

Howard County Youth Program
Girls Fastpitch Softball
Spring 2010 Rules

1.0 GENERAL INFORMATION

1.1 This program is conducted for recreational purposes and for the enjoyment of the participants of all skill levels. It is based on fair play and good sportsmanship.

1.2 Except as modified below all league and tournament play shall follow the fast pitch rules adopted by the Amateur Softball Association (ASA).

1.3 Each team shall have a roster minimum of twelve (12) players and maximum of fourteen (14) players. The maximum and minimum number of players per team may be increased or decreased at the discretion of the Softball Committee.

1.4 Teams in all leagues will be set by the league commissioner. The League Commissioner’s primary goal is TO CREATE balanced teams, with teams having approximately equal experience, particularly with pitchers and catchers.

1.5 A head coach may have his/her daughter and up to two (2) coaches and their daughters, on his/her team, subject to approval of the League Commissioner.

1.6 Sisters will be placed on the same team unless parents request otherwise.

1.7 No trading among teams will be allowed. Additional players may be added, or removed, only by approval of the League Commissioner. Once teams have been assigned, movement of players from one team to another – whether in the same league, or to a higher or lower league – will only be done with the approval of the League Commissioner(s) and the Rec Softball Commissioner.

1.8 All head coaches and assistants will be required to complete a criminal history background check. This check is confidential and will be reviewed only by the Legal Counsel for the HCYP Inc. Board and the Commissioner of Softball. During all team practices and games, it is required to have at least one coach present who completed the background check. If a team feels it is necessary to include more coaches to meet these criteria, then each additional background check requires a \$15 processing fee.

2.0 Section 2 is reserved for future use.

3.0 BASE PATH AND PITCHING DISTANCES

Age Group	Base path length	Pitching distance
17/14 and under	60 feet	43 feet
12 and under	60 feet	40 feet
10 and under	60 feet	35 feet

8 and under	50 feet	35 feet
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4.0 EQUIPMENT

4.1 The catcher must wear the helmet mask, chest protector and shin guards provided by HCYP Softball or any equivalent personal ASA certified equipment at all times defensively.

4.2 Offensive players must wear an ASA-certified batting helmet while at bat, on deck, and as base runners. One warning will be given per team before declaring the batter/runner out.

4.3 Players may use the bats provided by HCYP or any personal bats that are ASA approved (i.e. ASA or Official Softball imprinted on the bat), unless disapproved by the League Commissioner. Baseball bats (marked "Little League"), titanium bats and "multi-walled" bats are not allowed.

4.4 Defensive players may use either a mitt or a glove at any position.

4.5. Shoes with metal spikes are prohibited. Plastic or rubber spikes are strongly recommended.

4.6 All jewelry must be removed and may not be worn during the game. Note that Medical Alert bracelets and necklaces are not considered jewelry. If a Medical Alert bracelet is worn, it must be taped to the body so the medical alert information remains visible.

4.7 Players are required to wear their complete team uniforms during the game. Shirts must be tucked in at all times.

5.0 PLAYERS AND SUBSTITUTIONS

5.1 No player will sit on the bench for consecutive innings. No player may play six (6) innings until every player has played five (5) innings. No player may play five (5) innings until every player has played four (4) innings. No player may play four (4) innings until every player has played three (3) innings. Every player must play at least one (1) inning in an infield position (P, 1B, 2B, SS, 3B, C) within the first four (4) innings.

5.2 Players arriving late (after the first pitch) or leaving early must play one inning of defense for each two innings they are present, and the requirement to play one inning in the infield does not apply.

5.3 Defensive players may not be removed during an inning except for injury. An exception is that a player on the bench may replace the pitcher, but the pitcher will take that player's place on the bench. Both players will be considered as having played that inning.

5.4 Defensive players may not be shifted from one position to another during an inning, except when another defensive player replaces the pitcher and the pitcher assumes that player's defensive position.

5.5 If a player misses three consecutive games and/or practices without a legitimate excuse, the head coach may request the League Commissioner to remove the player and replace her with a player on the waiting list, if available. The League Commissioner will make the final decision.

