



2015 RULES AND REGULATIONS

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Section 1.0. ELIGIBILITY:

1.01. **Bona fide residency:**

A player is only eligible for ASA Junior Olympic “B/C” championship play in her “home” recreational league. A player’s “home” recreational league is defined by the high school attendance area that includes her permanent place of residence. A player must be a bona fide resident of Hanford Joint Union High School District.

1.02. **Exception to bona fide residency requirement:**

If there is no such recreational league within a player’s permanent place of residence, the player is eligible to play in an adjacent recreation league which for purposes of participating in ASA Junior Olympics “B/C” championship play becomes her new “home” recreational league.

An adjacent league is defined as a league that either: (i) shares a common boundary, (ii) is the geographically closest league if there is no common boundary, or (iii) is located within a single school district.

Pursuant to CCASA rule, a player who attends a school in Hanford, is eligible to play in the HYSL league and will be eligible to participate in the all-star season as a Hanford Flame.

1.03. **Late registration eligibility:**

A player that comes into HYSL after the draft of league teams may be added to an existing roster to the team who is next in line for a player based on the end of the draft.

Section 2.0. DISQUALIFICATION:

A player shall cease to be eligible to compete in HYSL’s current recreational league play if said player plays in or with another registered ASA softball league or team, including “A” softball travel teams or “Gold” softball travel teams. The rule is in effect for all divisions, including 8U, 10U, 12U, 14U and 16U, and specifically includes roster positions and practice team positions. This rule does not include school sponsored teams.

Section 3.0. FORFEITURE:

3.01. **Playing or belonging to more than one league:**

A player found to have played for more than one league or team during the season will be declared ineligible for the remainder of the season. This includes leagues or teams registered with ASA softball, which includes “A” softball travel teams or “Gold” softball travel teams. The rule is in effect for all divisions, including 8U, 10U, 12U, 14U and 16U, and specifically includes roster positions and practice team positions. This rule does not include school sponsored teams. All games that said player participated in are subject to forfeiture. The final decision as to forfeiture will be decided by the HYSL Board.



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3.02. Playing in adult city league:

A player found to have played in an adult city league, excluding church affiliated leagues, will be declared ineligible for the remainder of the season. All games that said player participated in are subject to forfeiture. The final decision as to forfeiture will be decided by the HYSL Board.

Section 4.0. RECREATIONAL LEAGUE AGE CLASSIFICATION:

HYSL will consist of seven age divisions:

- 6 and under – age as of January 1st of current year
- 8 and under – age as of January 1st of current year
- 10 and under – age as of January 1st of current year
- 12 and under – age as of January 1st of current year
- 14 and under – age as of January 1st of current year
- 16 and under – age as of January 1st of current year
- 18 and under – age as of January 1st of current year

4.01. Alternation of age classifications:

1. The above age classifications need two teams to constitute a division.
2. The above age classifications may be altered as required by HYSL pursuant to registration restrictions and/or demands.

4.02. Exceptions to play in age classifications: A player **must** play within her age classification in league or tournament play except in rare instances according to the following guidelines set by the HYSL board:

1. A player is 6U and has a parent that is coaching in the 8U division and requests to move the 6U player up and moving said player does not create a risk of injury to her and the HYSL board is aware and collectively approves the move;
2. A player is 8U and has a parent that is coaching in the 10U division and requests to move the 8U player up and moving said player does not create a risk of injury to her and the HYSL board is aware and collectively approves the move;
3. When a 6-year-old requests to move to the 8U division because she has participated in at least one year of tee-ball and her parents believe she is ready to be challenged at the 8U level and a manager or managers are contacted and agree to accept said 6-year-old;



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4. When an 8-year-old requests to move to the 10U division because she has participated in at least three years of organized tee-ball, softball, or baseball and her parents believe she is ready to be challenged at the 10U level and said player tries out as an 8-year-old and at least one 10U manager believes said player is able to play at that level without risk of injury to herself and is willing to draft said player;
5. When a player, in the opinion of the managers and coaches of the players age classification, believes the player is, or there is a strong likelihood, that if the player were to play in her age classification, her playing would create a safety hazard or pose potential risk of serious injury to other players based purely on the level of skill of said player;
6. When a player, in the opinion of the HYSL board, believes that a player is, or there is a strong likelihood, that if the player were to play in her age classification, her playing would create a safety hazard or pose potential risk of serious injury to other players based purely on the level of skill of said player.
7. A minimum of two tryouts per age group is required, i.e. if a player would like to move to another age group, that player is required to attend two tryouts in her age group and two tryouts in the age group that she wants to move to.
8. If a decision is made by coaches in a particular age group that a player is not a safety risk to others in her own age group and she should remain in her specific age group, or if 10U coaches make a decision that an 8U player is not ready to move up to the 10U division, those players then become ineligible to be drafted in the upper divisions during draft. No exceptions.

Requests to move a player to a different age classification will not be considered for any other reasons.

4.03. Tryouts: Each player is required to attend two tryouts to be eligible to be drafted to a team. Any player not attending two tryouts will be selected to a team by hat pick. The only exception to this rule is if a player is a pitcher. All pitchers will be placed on the pitching board and are eligible to be drafted despite two tryout rule.

Section 5.0. ALL-STARS:

5.01. Age classification:

1. 8 and under – age as of January 1st of current year



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2. 10 and under – age as of January 1st of current year
3. 12 and under – age as of January 1st of current year
4. 14 and under – age as of January 1st of current year

(Pursuant to ASA Regional and CCASA rules, the 14U “B” and “C” teams may have no more than five (5) high school non-varsity softball players on each of the respective teams. The five (5) high school non-varsity softball players are not required to play in the normal recreational league, nor are they required to try-out for all-stars. The five (5) high school non-varsity softball players selected must be registered with the local recreational league and online with the CCASA youth registration no later than March 31st. Failure to register with the recreational league and online with the CCASA youth registration where the high school non-varsity player will be playing, immediately makes the player ineligible to play on any “B” or “C” team.)

5. 16 and under – age as of January 1st of current year
(Pursuant to ASA Regional and CCASA rules, the 16U “B” team may consist of any age player so long as the player is 16 or younger. All players who play on the 16U “B” team are specifically selected by the manager of said team and players are not required to play within the recreational league or try-out for the respective team.)

6. 18 and under – age as of January 1st of current year
(Pursuant to ASA Regional and CCASA rules, the 18U “B” team may consist of any age player so long as the player is 18 or younger. All players who play on the 18U “B” team are specifically selected by the manager of said team and players are not required to play within the recreational league or try-out for the respective team.)

5.02 Eligibility:

For a player to be eligible to try-out and play on a Hanford Flames all-star team, the player must have completed a minimum of 70% of the league games, including tournament play. EXCEPTION: Medical condition accompanied with a doctor’s note and/or Board approval.

