

**Allen Sports Association
McKinney Girls Softball Association
Wylie Youth Softball Association
Frisco Baseball Softball Association**



InterCity Softball Rules

Revised
January 12, 2017

ASA – MGSA – WYSA - FBSA
InterCity Softball Rules

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Article I. POLICIES AND PROCEDURES

Section 1. PURPOSE

- A. The purpose of InterCity Softball is to promote the highest ideals of sportsmanship, fellowship, athleticism and fair play by providing recreation, fun, and cooperation through voluntary participation. In no manner is this program intended to hinder school athletic programs, but rather, it is intended to give all eligible individuals the opportunity to participate in the tradition of softball
- B. The participating members of the InterCity Softball League are
 - 1. Allen Sports Association (ASA)
 - 2. McKinney Girls Softball Association (MGSA)
 - 3. Wylie Youth Softball Association (WYSA)
 - 4. Frisco Baseball Softball Association (FBSA) – 14U Only

Section 2. ADMINISTRATION

- A. Softball Commissioner/President will act as the presiding officer of the Softball Board for each respective association, which will have the responsibility for the administration and conduct of the InterCity Softball program within guidelines established by the participating member associations.
- B. The League Director for each playing league will be designated by the Commissioner/President, and will be responsible for assisting the Commissioner in the direction of their league.
- C. The Softball Board is comprised of the Commissioner, League Directors, and other board members as determined by the bylaws of each participating member association.

Section 3. ELIGIBILITY

- A. Players:
 - 1. Eligibility is based on Amateur Softball Association rules, where applicable, which are based on the birth year of the player and the calendar year of competition. The following table is provided as a guide.

Birth Year	Competition Year			
	2016	2017	2018	2019
2001	14U	N/A	N/A	N/A
2002	14U	14U	N/A	N/A
2003	12U	14U	14U	N/A
2004	12U	12U	14U	14U
2005	10U	12U	12U	14U
2006	10U	10U	12U	12U
2007	8U	10U	10U	12U
2008	8U	8U	10U	10U
2009	T-Ball	8U	8U	10U
2010	T-Ball	T-Ball	8U	8U
2011	T-Ball	T-Ball	T-Ball	8U
2012	N/A	T-Ball	T-Ball	T-Ball
2013	N/A	N/A	T-Ball	T-Ball

2. A player may play on only one InterCity Softball team per season.
3. Players may play in a league equivalent to one year above their birth year.

Section 4. CODE OF CONDUCT

- A. The InterCity Softball program strives to develop softball skills, teamwork, achievement and good sportsmanship among all participants. Winning is secondary to these objectives. Coaches and fans are expected to abide by these principles.
- B. All coaches must demonstrate good sportsmanship and fair play at all times to fans, officials, and players.
- C. Head coaches are responsible for the actions of their team's players, coaches, and fans. Coaches must explain to their parents and players that any negative actions they take before, during or after a game in relation to the officials, coaches, players, or spectators will have a negative impact on the game and will potentially result in game penalties against their team as well as the individuals taking the actions.
- D. Fighting will not be tolerated. Players or coaches who fight, start, or instigate a fight will face disciplinary action. If a punch is thrown, whether it connects or not, that individual will be suspended from further league play pending an investigation.
- E. All coaches and players should shake hands at the conclusion of their game.
- F. Violation of the conduct described in this Section may result in an immediate suspension or other penalty as determined by the Softball Board of the respective participating association.

Section 5. AWARD GUIDELINES

The following guidelines establishing a method to award players for their effort while participating in InterCity Softball League. Awards may be given as trophies, shirts, medals, or pins. League play and tournament play may be given different types of awards.

The following will be used for distributing awards at the end of the regular season or post-season tournament play. No awards are given for pre-season tournament play.

- A. Awards
 1. Spring Season –Placement awards, if provided, will be distributed to players of top placing teams, based on the results of post-season tournament play, in accordance with paragraph B-1 below. NO participation awards are awarded.
 2. Fall Season –Placement awards, if provided, will be distributed to players of top placing teams, based on regular season play, in accordance with paragraph B-1 below. NO participation awards are awarded.
- B. Placement Awards
 1. League or Tournament placement awards will be will be given by the following scenarios:
 - a) Leagues or divisions with 4 teams or fewer, awards will be given to all players on the 1st place team.
 - b) Leagues or divisions with 5 to 10 teams, awards will be given to all players on the 1st place and 2nd place teams.
 - c) Leagues or divisions with 11 teams or more, awards will be given to all players on the 1st place, 2nd place and 3rd place teams.

Note: *If there is a tie for 1st place or 2nd place, all teams involved in the tie may be given awards, but it may affect awards given in other places.*

Article II. GENERAL RULES

Section 1. AMATEUR SOFTBALL ASSOCIATION

- A. Amateur Softball Association rules apply, unless superseded by these InterCity Softball rules.

