

STEVENS POINT AREA YOUTH GIRLS SOFTBALL ASSOCIATION (POINT FASTPITCH)
INTERMEDIATE DIVISION RULES
Amended and adopted – March 2018

Philosophy: This division was organized to give Stevens Point area girls the opportunity to participate in organized softball competition. The qualities of personal and team discipline, teamwork, and sportsmanship will be fostered.

Player eligibility: Any girl between the ages of 12 – 13 is eligible to play in the division. Age will be determined as of September 1st, current year.

Minimum playing time: Every player shall play a minimum of 3 innings unless the game is shortened by rain or other situations. Any deviation from the rule, including discipline of a player, injury, or illness should be discussed with the opposing coach. Violations to the above rule will result in a forfeit.

Every player on the roster will be listed on the batting order and will bat in that order regardless of the position she is playing in the field. Unlimited substitution will be allowed except at the pitching position. A player arriving late may enter the game. The player will be added to the last spot in the batting order.

Minimum Players: A team must have at least six (6) players from its own team to play. If a team is short players to play the field, it is to use players from the opposing team as “defensive fill-ins” to have nine (9) defensive players. The “defensive fill-ins” are the last opposing players to bat in the previous inning (or the last players in the batting order if it is the top of the 1st inning). The “defensive fill-ins” must play in center field or right field. Each team will bat their own players in their lineup. Less than six players will constitute a forfeit and show as a loss in the record. However to allow the girls to play and practice, a team may be formed, and a game played.

- Spirit of game rule: If a team is out of pitchers due to injury during the season the coach may pick up a pitcher provided the opposing coach agrees to allow this prior to the game and informs her parents of the situation. The game will count in the standings. The substitute pitcher may not bat.

Division Games: All games will be six innings in length if time permits. The visiting team gets the first base dugout and warms up down the 1st base line; the home team gets the third base dugout and warms up down the 3rd base line. Both teams are responsible for bringing out the bases before the first game. Both teams are responsible for putting away the bases after the last game. Each team shall be responsible for cleaning up their dugout and stands after their game. ** IF the game is tied at the end of SIX innings, OR at the end of the time limit the game will end in a tie.

Time Limit: Division games shall be conducted under a one (1) hour 20 minute limit following this procedure: 1) the final out of an inning is the start of the new inning (not when the first pitch is thrown). 2) No inning shall start after one (1) hour 10 minutes. 3) The home plate umpire/scorekeeper shall keep track of this time. 4) The umpire has the authority to adjust this time limit if necessary, because of injury or other delays during the game. The umpire shall notify both coaches of any such adjustments as they happen. Umpire decision is final and may not be protested.

To Speed Up the Pace of the Game:

1. Catchers should have a pinch runner with two outs. The pinch runner will be the last out made.
2. No infield practice between innings.
3. Pitchers get 3 warm up pitches between innings.
4. Post your rotations & positions in the dugout.
5. Limit Team Cheers between innings.

Cancelled or suspended games: Games called because of the weather will not normally be made up. Four innings constitutes a complete game. If multiple rain outs occur, Division Director will set up make up dates.

Lightning: See Separate ASA Guidelines

Protests: Protests on rule interpretations should be made according to the official ASA Softball Rules. Protests should be filed with the Division Director who shall appoint a panel of three board members to rule on the protest. Their decisions shall be final. Protests cannot be made on judgment calls.

Uniforms: Uniforms provided by the league are to be worn only for games. They are property of the league and are to be returned at the end of the season. If uniforms are not returned at the end of the season, a fee will be charged to the player. League equipment should also be used only for practices and games. Coaches should keep an accurate record of team equipment.

Unsportsmanlike Conduct: Unsportsmanlike conduct shown by players, coaches, and fans will result in one warning from the umpire. A second offense will result in ejection from the game. That person must leave the ballpark. Division Directors should be notified of any incident. Managers, coaches, and scorekeepers are to remain in their dugout with only the coach to enter the field of play, with umpire's permission to discuss a call. Non team personnel are not allowed in the dugout. The use of tobacco and alcoholic beverages in any form is prohibited on the playing field, benches and dugouts. Coaches are responsible to inform parents to conduct themselves in line with a league of fun and character.

Scorekeeping and reporting: The League will provide scorekeepers to keep the official scorebook .

Umpires: The league will provide two umpires. The Division Director may intervene on his/her discretion at any time.