5.03. Administrative and Accounting Rules:

1. Accounting Rules:

A. No HYSL registration funds shall be spent on the HYSL all-star program. However, HYSL is allowed to **lend*** monies to any HYSL all-star team equivalent to two (2) sanctioned tournaments and which is necessary to assist teams in obtaining uniforms. Additionally, any monies earned by way of fundraising, collected from sponsorships, and generated from the respective tournaments held by HYSL, may be used to support the all-star teams; equally, except in the event that an all-star team(s) shall qualify for a regional or national tournament, then the all-star oversight committee shall present a written expense proposal to the HYSL board of directors and said directors shall decide by majority vote any amount to allocate for such purpose. A separate bank account must be set up for the HYSL all-star program as required by C.C.A.S.A. No parent-coach travel expenses may be paid from the all-star’s team account, except those of which are paid to all other parents of other players.



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B. All-star teams will have the opportunity to work the HYSL annual all-star tournaments. In exchange for their willingness to work at the tournament, HYSL will provide all-star teams that participate, up to two (2) paid tournaments for their all-star program. Additionally, HYSL will allow each team working the all-star tournaments to play in their annual tournament(s) at no cost. (*Teams are required to work the Father's Day Tournament and/or "C" Tournament for the entire weekend or the team account will be deducted for one of the tournaments paid for by the league. The only exception to this rule is: if a team is a "C" team and chooses to play elsewhere. However, if HYSL gets a "C" Tournament, all "C" teams are required to work the tournament.)

C. Any fundraising done for all stars must:

- 1) Notify HYSL board of each fundraiser prior to the date of event and receive approval.
- 2) Money earned from each fundraiser needs to be turned into, by appointment, to the HYSL board within 72 hours of the ending of the fundraiser.
- 3) Each fundraiser will be recorded and signed & approved by either the coach or manager of each team and a HYSL board member.

D. Money given to all-star teams for Nationals or Regional's : Should HYSL provide an all-star team with funds to attend Nationals or Regional's any funds not specifically used for those purposes must be returned to HYSL, i.e. team goes to Nationals and returns home with funds in their account.

E. No team shall use Hanford Flames player or team fundraised/donated money to pay for travel expenses related to any tournament except State Games or Western Nationals.

F. All Hanford Flames player or team fundraised/donated money used to pay for State Games or Western Nationals must be divided amongst each player equally. No exceptions.

G. No more than \$350.00 of money fundraised by any Hanford Flames player or team or donations received may be used for an all star team party.

H. No team shall use Hanford Flames player or team fundraised/donated money to pay for gifts for players or coaches, except trophies and plaques.



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I. Completion of all-star season: At the conclusion of the all-star season, the specific team's account must be depleted. Any money remaining in a team all-star account after August 15th, will be rolled into a "general" all-star fund to be used during the next year's all-star season. **No exceptions!**

2. Administrative Rules:

- a. The HYSL all-star program must have an oversight committee which is separate from HYSL's Board.
- b. The oversight committee should consist of a minimum of three (3) people.
- c. HYSL individual board of directors are eligible to sit on the oversight committee.
- d. The oversight committee will be selected by the President of HYSL and approved by a majority of the HYSL Board.

5.04. Selection of teams:

1. The selection of all-star teams will be conducted through open tryouts, except high school non-varsity 14U players, 16U players and 18U players.
2. All all-star team members must be selected from those players attending at least two (2) all-star tryouts.
3. Selection of a player should be based on an objective evaluation of each player's skills.
4. If a "B" manager for either the 10U or 12U teams wish to select a 9-year-old or an 11-year-old, prior to the manager selecting said player, the manager must discuss the player selection with the HYSL board. If the manager represents the player is within the top nine (9) players to be selected, then the manager will be permitted to by the HYSL board to select said player. If the manager represents the player is the 10th and above section, a discussion between the manager, HYSL board member and player's parent is mandatory. In this situation, the player's parent must approve selection to a "B" team.
5. There may be no pre-selection or allocation of team members (there can be no requirement that each team have at least one representative on the all-star team).
6. The selection of the specific teams shall be made by the respective all-star team managers.



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7. Players may not choose an all-star team (elect either “B” or “C”); the player is required to play on the team that she is selected to be on. The exception to this rule applies to players that have a parent that is a manager of an all-star team.
8. Any player who (1) tries out for an all-star; (2) makes an all-star team; or (3) is selected for an all-star team **must** play with team chosen for the entire all-star season* or the player will be disqualified from participating in the all-star program the following year. (*The all-star season is through Metro or if team qualifies for Regional's/National's.)
9. Pick-up players from our league must have attended at least two tryout or must have played on an all-star team. (*Exception: A player may be picked-up from the HYSL league if there are no pick-up players available who attended one tryout or played on an all-star team.)

5.05. Selection of a manager for all star team:

1. A manager or coach interested in managing an all-star team must provide the board of directors with the designated all-star interest form by the required date to be considered for appointment.
2. If there is no designated all-star interest form, the manager or coach shall submit to HYSL a letter showing interest by the required date.
3. If no required date has been provided in advance to the managers and coaches, then the manager(s) must be selected at a general board meeting after notice has been given to the general public that such positions will be filled at said general meeting.
4. If managers and coaches do not appear at the general meeting, then the President of HYSL, with majority approval by the oversight committee, may appoint a manager(s) for team(s).
5. A manager of a team must commit to take the team to Regional's/National's should the team qualify in the top three at the team Metro.

5.06. Fundraising/Uniforms/Equipment:

1. Fundraising (including sponsor fees):
 - a. All fundraising and procuring sponsorships shall be the sole responsibility of each specific team; however, HYSL may assist teams with fundraising



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and may make participation in the fundraising efforts mandatory on each all-star team.

- b. All fundraising monies or sponsorship fees shall run through and be accounted for by the HYSL treasurers.
- c. All expenses shall run through the HYSL treasurer and will be deducted from the specific team's account.
- d. Each team shall be allowed to use the HYSL non-profit tax I.D. number to provide to sponsors for tax purposes.

2. Uniforms:

- a. Each team shall be responsible for obtaining, furnishing, and purchasing its team uniform.
- b. A fee, in an agreed amount set by the HYSL Board, may be collected by HYSL from each player to assist each team in the purchase of said uniforms. HYSL shall be reimbursed by each team for uniforms purchased in advance by HYSL.
- c. HYSL oversight committee shall require teams to purchase a specific uniform which furthers the HYSL all-star league name and for uniformity.

3. Equipment:

HYSL may allow each team to use league equipment for its team during the all-star season, so long as the all-star season does not conflict with the recreational league needs.

4. Parent/Team Spirit Packs:

Managers are required to use the vendor the HYSL All-star Oversight Committee selects for all Hanford Flame items. This includes all parent shirts, sweatshirts, hats and visors. The Hanford Flame logo is a copyright and may not be used by other vendors without the expressed written permission of Hanford Youth Softball League. Any violation thereof is subject to prosecution for the use of said intellectual property.

Section 6.0. 16U/ 18U " B" all -star competitive travel team(s):

HYSL shall have 16U/18U "B" all-star competitive travel team(s) based upon need or request of players within HYSL's locality. The following rules, conditions, and applications apply:

6.01. Age classification:

This(ese) team(s) may consist of players that are 13, 14, 15, 16, 17 & 18 years of age (as of January of that calendar year) that are not currently playing on any "A" travel team or "Gold" travel team. Players are eligible to concurrently play in a "high



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school summer league” with one team and an HYSL 16U/18U “B” all-star competitive travel team(s).

