed on second base, 7th inning 10U.)

BATTING/STEALING RULES: Batters may bunt. All players are in the batting order for the entire game. Any player arriving late may be added at the bottom of the lineup. Players may steal after the pitcher releases the pitch.

Per ASA rules, 10U may only steal one base at a time and may steal home no overthrow rules apply with this.

LOOK BACK RULE: When a runner is off the base, and while the pitcher has control of the ball within the circle, the runner may stop once, but then must immediately attempt to advance to the next base or return to the last base. The runner will be declared out if the runner fails to immediately return non-stop to the base or proceed non-stop to the next base. The runner IS NOT out, if a play is made by the pitcher: a fake throw is considered a play, but holding the ball up is NOT.

OTHER: The circle will be used in all age divisions. All baselines will be 60 feet.

LIGHTNING: ASA standard rules, park rules, or community rules may be utilized to determine game interruption caused by lightning.

PITCHING RULES:

Pitching distance is 35 feet for 10U

Pitching distance is 40 feet for 12U, 14U

Pitchers can pitch a maximum of 4 innings per game for 10U. During Innings 1-3, no pitcher may record more than 6 outs or 2 innings.

Pitchers can pitch a maximum of 5 innings per game for 12U.

No pitching per inning per game limit for 14U.

One pitch in an inning constitutes an inning pitched.

A relief pitcher is eligible to re-enter the game.

Illegal pitches will not be called in any 10U games.

Pitcher can have only one conference with any coach per inning. Upon the 2nd conference, pitcher must be removed.

ALL RULES NOT LISTED WILL BE GOVERNED BY ASA RULE/REGULATIONS.