5.6 The 10u League will be played with 10 players on the field. The 12u and 14u leagues will be played with 9 players on the field. In all leagues a minimum of 8 players per team is required. In the event that a team does not have the required 8 players they may call up players from the preceding age group league to reasonably meet the normal complement to fill all defensive positions for that age group. All called-ups must be from the same team in the immediately younger league except for the following conditions (1) the 10u league may draw from any team in the 8u league, (2) if an additional team exists in the younger league, then they may be called-up by a higher level team, regardless of the team's division affiliation. If the visiting team has less than 8 players when the game starts, they will be allowed to begin their at-bat in the top of the first inning (see Section 5.7.5 if they reach the batting spots that would be filled by the missing players). They can continue to bat until three outs are made, but if at least 8 players are not available to take the field in the bottom of the first inning, then the visiting team will forfeit the game. If the home team has less than 8 players, then they will bat first, essentially becoming the visiting team. The same guidelines apply in terms of having at least 8 players present when they are scheduled to take the field in the bottom of the first inning.

A team with seven players will forfeit the game. If both teams have seven or fewer players then both teams forfeit and the game is counted as a loss for both teams for the purpose of League standings. There will be no rescheduling of this game.

5.7 The batting order will consist of all players present at the game

1. If a player is not present for her first scheduled at bat, she will be scratched from the batting order. If she arrives later, she will be placed last in the batting order. All other players arriving late will be placed last in the batting order.

2. If a player cannot bat in her scheduled turn because of injury, her at-bat is simply skipped and the next scheduled batter will bat. She may bat again on her next turn. If a player is leaving the game and is not returning, her at-bat is simply skipped and the next scheduled batter will bat (the player leaving the game is now ruled ineligible to participate for the remainder of the game). Any other reason for missing an at-bat is declared an out.

3. If a player is able to bat but cannot run the bases due to an injury, a substitute runner is allowed provided the batter safely reaches base. The substitute runner shall be the player who made the last out.

4. If the game is being played with 8 players, the vacant 9th batting slot is not scored as an automatic out.

5. If the visiting team (i.e. the first team batting) starts the game and has seven or fewer players in the batting order, the vacant spots up to the 8th slot will be declared an automatic out. For example, if two

players are missing (i.e. only 6 players show up to start the game), then two consecutive automatic outs will be recorded. The team will continue to bat at the top of the order until 3 outs are made.

6.0 PITCHING

6.1 The development and use of several pitchers is strongly encouraged. Any pitching style (High School Federation, USSSA, ASA, NSA, or Pony) is legal for league play. Pitchers only have to have the pivot foot in contact with the pitching plate and the non-pitching foot must be on or behind the pitching plate at the start of the pitch.

6.2 The 8u league will use pitching machines. The target speed for the machines is 32-34 mph. In the event the machine is not working (e.g., because the electrical outlet is not functioning), 8u games will be played as “coach pitch”, with coaches pitching to their own batters.

6.3 Pitchers in the 10u, 12u and 14u league may pitch a maximum of four innings per game. Even if a pitcher throws only one pitch in an inning, that constitutes one inning pitched. Should a pitcher be relieved and subsequently return to pitch in the same inning, only one inning will be charged against the four-inning maximum for that player.

6.4 If a pitcher hits three (3) batters (regardless of location hit) in one inning, she must be removed from the circle for the remainder of that inning. She will take the position of the replacement pitcher; that is, she can be switched with any other fielder, who becomes the pitcher; or she can be switched with a player on the bench who is brought in to pitch. If she returns in a subsequent inning, and hits 2 more batters in any subsequent single inning, then she will not be allowed to pitch for the remainder of that game.

6.5 The second defensive conference of an inning will require that the pitcher be removed for the remainder of that at-bat. The same pitcher may return later in the same game (or inning) until a maximum of four innings are pitched.

6.6 Intentional walks, as defined by ASA rules, are allowed in the 12u, 14u and 17u leagues. The pitcher must throw four pitches to the batter; there are no automatic walks. In the 10u league, NO intentional walks will be granted.

Note: per ASA rules, the catcher must be behind the plate until after the pitch is released.

