

RULES AND INFORMATION
FOR THE
8 & UNDER – COACH PITCH
10 & UNDER – FASTPITCH
12& UNDER – FASTPITCH
DIVISIONS

EAST YADKIN SOFTBALL ASSOCIATION

2019

East Yadkin Softball Association
ASA Rules/Amendments for East Yadkin League

Age:

8 & under (8U): A player who is 8 years of age or younger on January 1 of the current year is eligible.

10 & under (10U): A player who is 10 years of age or younger on January 1 of the current year is eligible.

12 & under (12U): A player who is 12 years of age or younger on January 1 of the current year is eligible.

**Players may double roster as long as a younger player does not start in front of an older player and a younger player shall not play more than an older player

***School age children that attend Yadkin County Schools should play for the school in which they attend. A child that lives inside Yadkin County but does not attend Yadkin County School because they are home schooled or attend a school outside Yadkin County can play for the school in which school district they live in by home address. If a child attends Yadkin County School but lives in another county can play for the school in which they attend. Children who live outside of Yadkin County and do not attend Yadkin County School cannot play East Yadkin Softball.

Rainouts:

Before game: The home team will notify visiting team two (2) hours before the game if it cannot be played due to weather.

The home team will notify Umpire-in-chief two (2) hours before the game if it cannot be played due to weather. Call Dale Byrd (cell 414-5773, home 499-3177, work 983-5100 Ext 231 ask for Dale).

During game: Umpire will decide if field conditions and weather are too hazardous for the game to continue. The home team is responsible for rescheduling games due to rainouts. Both coaches must agree on a new date and time.

Any game rescheduled due to something other than weather conditions should be played within two (2) weeks. Both coaches must be in agreement.

Equipment:

Helmets for the 8U's, 10U's and 12U's must have a face shield.
Bats must have an ASA stamp.

**All 8U, 10U & 12U pitchers must wear face shield.

Catchers:

Catchers must wear a mask with throat protector, approved helmet with earflaps, shin guards that protect the kneecaps, and body protector.

Note: Any player warming up a pitcher must wear a mask with throat protector and approved helmet with earflaps.

Softball:

8U and 10U will use an 11" optic yellow ball & 12U will use a 12" optic yellow ball with a .47COR/375compression with the ASA stamp on the ball.

The home team must furnish a new ball.

Double First Base:

The double base shall be used at first base in all divisions of play. This base is 15 by 30 inches and made of canvas or other suitable materials. Half the base is white (over fair territory) and half is colored (over foul territory). It should not be more than 5 inches in thickness.

Game Time:

8U: Game times will be different each Saturday. Some teams may play on a Sunday afternoon at either 2:00 or 3:30.

10U: Monday and Thursday at 6:00pm and possibly Saturdays at different times. at 6:00pm.

12U: Tuesday and Friday at 6:00pm and possibly Saturdays at different times. at 6:00pm.

Length of Game:

8U: 7 inning ball game: finish the inning you are in at 1 hour 15 minutes.

10U & 12U: 7 inning ball game. Finish the inning you are in at 1 hour 30 minutes. GAME SCORING.

Game Scoring:

Applies to 8U, 10U & 12U.

Each team may only score a maximum of 5 runs for the first inning. The 2nd, 3rd, 4th, innings the leading team may always be able to score 5 runs even though the lead could be greater than 5 runs. The team that is behind when batting after the first inning, may always be able to even up the score, and score 5 additional runs, this applies to the 2nd, 3rd, 4th, 5th innings only. The 5th, 6th & 7th inning or any additional innings played are unlimited scoring innings. If time has expired and you have to use the International Tie Breaker Rule then it is unlimited scoring regardless of the inning.

The slaughter rule for 8U, 10U and 12U:

12 after 3 innings
10 after 4 innings
8 after 5 innings

In the event that the 1 ½ hour time limit has elapsed and you are not into the 7th inning and the game is tied:

The international tie rule is now in effect.

A. Starting with the top of the next inning, and each ½ inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last at that respective ½ inning being placed on second base (ex. If the number 5 batter is the leadoff batter. The number 4 batter in the batting order will be placed on 2nd base. A substitute may be inserted for the runner).

B. If a team is in the tie-breaker and the absent player is the one who should begin the half inning at second base, do not declare an out. Instead, place on second base the player whose name precedes the absent player's name in the lineup.