Special Intermediate Division Rules:

1. Teams may play with 10 players in the field with 4 in the outfield.
2. The pitching distance shall be 40 feet.
3. The pitcher must begin each pitch by presenting the ball to the batter with both feet on the pitching rubber.
4. Any form of underhand pitching will be allowed, including windmill. Whip pitching, with the wrist extended outside the elbow will not be allowed.
 - ⇒ **Both feet must remain in contact with the pitching plate at all times prior to the forward step.**
5. A girl may pitch a maximum of 3 innings per game. Any part of an inning pitched counts as an entire inning. Innings pitched can be non-consecutive and a pitcher can only return as a pitcher once per game.
6. Stealing and leading off will be permitted as the ball crosses the plate or hits the ground prior to plate. It is the umpires' discretion whether to issue a warning to both teams on the 1st infraction and return the runner to the base OR call the runner out. (by mid season all should know the rule)
7. A girl must make every effort to slide when a play is being made or may be made on her. The runner is responsible for avoiding contact or the umpire may call her out. Anyone deliberately going after a player is not only out, but is expelled from the game, and may be suspended from the next two games. The Division Director should be notified of such occurrences.
8. Missed bases will be called by the umpire after the play has been completed. No appeal is necessary. Regarding home plate, it will be a judgment call by the umpire that if a player has started toward the dugout and if in the umpire's opinion, has "given up", then the umpire will make the call.
9. A walk is treated like a hit. The runner can continue past first base, and as long as she makes no attempt to go to second, may return to the base without liability to be put out. She may, at her own risk, try to advance to second, provided that she has not stopped or hesitated at first, while the pitcher has control of the ball inside the pitching circle.
10. The infield fly rule will be enforced. It is a judgment call by the umpire and may be called when there are runners on first and second base, or first, second and third **with less than two outs**. The batter is declared out and the runners may advance at their own risk.

11. Players must wear protective equipment when batting, catching or coaching. Catchers should keep their equipment on between innings unless they are scheduled to bat in that inning.
12. There will be no designated hitters.
13. A twelve (12) run rule will apply after 4 ½ innings with the home team having the last at bat if necessary.
14. A 16 foot pitchers' circle will be used. Once the ball is in the pitcher's control inside the circle, it is a dead ball and all base runners must commit to a base or be called out.
15. A batter shall not throw the bat. The first infraction shall result in a team warning. Subsequent infractions shall result in the batter being called out and any base runners must return to the base they occupied when the infraction occurred.
16. A *strict* five (5) run rule will be enforced for each inning 1-5. This means that runs resulting from continued base advancement after 5 runs are scored in an inning will not count. Beginning with 6th inning teams may score unlimited runs.
17. If a pitched ball hits the ground prior to hitting the batter, it is a live ball, and is up to the umpire to determine if the batter attempted to get out of the way. If the batter attempted to get out of the way, she will be awarded first base.
18. All batters will have a helmet with an approved face shield and chin strap.
19. Five (5) warm up pitches for a new pitcher.
20. Teams need to be ready to play at designated start times.
21. **Dropped Third Strike** – ASA Rules Apply - A batter may attempt to go to first base on a dropped third strike if there is zero (0) or one (1) out and first base is not occupied. They may attempt to go to first base on a dropped third strike if base is open or occupied and two (2) outs.
22. Any player injured during the game and unable to return to the game will be noted by the scorekeeper and not considered an out when due in the batting order. Any player who is scheduled to leave early must notify the scorekeeper prior to the start of the game and not be considered an out when due in the batting order. Player ejected from a game will be considered an out when due in the batting order.
23. On-Deck batters should be positioned on the backside of any hitter.
24. Defensive coaches must remain in the dugout.

For all rules not addressed above, the current ASA rules will apply

NOTE: No set of rules can completely cover each situation that may occur during a game or during the course of the season. Coaches, players, and umpires are expected to meet any unexpected situation with common sense and with cooperation with the good of the program in mind. The Board of Directors reserves the right to make rulings or interpretations on the rules covered in the rule book and addendums to those rules. Coaches will be expected to abide by those interpretations. Failure to do so may result in the Board taking disciplinary actions. It is not always the strict letter of the rule that may settle a dispute, but the intent of the rule must be considered, and the effect the rule violation has on the outcome of the game. ASA rules will be followed in the event a situation is not covered in these Intermediate Division rules. The umpire and/or Division Director's decision is final.