

## Wide World Of Indoor Sports

### 2014/2015 SOFTBALL LEAGUE RULES

1. Unless otherwise specified current ASA rules will apply to all games.
2. **Time Limit:** Games are 6 innings or 1 hour and 20 minutes (Drop Dead), whichever comes first. There is no grace period for all games. All teams must be ready to play at their scheduled game time. If the time expires, the score will remain as is, this includes all runs scored during an inning even if it was not completed. A maximum of **4** runs can be scored per inning until the last inning where there are unlimited runs. Managers of both teams will be notified by the umpire that the last inning has been declared, based on time constraints.
3. **To help keep games on schedule:** Please have players come on and off the field as quickly as possible. Infield and outfield warm-ups will only be allowed in the first two innings of each game. Pitchers will be allowed three warm-up pitches between innings, a new pitcher entering the game will be allowed five warm up pitches.
4. **Batting:** A continuous batting order will be utilized. All players present at the start of the game shall be placed in a batting rotation. Late arrivals shall be placed at the end of the rotation.
5. **Free substitution rule:** Any player may substitute for any other player at any time during defensive play. Players may likewise re-substitute at any time during defensive play.
6. **Courtesy runners:** A courtesy runner (if used) will be the player who made the last out or if it is the first inning of the game, the courtesy runner will be the last scheduled batter. If last out is injured or on base, skip them and go to the player who made the second last out.
7. **Games:** Can end in a tie. EXCEPTIONS: (Playoffs: Game goes to international tiebreaker- each team starts inning with runner on 2<sup>nd</sup> base.)
8. **Scorekeeper:** Home team will be the official score keepers and will report the score at the conclusion of the game (s) to the home plate umpire. Teams should verify the score with each other and the umpire each half inning. It is strongly recommended that scorekeepers of opposing teams exchange Line-ups prior to game time as to not delay the start of the game.
9. **No infield or batting practice allowed on the field.** The use of **hitting sticks** is prohibited. A pre-game warm-up area is located behind the left field fence.
10. **This is a Zero Tolerance League,** Poor Sportsmanship from Players, Coaches, Parents and Fans will not be tolerated. Anyone who cannot conduct themselves in a civil manner will be issued a warning. If the disruptive behavior continues the person(s) responsible will be immediately removed from the game and will not have any interaction with the game (of

any kind) for the duration of that game. If the disruptive behavior continues after the person(s) has been ejected or refuses to leave, the team that person(s) is associated with (at the umpires discretion) will forfeit the game.

11. Depending on the circumstances of why the person(s) was removed from the game, the WWIS Director reserves the right to remove the person(s) from the league.

**12. Bench Area:** Home team will be assigned to the third base bench area. Visiting team will be assigned to the first base bench area. Only players, coaches and scorers are allowed in the bench area. Teams are responsible for picking up trash in and around their bench areas after games. Please leave the bench area promptly to allow teams for the next game to move in.

**13. Equipment:** Please make sure that all bats meet the current ASA standards and all equipment is in good working order and meet ASA standards. Ball will be, 12", 47 Cor., 375 Comp., Yellow Optic Cover with Red Stitch.

**14. Pitching Distance:** Pitching distance for the 12U Division will be 40 ft. Pitching distance for the 14U/16U/18U Division will be 43 ft.

**15. When a fair batted ball:**

- A. Makes contact with the ceiling above the lights or the lights themselves, the ball is dead and it is a strike on the batter. If the Batter has two strikes and the ball makes contact with the ceiling above the lights or the lights themselves, the ball is dead and the batter is out.
- B. Makes contact with the BLUE colored portion of the outfield wall in the air, bounces or deflects off a player the ball is live and in play.
- C. Makes contact with the WHITE colored portion of the outfield wall in the air, bounces or deflects off a defensive player from the right field foul pole, to the metal support in the dome in right center field, it will be ruled a ground rule double.
- D. Makes contact with the WHITE colored portion of the outfield wall in the air, bounces or deflects off a defensive player from the center field fence, to the right center field metal support in the dome, it will be ruled a ground rule triple.
- E. Bounces over, rolls under or goes through the left field or left center field fence in the dome, it will be ruled a ground rule double.

16. When a batted ball makes contact with the ceiling, lights or walls over foul territory it is a Foul Ball.

17. Ruling as to whether or not the ball makes contact with the White or Blue colored portion of the walls, ceiling or lights is strictly umpire's judgment.

18. The Right Fielder shall not make a play on the Batter-Runner advancing to First Base on a Batted ball. Right Fielder may make a play on any runner at any other base on a batted ball other than first base.

(Reason) Right fielder would not normally be playing that close to the infield on an outdoor field.

19. **Slashing:** Slashing (showing bunt then pulling back and swinging) is not permitted.

#### **WARM UP AREA**

Only pitchers and catchers are allowed to warm up in the designated area. Teams that are playing at the time have first rights to the area. There is one spot for the home team and one spot for the visitors. If the area is not being used by the teams currently playing, the teams waiting to play the next game may use it. If at any time, the area is needed by the teams playing, the waiting teams must vacate the area immediately, no questions asked.

There are no other warm ups or ball playing of any kind allowed inside or outside of the dome at any time. Keep bats, balls, and all other equipment in your bags until you take the field. This will be strictly enforced.