

SYSA SOFTBALL RULES - 16U

THE PLAYING OF ALL GAMES IS GOVERNED BY ASA RULES AND REGULATIONS EXCEPT THOSE NOTED BELOW:

Rule 1: Roster

- A. SYSA Softball shall assign players to all teams on the basis of their age, schools and neighborhoods, not on the basis of individual team, player parent or coach preference.
- B. The age group that a player is assigned to depends on the players' age on December 31 of the previous year. Exception: In the case of documented mental or physical impairment, SYSA Softball may approve a players assignment to a lower age group.
- C. Minimum roster is twelve (12) players.
- D. No players may be added to a team roster for league play after their sixth (6th) game, except to maintain a minimum roster (Rule 1 Item C) following the permanent loss of a player or at the discretion of SYSA Softball. All roster changes require written approval from SYSA Softball for both league or tournament rosters with notification to effected coaches.
- F. **TOURNAMENTS:** Players may be added to the roster to replace rostered players unavailable for the tournament. Such additions must be: 1. added prior to the first pitch of the first tournament game 2. must identify the regular roster player(s) being replaced, 3. must be on the regular season roster of a registered SYSA team and, 4. must be eligible age-wise for team they are joining.

Rule 2: Line-up

- A. All players present will play at least three (3) full innings. Substitutions are to be made no later than following completion of the third (3rd) inning. Exceptions shall be for injury, called game, late arrival or disciplinary action by the coach.

NOTE: Disciplinary action, if used, must be explained in writing to SYSA Softball within two (2) days of such action.

EXCEPTION: Players arriving late will be inserted into the batting order in a predetermined spot (See Sec 2 Item C below) but may not play the required three (3) innings (See Rule 2 Item A)..

- B. All players present will be listed in continual batting order with unlimited substitutions for defense only.
- C. Late player(s) will be listed at the end of the batting order on the line-up card and upon arrival will bat as soon as their batting position comes about.

NO OUTS WILL BE RECORDED when the batting position is passed due to non-arrival.

- D. Designated and Flex players are not permitted in League play or tournament play.

Rule 3: The Game

- A. Baselines will be sixty (60) feet in distance and it shall be forty (40) feet from the back of home plate to the pitching rubber.
- B. A twelve (12) inch, leather or synthetic covered softball will be used.
- C. Games are scheduled for seven (7) innings.

SYSA SOFTBALL RULES - 16U

- D. All players must play standard softball positions including at least three (3) outfielders positioned in the outfield. Determining outfield positioning will be at the Umpires discretion.
- E. Teams may not practice on the infield after it is prepared for a game until pre-game infield warm-ups.
- F. The home team shall always occupy the third base side, shall provide the game ball, will act as the official scorer, will take infield practice second and will pick up the bases. At the umpires discretion or by agreement of both coaches, the visiting team may be the official scorer and infield practice can be reversed to speed up the pre-game.
- G. 16U is a 10-player game requiring each team to have ten (10) defensive players to start an official game. However, upon agreement of the head coaches, the umpire will be notified that the game will be an official game while played with less than (ten) players on each team. See Rule Section 2 Items A and C for Line-up policies.
- H. **ABSOLUTELY NO JEWELRY.** This includes: rings, earring, bracelets and necklaces as per ASA rules. Exceptions will be made for items required to be worn by religious faiths and medical items, but such items must be secured in such a manner (as determined by the Umpire) as to prevent a hazard to the player wearing them or other players.
- I. Umpire No-Shows: If the scheduled umpire fails to appear ten (10) minutes after game time, a person(s) acceptable to BOTH coaches may umpire the game. If no volunteer umpires are available, see Rule 7 Item C.

Rule 4: Pitching

- A. No pitcher may pitch more than four (4) innings per game. If a pitcher delivers one (1) pitch in any inning, that pitcher will be charged with one (1) full inning pitched.
- B. If a pitcher hits two (2) batters in one inning, she is to be removed from the pitching position and shall not be allowed to pitch in that game again.
- C. An eight (8) foot circle will be drawn around the pitcher's mound, When the pitcher gains control of the ball within the circle, play is considered dead. At that time, any baserunner off base, must commit immediately to going to the next base or back to the last base touched. Failure to do so is an automatic out.

Should no circle be visible, the Umpire's discretion determines it's placement.
- D. 16U is a Fastpitch League, but Modified Pitch is acceptable. No Slow Pitch.
- E. If the ball is dropped on the third strike the batter is out.