6.7 An illegal pitch will be called a ball. There is no automatic advancement of base runners due solely to the illegal pitch.

6.8 The 10u League shall a “modified player-pitch” format for all games. The “modified player-pitch” format is designed to minimize walks; thus allowing the batters to put the ball in play, while allowing the defensive team more opportunities to make defensive outs and giving pitchers more game experience in the circle. The intent of the “modified player-pitch” format is to create a more lively game, which enhances the enjoyment and skills of the players.

1. A maximum of two walks are allowed by the player pitcher or pitchers in a single inning. Note that no additional walks are allowed for any relief player pitcher that enters the game during that inning.
2. The scorekeeper for the batting team will notify the umpire when the second ball four (4) count has occurred in an inning. On any subsequent ball four (4) in that inning, an offensive team coach will pitch the remaining strikes to the batter from the pitcher's circle.
3. The coach shall wear a glove for safety purposes at all times while on the field of play.
4. The coach shall pitch non-windmill to each batter and throw a flat (non-arc, non-slow pitch style) pitch at a speed as close as possible to a realistic game speed pitch.
5. The umpire will record only strikes against the batter while a coach is pitching.
6. While the coach is pitching to the batter, the player pitcher must be positioned within the pitcher's circle, but not in such a way as to interfere with the coach who is pitching.
7. When the coach is pitching and the batter has either put the ball in play or struck out, the player pitcher will resume pitching to the next batter. The coach shall leave the field of play and remain in the team dugout entrance until needed again.
8. Foul tips not caught by the catcher on the 3rd strike shall have the normal effect on the at-bat; the batter continues to bat with 2 strikes.
9. If the coach hits the batter a dead ball is declared and the batter continues batting.
10. If a batted ball hits the coach, the ball is live. The coach is considered to be part of the field, similar to a base umpire. HOWEVER, if the coach catches a batted ball, the batter will be declared out.
11. If the ball is put into play when the coach is pitching, the coach shall do his/her best not to interfere with any field play. If the umpire determines that the coach intentionally interfered with play, the batter or runner will be declared out. Interference does NOT include the coach protecting himself/herself from a batted or thrown ball.
12. When the coach is not pitching, he/she shall stay in the team dugout entrance ready to enter the game upon ball 4 being pitched to a batter from his/her team.

7.0 BATTING

7.1 The infield fly rule WILL apply in the 12u and 14/17u leagues, but not in the 8u and 10u leagues.

7.2 The first time a batter throws a bat after swinging, the umpire will issue a warning to both teams. The next time any batter (from either team) throws a bat after swinging, that batter will be declared out, the ball will be declared dead and all runners will return to their original bases. Throwing the bat is a safety issue and shall be handled accordingly.

7.3 In the 8U, 10u and 12u Leagues, any batter who squares off to bunt MUST either bunt or let the pitch pass. A batter cannot square off to bunt and then pull her bat back to take a full or partial swing at the ball. If this occurs and the batter puts the ball in play, the opposing head coach shall have the option of accepting the play or an automatic strike, in which case there would be no advancement of any base runner. In the 10U league, when the batter squares to bunt while her coach is pitching, the pitcher must wait until the ball crosses home plate before charging the plate. (Note that there is a distinction between slap hitting and squaring to bunt. When slap hitting, at no time do the batter's hands and bat leave the upright position.) In the 14/17u league, a batter may pull the bat back to bunt, hit or slap a pitch after showing or squaring to bunt.

7.4 The dropped third strike rule WILL apply in the 12u and 14/17u Leagues, but not in the 8u and 10u Leagues.

7.5 In the 8U league, each batter gets four (4) strikes. There are no called strikes, only swinging strikes. The rules on foul balls for the 8U league follow the normal pattern. That is, foul balls ARE strikes on the first, second, and third strikes. On the final strike, the batter is not out on a foul ball (that is not caught by a fielder) unless the foul is on a bunt attempt. A foul bunt on the final strike counts as a strike-out. There are no walks in the 8U league; if the pitching machine is not throwing strikes the coach should adjust it so that it does throw strikes.