6.02. Administrative and Accounting Rules:

1. Accounting Rules:

No HYSL funds shall be spent on the HYSL 16U/18U “B” competitive travel team(s). A separate bank account must be set up for the HYSL 16U/18U “B” high school summer league team(s) as required by A.S.A. Each player shall be required to register with HYSL and pay the requisite fee. The insurance required by A.S.A. will be paid by HYSL with the player registration fee. Any remaining funds shall be use by the team as the team’s manager deems is necessary after approval by a majority of the oversight committee. HYSL is allowed to **lend*** monies to the 16U/18U “B” competitive travel team(s) equivalent to two (2) tournament fees, and which is necessary to assist team in obtaining uniforms. However, HYSL may not advance more than \$1,000.00 per team toward tournament/summer league fee(s). (*See, Rules in 5.0 relating to lent money and requirement to work Father’s Day Tournament.)

2. Administrative Rules:

- a. The HYSL 16U/18U “B” competitive travel team must have an oversight committee which is separate from HYSL’s Board.
- b. The oversight committee should consist of a minimum of three (3) people.
- c. HYSL individual board of directors are eligible to sit on the oversight committee.
- d. The oversight committee will be selected by the President of HYSL and approved by a majority of the HYSL board of directors.

6.03. Selection of team:

Any player meeting the above criteria is eligible to play on the HYSL 16U/18U “B” competitive travel team(s). In the event there are insufficient players for this division, HYSL may merge with one (1), but no more than five (5) other localities to create a team.

6.04. Selection of manager:

Selection of manager shall be made informally by the 16U/18U “B” competitive travel team(s) oversight committee with approval of the President of HYSL.

6.05. Fundraising/Uniforms/Equipment:

1. Fundraising (including sponsor fees):

- a. All fundraising and procuring sponsorships shall be the sole responsibility of the team(s); however, HYSL may assist team with fundraising and may



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make participation in the fundraising efforts mandatory on team.

- b. All fundraising monies or sponsorship fees shall run through and be accounted for by the HYSL treasurer.
- c. All expenses shall run through the HYSL treasurer and will be deducted from the team's account.
- d. Team shall be allowed to use the HYSL non-profit tax I.D. number to provide to sponsors for tax purposes.

2. Uniform:

- a. Team(s) shall be responsible for obtain, furnishing, and purchasing its team uniform in total.
- b. A fee, in an agreed amount set by the HYSL Board, may be collected by HYSL from each player to assist team in the purchase of uniforms. HYSL shall be reimbursed by team for uniforms purchased in advanced by HYSL.
- c. HYSL oversight committee shall require team to purchase a specific uniform which furthers the HYSL league name and for uniformity.

3. Equipment:

HYSL may allow team(s) to use league equipment for its team during the summer, so long as the summer use does not conflict with the recreational league needs. League equipment must be checked out from the equipment manager at the beginning of the summer season and returned at the conclusion of summer season.

4. Parent/Team Spirit Packs:

Managers are required to use the vendor the HYSL All-star Oversight Committee selects for all Hanford Flame items. This includes all parent shirts, sweatshirts, hats and visors. The Hanford Flame logo is a copyright and may not be used by other vendors without the expressed written permission of Hanford Youth Softball League. Any violation thereof is subject to prosecution for the use of said intellectual property.

Section 7.0. TOURNAMENT FEES:

Based upon the proposed annual budget, the entry fee for the Hanford Tournament(s) for each HYSL all-star team will be waived in exchange for each and every HYSL all-star team working the Hanford Tournament(s), including but not limited to, setting up, taking down, fields, trash, concession, and overall running the tournament. HYSL, will provide to each HYSL team, a minimum of one (1) tournament entry fee for a specified tournament, chosen by each respective team, so long as the annual budget allows for said fees.



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Section 8.0. UMPIRES:

8.01 Umpires shall be licensed ASA youth or adults. All umpires must pass an annual or entry rules examination and attend the annual umpire clinic put on by the Kings County Umpire-In-Chief. **There are no exceptions.** The Umpire-In-Chief shall have jurisdiction over all J.O. umpires. League umpires must wear facemask with helmet, chest protector and shin guards and any other safety equipment required by HYSL board if under 18 years. HYSL shall provide all safety equipment necessary for umpires under the age of 18 years of age.

8.02 Pursuant to ASA Regional and CCASA, a certified ASA umpire shall be present at each field and at all times for all games. This rule includes the 8U, 10U, 12U and 16U divisions.

Section 9.0. MANAGERS/COACHES/VOLUNTEERS:

All managers, coaches and volunteers must complete the appropriate paperwork, program, and classes for the current league year as required by HYSL and ASA.

9.01. All prospective managers, coaches, and volunteers must complete the HYSL-CCASA volunteer affidavit and application form each calendar year.

1. In accordance with the volunteer affidavit, **ASA** or **ASA representatives** will perform a background check on each applicant including but not limited to:
 - a. A Megan's Law search; or
 - b. A full criminal background check.
2. It is the goal of HYSL and ASA to identify all criminal history of volunteers that pose a threat or could endanger or jeopardize the safety of its' players. All criminal history, including misdemeanors or felonies, whether expunged or the like will be evaluated when deciding whether to approve said application.
3. Any applicant charged or convicted of a sexual crime and appearing on Megan's law website or having a conviction of a violent felony on record, will be immediately disqualified to participate as a volunteer for HYSL.
4. Any applicant convicted of a misdemeanor or non-violent felony will be given notice of said finding and will have an opportunity to meet with the HYSL Board and/or a **CCASA representative** to discuss the conviction and appropriateness of volunteering that calendar year.
5. **All managers and coaches** are required to sign a waiver of background check in order to be eligible as a manager or coach.



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- 9.02.** All new and returning managers and coaches of the 6U, 8U, 10U, 12U and 16U divisions are **required to attend the mandatory coaching clinic** put on by HYSL. All managers and coaches must be certified and cleared by CCASA prior to draft day. HYSL may, but is not required, to pay the coaching clinic and certification fee.
- 9.03** ALL-STARS ONLY: All managers of an all-star team are required to complete ACE certification prior to the first tournament. The manager is responsible for completing and incurring the cost for the appropriate ACE certification. (The ACE program does not work during the league season, therefore, league coaches may not rely upon ACE to become certified.)
- 9.04.** All managers and coaches shall be selected by the President in conjunction with a majority vote of the board of directors. Each manager and coaching position shall be reviewed objectively and nothing within the bylaws or these rules and regulations shall afford an applicant with the absolute right to be selected as a manager or coach. All positions shall be filled based on the evaluation and at the discretion of HYSL.
- 9.05.** All managers and coaches of an HYSL all-star team must be appropriately ACE certified by the requisite ASA date for compliance and to ensure proper insurance coverage. HYSL may, but is not required, to pay the certification fee.

