

<b>Scheduling</b>	
Schedule	The times and locations of games are determined by availability of fields. Due to the fact that we have over 100 teams using the complex request for dates <b>cannot</b> be accommodated.
Rain-outs	Managers should check the website for all rainouts and rescheduling of games.
<b>Start of the Game</b>	
ASA Rules	ASA Rules rules are followed unless altered by these General Rules or individual Division Rules.
Warm-ups	All games must start promptly at the scheduled game time. Team warm-ups should be conducted off the field of play unless time permits on-field warm-ups. On-field warm-ups should be conducted only in the outfield.
Home Team	Home team is designated on the schedule.
Game Balls	Each manager is to supply one game ball per game, if the manager needs additional game balls please contact your player agent.
<b>Player Issues</b>	
Uniforms	Players are expected to wear uniform shirts, pants and hats during the game. Shirttails must be tucked into pants. In cold weather, jackets and sweatshirts can be worn over the uniform. While wristbands and batting gloves are permitted, scarves and bandannas are not.
Jewelry	Jewelry cannot be worn on the field at any time, with the exception of starter earrings, which must be completely covered by tape.
Chin Straps	Chin straps and facemasks for helmets are now mandatory in all divisions.
Blood Rule	The ASA blood rule is enforced. A player with any visible blood on herself or her uniform will not be permitted to play until the bleeding is stopped and any visible blood is covered with bandages or tape.
<b>Game Issues</b>	
Forfeits	A team is required to field 10 (9 in Juniors) players at all times during the game whenever eligible players are available. A team may not field less than 8 players at any time during the game. A five-minute grace period will be given to a team with less than 8 players at the start of a game. A team that cannot field a minimum number of players at game time or falls below the minimum during the game will forfeit the game. Exceptions: if a team only has 8 players and one is injured during the game, that team may continue play with 6 players.
Forfeiture Notification	A coach who knows of an impending forfeiture, should notify the Player Agent at least 24 hours before the scheduled game time. We can cancel an umpire up to 24 hours before game time, and also make the field available for another game.
Bad Weather Notification	If bad weather conditions exist, coaches should check the website. Cancelled games will be posted on the website as soon as possible. If fields are not closed prior to two hours before game time, teams are expected to show up at their field. When thunder or lightning is heard or seen, stop the game and seek shelter immediately. Await the ruling from the umpire or Director on as to the continuation of the game.
<b>Play of the Game</b>	
Time Limit	All games will be a maximum of 2 hours and 15 minutes. No new inning can start after 1 hour and 50 minutes. Umpires and coaches must agree on the starting time of the game before the first pitch is made; scorekeepers should note the start time in their scorebooks.
Inning Limit	A game will consist of 6 innings (7 innings in the Juniors and Seniors Divisions), if time permits. A game can end in a tie, unless it is a playoff game.
Official Game	A game is considered official when 4 innings are completed (3-1/2 innings if the home team is ahead).
Official Score and Outcome	When the time limit is reached or a game is called for other reasons, and the inning has not been completed, the score reverts back to the last complete inning to determine the outcome of the game. However, if the home team is at bat and winning when the game is called, the score at that time is the final score.
Mercy Rule	There will be a mercy rule in effect only in the Juniors and Seniors Divisions and shall be: 15 after 3 innings, 12 after 4 innings, 10 after 5 innings, and 8 after 6 innings.
Speed Up Rule	Coaches are expected to keep the game moving quickly. To minimize down time between innings, catchers should put on their equipment before the last out is recorded. Coaches are strongly encouraged to pull their catcher from a base when there are two outs so she can put on her equipment. The last player to make an out will be the substitute runner.
Batting Out of Order/Injuries	All eligible players must be included in the batting line-up and they must bat in the order listed in the official scorebook. If an injured player taken out of the game cannot bat, the batting position is passed over and no out is recorded. The coach must notify the official scorekeeper and the opposing coach that a player is being skipped.
Courtesy Runner	An injured runner (a player who is injured while running the bases) can be substituted with the player who made the last out, without penalty.
Bunting	Bunting is allowed in all divisions except the Farms and Ponytails.
Maximum Number of Defensive Players	In intramural games a maximum of 10 players can play on defense, except Juniors & Seniors which field 9 defensive players.
Look Back Rule	The Look Back rule is in effect at all levels of play except Farms. In the Farms division an offending runner should be returned to the base she should properly occupy before the violation occurred. A liberal interpretation of this rule should be used at the Minor League level. The Look Back rule states that, when the pitcher has possession of the ball