8.0 BASE RUNNING

8.1 The 8U and 10U Leagues will have no base stealing.

8.2 <rule 8.2 has been deleted>

8.3 When a defensive player has the ball and the runner remains on her feet and crashes into the defensive player, without sliding or attempting to avoid contact, the runner shall be declared out.

8.4 Per ASA rules, defensive players may not block or obstruct a base or base path unless they are making a play on a batted ball. The umpire should award the runner the base she would have attained if the obstruction had not occurred. For a thrown ball, the defensive player may not be in the base path unless she actually has the ball in her glove or bare hand. The defensive player may not await a throw in the base path.

8.5 In the 12u League, the runner can attempt to steal a base once the pitched ball crosses home plate or either foul line. A runner may not lead off and must maintain contact with the base until the ball crosses home plate or either foul line. In the 12u league, if the pitched ball slips from the pitcher's hand and/or hits the ground within ten feet of the pitching circle AND does not reach home plate or either foul line, the umpire will declare a dead ball situation and call the pitch a ball. Runners who inadvertently left the base will NOT be declared out, may not advance and must return to their base. In the 14/17u league, a runner may advance once the pitch is released from the pitcher's hand.

8.6 A courtesy runner IS ALLOWED for the pitcher with two outs, or if four runs have scored in the inning and it is not the unlimited run inning. A courtesy runner MUST BE USED for the catcher with two outs, or if four runs have scored in the inning and it is not the unlimited run inning. The courtesy runner is the player who made the latest out. If there are no outs, the courtesy runner is the player who scored the latest run.

8.7 Sliding is permitted in all Leagues.

8.8 In the 10u league, aggressive baserunning is not permitted due to the desire to develop all the softball skills of the players, rather than just their baserunning skills. The following rules apply:

8.8.1 Runners may not advance on a throwing error. If a ball is hit to the infield, and a throwing error – either a dropped or errant throw – is made by the defensive player that causes the runner to be safe at the base to which she is going, the runner will remain at that base, and all other runners will remain at the bases to which they had advanced on the play. The only exception is when the error causes the ball to go out of play (e.g, when it is thrown over the fence or into the dugout), in which case all runners will be advanced by one base.

8.8.2 On balls hit to the outfield, runners are entitled to advance until such time as the defensive team has returned the ball to the infield. This applies regardless of whether or not there are fielding errors that allow the ball to remain in the outfield. Once the defensive team has returned the ball to the infield, runners may proceed to the base to which they are then heading, but must stop.

8.8.3 At all times runners are at risk of being put out while trying to advance – that is, the defensive team can throw the ball back into the infield and tag a runner out if she is not yet on a base to which she is entitled to advance. If the umpire determines that a runner is advancing past where she should stop, the umpire will send the runner back to the appropriate base after play has stopped. A runner may not be put out while returning to the appropriate base at the direction of the umpire.

Notes:

(a) If the batter hits the ball over the outfielder's head and it rolls to the fence, the batter and all runners may continue to advance until the ball is back in the infield. This may result in an inside-the-park home run for the batter.

(b) If the batter hits a fly ball to the outfield, the batter and all runners may continue to advance until the outfielders have retrieved the ball and returned it to the infield, at which point the runners must stop at the base to which they are proceeding when the ball comes back in. Note: the point at which the ball is deemed to be back in the infield is the time at which the umpire believes that the ball is within the area of the dirt surface on the field, NOT the time when the outfielder throws it or starts running it back in.

(c) If the batter hits a hard ground ball that goes between the legs of an infielder and rolls into the outfield, and the outfielders do not promptly return the ball to the infield, the batter and all other runners may keep advancing until the ball is returned to the infield.

(d) The only exceptions to this rule are when safety issues arise or the ball goes out of play. Safety issues may arise when two fielders both go for a ball and collide, and the umpire believes that one or both may be injured. In that case, the umpire shall immediately declare a "dead ball" and attend to the defensive players. The umpire shall award all runners a number of bases that she believes they would have achieved had there not been an injury. If a ball is hit in fair territory into the outfield and then goes out of play, it is a ground rule double and all runners are awarded two bases.