Section 10.0 DRAFT

10.01. Siblings:

All siblings shall automatically play on the same team should the siblings so decide. There will automatically be two (2) draft picks inserted in between each sibling, i.e. Taylor is selected as the first round draft pick, Mackenzie is automatically placed in the fourth spot. If there is more than one sibling, including half-siblings or step-siblings, the same automatic two draft pick will be in effect.

10.02 Players wanting to move-up:

Players that coaches have ruled should stay in their respective age group are required to play in that age group. A coach may not choose a player that has requested to move-up when the coaches have collectively decided the player should remain in her age group.

However, a coach that agrees to take an 8U onto a 10U is required to take said player by their 9th pick, if no one else has chosen said player. If the 8U player is available by the respective coaches 9th pick, the player will automatically be placed on said coach's team. If more than one coach agrees to take a specific 8U player, the first coach in the draft order will be given said 8U player.



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10.03 Team/Manager requests:

In the 6U and 8U division, players may request to play with a specific player or play with a specific Manager. Starting with 10U's there are no requests to be on the same team or to be on a specific manager's team. **There is no request to be on the same team for transportation.** The only exception is: A player that does not want to play for a specific manager. If this request is made, a detailed discuss will need to occur between the parent and the President and Player Agent in order to determine whether the request will be honored.

10.04 Pitchers:

A manager with a pitcher player and a coach with a pitcher player may not voluntarily play on the same team prior to draft. Teams will not be permitted to stack teams with two experienced and/or developed pitcher. (For purposes of this rule, pitching experience and developed pitcher is predetermined by the HYSL board.)

An 8U player who pitched during the previous all-star season, shall be deemed a pitcher with "pitching experience" for purpose of draft and manager/coach teams.

Additionally, each team will have the opportunity, prior to starting draft, to select a pitcher. The purpose of this rule is to guarantee each team at least one pitcher that has experience or is developed. When a team is given an automatic pitcher pick, that team must select a pitcher or must pass his/her turning during that round.

Section 11.0. ALCOHOLIC BEVERAGES AND TOBACCO:

HYSL is a drug, alcohol, and tobacco (including chewing tobacco) free youth organization. There will be zero tolerance for any of the above listed on or within 200 ft. of the players' practice or game fields. All managers, coaches, HYSL volunteers and board members shall refrain from being under the influence of the above-listed during all practices or games.

Section 12.0. BENCH/DUGOUT AREA:

In an effort to strictly comply with insurance regulations, all personnel listed on the team roster, including but not limited to, the manager, coaches, players, scorekeeper, team parent, and executive board of directors, are the only persons allowed in the bench/dugout area. Only players in team uniform are allowed in the bench/dugout area and on the playing field. Any person not listed above, including players from other teams must take a position as a spectator. There is absolutely no family members permitted on the field or in the dugout unless he or she is a manager, coach, team mom, scorekeeper, or player.

Section 13.0. LEAGUE SIGN UP FEES:

Annual fees for players are due and payable at the time of registration, unless otherwise provided for by the board. However, in no event shall a player be allowed to participate in her team practice until all registration fees have been paid, unless otherwise provided for by the board. The board may, upon agreement, allow for a specific number of "sponsored" softball players who would otherwise not be able to participate due to financial limitations.



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- 13.01. All bank checks, drafts and/or money orders submitted to HYSL shall be made payable to Hanford Youth Softball League or HYSL.
- 13.02. All bank checks or drafts submitted to HYSL shall be deposited into HYSL's general account within 10 calendar days. This practice ensures that any discrepancy relating to a player's payment of registration fees is resolved before drafting of said player.
- 13.03. The HYSL Board shall establish the league fee to be paid by all players. The fee shall not be arbitrary or excessive in comparison to the expenses incurred by HYSL for a specific player. HYSL may require a late fee for registrations received by players after a specified time, so long as a diligent effort has been made to notify players within HYSL's locality of that specified time.

Section 14.0. EMERGENCY RELEASE CARDS:

All teams will be provided emergency release forms, signed by a parent or guardian, by HYSL. All managers and coaches are required to have emergency release forms for each of their players at all times, including but not limited to team games, practices, and team functions. All teams are required to produce their emergency release forms for inspection by the umpire before each game. No game will be played without proof of medical release forms for each player. Any player without an emergency release form is ineligible to play in that particular game. Any team that does not have emergency release forms for its entire team; will automatically forfeit that specific game.

Section 15.0. SUSPENSION:

Category 1 offense:

Any player, manager, coach, umpire, sponsor, parent or anyone connected with a softball team registered with the league, including spectators and other visiting teams and their spectators, **shall be subject to suspension from a game** as described below:

- 15.01. Physically or verbally (swearing) assaulting an umpire, an HYSL official, a player, a coach or any other persons involved with the game, as well as spectators, which includes spectator against spectator violations of this rule.
- 15.02. For the violation of any board of director approved regulation, rule, or by law of HYSL, ASA, and specifically, a violation of the ASA code of conduct.
- 15.03. Any person committing a category 1 offense two times in one calendar year will be suspended from attending any league functions, regardless of whether it is league games, clinics, all-star events or the like.



2015 RULES AND REGULATIONS

Any manager or coach ejected from a game will be suspended for the next game. No exceptions!

Category 2 offense:

Any player, manager, coach, umpire, sponsor, parent or anyone connected with a softball team registered with the league, including spectators and other visiting teams and their spectators, shall be subject to **suspension from participation in HYSL for the calendar year in which the offense was committed** as described below:

- 15.03.** Fraud or material misrepresentation of fact upon the league or ASA, including but not limited to; failure to accurately and adequately disclose required information about one's self as it relates to volunteering or coaching in HYSL and which is required by ASA, or by falsifying information relating to one's application to become a volunteer to HYSL.
- 15.04.** Financial irresponsibility including but not limited to, larceny, embezzlement, misappropriation of funds, forgery, trespass to chattels or conversion as it relates to HYSL's equipment, uniforms, fundraising and insurance.
- 15.05.** Any person proven to have committed a category 2 offense will be immediately suspended and prohibited from participating in any HYSL sponsored event.



2015 RULES AND REGULATIONS

Section 16.0. LEAGUE RULES

16.01. 6U Division:

GENERAL RULES:

1. All games will be played at City of Hanford Softball Complex and begin at 6:00pm.
2. Home team is listed first and takes the third base side of the field.
3. Home team prepares field and takes the field down.
4. All games will be two (2) innings or one (1) hour.
5. Report grievances related to rules to the Umpire-In-Chief. **(No protests.)**
For all matters related to players in the 6U division, report concerns to the player agent.
6. All batters must wear helmets.
7. If a player arrives late, add them to the bottom of the line-up.
8. Keep players behind backstop except when a batter is on deck. **Player on deck must wear a helmet.**
9. Coaches are umpires for purposes of making calls on any plays. No outside umpiring help can be given from spectators or parents that are not assistant coaches or helpers.
10. Bases will be set at 45 feet.
11. Coaches can pull players out of a game for disciplinary reasons. The player may not bat if pulled from the game. Her batting position is skipped and play continues. No out is awarded for skipped players.
12. Sliding is not allowed.
13. Team must bat every player on roster during each offensive inning.
14. Outs and Runs will not be counted.
15. All other ASA rules apply.