Rule 5: Playing the Game

- A. Stealing is allowed, but base runners may not leave the base until the pitch leaves the pitcher's hand.
- B. Bunting is allowed.
- C. The "Infield Fly Rule" is not in effect.
- D. On an attempt to make an play at any base and the ball goes out of play, each runner is allowed one (1) base. I.E. runner is at first (1st base) and the batter hits the ball and the fielders throw goes out of play before the batter-runner gets to first base and the runner at first has not reached second,, the runner from first base is awarded third (3rd) base and the batter-runner is awarded second (2nd) base.

SYSA SOFTBALL RULES - 16U

E. Five (5) Run Rule

1. A team's turn at bat shall end immediately when they score their fifth run in any inning through the fifth (5th).
2. If, in any inning beyond the fourth (4th) inning, the home team is ahead by fifteen (15) runs, or more after the half-inning, they are the winner, or if the visiting team is ahead at the end of any inning beyond the fifth (5th) by 15 runs, they are the winner.

F. A pinch runner is allowed for the catcher if the catcher is on base with two outs recorded.

Rule 6: Uniforms and Equipment

- A. The batter, all base runners, on-deck batter and ANY YOUTH COACHES (18 & under) must wear batting helmets.
- B. Only uniforms issued by SYSA Softball shall be used in league and league tournament play.
 1. Hats are optional.
- C. The catcher must wear a catcher's helmet, face mask, throat protector and shin guards. Umpires must wear face masks and throat protectors.
- D. No metal spikes.

Rule 7: Length of Games

- A. Game time to determine forfeits or failure of the umpire to appear is ten (10) minutes after the scheduled starting time.
- B. No new inning may start more than two (2) hours from the start of the game.
 1. Official start of the game is determined by the time the first pitch is thrown. The umpire will inform both coaches of the official starting time.
 2. If, at the end of 2 hours, and the completion of any half inning in which the home team is ahead, the home team is the winner.
 3. If, at the end of 2 hours, and the completion of any half-inning in which the visiting team is ahead, the home team is allowed one more at-bat to determine the winner.
 4. League games that end in a tie due to time expiration, will be declared an official tie and will not be replayed or continued.

EXCEPTION: RULE 7.B. holds precedence over any other rule except 7.D.

- C: Rainouts or Suspended Games, lack of an umpire, due to weather or other extenuating circumstances as determined by SYSA Softball, will be rescheduled if possible through coordinated effort of the coaches and SYSA Softball. Partially completed games will be resumed from the point of suspension.

SYSA SOFTBALL RULES - 16U

- D. Tournaments: The nature of tournaments does not allow tie games, therefore Rule 7.B is not in effect for tournaments. Tie-Breaker Rule:
1. Starting with the top of the eighth (8th) inning, and each half inning thereafter, the offensive team shall begin it's turn at bat with the player who is scheduled to bat last in that respective inning being placed on second base.
 2. Play to three (3) outs.
 3. Sudden Death, first team to score, wins.

Rule 8: Coaches

- A. SYSA SOFTBALL PHILOSOPHY: It is the policy of SYSA Softball that every player is allowed to play a certain number of innings in each game (See Rule 2 Item A.) Coaches shall not attempt to circumvent this rule and will use their best efforts to insure each team member plays the required innings.. "Playing a certain number of innings" means playing those innings in the field. Rule 2 Section B requires all players be in the batting order.
- B. All head coaches and Assistant Coaches must be registered with SYSA Softball.
- C. EACH HEAD COACH IS RESPONSIBLE FOR THE CONDUCT OF PLAYERS, PARENTS, ASSISTANT COACHES AND OTHER SPECTATORS FOR THEIR TEAM.
- D. Any coach 18 or under must be approved by SYSA Softball
- E. Guest players can participate in practices only if they are registered with SYSA.
- F. Head coach, or his representative, will present line-up cards to the umpire and the opposing coach prior to the official start of the game, noting any expected late arrivals.
- G. Coaches are responsible for:
1. for any garbage left in its area after each game.
 2. for return of equipment in good order and in a timely fashion.
 3. safety equipment being used in practices.
 4. that any player or coach warming up a pitcher, either between innings or in the bullpen, is wearing a catcher's mask.
 5. Making every effort to keep the game moving at a brisk pace in order to maximize playing time for team members.
- H. EJECTIONS: SYSA policy of being ejected from a game as a player or a coach, requires the individual to miss the rest of that game and the entire next game. Two ejections in a season can be subject to suspension for multiple games or for the entire season at the discretion of SYSA Softball.