

Saunders/Dodge Softball League Rules (formerly & aka Butler/Saunders)

- 1.) ASA rules will prevail, WITH the following exceptions/emphasis:
Umpires and coaches should review the rule book!
 - a) Batter can run on a dropped third strike provided the first base is not occupied with less than two outs, or any time when there are two outs. (Refer to third strike rule).
 - a. 10UG Only – Batter cannot run on a dropped third strike.
 - b) A runner cannot leave the base until the ball leaves the pitcher's hand. A premature start is an automatic out.
 - c) Infield fly rules will be in effect.
 - d) Teams will play with 9 players, minimum of 8. Less than 8 players will be automatic forfeit. When the missing player is up to bat (when using 8 players), an out will be charged.
 - e) Teams can bat 9 players, 10 players, or the entire line up. If a team bats 10 players one will be considered the designated hitter and will not play the field unless both teams agree prior to the game 10 players can be used to play the field. Using 10 players to play the field is an exception to the rule and if not specifically discussed and agreed to by both coaches prior to the game it is understood that only 9 players will be allowed to play the field.
 - f) All catchers must wear complete catchers equipment (helmets with facemask and throat protector, shin guards and chest protector). Metal cleats are prohibited for 10/12/14UG, rubber cleats are allowed. **Helmets with chin straps must be worn by all base runners, the batter and on deck player.** Any players warming up the pitcher must wear a helmet and facemask.
Helmets with face guards must be worn by batter, base runners and player on deck. Official helmets with face guards will be needed for teams to enter district/state tournaments. Face guards on helmets are required for all age divisions.
 - g) If the batter/base runner intentionally throws off her helmet while running bases, she is out.
Sliding – see ASA rule contact rule. Rule 8, Section 7Q
 - h) Circle rule (around pitcher) – Home team's decision.
 - i) At least **LASA certified umpire behind home plate!**
 - j) 10UG only – Reasonable strike zone to promote swinging. Continuous batting order if agreed upon by coaches. Unlimited substitution if agreed upon by coaches.
 - k) 10UG only – On a walk, batter may advance to first base only. Runners may advance at own risk, if a play is being made the batter may advance.
- 2.) Infield practice will be allowed before the game, but allow the first game to start on time if you have a doubleheader. When possible utilize the area outside the base path for warm ups.
- 3.) Official games for 12/14UG are 7 innings in length. **No new innings may begin after 75 minutes unless both team's coaches and the umpires agree prior to the game to a 90 minute time limit.** If time expires in the middle of an inning, the inning is to be completed. All home teams must provide an official timer to be placed on the backstop. Home plate umpire will start the timer after the first warm up pitch. The home umpire is the official timekeeper. **A five run limit per inning (including the 7th inning) applies to 12/14UG, unless differently agreed upon by coaches before the game begins.** Official games for 10UG are 5 innings in length. **No new innings may begin after 75 minutes. A five run limit per inning applies to all innings.**
International Tie Breaker Rules will be used in and game that are tied after regulation or after allotted time has expired.
- 4.) The game will be officially over if one team is ahead by 12 runs and 3 complete innings, 10 runs and 4 complete innings, 8 runs and 5 complete innings.
- 5.) The home team will be the official scorekeeper in case of conflict.
- 6.) Coaches will be responsible for the behavior of their players and fans. Coaches, players, and fans are encouraged to promote good sportsmanship.
- 7.) Home teams will furnish both umpires and game balls.
- 8.) In case of rain, the game must go at least 4 innings for it to be a complete game or 3 ½ innings, if the

home team is ahead. If not, the game must be started over from the first inning, with no score, at a later date. Rainouts should be rescheduled within a week of the rainout. The home team is responsible for rescheduling.

- 9.) The home team will be responsible to notify the visiting team if the fields are not playable (unless a hotline or web site was made available to the visiting team) Please take into consideration driving time when notifying the opposing coach.
- 10.) Specific Tournament information will be updated on the Saunders/Dodge Softball Facebook page as those dates come near. Typically league tournaments are held in late June. The 10U tournament host varies with Fremont typically hosting 12U and 14U. The tournament will be a double elimination. Teams will be seeded by a **league poll of all the coaches in that age division** prior to the tournament. Coaches need to provide the polls when requested to the league President.
- 11.) ASA sanctioning fees (approximately \$25) for 10U, 12U, and 14U will be paid by the league; unless the team completes individual registration with NASA. 8U teams are “friend of status” and no fees are required.

Saunders/Dodge Coach-Pitch (8 & Under) Softball League Rules

- 1) No leading off. Base runners may leave the base as soon as the pitcher releases the ball.
- 2) No base stealing.
- 3) **A coach will pitch a maximum of four balls to each batter.** If a batter does not put the ball into play after the four pitches, a tee will be used. The player will have two attempts to hit the ball into play.
- 4) Defensively, 10 players play the field.
- 5) Outfielders must be on the grass.
- 6) League standing will not be maintained.
- 7) All players must be listed in the batting line up regardless if they were not playing defense.
- 8) An inning will consist of either 3 outs or 5 runs. Game score will be kept to show the 5 runs.
- 9) Infield fly rule is in effect.
- 10) Runners cannot advance on overthrows.
- 11) Doubles are allowed. However, no base advancing is allowed after the ball is in the hands of the infielder.
- 12) Each game will consist of four innings or a one hour time limit, whichever comes first. No new inning will start after the 50-minute mark. If the inning is not finished and the game is nearing the one hour time limit, “last batter” will be called by the coaches.
- 13) No metal spikes.