MANDATORY PLAY TIME:

16. All players must play at least two (2) defensive innings. When in attendance at a scheduled game, each player of a team must be placed in the batting order and take their turn at bat for the entire game as long as they are able. Every effort should be made to play all players the entire game, depending on the amount of players listed on the roster.
17. There are free substitutions; meaning rotate players in and out as you like. If each team has more than 11 players, the manager should make an effort to defensively rotate players every inning (on and off the bench).

BATTING:

18. The offensive team must bat every player on the roster.
19. The coach will be allowed to pitch three (3) pitches to the batter and if the batter does not hit the ball, then the batter will have three (3) swings on the tee. Thereafter, the batter who fails to make contact will be called out. Swings by batters must be full swings as no bunting is allowed.
20. If the batter hits the ball, the batter can run a maximum of one base.
21. If the batted ball hits a defensive coach the ball is dead. The runners' return to base and a no pitch is called. (Essentially, it's a do-over.)

BASE RUNNING

22. Base runners may not overrun the runner preceding them.
23. Runners must tag up on any fly ball that is caught before advancing to the next base.
24. A batter-runner may take only one base on a batted ball. A runner may advance only one base on a batted ball. This rule applies to all batted balls, regardless of where the ball lands or rolls.
25. If an out is made the batter/ runner is considered "OUT" and will return to dugout area.



2015 RULES AND REGULATIONS

DEFENSE

26. For instructional purposes only, there can be three (3) defensive coaches on the playing field. The coaches must remain in the outfield.
27. There is no infield fly rule.
28. There will be a maximum of eleven (11) players on the field at one (1) time unless agreed by opposing coach.
29. Defensive players cannot impede the path of a runner if the play is not going to that base. The runner will be awarded that base and the next base if she is attempting to reach the base. The runner will be safe even if thrown out due to interference.
30. Players must be positioned at least twenty-five (25) feet from home plate.



2015 RULES AND REGULATIONS

16.02. 8U Division:

GENERAL RULES

1. All games will be at City of Hanford Softball Complex and begin at 6:00pm.
2. Foul language or unsportsmanlike conduct at any time by players, coaches, parents or spectators will not be tolerated. **THIS IS FOR THE KIDS.** If anyone uses foul language, they will be asked to leave. If a parent uses foul language, they will be asked to leave accompanied by their child.
3. Coaches **must** exchange line-up cards prior to the beginning of the game.
4. The game will be five (5) innings or one (1) hour and twenty (20) hour time limit. No new inning after one (1) hour and ten (10) minutes.
5. Home team is listed first and takes third base side of the field.
6. Report grievances related to rules to the Umpire-In-Chief. **(No protests.)**
7. For all matters related to players in the 8U division, report concerns to the 8U player agent.
8. All players **must** be listed on the batting order lineup card.
9. The pitching mound shall be set 30 feet from home plate. Bases shall be set 60 feet away. The Home Run line is where the dirt meets the grass.
10. Coaches can pull players out of a game for disciplinary reasons. The player may not bat if pulled from the game. Her batting position is skipped and play continues. No out is awarded for skipped players.
11. Sliding is optional, but is not required.
12. Please do not make up your own rules, i.e. batting the entire line-up before switching on defense, or changing the rules contained herein.
13. **Home team** sets the field up, which includes, chalking the field (and six (6) foot foul half circle from home plate), putting in the pitching rubber in at 30 feet and bringing the field bin (with rubber, hammer, measuring tape and umpire gear) to the field.
14. **Visiting team** removes the pitching rubber and puts the bin away unless there is a game following.

MANDATORY PLAY TIME

15. All players must play at least two (2) defensive innings. When in attendance at a scheduled game, each player of a team must be placed in the batting order and take their turn at bat for the entire game as long as they are able. **No player shall sit on the bench more than one inning.** For example, if Sally is on the bench for the first inning, she must play on the field in the second inning. In the third inning, Sally can be on the bench again, and another player goes onto the field; in the fourth inning, Sally would be on the field again. This rule eliminates any player not participating in the game for more than one inning.

BATTING

16. All batters on the field must wear helmets with face guards and chin straps.
17. Once a player is listed in a specific batting position, that player occupies that batting position for the entire game. A player may only bat one time until the remainder of the lineup and/or players on the team who are present for the game, have batted. This means, if Sally is batting in the 3rd spot in the lineup, she must only hit in the 3rd spot for the entire game.
18. Batters will receive three (3) pitches from the pitcher and **may swing freely** during the **first four (4) weeks of play.** **The first four (4) weeks of play are considered "skill building games" and should be used to teach players to swing the bat off the pitcher.** If a batter fouls off the third pitch from a pitcher, the batter shall receive one (1) more pitch.



2015 RULES AND REGULATIONS

batting cont.

19. During skill building, if the batter has not put the ball in play after receiving three (3) pitches from the pitcher (or four (4) because of a foul ball), a tee will be placed on home plate, waist high and the batter will have two (2) swings to put the ball in fair territory. If the batter does not put the ball into play after two (2) swings, the batter is out.
20. Once tournament starts, batters will receive four (4) pitches from the pitcher. **Any swing by the batter constitutes a strike.** One week before tournament begins and during tournament, an HYSL umpire will be placed behind the pitcher and will call strikes on batter. If the opposing pitcher throws three (3) strikes and the batter does not put the ball in play, the batter is out.
21. During tournament, if the batter has not put the ball in play after receiving four (4) pitches from the pitcher, (or five (5) off a foul ball), a tee will be placed on home plate, waist high. Depending on the assumed count, the batter will have one (1) or two (2) swings to put the ball in fair territory, i.e. if the batter has one (1) strike, the batter will have two (2) swings. If the batter has two (2) strikes, the batter will have one (1) swing. If the batter does not put the ball into play off the tee, the batter is out.
22. Five (5) runs or three (3) outs per inning. Coaches will decide the last inning in games that do not go five innings. During tournament, the HYSL umpire will use timers to indicate last inning. When the timer goes off, if the visiting team is batting, that will constitute last inning in the game. If when the timer goes off, the home team is batting, the teams will complete that inning and play one (1) additional inning. **During tournament, the visiting team and home team can score up to ten (10) runs in the last inning.**
23. A batted ball must clear the 6-foot line. Balls not passing the line are considered a foul ball.
24. One (1) warning will be given to the player who throws a bat. The second time same batter on the team throws the bat; she will be out. On a third occurrence of the same batter, that specific batter will be out for the remainder of the game. In the next game, the player will be given one (1) warning. The second occurrence, the player will be out of the game. (THIS IS FOR THE SAFETY OF THE PLAYERS AS WELL AS THE SPECTATORS).
25. If a pitcher hits a batter, the tee automatically comes out and the batter has up to two (2) swings to put the ball in fair territory. If the batter does not advance to first or put the ball in play within two (2) swings, the batter is out.
26. No bunting.

PITCHING

27. During league, pitchers will pitch three (3) pitches to the batter unless the batter fouls the third pitch, then the pitcher will pitch one (1) additional pitch to the batter.
28. During tournament, pitchers will pitch four (4) pitches to the batter unless the batter fouls the fourth pitch, then the pitcher will pitch one (1) additional pitch to the batter.
29. There is no coach pitch.