9.0 FIELDING

9.1 In the 10u and 12u leagues, infielders must be positioned no closer than five (5) feet in front of the base or base line when the ball is pitched. The 14/17u league may play even with the pitcher at the first and third base positions. In all leagues, the first and third baseman may charge forward to field a bunt once the batter squares to bunt.

9.2 Outfielders may not be positioned in the infield and must remain on the outfield grass at the start of every play.

10.0 LEAGUE PLAY

10.1 The program shall operate four (4) leagues according to ages:

- 1) Age 14/17 and Under (all high-school age girls, plus those 8th graders too old for 12U)
- 2) Age 12 and Under
- 3) Age 10 and Under
- 4) Age 8 and Under

The player's age for league purposes is her age on December 31 of the previous year. For the Spring 2010 rec softball season, the player's age is her age on December 31, 2009.

10.2 Players MUST play in their proper leagues unless an exception is granted by the League Commissioner and the Rec Softball Commissioner. Exceptions are normally granted for one of two reasons:

a. A player can be permitted to "play up" into the next older league if her experience, softball skills and athletic abilities warrant. For example, a player who has already played two seasons in the 8U league will generally be permitted to play in the 10U league even if she's still 8. A 10-year old can be permitted to play in the 12U league if her softball skills are those of a player in the 12U league.

b. A player can be permitted to "play down" into the next younger league if conditions warrant. Generally, this will involve a player with little to no softball experience and athletic abilities that are weaker than normal for her age.

The primary factor in granting exceptions is player safety, both of the player requesting the exception and of the players against which she will be competing. An exception will NOT be granted if it is believed that doing so will cause a safety concern for the player or to others.

10.2 Except for the 8U league, each team will be scheduled a minimum thirteen (13) game regular season schedule.

10.3 League play, including tournaments, will be conducted from approximately early April through mid June.

10.4 Game times shall be determined by the game schedule for each league.

10.5 The game forfeit time is 15 minutes after the scheduled starting time.

10.6 All games will be subject to the following time limits:

1. For regular season and tournament games, no new inning may start more than 90 minutes after the actual start of the game as declared by the umpire. Regular season games are complete if the 90-minute no-new-inning rule precludes the starting of a new inning, regardless of the number of innings completed. If the game starts late (i.e. less than the 15 minutes allowed), the 90-minute window begins when the umpire announces the start time, not when play actually begins.

2. Tie games will not be continued beyond the time limit nor will they be replayed.

10.7 Home team head coaches are responsible for raking the batters' box area, pitcher's circle and base areas as needed, before and after each game.

10.8 The home team will use the third base side bench area.

10.9 All games shall be scheduled as six (6) inning games. A regular season or tournament game called for weather will be considered a complete game if the losing team has completed four (4) times at bat.

10.10 There will be a five (5) run limit per team per inning with the exception of the last inning when there will be NO RUN LIMIT. League Rules or the Umpire determines the last inning. In the event the unlimited run inning was not called by the umpire (due to an unexpectedly long previous inning) and there is no time to begin a new, unlimited run inning, the final inning will be the last completed inning and limited to five (5) runs per team. The home team will be allowed to finish its last at-bat, if necessary.

10.11 The time between teams alternating from offense to defense will be limited to three (3) warm-up pitches or a maximum of one minute.

10.12 The Softball Committee will determine the supplier of umpires for all games.

10.13 If no umpire shows up for a game, the team head coaches will agree on a volunteer adult umpire to be used. If positioned behind home plate, the volunteer umpire must wear a protective mask. If the volunteer umpire is positioned behind the pitcher, then a protective mask is not required. If an agreement cannot be reached, then the home team head coach will call upon the Softball Commissioner of the Day to resolve the issue. Likewise, if an umpire leaves before completion of a game, the game will be continued using a volunteer umpire (but within the time constraints stated in paragraph 10.6).

10.14 The head coach of the HOME team is responsible for e-mailing the League Commissioner and the publicity coordinator with the game score and a game summary. These responsibilities must be completed within 48 hours from completion of the game and no later than 9:00 P.M. Sunday evening for Saturday games and/or Sunday makeup games. The absence of an umpire shall be reported to the Softball Umpire Commissioner.