	within the 8' radius circle and is not making a play on a runner, a runner must immediately return to her base or proceed to the next base, without hesitation, or be liable to be called out by the umpire. No runner may leave a base when the pitcher has possession of the ball in the circle and is not making a play on a runner. If the circle is not marked, the umpire will approximate the circle radius when making this judgment call. Exception: when a batter receives a walk, runners on second or third can remain off their bases until the batter-runner reaches first base. As soon as the batter-runner reaches first base and the pitcher has the ball in the circle, the other runners must return to their base or commit to the next base.
Infield Fly Rule	The Infield Fly rule is in effect in the Majors, Juniors and Seniors divisions. This rule states that when a fly ball is hit that can reasonably be caught by a player in the infield, and runners are on first and second bases or on first, second and third bases, the umpire should call "infield fly." If the ball is near foul territory, the proper call is "infield fly, if fair." If it is determined to be a foul ball, the batter is out only if the ball is caught. Runners can advance on an infield fly whether the ball is caught or not. If the ball is caught, they must tag up before advancing to the next base. If the ball is not caught, they may advance without tagging up. This is a judgment call; if the umpire does not call "infield fly" the rule is not in effect and runners advance or remain at a base at their own risk.
Dropped 3rd Strike Rule	The Dropped Third Strike rule is in effect in the Majors, Juniors and Senior divisions. In the Minors divisions, a batter is out on a third strike even if the catcher drops the ball.
Pitching Rules	Coaches are encouraged to develop and use as many pitchers as possible. Therefore, the number of innings a pitcher can pitch in a game will be limited. See individual Division Rules for pitching limitations.
Warm-up Pitches	Pitchers are allowed 5 warm-up pitches between innings and for a pitching change. Coaches must warm up pitchers between innings if the catcher is not ready. An umpire may reduce the number of warm-up pitches if the catcher or a coach does not immediately begin to warm up the pitcher. Also, see Speed-up Rule above.
Conferences	A coach may have one conference with a pitcher per inning. A second conference with the same pitcher in the same inning requires the coach to replace the pitcher.
Hit By Pitcher not Automatic	A player hit by a pitch will not automatically be awarded first base. If no clear attempt is made to avoid the pitch, and, in the umpire's judgment, the player could have avoided the pitch, then the player will not be awarded first base. For safety reasons all coaches should instruct their players to try to avoid being hit by a pitch.
Batter Interference	Batters can be called out for interfering with a play at home plate. The runner will be returned to third base if interference is called.
Stealing	Stealing is allowed in the all divisions except Farms and Ponytails. See individual League Rules for the specific variation of the rule for each league.
Collision/ Interference	Base runners are required to avoid collisions with fielders. While sliding into a base is not required, it is often the best way to avoid a collision. Runners cannot be called out for causing a collision if they slide into a base.
Obstruction	Fielders must avoid obstructing the progress of base runners. If a fielder, not in possession of the ball or not about to field a thrown or batted ball, interferes with the progress of a runner, the umpire may award that runner extra base(s). This is a judgment call.
Out of Play Situations	Coaches and umpires should review out of play areas prior to the start of the game. When a hit or thrown ball goes out of play, runners advance as follows: if a thrown ball goes out of play, all runners advance two bases from their position at the time the ball left the thrower's hand; if a fair batted ball rolls out of play, the runners advance two bases from their position at the time the ball left the pitcher's hand; if a pitched ball goes out of play, all runners advance one base.
Smoking/ Drinking/ Drugs	Coaches and players are not permitted to smoke on the field or in the player dugouts. Any player, coach or spectator who arrives at a practice or game with alcohol, drugs or weapons of any kind, will be suspended for the remainder of the season.
Unsportsmanlike Conduct	Coaches are required to maintain control of their players and players' family members. Unsportsmanlike conduct by a player or family member will subject that individual to ejection from the playing area. A person ejected from the field cannot remain at or near the ballfield. If an ejected person fails to leave the area, the team the person is associated with will forfeit the game. All players, parents, and coaches must promote good sportsmanship at all times. Any problems during a game or practice must be reported to the Player Agent
Protests	A protest must be brought to the attention of the umpire and the opposing coach at the time of the perceived infraction and reported to the Player Agent within 24 hours. Remember: a coach cannot protest an umpire's judgment call. A committee of three Softball Board members, generally including the Player Agent will review protests. No Board member may sit on a Protest committee if that would present a clear conflict of interest (e.g., the Player agent is a coach or parent with a vested interest in the outcome). The decision of the Protest committee will be final.
<b>Umpires</b>	
Duties	One umpire is required to start the game. If more than one umpire, the lead umpire will be stationed behind home plate and will determine how responsibilities will be divided between the umpires. The lead umpire determines the final decision of a play if both umpires make a call on the same play.
Assignment of Umpires	The Minors division use youth umpires; the Majors, Juniors and Seniors use NJBL umpires.
Conduct	Any umpire can make mistakes. Coaches must ensure that all individuals associated with their team (coaches, players, family members) conduct themselves in a manner that reflects positively on their team and the East Meadow Fastpitch Softball program. We will enforce a zero tolerance policy when it comes to the poor treatment of umpires, especially youth umpires.
Problems/ No-shows	Any perceived deficiencies in umpiring should be reported to the Player Agent or Director On Duty, especially umpire no-shows. If an umpire does not show and both coaches mutually agree to proceed with the game, both coaches agree to accept the outcome of the game as umpired by parent volunteers. Notify the Player Agent that parent umpire(s) were used.