BASE RUNNING

30. A runner may only advance on a batted ball (no stealing).
31. A batter-runner may only advance one base on a batted ball, unless the ball rolls past the grass line (ground rule double) or clears the area where the dirt and grass meet (home run). A runner may only advance one base on a batted ball, unless the batter-runner gets a ground rule double – then the runner may advance two bases with the possibility of being put out– or the batter- runner is awarded a home run – then the runner may cross home plate. (This rule is to promote a defensive throw to first, second, third without penalty.)



2015 RULES AND REGULATIONS

DEFENSE

32. There are free substitutions; meaning rotate players in and out as you like.
 33. There will be a maximum of ten (10) players on the field at one time; four (4) must be outfielders.
 34. A foul tip pop-up must be over the batters head to be an out if caught.
 35. Coaches are umpires for purposes of making calls on the bases and over any plays during skill building play. No outside umpiring help can be given from spectators or parents that are not assistant coaches.
 36. No more than two (2) coaches can be on the field when the team is on defense.
Coaches must stand where the grass and dirt meet and may not enter the infield. The ball is live and in play if a coach is hit by a batted ball.
 37. Players cannot stand in the base line, which is blocking the path of a runner if the play is not going to that base. The runner will be awarded that base and the next base if she is attempting to get to that additional base. She will be safe even if thrown out due to interference by the defensive player.
 38. No infield fly rule.
 39. The offensive coach shall position himself/herself behind the catcher to assist the catcher with pass balls.
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All other ASA rules in your rule book apply to the game



2014 RULES AND REGULATIONS

16.03. 10U Division:

GENERAL RULES

1. All games will be at the City Complex and begin at 6:00 p.m.
2. Foul language or unsportsmanlike conduct at any time by players, coaches, parents or spectators will not be tolerated. **THIS IS FOR THE KIDS.** If anyone uses foul language they will be asked to leave. If a parent uses foul language, they will be asked to leave accompanied by their child.
3. Coaches must exchange lineup cards prior to the beginning of the game.
4. Home team listed first and takes third base dugout.
5. Home team prepares field, including chalking and setting-up pitching rubber.
6. The home team is required to bring the umpire bin to the field and the visiting team is required to put away the umpire bin after the game unless a 12U game follows.
7. Report grievances related to rules to the Umpire-In-Chief. **(No protests)**
8. For all matters related to players in the 10U division, report concerns to the 10U player agent.
9. Five (5) runs or three (3) outs per inning (for tournament, last inning will have a ten (10) run rule).
10. An electronic timer will be set for one (1) hour and fifteen (15) minutes. During league play, when the timer expires, if the visiting team is up to bat, the game will finish after the home team bats. If the home team is batting, the home team will be permitted to finish their at bat, unless they are winning the game. During tournament, if the timer expires and the home team is batting, the umpire shall permit the home team to complete their at bat (five (5) runs for that inning) and declare the next inning as the last inning. During last inning of tournament, a team has the ability to score ten (10) runs. If the time expires and the visiting team is up to bat with less than three (3) outs, the umpire shall announce last inning while the visiting team is up to bat and each team will have the opportunity to score up to ten (10) runs.
11. All players must be listed on the lineup card. If a player is in the dugout, the player must be listed on the lineup card. If a player is ill and attends the game, the player must sit outside the dugout with a parent. If a player becomes ill during the game and leaves the field or is removed from the game, the player must sit outside the dugout with a parent.
12. Coaches can pull players out of a game for disciplinary reasons. The player may not bat if pulled from the game. Her batting position is skipped and play continues. No out is awarded for skipped players.
13. Late players are allowed in the game without penalty if the umpire and opposing coach are notified immediately when the player arrives. (Late players will be added to the bottom of the line-up card.)
14. Bases are sixty (60) feet apart and the pitching plate is set at a distance of thirty-five (35) feet from home plate. Pitching circle is eight (8) feet in diameter.

MANDATORY PLAY TIME

15. All players must play at least two (2) defensive innings. When in attendance at a scheduled game, each player of a team must be placed in the batting order and take their turn at bat for the entire game as long as they are able. No player shall sit on the bench more than one inning. For example, if Sally is on the bench for the first inning, she must play on the field in the second inning. In the third inning, Sally can be on the bench again, and another player goes onto the field; in the fourth inning, Sally would be on the field again. This rule eliminates any player not participating in the game for more than one inning.



2014 RULES AND REGULATIONS

BATTING

16. All batters must wear helmets equipped with face guards and chin straps.
17. One (1) warning will be given to the entire team when a player throws a bat. The second time any batter on the same team throws the bat; she will be out. On a third occurrence of the same batter, that specific batter will be out for the remainder of the game. In the next game, the player will be given one (1) warning. The second occurrence, the player will be out of the game. (THIS IS FOR THE SAFETY OF THE PLAYERS AS WELL AS THE SPECTATORS).
18. On a foul ball on the third strike, the batter shall continue to receive pitches from the pitcher until the batter strikes out, the pitcher throws four (4) balls or the batter puts the ball into play.
19. If the batter receives four (4) balls, the coach will pitch. The ball must travel past the six (6) foot foul line for the ball to be considered a fair ball. Depending on the assumed count, the batter will have one (1) or two (2) swings to put the ball in fair territory. If the batter has two (2) strikes, the batter will have one (1) swing to put the ball in play. If the batter has one (1) strike, the batter will have two (2) swings to put the ball in play. If the batter does not put the ball in play, the batter is out.
20. Coach must pitch with one foot on the rubber. Coach/pitcher is not allowed to coach/talk while on the field. Coach/pitcher must stay in the circle until the play is over. **COACHES DO NOT ENCOURAGE YOUR PLAYERS TO WAIT FOR YOUR PITCH.**
21. During coach pitch player/pitcher must stand to the right of the coach/pitcher with at least one foot in the pitching circle.
20. No bunting or slap-hitting off the coach pitch.
21. A batter hit by a pitch that remains air borne after release from the pitcher shall take first base. When a batter is hit by a pitch that first hits the ground and then makes contact with the batter, the batter shall remain in the batter's box and continue the at bat.
22. Each member of a team when in attendance at a scheduled game shall be placed in the batting order and will take their turn at bat for the entire game as long as they are able.

PITCHING

23. Pitchers can only pitch seven innings between two consecutive games. One (1) pitch constitutes an inning. For example: Suzy pitches two (2) innings on Monday and does not play until Friday – Suzy may pitch up to five (5) innings on Friday. The following week, Suzy pitches on Wednesday. Suzy may pitch up to two (2) innings (because she pitched five (5) innings the game before). If Suzy plays on Monday and pitches two (2) innings and plays Tuesday, Suzy may pitch up to five (5) innings. Suzy plays on Wednesday and not pitch at all. Suzy plays on Thursday – she may pitch seven (7) innings because she did not pitch at all on Wednesday and therefore, between Wednesday and Thursday (two consecutive games) Suzy is permitted to pitch seven (7) innings.
24. Illegal pitches: During league play, **all** players will be encouraged to pitch. Illegal pitches will not be called during league play. However, umpires will make their best efforts to acknowledge an illegal pitch, instruct the pitcher on proper mechanics of pitching, notify the opposing team and the pitching team of the violation and encourage proper mechanics and footwork for tournament play. However, **during tournament, illegal pitches will be called by umpires** (base runners will advance one base per illegal pitch per ASA rules and a ball will be recorded on the batter).



