



GIG HARBOR CHURCH SOFTBALL LEAGUE

Gig Harbor Area Church League Softball Rules

The league is playing modified Amateur Softball Association (ASA) rules. Disagreements will be resolved by interpretation of the Official Rules of Softball.

Attitude, Demeanor and Sportsmanship:

No foul or obscene language will be tolerated.

A Coach or Umpire will eject any person using foul, or obscene, language from the game.

A person ejected will leave the area before play resumes.

No Alcohol, drugs, or tobacco products will be used at the game or stands.

Teams and Eligibility:

Each team will be Coed consisting of eligible players listed on the official league roster submitted to PAA at the start of the regular season. To field 10 players, 3 will be female. If playing only 2 females, the team may field 9 players

An automatic out will be recorded in the lineup at the discretion of the Coach. For safety reasons, the minimum age:

Recreational play is 13.

Rosters and Tournament Eligibility:

A team roster must be submitted to PAA by each coach prior to the 2nd game. A revised roster must be submitted, if the roster has changed, prior to the fifth game.

Tournament:

For a player to be eligible for tournament play: The player must be on the official team roster. The player must have participated in at least half of the team's regular season games. Team Rosters will be reviewed before tournament play, any player not on the team's official roster will be banned from the tournament.

Game Specifics:

Home team responsibilities:

Start Time: weekday at 6:30pm or Sun (2pm). Allow 15 minute grace period. Before the start of play, the home team will lead both teams in prayer. Supply bases. Supply a usable 12" game-ball not to exceed 47 core (Blue Dot). Keep game score.

Game play/field restrictions will be discussed and agreed to by both coaches prior to play (Dead ball territory, field obstructions, any objects constituting safety concerns etc). NOTE: The umpire has the discretion to call a dead ball situation at any time to protect the safety of players. Games will be 7 innings. 10 Run Rule (per inning). Bats - must be ASA approved softball bats (go to ASA.com for reference). Ladies Choice Rule - no longer in effect. All players must bat their turn to encourage hitting.

Pitching:

Typical pitching distance is 50 feet. However, a flexible and safe distance is allowed to encourage hitting. All pitches will be thrown underhand, with an arc between 6' and 12'. Non-legal pitches are balls, unless the batter decides to put the ball in play. 3 warm up pitches will be given by the umpire at the start of the game and between innings.

Strike Zone:

Official Mat, plus 2" each side and to the rear of mat. (If mat is not available the strike zone is 18" deep from the point of the plate and 20 ½" wide). Any white part of the plate is called a ball in the count. If the ball hits the black beveled rear part of the plate it is a strike. Bases are 60' apart (tape measure is required).

Batting:

No 3rd Strike foul rule. Progressive home-run rule is in effect for Peninsula HS Fast Pitch Field only. Each team will use a continuous batting order. If an event happens that prevents the batter from batting, an

automatic out will be recorded at that position in the batting order.

Continuous Batting Order is the official lineup of offensive players, listing the order in which team members must come to bat. The rule constitutes that each coach/manager submits an official lineup of available and eligible (roster) players to the official scorer prior to the start of the game. The coach/manager shall be allowed to make defensive substitutions for/with any player on the official line up/continuous batting order. *****There will be no free substitution rule or replacement players allowed. If a qualified player arrives late (before the last batter in the continuous batting order has batted in the game) the player may be added to the end of the line-up/continuous batting order.***

Base Running:

Courtesy runners are allowed for batters who have difficulty running after the batter has successfully reached base. Courtesy runners will be a player from the batting order who was the last out. If that person also requires a courtesy runner, the player who made the next previous out is utilized. No pitch runners. No leading off - runner must stay on the base until the ball crosses the plate. If the runner leaves the base prior to the ball crossing the plate, the runner is out. Sliding is optional, however if the runner elects not to slide, the runner will not interfere with defensive play, if so the runner is out.

Encroaching Rule:

Outfielders may not come within a 30' distance of the infield area. This is a 30 foot arc area as measured from 2nd base.

Infield Fly Rule:

Any pop-up to the infield with less than 2 outs, and runners are on 1st and 2nd, or bases are loaded, is an automatic out, runners can not advance.

Force Sliding Rule:

No defensive player may fake a play to force a runner to slide or to delay the runner from reaching the next base. This is considered interference; the runner (s) will be awarded the base they were attempting to obtain.

Suspension of Play:

If a dispute arises the game is halted, the umpire makes a final decision and play resumes. No games shall be played under official protest. All disputes are resolved immediately. During Tournament play, the umpire may contact a Field Commissioner for the final ruling BEFORE play resumes.

Tournament Time Limit Rules:

7 inning games. Games will begin on time and no new inning will start after 1hr and 30 minutes, from the actual start time of the game (as determined by the umpire). Once an inning starts it will be played to completion unless the Home Team is at bat and ahead in the score. A Field Commissioner may grant a play continuance if the game is tied after regulation or the game is considered "in the balance" or would provide a fair advancement opportunity and quality in the tournament.

Cancellation and Forfeit:

Upon agreement of the team coaches that a game is cancelled, it must be made up within 2 weeks of the original game. Each team has until 15 minutes past the start time of a game to field a team. Forfeits will not be made up.

Umpires:

Teams are responsible for umpiring their own games. Ideally, find umpires that are not players and are knowledgeable and qualified to umpire. When available 2 umpires will be used: Home-plate umpire and field umpire. Umpiring positions may be rotated. Player umpires may participate in the game.

Game Scores:

The winning team is responsible for reporting the score on game day. Report scores to PAA (253)858-7678. If voice-mail picks-up, please leave a message stating: League, team names, date of game and score.