## Reporting Game Results

**Game Score** It is the responsibility of both coaches to report the game score to the website at the end of day.

## Playoffs

**Determining Tournament Seeding**

Winning percentage will determine the final standings (i.e., a record of 9 wins, 6 losses is better than 9 wins, 7 losses).

Teams tied for a position in the standings will have the ties broken as follows:

- Most wins in head to head competition between the teams that are tied.
- Total runs allowed in games between teams that are tied.
- Total runs scored in games between teams that are tied (maximum 12 runs per game).
- Average runs allowed in all games.
- Average runs scored in all games (maximum 12 runs per game).
- Coin flip.

## Farms Division Rules

<b>Balls</b>	11" pitching machine balls are used.
<b>Pitching</b>	There is no pitching in this division. Pitching machines are set up approximately 35 feet away from home plate and each batter is given 5 pitches at approximately 35 MPH. If after the 5th pitch the ball is not put in play the batter is out. For safety please keep the girls away from all pitching machines. In order to keep the game at a constant pace, the pitching machine should not be adjusted for each batter, but may be adjusted if the pitches become erratic.
<b>Batting</b>	A Universal Batting Order is used in the Farms Division. Each Player present at the game gets a chance to bat. Because of the length of each half inning as described below, each player may not bat every inning but no player will be permitted to bat twice until every player has batted at least once.
<b>Bases</b>	Bases are 60' apart.
<b>Stealing</b>	NO stealing is permitted.
<b>Running Bases</b>	A base runner is permitted to advance a maximum of two bases from where she started during that play (ie. a batter may only advance as far as second base, a runner who started at first base may only advance as far as third base and a base runner who started at second base may reach home plate). All base runners are in jeopardy as they advance from one base to the next, the only exception is in the case of a "Dead Ball". There is no advancing on an overthrow.
<b>Dead Ball</b>	If a batted ball hits either the pitching machine or the coach feeding the machine, each runner automatically advances one base. If there is no force then the runner shall not advance.
<b>Scoring</b>	Scores are kept in this Division; however, there will be no standings or playoffs.
<b>Minimum Number of Players</b>	There are no forfeits. Accordingly, both managers are expected to share players to insure that a game is possible for both teams, either by giving players (for that game only) to the team who is short players, or by rotating players in the field and at bat.
<b>Innings</b>	Each game will consist of a maximum of six innings (time permitting) with each half inning ending after either three outs or 5 runners crossing home plate.
<b>Run Limit</b>	In the first 5 innings, a maximum of 5 runs per inning can be scored in the Farms Division. There is no limit to the number of runs that can score in the last inning.
<b>Defensive Coach</b>	A defensive coach (2 max) can be in the outfield when the coach's team is on the field. The coach can instruct and position players at any time during play but cannot touch any player while play is alive.