2014 RULES AND REGULATIONS

BASE RUNNING

25. Runners can steal one (1) base per pitch, except when the batter is hitting off of the coach. No stealing home from third. **WARNING: Despite the fact that the runner may advance only one base, the runner may not overrun the base. A player off the base at any time, does so at her own risk knowing a defensive play can be made and the runner can be called out.**
26. If there is a play at 2nd, 3rd, or home base the runner **should** slide or avoid contact and/or get out of the way of the play. It is the umpire's judgment to call the runner out if the runner does not slide and the umpire feels the failure to slide obstructed or interfered with the play being made at the specific base. If there is a double play situation, and the runner running from first to second does not slide or get out of the way, it is the umpire's judgment to call the runner running to second out as well as the runner at first.
27. There are no pinch runners or courtesy runners, period. The only exception to this rule is for injury to a player. If a courtesy runner is necessary to replace an injured batter-runner, the teams shall use the last out as the runner. For example: the last out could be during the current inning and if no out has occurred than the last out would be the final out in the previous inning.
28. A batter or a runner may only score from batted ball, or when occupying first or second base on a hit ball to the outfield; no runner may score on an overthrown from the infield. *The purpose of the rule is to ensure scoring occurs on a batted ball and not an errant throw by an infielder to any base.*

DEFENSE

29. All players must play at least two (2) defensive innings.
30. Unlimited re-entry (substitution) on defense is allowed at the beginning of each inning. Players must play a whole inning unless the player becomes ill or is injured. If player is replaced on defense, player is allowed to return at a later inning.
31. **No player shall sit on the bench more than one inning.** For example, if Sally is on the bench for the first inning, she must play on the field in the second inning. In the third inning, Sally can be on the bench again, and another player goes onto the field; in the fourth inning, Sally would be on the field again. This rule eliminates any player not participating in the game for more than one inning.
32. Players cannot stand in the base line blocking the path of a runner if the play is not going to that base. The runner will be awarded that base and the next base if she is attempting to get to that additional base. The runner will be safe even if she is thrown out due to interference.

All other ASA rules in your rule book apply to the game.



2014 RULES AND REGULATIONS

16.04. 12U Division:

GENERAL RULES

1. All games will be at the City Complex and begin at 7:45 p.m.
2. Foul language or unsportsmanlike conduct at any time by players, coaches, parents or spectators will not be tolerated. **THIS IS FOR THE KIDS.** If anyone uses foul language they will be asked to leave. If a parent uses foul language, they will be asked to leave accompanied by their child.
3. Coaches must exchange lineup cards prior to the beginning of the game.
4. An electronic timer will be set for one (1) hour and twenty (20) minutes. During league play, when the timer expires, if the visiting team is up to bat, the game will finish after the home team bats. If the home team is batting, the home team will be permitted to finish their at bat, unless they are winning the game. During tournament, if the timer expires and the home team is batting, the umpire shall permit the home team to complete their at bat (five (5) runs for that inning) and declare the next inning as the last inning. During last inning of tournament, a team has the ability to score ten (10) runs. If the time expires and the visiting team is up to bat with less than three (3) outs, the umpire shall announce last inning while the visiting team is up to bat and each team will have the opportunity to score up to ten (10) runs.
5. Home team listed first and takes third base dugout.
6. Home team prepares field and visiting team takes down the field and puts bin away.
7. Report grievances related to rules to the Umpire-In-Chief. **(No protests.)**
8. For all matters related to players in the 12U division, report concerns to the player agent.
9. Five (5) runs or three (3) outs per inning (for the tournament, the last inning will have ten (10) run rule).
10. Players must be listed on the batting order lineup card.
11. Coaches can pull players out of a game for disciplinary reasons. The player may not bat if pulled from the game. Her batting position is skipped and play continues. No out is awarded for skipped players.
12. Late players are allowed in the game without penalty if the umpire and opposing coach are notified immediately upon arrival. (Late players will be listed at the bottom of the lineup card.)
13. Bases are sixty (60) feet apart; pitching plate is a distance of forty (40) feet from home plate. Pitching circle is eight (8) feet in diameter.

MANDATORY PLAY TIME

14. All players must play at least two (2) defensive innings and bat at least once each game. All substitutes must be entered into the game by the fourth inning; any failure to comply with this rule will result in a forfeiture of game regardless whether it is a league game or tournament game.

BATTING

15. All batters must wear helmets equipped with face guards with chin straps.
16. One (1) warning will be given to the entire team when a player throws a bat. The second time any batter on the same team throws the bat; she will be out. On a third occurrence of the same batter, that specific batter will be out for the remainder of the game. In the next game, the player will be given one (1) warning. The second occurrence, the player will be out of the game. **(THIS IS FOR THE SAFETY OF THE PLAYERS AS WELL AS THE SPECTATORS).**



2014 RULES AND REGULATIONS

PITCHING

17. Pitchers can only pitch seven innings between two consecutive games. One (1) pitch constitutes an inning. For example: Suzy pitches two (2) innings on Monday and does not play until Friday – Suzy may pitch up to five (5) innings on Friday. The following week, Suzy pitches on Wednesday. Suzy may pitch up to two (2) innings (because she pitched five (5) innings the game before). If Suzy plays on Monday and pitches two (2) innings and plays Tuesday, Suzy may pitch up to five (5) innings. Suzy plays on Wednesday and not pitch at all. Suzy plays on Thursday – she may pitch seven (7) innings because she did not pitch at all on Wednesday and therefore, between Wednesday and Thursday (two consecutive games) Suzy is permitted to pitch seven (7) innings.
18. **Illegal pitches:** During league play, **all** players will be encouraged to pitch. Illegal pitches will not be called during league play. However, umpires will make their best efforts to acknowledge an illegal pitch, instruct the pitcher on proper mechanics of pitching, notify the opposing team and the pitching team of the violation and encourage proper mechanics and footwork for tournament play. However, **during tournament, illegal pitches will be called by umpires** (base runners will advance one base per illegal pitch per ASA rules and a ball will be recorded on the batter).

BASE RUNNING

19. Runner can steal on a walk.
20. Runner can steal home.
21. If play at 2nd, 3rd, or home base the runner **must** slide or avoid contact and/or get out of the way of the play. If there is a double play situation, and the runner running from first to second does not slide or get out of the way, the runner running to second will be automatically called out and so will the runner at first.
22. Dropped 3rd strike rule applies.

DEFENSE

23. Players cannot stand in the base line blocking the path of a runner if the play is not going to that base. The runner will be awarded that base and the next base if she is attempting to get to that additional base. The runner will be safe even if thrown out due to interference.