Waiver:

4 visits per game

It will be the coach's choice if he/she chooses to use an EP (Extra Player). No team may be called All-stars. Two Eps are allowed. 10U and 12U are allowed to have 11 batters in their starting lineup.

Tournament:

All teams will have a double elimination tournament at the end of the season.

Tournament sites for 2019:

8U – Yadkin County Park
10U – Yadkin County Park
12U – Yadkin County Park

All teams must report to their playing field at least 30 minutes prior to their scheduled game time. This also applies to pre-season and post-season play. Due to unforeseen circumstances, game times can begin 30 minutes earlier than scheduled. Failure to report will result in a forfeit.

In the event that there is a tie at the end of the regular season, the following tie breakers will be used to determine seedings for the tournament. All places will be considered in seeding end of season tournament.

1st tie breaker – head to head results (if applicable)
2nd tie breaker – runs allowed

Other Rules:

8U – dead ball if it crosses 1st or 3rd base; home plate – live ball

10U can steal only 1 base at a time. They cannot steal home.

Do not run on dropped 3rd strike.

12U can steal as many as you can. A runner is allowed for the catcher if there are two (2) outs.

Pitching Distance: 8U: 35'
 10U: 35'
 12U: 40'

Base Distance: 8U: 60'
 10U: 60'
 12U: 60'

Umpires:

Dale Byrd, Umpire-in-chief, will schedule all umpires. All umpires will be paid by the home team. If an umpire does not show up and there is a sanctioned umpire in the stands, they can be used (if agreed upon by both coaches and they do the field).

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| A. Cost 8U | Only 1 umpire - \$35.00 |
| B. Cost 10U & 12U | Plate umpire - \$43.00
Field umpire - \$37.00 |

If an umpire shows up for a game and the game has been changed and Dale Byrd was not notified, the umpire will be given FULL PAY by the home team. If a game was cancelled due to a forfeit, the forfeiting team is responsible for paying the umpire FULL PAY.

Exceptions to ASA Rules:

8U can start with 8 players but must bat everyone. 8U batters get five pitches with unlimited foul balls. The 8U pitcher/coach must have at least one foot inside the circle upon release of the ball.

10U & 12U can start with 8 players in order to begin a game.

If a player is injured during the game, the umpire will stop all play by calling time-out.

- Infield injury: base runners are awarded one (1) base
- Outfield injury: base runners are awarded two (2) bases

An eligible substitution can be made for an injured player.

Example: Player A is in the starting line-up. Player B is substituted for Player A. If Player C is injured, Player A can enter the line-up for Player C. However, all players must have been listed in the batting order.

If a runner is injured, the umpire will call dead ball and the runner will get a base. No other runner may advance.

At no time is a coach to tell his/her batter when and when not to swing at the ball. Coach will receive one (1) warning. The second time the batter will be called out.

Exceptions to ASA Rules (continued):

Coaches will be held responsible for crowd control. Any umpire has the authority to remove the head coach for any infraction of the Code of Conduct by a coach or spectator. (Code of Conduct Rules attached.) If a coach is making all efforts to control the crowd, they will not be rejected from the game.

Tobacco products may not be used by any player or coach.

Throwing the bat is an out. The warning is given at the plate. No questions asked.

Game results must be called in by the winning coach before the next scheduled game – penalty FORFEIT. All game results must be sent to: Justin Wilson at 336-655-4056 and also Jan Wilson at 336-830-5439 (website admin)

Trophies:

All players will receive a tee shirt at the end of the season. Regular season champions will receive a team plaque and medallions. Individual trophies will be awarded for 1st place and medallions will be awarded for the 2nd place in the end of season tournament. The top two teams will receive a team plaque for the end of season tournament.

Protests:

All protests must abide by all ASA rules and amendments. A fee of \$50.00 must accompany any protest that is filed the league. If the coach's protest is upheld, the fee will be returned. If not, the fee will go to the league. Only the pitcher has to make an appeal – no other infield players.

There will be a \$50.00 penalty per roster that has to be redone to an unequal amount of same age players on more than one (1) team from the same school. The roster must be legible and in blue and black ink.

Eligible members of school teams may play 12U.

If there are any changes or additions to these rules, they will be added and a revised copy of the rules will be distributed.

The Code of Conduct will be followed closely. ASA can be called to come in for a hearing if warranted.

Tournament Championship Game Time Limits:

10U & 12U – 2 hours

8U – 1.5 hours

**Run rules and slaughter rules have been revised (Rev. 2019)