<b>Minors Division</b>	
<b>Balls</b>	11" regulation softballs are used.
<b>Pitching Distance</b>	The pitcher's rubber is 35' from the back tip of home plate.
<b>Bases</b>	Bases are 60' apart.
<b>Pitching Limitations</b>	Pitchers can pitch a maximum of 6 innings per game. 8 Innings per week. A pitcher must be removed from the pitchers' mound if she hits three batters in one inning, or five batters per game.
<b>Strike Zone</b>	The strike zone is larger than normal since the intent with this age group is to encourage players to swing at pitches. The strike zone extends from the top of the shoulders to just below the knees and one ball width on either side of home plate. Coaches must encourage batters to swing at decent pitches made by the player pitchers.
<b>Home Runs</b>	There are no "In The Park Home Runs" in the Minors Division
<b>Walks</b>	There is no walk limit per inning.
<b>Thrown Bat</b>	Umpires should warn both teams when a batter throws a bat after hitting the ball. On the second thrown bat, regardless of the team, the batter will be called out. Since many of the players in the league are new to the game, judgment should be used in determining whether a bat was thrown in a manner that can cause injury.
<b>No Illegal Pitches</b>	This is an instructional league, particularly with regard to pitching. Pitchers should be encouraged to throw legal pitches, meaning both feet in contact with the rubber; hands apart, then brought together; the throwing arm rotating no more than 1-1/2 times; the push foot staying in contact with the rubber or the ground prior to the pitch being thrown. Violations should be brought to the attention of the pitcher and the coach, but no illegal pitches will be called.
<b>Stealing</b>	Stealing of second base is allowed for a maximum of three times per inning, stealing of third base unlimited. No stealing of home plate is allowed. A runner may leave after the ball crosses home plate. A runner may not proceed home on an overthrow at third base from the catcher.
<b>Run Limit</b>	In the first 5 innings, a maximum of 4 runs per inning can be scored in the Minors Division. There is no limit to the number of runs that can score in the last inning.
<b>Dropped Third Strike</b>	There is no dropped third strike in this division.
<b>Infield-fly Rule</b>	There is no infield fly rule in minors division.
<b>Majors Division</b>	
<b>Balls</b>	12" regulation softballs are used.
<b>Pitching Distance</b>	The pitcher's rubber is 40' from the back tip of home plate.
<b>Bases</b>	Bases are 60' apart.
<b>Pitching Limitations</b>	Pitchers can pitch a maximum of 6 innings per game, 9 Innings per week. A pitcher must be removed from the pitchers' mound if she hits three batters in one inning, or five batters per game.
<b>Thrown Bat</b>	Umpires should warn both teams when a batter throws a bat after hitting the ball. On the second thrown bat, regardless of the team, the batter will be called out. Since many of the players in the league are new to the game, judgment should be used in determining whether a bat was thrown in a manner that can cause injury.
<b>Stealing</b>	Stealing is permitted. On Release.
<b>Run Limit</b>	In the first 5 innings, a maximum of 5 runs per inning can be scored in the Majors Division. There is no limit to the number of runs that can score in the last inning.
<b>Infield-fly Rule</b>	Yes
<b>Dropped 3rd Strike</b>	Yes

## Juniors Division

<b>Balls</b>	12" regulation softballs are used.
<b>Pitching Distance</b>	The pitcher's rubber is 43' from the back tip of home plate.
<b>Bases</b>	Bases are 60' apart.
<b>Pitching Limitations</b>	Pitchers can pitch a maximum of 7 innings per game, 9 innings per week.
<b>Thrown Bat</b>	Umpires should warn both teams when a batter throws a bat after hitting the ball. On the second thrown bat, regardless of the team, the batter will be called out. Since many of the players in the league are new to the game, judgment should be used in determining whether a bat was thrown in a manner that can cause injury.
<b>Stealing</b>	Stealing is permitted. On Release.
<b>Batting</b>	Teams may bat all nine fielders and two Extra Hitters.
<b>DP Flex</b>	Teams may utilize the DP/Flex. The Designated Player plays the field and the Flex Player Bats.
<b>Substitutes</b>	A maximum of eleven players are in the batter order, if utilized the DP is shown as the twelfth player. Substitutions for additional players may be made once per game, the original player may re-enter the game only in place of the player that she was substituted for. Once a substitute is removed, she may not re-enter the game, but may still be used a pinch runner.
<b>Pinch Runner</b>	You may utilize a pinch runner for either your pitcher or catcher at any time during the inning. The pinner runner must be a substitute player that is not currently in the game. In the event, you do not have substitutes, you may use the last batted out or if the player being pinch run for is the first batter, you may use the player immediately preceding them in the lineup.