10.15 For the purpose of League Standings, teams shall receive 2 points for a win, 1 point for a tie, and 0 points for a loss. For the purpose of a tie-breaker to determine league standings, the first tie breaker is based on head to head competition, the next is conference record, followed by runs allowed, followed

by run differential, and finally a coin toss, which will be administered by the League Commissioner or a neutral member of the softball Committee.

10.16 The 8u league is an instructional league, and no official scores or league standings are kept. Games are completed at the end of six innings, or at the end of a full inning (that is, both teams have batted in the inning) when the 90 minute time limit has expired.

11.0 CANCELLATION OF GAMES

11.1 Only games (not practices) will be rescheduled as the result of inclement weather or poor field conditions Refer to 5.6 if a team has less than the required number of players. Only the League Commissioner can reschedule games.

11.2 In case of inclement weather on the day of a game, it shall be the responsibility of the Softball Commissioner or his/her designee to determine the field playing conditions prior to the scheduled game time. Head coaches should call after 5:00PM for Wallas Park field status report. See separate handout for phone number and extension. After a game has started, only the umpire may decide if a game is cancelled or delayed. Exception: At Wallas Park, cancellation or delay due to lightning may be called by the P.A. announcer.

11.3 To determine if a field is playable at Centennial Park North or Cypressmede Park, head coaches should call the Howard County Department of Recreation and Parks inclement weather phone number between 4:00 PM and 4:30 PM on game or practice day. To determine if the Centennial High School field is playable, head coaches should call the Howard County Public School System inclement weather phone number on game or practice day. Refer to a separate handout or the HCYP softball website for phone numbers.

11.4 If a field has been closed by either HCYP or the Howard County Department of Recreation and Parks, use of that field for either a game or practice is strictly prohibited.

12.0 SCORING

12.1 Scorekeepers for the two opposing teams will reconcile their scoring after each inning to prevent any discrepancies in score or batting order. In the event that the scorekeepers cannot reconcile the differences between the scorebooks, and the head coaches of both teams can't agree on how to resolve the discrepancy, the home team scorebook will prevail and the visiting team may file a protest, if warranted.

13.0 LEAGUE TOURNAMENTS

13.1 There are no league tournaments in the 8u league.

13.2 The type of league tournaments in the other leagues shall be determined by the Softball Committee. For Spring 2010, the 10U, 12U, and 14/17U leagues will play a “pool play and single-elimination” tournament format, like that played in travel tournaments.

1. Each team will play 2 or 3 games of “pool play”. Pool play opponents are determined based on regular season standings. Each team starts pool play with zero points, then receives two points for each win; one point for each tie; and zero points for each loss.

2. Teams are also credited for runs scored and allowed in pool play. In the event of a forfeit, the forfeiting team is awarded a loss and zero points; the team forfeited to is awarded a win and two points. No runs either scored or allowed are assigned to either team. In the event of a double forfeit (e.g., because neither team has enough players), both teams are awarded a loss and two points.

3. At the conclusion of pool play, ALL teams move on to a single-elimination tournament. Teams are seeded based SOLELY on pool play results, NOT regular season results. Team seed is determined by:

1. Best record in tournament (that is, number of points)
2. Forfeited games. If a team loses a game by forfeit, then it will be eliminated from the remaining tiebreaker criteria. However, the “best record in tournament” criteria still applies and the team losing by forfeit will be given a lower seed in the single-elimination round than the other teams it had the same record with during pool play.
3. Head-to-head competition, if only two teams are tied for slot. If three teams are tied and one of the teams beat the other two teams during first-round play, then that team will be given the higher seed. The other two teams will use remaining tie-breaking criteria to determine the next seed. If more than three teams are tied, then head-to-head competition will not be used.
4. Average runs allowed per game played during pool play. Note: if the team is involved with a forfeited game, either winning or losing, the results of that game will NOT be included in the “average runs allowed per game” calculation.
5. Average run differential per game played during pool play. Note: if the team is involved with a forfeited game, either winning or losing, the results of that game will NOT be included in the “average run differential per game” calculation.
6. Coin toss. If two teams are still tied after the tie-breaking criteria, then a coin toss will determine the seedings for the single-elimination round. The team with the best regular season record will get choice of calling the coin toss or deferring the call to the other team. If more than two teams are tied, then the regular season records will determine the order of the coin toss participants with the teams with fewer points flipping first.

