

Red River Softball Association – Rules and Regulations

- A. **PURPOSE** – The purpose of this document is to provide general rules for all local leagues participating with the Red River Softball Association (RRSA).
- B. **MISSION STATEMENT** – RRSA wishes to provide the opportunity for all girls that wish to play fast pitch softball a recreational association in which to do so. We hope to positively influence and develop the talents of all participants. RRSA utilizes the spirit of volunteerism to provide a player-centered organization. We wish to promote the sport of girl's fast pitch softball through recreational play while providing good-spirited and fair competition.
- C. **GOVERNING BODY** – The governing body for RRSA will be comprised of the Commissioner for each of the following towns participating in RRSA: Anna, Bells, Howe, Melissa, Princeton, Tom Bean, Van Alstyne, and Whitewright. The RRSA Board will have full authority and responsibility for the administration of the RRSA Rules and Regulations. RRSA will play softball according to the Amateur Softball Association (ASA), along with the attached local league amended rules.
- D. **DEFINITIONS** –
1. **Eligible Player** – Girls are eligible players within their local league who:
 - a. Players should play in the town where they attend school regularly.
 - b. Have completed the necessary local league registration requirements
 2. **Time Limit** – No new inning shall be started after the specified time limit has expired. Play is considered to begin when the umpire concludes the pre-game meeting with the coaches or declares "PLAY BALL". The next inning shall be considered as started the instant the last out is made in the preceding inning. An inning in progress when time expires must be completed unless the run differential is greater than the established inning run limit, in which case the game will be declared over. At any point after time expires, and the home team takes the lead in the bottom of the inning, the game is over. The umpire's countdown timer will be the official timepiece.
 3. **Defensive Positions** – All players must play in normal defensive positions. The tenth player shall be the fourth outfielder. All outfielders shall be positioned no less than 10 feet behind the baselines until the pitcher has released the ball.
4. **Continuous Batting Order** – All girls present for a game shall be in the batting order with each girl taking a regular turn at bat.
 - a. An exemption to this rule will be any girl who meets all of the following:
 - i. The girl has a physical condition that does not permit her to bat.
 - ii. A physician provides a written waiver stating why she cannot bat.
 - iii. A copy of the signed waiver is on file with RRSA.
 - b. Under this rule, no team will be penalized in any way for fielding a player who meets all of the above criteria.
 5. **Malicious Contact** – Malicious contact by a player will be determined as a judgment call by the officiating umpires and is not debatable.
 6. **RRSA Inning Ending Run Rule** –
 - a. 6U – 10 batter limit/no run rule
 - b. 8U/10U – 5 run limit
 - c. 12U/16U – 5 run limit
 7. **RRSA Game Ending Run Rule** –
 - a. 6U – No run limit
 - b. 8U – 10 runs after 4th, or 5th inning
 - c. 10U/12U/16U – 15 runs after 3rd, 12 after 4th, or 8 after 5th
 8. **Pitcher's Circle** – For all age divisions, a circle with an eight (8) foot radius shall be drawn around the forty foot (40') pitcher's plate with the plate as the center of the circle.
 9. **Substitutions** – Free substitutions are allowed at the end of any inning.
- E. **ORGANIZATION OF TEAMS** –
1. **LEAGUES** – Leagues shall be formed of teams comprised of players within their specified league boundaries (school districts).
 2. **AGE DIVISIONS** – Age of player on 1/1 of current year will determine the player's age division eligibility. A player may play up one age division, but may not play in a lower age division. Age divisions are as follows:
 - a. 6U
 - b. 8U
 - c. 10U
 - d. 12U
 - e. 16U

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3. **TEAM ORGANIZATION** – Each league will be responsible for creating their teams and reporting them to RRSA. Team formation must follow RRSA Draft Rules.

F. DRAFT RULES –

- a. A head coach will be designated for each team before the draft begins.
- b. Each head coach can designate one (1) assistant coach for his/her team before the draft begins. This assistant coach's child must be the team's first draft pick in her age group. The head coach's child will be the team's third draft pick in her age group.
- c. Siblings playing in the same age division will be placed on the same team unless otherwise requested by parents. Once the first sibling is picked by a team, the other sibling will automatically be placed on the same team. The sibling will be that team's last pick in her age group.
- d. No relationships or reasons other than those stated above will be allowed to automatically place any child on a specific team. Each coach will have an equal opportunity to draft all players. Parents cannot request that a player be placed on a particular coach's team, nor can they prohibit a coach from drafting their child.
- e. The draft will be held each softball season. **NO CORE GROUP OF PLAYERS WILL BE HELD OVER FROM THE PREVIOUS SEASON.**
- f. The draft order will be determined by a coin flip or blind draw.
- g. In each age division, all of the older age players will be drafted before any of the younger age players. For example, in 12U, all players that are twelve (12) must be drafted prior to any eleven (11) year olds. This is to insure the balance of each age group on each team.
- h. In a two team draft, the first team will pick one player, the second team will pick two players, and each team will subsequently pick two players at a time until all players are picked.
- i. In a three team draft, the first team will pick one player, the second team will pick one player, and the third team will pick two players. The draft will then proceed in reverse order until all players are picked.
- j. Once the draft is complete, each head coach and commissioner will sign the draft

sheet. All draft sheets shall be kept on file and made available for inspection if requested by RRSA.

- k. At no time will trading of players be allowed for any reason.

- G. PLAYER PARTICIPATION** – All players must play at least two full innings in the field per game. A coach's failure to comply with this rule may result in a two (2) game suspension. Players may be benched for disciplinary reasons, but this must be determined based on local league disciplinary action policies, and the opposing team must be made aware of the reason the player is benched.

