



Ark City-Winfield 16 - Under Rules

This division is comprised of players, age 16 years and younger on, or prior to, **December 31** of the prior year.

All rules and regulations are per the Amateur Softball Association (ASA) with the following exceptions:

1. Field: Baseline - 60 ft. Pitching - 43 ft
2. Equipment: A 12 inch ball, provided by the Association, will be used. No **metal** cleats will be permitted. Helmets with **chin straps and facemasks** are required for the batter, On-Deck Batter and all Runners. Full protective equipment is required for all catchers including helmet and mask with throat guard (built on or added).
3. Bats must meet ASA Bat Rule. Approved bats will be identified with the **ASA 2000 or ASA 2004 seal (painted, not a sticker) and NOT on the ASA Banned bat list, or an ACGFSA sticker**, which must be on the bat at the time of use. A batter found to be batting with an unapproved bat, if still at bat, will obtain an approved bat and complete her turn at bat. If the unapproved bat is found after completing a turn at bat, but prior to the next pitch, if not already out, the batter-runner will be declared out and any advancement of base runners by the batter becoming a base runner will be nullified. Runners will return to the base last touched prior to the last pitch to the batter.
4. Time Limit: 1 hour & 15 min.
5. Games will be 7 innings, however, three and one-half (3 ½) innings will constitute a complete game except in the case of a 3 inning run rule.
6. Game Ending Run Rules: 15 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings.
7. In the event of a tie at the end of 7 innings or the time limit has expired; the game will continue play using the International Tie Breaker rule till the 9th inning. After the 9th inning is completed the game will result in a tie.
8. If the time limit expires with the home team batting and leading in the score, the game will be called a complete game and the game will end.
9. A team may play with only seven (7) players. Less than seven (7) will constitute a forfeit. If playing with only seven (7) players, an out will be added to the end of the batting line up.
10. All players who report for the game will bat. No change in the batting order will be permitted beyond the physical ability to bat. A player arriving late to a game shall be allowed to play and will be added to the bottom of the lineup.



11. Ten (10) fielders (an extra outfielder) may be used if agreed to do so at the beginning of the game.
12. Free substitution. Player entry and re-entry is unlimited
13. Stealing of all bases is permitted
14. Dropped third strike is in effect.
15. Infield Fly Rule is in effect.
16. After eight (8) runs are scored or three outs are made (whichever come first) by the batting team in ½ inning, the sides are changed and the fielding team takes their turn at bat. **Exception:** All runs will score until the ball is returned to the pitcher in the pitcher's circle and play is dead.
17. If a player is injured or is unable to continue playing for any reason, the player shall be allowed to re-enter the game at anytime. **No automatic out shall be called.** If the player is a runner, the player that is in the batting position immediately before the injured player and not on base shall become the pinch runner.
18. A pitcher may only pitch 12 innings in two consecutive games. One (1) pitch to a batter constitutes one (1) inning pitched. Extra innings and playoff games are excluded from this rule. Penalty: Pitcher will be removed - all play stands.
19. All players must play at least one inning on defense. However, any player who fails to make practice and is unexcused is exempt from the mandatory play rule. The coach must advise the official scorekeeper, plate umpire and the opposing team coach before the start of the game.
20. Wednesday night will be rainout makeup night. Games will be scheduled in the order of the rainout.
21. Home team will occupy the 3rd base dugout.
22. **UNSPORTSMANLIKE CONDUCT** will not be tolerated. Umpires and Supervisors have the authority to remove players, coaches and spectators from the game for unsportsmanlike conduct if deemed necessary. ANY ARGUING ON THE JUDGEMENT OF BALLS, STRIKES OR PLAYS AT A BASE WILL CONSTITUTE A TEAM WARNING. ANY REPEAT OFFENSES SHALL RESULT IN THE EJECTION OF THAT TEAM MEMBER OR COACH. **REMEMBER...SPORTSMANSHIP BEGINS AT THE YOUTH LEVEL.**

Zero Tolerance Code of Conduct Policy:

Arkansas City Girls Fastpitch Softball Association and Winfield Recreation Commission sponsored leagues are designed solely for the recreational values derived by the players, managers, coaches and spectators from the sport in which they participate. Any player, team, manager, coach or spectator who displays any form of unsportsmanlike conduct such as flagrant rule violation, vulgar language, engaging in fighting or obviously attempting to injure anyone,



threatening or purposely touching a league official before, during or after a game may be suspended from the league and/or all leagues sponsored by the Recreation Commission. In addition, the team may be placed on probation. **Fees will not be refunded.**

Any person(s) ejected from the game shall leave the facility immediately, **NO SIGHT/NO SOUND**. Failure to do so will warrant a forfeiture of the game by the offending team. The coach or manager shall be responsible for actions by his/her players and spectators and for informing them of all rules. Badgering or taunting the opponents, officials or spectators is strictly prohibited and is grounds for suspension. This individual will be suspended from the complex for the next scheduled game. Second offense of this policy is automatic suspension for the remainder of the season.

SPECIAL EMPHASIS WILL BE PLACED ON MISCONDUCT AND PROFANE LANGUAGE. UMPIRES WILL BE INSTRUCTED TO ENFORCE THIS RULE AND ANY VIOLATION BY PLAYERS OR COACHES WILL RESULT IN AN AUTOMATIC EJECTION AND ONE GAME SUSPENSION.

SPECIAL BLOOD RULE:

If at any time an umpire sees blood on the uniform or body of a player, a coach, or an umpire, the game should be stopped and someone from the dugout should treat the wound by cleaning and covering the area. If the uniform has blood on it, have the player exchange that part regardless of jersey, pant, or undershirt color. There will be no violation for a wrong color. The umpire does not have to determine whether a uniform is saturated or not with blood--just have the player change the article with blood. If the umpire feels it will take too long, he should have the player leave the game and have a substitute report for the injured player. Regular re-entry and substitution rules played locally will apply. A team can play short-handed if necessary.