13.4 The 10u League post-season tournament will use the same pitching format as the regular season (see rule 6.8).

13.5 The single-elimination round will proceed through to the championship game. There will NOT be a consolation or “third-place” game.

13.6 Two special rules apply for tournament games. These are as follows:

a. For a tournament game only, a minimum of four (4) at bats must be completed by the losing team for the game to be declared a complete game. However, the 90-minute time limit will preclude any new inning from starting even if four innings have not been played. In the event that the losing team has not completed 4 times at bats and the 90-minute time limit does not allow the tournament game to be continued, the game shall be scheduled to resume completion at a later date.

b. For the 12U and 14/17U leagues, semifinals and the championship game will be played for a full six innings, with NO time limit. For the 10U league, only the championship game will be played for a full six innings with NO time limit.

14.0 ALL-STAR GAME

14.1 The 10U, 12U and 14/17U league seasons will conclude with an “All-Star Game.” Weather permitting, the All-Star Game will be played on the same day as the championship game, after the championship game has concluded.

14.2 An equal number of players will be selected from each team in the league. All players from a team will be assigned to the same All-Star team.

14.3 In leagues with two divisions, the head coaches of the regular season division championship teams will be the All-Star head coaches. In leagues with no divisions, the head coaches of the first and second place regular season teams will be the All-Star head coaches. Head coaches will pick assistant coaches for the game.

14.4 In leagues with two divisions, the two teams will each represent a division. That is, the game will feature the “ACC All-Stars” against the “PAC-10 All-stars”. In leagues with no divisions, the All-Star teams will be selected with an eye toward producing an even game that will be fun for all players.

14.5 All-Star games will last seven innings, with no time limit (weather permitting). Coaches should work to ensure that all players get approximately equal playing time.

14.6 All other league rules will apply as usual.

15.0 PROTESTS

15.1 All protests pertaining to the playing of a game shall be submitted to the umpire and the opposing head coach at the time of the alleged infraction and prior to the next legal pitch.

15.2 All protests shall be submitted in writing using an All Purpose Report Form (see 15.0) and must be in the possession of the League Commissioner within 48 hours after game time.

15.3 All protests will be acted upon by the League Commissioner, Softball Commissioner and the Assistant Commissioner.

16.0 ALL PURPOSE REPORT FORM

16.1 The Softball Commissioner and the League Commissioner must be notified as soon as possible, by phone, of any serious or significant issues involving head coaches, coaches, players, and spectators or parents. Issues could include, but not be limited to, serious player injury, cases of extremely poor sportsmanship, concerns, protests, misinterpretation of the rules or any actions that are inconsistent with the philosophy of HCYP.

16.2 An All-Purpose Report Form must be filled out and placed in the Softball Commissioner or League Commissioner mailbox for all such incidents referenced in 15.1.

17.0 Sportsmanship

17.1 Head coaches (and designated head coaches in the absence of a head coach) are responsible for the conduct of the players, coaches, parents and spectators of their team. Individuals not displaying the qualities of fair play, good sportsmanship and respect for the umpires are subject to expulsion from a game. Disciplinary actions or incidents will be referred to the Softball Committee for disposition.

17.2 For the 10U league only, in the event of unsportsmanslike conduct by a player, coach, or spectator, the umpire can charge a team a "Technical Out". If the batting team is charged the "Technical Out", they are immediately assessed an out and play continues. If the fielding team is charged the "Technical Out", then they have one out charged against them when the first batter of their team at-bat takes place, thereby giving them only two outs for that inning. In the event that a fielding team is charged a "Technical Out" and they will not bat again, then the batting team will be awarded an extra (fourth) out for that inning. Two consecutive "Technical Outs" may not be assessed against the same team; at least one pitch must intervene.

A "Technical Out" may be assessed instead of ejection of a player, coach, or spectator. Disciplinary actions or incidents resulting in "Technical Outs" will be referred to the Softball Committee for disposition.