H. COACHES –

1. Eligible coaches will be assigned to a team by the league Commissioner.
2. Each team should have one (1) head coach and a minimum of one (1) assistant coach.
3. The Commissioner for each league may suspend a coach, pending a review by the RRSA Board for action or misconduct which in his/her judgment is not in the best interest of the program or does not follow the intent or guidelines of the Rules and Regulations of this document. The review by the RRSA Board must occur before the team's next scheduled game.
4. Any coach ejected from a game by an umpire will be suspended for one (1) game. The coach may also be required to appear before the RRSA Board for a review of the matter. If a coach is ejected a second time, within the same season, the coach will be suspended for the remainder of the season and will be required to appear before the RRSA Board for a review of the matter.

I. EQUIPMENT –

- a. Only official ASA/Fast Pitch softball bats may be used during a game.
- b. Any altered ball will be considered illegal. (ASA Rule 7.6.B)
- c. Chin straps and face masks are required for batting helmets.
- d. Throat protectors are required for catchers. The new hockey style masks are sufficient if the player's throat is covered.
- e. The home team will be responsible for providing the game ball(s).
- f. Player uniforms will be provided by each individual league.

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- g. No metal spikes or cleats are allowed. Soft rubber or plastic cleats are permissible.
- h. Jewelry will not be allowed on the playing field.

J. WEATHER AND RESCHEDULING –

1. Time limit to call a game is one (1) hour and thirty (30) minutes before the start of the game. The home team is responsible for calling a game and rescheduling that game. If the visiting team has an open field and play is viable, the game must be played at the visiting town.
2. Rainouts must be played in the same week, if possible.
3. Games must be rescheduled even if you have to go to the visiting town. The team listed as home on the schedule will be the home team, no matter what town the game is played in. The town where the game is held is responsible for getting and paying for umpires unless the two local commissioners have made prior arrangements.
4. Do not reschedule a game for a school function on short notice. Check your schedules as soon as you get them and try to reschedule those dates as early as possible. Also, do not reschedule unless ABSOLUTELY necessary. If you have enough players (seven), play the game. Remember that a coach does not have to agree to reschedule a game unless it is weather related.

K. GAME SETTING –

1. Ten (10) minutes prior to the start of any game, both teams must complete a lineup, including substitutes, and exchange them with the opposing team and umpire
2. Only team members and officially designated coaches and dugout assistants should occupy the dugout during the game.
3. All catchers must wear a catcher's mask/helmet, chest protector, shin guards, and throat protector when in position to receive a pitch during any practice, scrimmage, or game.
4. All offensive players outside the dugout must wear a batter's helmet. Only one (1) on-deck batter is allowed.
5. The home team will provide the official designated softball for their age division.
6. The home team will provide an official scorekeeper. The scorekeeper can be any person other than a base coach.

7. Both score books should be signed by the opposing team's coach and the home team book must be signed by the umpire. Game sheets will not be required.
8. Each team is responsible for ensuring that their dugout area is clean prior to leaving the field.

L. CONDUCT –

1. Only the head coach will be permitted to address the umpire regarding any call or protest. In the event a coach needs to address the umpire, he/she must call time and ask for permission to address the official. Screaming or yelling at officials or other coaches will not be tolerated.
2. Coaches will be held responsible for any misconduct on the part of their team members, coaches, spectators, and parents. This includes any foul or abusive language and/or negative comments directed toward umpires, opposing coaches, opposing team members, or opposing spectators.
3. Any player, coach, or parent/spectator ejected from a game shall also be suspended from their team's next game.

M. BLOOD RULE – A player, coach, or umpire who is bleeding or who has blood on his/her uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire's judgment. Uniform rule violations will not be enforced if a uniform change is required. The umpire shall:

- a. Stop the game and allow treatment if the injured player would affect the continuation of the game.
- b. Immediately call a coach, trainer, or other authorized person to the injured player.
- c. Apply the rules of the game regarding substitution, short-handed player, and re-entry if necessary. Extra time is NOT added to the game time limit.

N. FORFEITURE OF GAME – A forfeit shall be declared in the event of a team not being on the field with the minimum number of players (7) and ready to play within five (5) minutes after the scheduled game time or play time based on preceding games. (For missing players, the 8th batter must take automatic

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out, and 9th and 10th batters will not take an out. There will be no automatic out in 6U play.) Play will not continue with less than seven (7) players. The goal is to play ball!

- O. **TIE GAMES** – Games may end in a tie. Once regulation play has ended, the inning will be finished.
- P. **PROTESTS** –
1. To protest a game
 - a. Call time and advise the umpire that the game is being played under protest and the give the reason in detail. You may not protest judgment calls, only rule interpretations.
 - b. At that time, the coach that is protesting must pay \$30 to the umpire. After the game is called or completed, the umpire will put, in writing, the game events and the reason the game was being played under protest.
 - c. Both coaches and umpire must still complete the game results sheet. A coach may wish to note on the game sheet that the game was protested and why.
 - d. The umpire will turn in his/her written statement and the protest money to the home team league commissioner or to the concession stand, which will be responsible for getting the protest information to the league commissioner.
 - e. The protest committee will review the events and hand down a decision. The protest money will not be refunded to the coach if he loses the protest. If the coach wins the protest, he/she will be refunded \$20. The remaining \$10 will be given to the umpire for mileage, due to the fact that the umpire will be required to meet with the protest committee.
 - f. At any time before the last pitch of the game, the protesting coach can decided not to protest the game and the money will be refunded immediately.