All other ASA rules apply.



2014 RULES AND REGULATIONS

16.05. 14U/16U Division:

GENERAL RULES

1. All games will be at the City Complex and begin at 7:45 p.m., however, there is a possibility that the 14U/16U teams will play other towns and be required to travel locally and/or play on Saturday. This arrangement is to promote competitiveness in this division.
2. Foul language or unsportsmanlike conduct at any time by players, coaches, parents or spectators will not be tolerated. **THIS IS FOR THE KIDS.** If anyone uses foul language they will be asked to leave. If a parent uses foul language, they will be asked to leave accompanied by their child.
3. Coaches must exchange lineup cards prior to the beginning of the game.
4. An electronic timer will be set for one (1) hour and twenty (20) minutes. During league play, when the timer expires, if the visiting team is up to bat, the game will finish after the home team bats. If the home team is batting, the home team will be permitted to finish their at bat, unless they are winning the game. During tournament, if the timer expires and the home team is batting, the umpire shall permit the home team to complete their at bat (five (5) runs for that inning) and declare the next inning as the last inning. During last inning of tournament, a team has the ability to score ten (10) runs. If the time expires and the visiting team is up to bat with less than three (3) outs, the umpire shall announce last inning while the visiting team is up to bat and each team will have the opportunity to score up to ten (10) runs.
5. Home team listed first and takes third base dugout.
6. Home team prepares field and visiting team takes down the field and puts bin away.
7. Report grievances related to rules to the Umpire-In-Chief. **(No protests.)**
8. For all matters related to players in the 12U division, report concerns to the player agent.
9. Five (5) runs or three (3) outs per inning (for the tournament, the last inning will have ten (10) run rule).
10. Players must be listed on the batting order lineup card.
11. Coaches can pull players out of a game for disciplinary reasons. The player may not bat if pulled from the game. Her batting position is skipped and play continues. No out is awarded for skipped players.
12. Late players are allowed in the game without penalty if the umpire and opposing coach are notified immediately upon arrival. (Late players will be listed at the bottom of the lineup card.)
13. Bases are sixty (60) feet apart; pitching plate is a distance of forty-three (43) feet from home plate. Pitching circle is eight (8) feet in diameter.

MANDATORY PLAY TIME

14. All players must play at least two (2) defensive innings and bat at least once each game. All substitutes must be entered into the game by the fourth inning; any failure to comply with this rule will result in a forfeiture of game regardless whether it is a league game or tournament game.

BATTING

15. All batters must wear helmets equipped with face guards with chin straps.
16. One (1) warning will be given to the entire team when a player throws a bat. The second time any batter on the same team throws the bat; she will be out. On a third occurrence of the same batter, that specific batter will be out for the remainder of the game. In the next game, the player will be given one (1) warning. The second occurrence, the player will be out of the game. **(THIS IS FOR THE SAFETY OF THE PLAYERS AS WELL AS THE SPECTATORS).**



2014 RULES AND REGULATIONS

PITCHING

17. Pitchers can only pitch seven innings between two consecutive games. One (1) pitch constitutes an inning. For example: Suzy pitches two (2) innings on Monday and does not play until Friday – Suzy may pitch up to five (5) innings on Friday. The following week, Suzy pitches on Wednesday. Suzy may pitch up to two (2) innings (because she pitched five (5) innings the game before). If Suzy plays on Monday and pitches two (2) innings and plays Tuesday, Suzy may pitch up to five (5) innings. Suzy plays on Wednesday and not pitch at all. Suzy plays on Thursday – she may pitch seven (7) innings because she did not pitch at all on Wednesday and therefore, between Wednesday and Thursday (two consecutive games) Suzy is permitted to pitch seven (7) innings.
18. **Illegal pitches:** During league play, **all** players will be encouraged to pitch. Illegal pitches will not be called during league play. However, umpires will make their best efforts to acknowledge an illegal pitch, instruct the pitcher on proper mechanics of pitching, notify the opposing team and the pitching team of the violation and encourage proper mechanics and footwork for tournament play. However, **during tournament, illegal pitches will be called by umpires** (base runners will advance one base per illegal pitch per ASA rules and a ball will be recorded on the batter).

BASE RUNNING

19. Runner can steal on a walk.
20. Runner can steal home.
21. If play at 2nd, 3rd, or home base the runner **must** slide or avoid contact and/or get out of the way of the play. If there is a double play situation, and the runner running from first to second does not slide or get out of the way, the runner running to second will be automatically called out and so will the runner at first.
22. Dropped 3rd strike rule applies.

DEFENSE

23. Players cannot stand in the base line blocking the path of a runner if the play is not going to that base. The runner will be awarded that base and the next base if she is attempting to get to that additional base. The runner will be safe even if thrown out due to interference.

All other ASA rules apply.



2014 RULES AND REGULATIONS

Section 17.0 FALL BALL:

HYSL Fall Ball Policy

Fall Ball team(s) represent the Hanford Youth Softball League, therefore the following will apply to any Fall Ball team that consists of HYSL players and/or coaches. Fall ball is a less competitive venue; where players are able to cross-train in multiple positions, players are able to try different positions, i.e. pitching and catching, and provides the opportunity for players to play against other players from different towns. The goal of HYSL Fall Ball is to ensure that the focus is on developing individual players NOT winning softball games. This is the one time that a team's success does not count as much as the individual player's success. All HYSL teams will carry a team name of: HYSL – Coach, i.e. HYSL – Knight.

A. COACHES AND PLAYERS

1. Any coach of the preceding HYSL season, league team or all-star team, is eligible to complete a fall ball coaching application. The HYSL board will evaluate each coaching application and make a determination who will be awarded a team.
2. Coaches will bear the sole responsibility of putting a Fall Ball team together. Only players that have played with HYSL during the preceding league season will be eligible to play on an HYSL Fall Ball team. Players must have completed the preceding HYSL season pursuant to legal rule. The player agents will be available to assist coaches with putting together a Fall Ball team if requested. EXCEPTION: A player, that moves to or is new to the area after the preceding league season has been completed, will be eligible to play on a Fall Ball team
3. Fall Ball teams will play in their appropriate age group; i.e. Teams that have players that will play in the 12U age group for the following league season, must play in the 12U age group for Fall Ball. It is suggested that all players play in their appropriate age group during the Fall Ball season.

B. REGISTRATION FEES

1. Players will be responsible for their portion of the cost of team registration of Fall Ball registration fees.
2. Registration fees for Fall Ball cannot be sponsored by HYSL and are solely the responsibility of the player.

C. UNIFORMS

1. Fall Ball teams colors are required to be representative of HYSL colors and will be a combination of Red, White and/or Black. The Fall Ball uniform will be decided upon by the HYSL board and must be used by any HYSL sponsored Fall Ball team. HYSL Fall Ball teams are required to utilize the uniform selected by the HYSL board.
2. Uniforms will have the approved HYSL Logo screened on their uniform; no exceptions. The logo will incorporate the name "Hanford" and must be approved by the HYSL board.

D. FUNDRAISING

1. There will be no fundraising for Fall Ball.
2. This rule is to include business sponsorships of any kind.