

West Shore Girls' Softball League
Playing Rules
Teener Division
Updated March 2004

The West Shore Girls' Softball League (The League) is comprised of the following associations: Camp Hill, Highland, New Cumberland, Red Land and Dillsburg. To be a member of the West Shore Girls' Softball League, you must be a member in "good standing" of your own association. The League will adhere to all ASA rules except as amended by the following:

Eligibility

Players will be assigned based on their age according to League rules. The Teener Division will be made up of girls 13 – 14 years of age according to ASA guidelines.

Games

- A complete game will consist of six (6) innings. If the game is tied after six (6) innings, extra innings will be played.
- Games will begin at the time on the schedule, unless delayed by weather conditions. The second game (if a double header) will begin immediately at the conclusion of the first game.
- If the game is called due to darkness or inclement weather, the ENTIRE game will be replayed unless (1) the home team is leading after 3 ½ innings or (2) either team is leading after four (4) full innings. If a game is interrupted in the visitors' half of an inning or before the home half of the inning is completed, the score reverts back to the last inning played.
- If a tie game can't be completed during the night's play, it will be rescheduled on the earliest possible available date that is mutually acceptable to both coaches within 2 weeks. If not rescheduled during this time, the organization scheduler will set the date and time.
- In the first game of a double header, no new inning will be started after **6:45 p.m based on a 5:30 start time.** This game is considered completed if four (4) innings have been played.
- Players from the Junior Division may be "moved up" to the Teener Division in order to fill a complete line up of 10 players for a game. The Junior Division players must be selected from the roster of the players from the same association as the Teener Division team. Complete rosters of Junior Division players will be furnished to each association, and Junior Division player must wear their own Junior shirt while playing in a Teener Division game.
- Where Junior Division players are used to complete a line-up, they must play a minimum of two innings in the field. If the Teener Division player arrives at the field, they will be added at the end of the batting roster.

Weather

The home team manager will decide on field conditions before games and will be responsible for notifying all affected people of the decision made, including first and second game managers, respectively. At the field the umpire will rule. **Umpire Coordinator must be called by 4:00 PM in order to cancel umpire or else League will be charged.**

Umpires

ASA umpires will be used for League games. In the event an ASA umpire is not available for the game, the managers of both teams must agree on the use of a suitable substitute.

Substitutions

- Each girl present must play at least three (3) innings defensively unless games are stopped because of the “ten run” rule or in the event a team has more than 15 players available for a game. In this latter situation, each girl must play at least 2 innings defensively.
- All players present will occupy a position in the batting line up for the entire game. If a player is unable to complete the game, her spot in the line up is removed without any penalty “out”.
- Free substitution on defense for the entire game. This includes pitchers.
- Late arrivals will be inserted into the line up in the next available batting slot at the end of the batting order unless the coach is taking disciplinary action. If disciplinary action is being taken by the coach. If disciplinary action is being taken, please notify the opposing manager of this situation.

Cancellation of Games

A team must have minimum of eight (8) players to start a game. Once the game is started, a team must finish the game with seven (7) players. A team must field a pitcher and a catcher as two of these players. If a team does NOT have eight (8) players to start, the game is forfeited. The exception to this is where a high school coach does not allow players to bat in a slow pitch league. In these situations, the affected players may play in the field, but not at bat. Under these circumstances, the team must have a minimum of eight (8) offensive players. Any less players constitutes an out.

NO CANCELLATION / RESCHEDULING DUE TO INSUFFICIENT PLAYERS WITHOUT THE APPROVAL OF THE OPPOSING COACH. GAME DATE MUST BE RESCHEDULED WITHIN 1 WEEK OR WILL BE CONSIDERED A FORFEIT. ONLY 1 RESCHEDULE PERMITTED.

Runs

- An inning consists of five (5) runs or three (3) outs, whichever comes first. Exceptions are the sixth inning, extra innings and instances where the umpire has designated the “last” inning due to darkness or weather conditions. In each of these situations there will be no limit on the number of runs scored in the inning.
- The “ten run” rule will be in effect after five (5) complete innings. That is, if a team is ahead by ten or more runs after the fifth inning, the game is over.

ASA Exceptions & Other Rules

- A. We will play within 11 inch restricted flight ball.
- B. Batting helmets **with straps** will be worn at all time while batting and running.
- C. Any type of glove can be used in the field of play.
- D. **No jewelry is permitted.**
- E. **No throwing bats. First time will result in a warning from the umpire (should be entered in both score books). Next time bat is thrown by any player, the player will be called “out” and the play considered a “dead ball” situation.**
- F. There will be unlimited foul balls after two (2) strikes.
- G. We will play the “infield fly” rule.
- H. Distance will be:
 - 1. Bases – 65 feet
 - 2. **Pitching – 50 feet**
- I. Teams will be requested to be at the field at least 30 minutes prior to their assigned game time. For the purpose of pre-game practice for single games or the first game of a double header, the home team shall have the field up to 15 minutes before game time. The visiting team will have the last 15 minutes.
- J. Catcher’s equipment will be worn. Chest protectors and masks must be worn, but leg protection (shin guards) is optional.
- K. Umpires will have authority to remove any player, team personnel, or spectator from the game for using abusive or profane language. If the abusive person be removed, the umpire can forfeit the game to the appropriate team.

- L. Managers/coaches will refrain from arguing with or berating others, umpires, and players. We represent a fine area, so please give others from surrounding areas that same feeling. Offenders of this rule are subject to remove by the league.
- M. No formal protest of games is allowed. The umpire's decision at the game is final.
- N. **Individual leagues will determine how scores are reported.**
- O. Sliding is permitted. Base runners must slide or give themselves up to avoid a collision. Base runners must TRY to avoid collisions.
- P. Our association WILL play the "catch-n-carry" rule.
- Q. Intentional walks will NOT be allowed.
- R. The home team is the official scorebook. It is recommended that scores be verified at least every two (2) innings.
- S. No multiple wall bats will be permitted.