Section 2. PLAYERS

- A. 12U Division - Teams may play with up to 10 defensive players at one time, including 4 outfielders.
- B. 14U Division - Teams may play with up to 9 defensive players at one time, including 3 outfielders.
- C. Teams must field at least 8 players for an official game to start. Less than 8 players at the start of a game will result in a forfeit.
 - 1. Teams will be allowed to play with 7 due to an in-game injury.
 - 2. Playing the game at any time with 6 players will result in a forfeit.
- D. In the event a team has less than 9 rostered players at a game, the team may play with up to 2 additional players ("Pickup Players") currently registered on another InterCity Team (ASA/MGSA/WYSA) in the same division (12U, 14U) in order to play with a total of up to 9 players.
 - 1. Pickup Players count toward the minimum number required for an official game.
 - 2. Pickup Players may only play in the outfield and must bat last in the initial batting order.
 - 3. Pickup Players must wear the uniform of their original team.
 - 4. Pickup Players are not allowed to play down into a lower division.
 - 5. Pickup Players cannot be added to the lineup after the start of the game.
 - 6. Rostered players arriving after the umpire has started the game will be substituted in the lineup in place of any Pickup Player utilized.
 - 7. Violation. Witnessed by a Board Member, of the Pickup Player rules will result in the following penalties
 - a) 1st Offense - Suspension of the Head Coach for 1 game
 - b) 2nd Offense – Coach is subject to Appeals & Discipline Hearing with the respective participating association.
- E. Failure to have 9 players present at the completion of the first time through the batting order will result in an automatic out at the end of the batting order.
- F. Each eligible player present at the start of a game must play at least 1 inning on defense if 2 or 3 innings are played, at least 2 innings on defense if 4 or 5 innings are played, and at least 3 innings on defense if 6 or more innings are played, unless the player leaves the ball fields during the game, or if disciplinary action, injury, or illness prevents any player from satisfying their playing time.
- G. Coaches are allowed free defensive substitutions, without formal notification requirements.

Section 3. GAME

- A. Home/Visitor dugout determination is facility specific and is as follows:
 - 1. Allen Station – Home Team occupies the 1st Base dugout. Visiting Team occupies the 3rd Base dugout.
 - 2. Founders Park - Home Team occupies the 3rd Base dugout. Visiting Team occupies the 1st Base dugout.
 - 3. Craig Ranch – There is no Home/Visitor defined dugouts.
 - 4. EXCEPTION – Teams already occupying a dugout as a result of a scheduled double-header or tournament game.
- B. Regular season games can end in a tie.

- C. Home team will keep the Official Scorebook for each game.
- D. Visiting team will run the scoreboard for each game. This includes setting up the controller before the first game and returning the controller to the shed after the last game.
- E. Both coaches will submit scores to the League Director or their designee.
- F. There is no runs ahead rule.
- G. After any time limit is reached, the game will be stopped at the completion of the current Batter if the game is in an unreachable/untieable state.
- H. If a game that is called due to weather or darkness is rescheduled, it will be restarted at the exact point at which it was called, and will continue until the completion of a regulation game or the expiration of a new, complete time limit—whichever comes first.

Section 4. POST-SEASON TOURNAMENT

- A. The team with the lowest numerical seed is the home team, except as noted below.
 - 1. The winner of the winner's bracket is the home team against the winner of the consolation bracket.
 - 2. The winner of the winner's bracket is the visiting team when the "if" game is required.
- B. If the game is tied at the end of regulation play, the game will continue under normal playing rules for 1 (one) additional inning.
 - 1. If the game remains tied at the end of the additional inning, all subsequent innings will be played by starting the inning with the last out from the previous inning at 2nd base.

Section 5. UNIFORMS

- A. Amateur Softball Association rules related to Headwear, Pants, Sliding Pants, and Undershirts do not apply.
- B. Metal cleats are not allowed at any age-level.

Section 6. LEAGUE STANDINGS

- A. Team standings will be determined by winning percentage, with a tie counting as ½ a win.
- B. In the event that 2 or more teams finish the regular season with an identical winning percentage, the following system of tiebreakers will be used to determine the team standings and post-season tournament seeding:
 - 1. If two or more teams are tied, the team standings will be determined by the highest winning percentage considering only games between the teams that are tied. All games between the teams that are tied are considered—even if such teams did not play each other an equal number of times.
 - 2. If still tied, the team standings will result in a tie. Post-season tournament seeding will be determined randomly, such as by a coin toss, random drawing.

Section 7. MISCELLANEOUS

- A. Game time starts on the first pitch to an opposing batter. Teams must be warmed up and ready to play at the scheduled start time of the game.
 - 1. EXCEPTION : Failure of the Head Coach to have their team ready to play at scheduled game time will result in the game clock starting at the scheduled game time.
 - 2. If the field is being used for another game prior to the scheduled games, teams should warm-up outside the fences or on adjacent unused fields.

- B. Only 5 warm-up pitches will be allowed between half-innings.
- C. No non-rostered Players or Coaches are allowed in the dugout or on the playing field.
- D. No Coach or defensive player shall at any time, whether in the Coach's box or on the playing field, use language, cheers or arbitrary noises which are intended to affect the performance of an opposing offensive player. Cheers, of a positive nature only, are allowed from the dugout area while occupying the offensive position.
- E. Pre-game warm-ups must occur on the playing field or in the designated warm up areas. .
- F. The on-deck batter must stand either at the far end of their team's dugout or in the on-deck area corresponding to the dugout their team occupies.

Section 8. PROTESTS

- A. All game protests must be submitted in writing to the applicable League Director within 72 hours of the scheduled start time of the game under protest.
- B. The Softball Board will consider the protest and render a decision. The decision of the Softball Board is final.

Section 9. EXCEPTIONS

- A. All items not covered by these rules will be decided by the Softball Board.
- B. The Softball Board is the final judge of fact and interpretation of these rules.
- C. All complaints must be submitted to the Softball Board in writing.
- D. The Softball Board reserves the right to make exceptions in special cases for all rules, procedures and policies.

Article III. 12U AND 14U RULES

Section 1. GAME PLAY

- A. No inning will begin after 75 minutes except as required for tournament play.
- B. A game that is called due to weather or darkness is considered complete after 45 minutes of play provided two complete innings have been played.
 - 1. If a game is called before the completion of the 3rd or subsequent innings, the final score will revert back to the score at the last completed full inning.
- C. Each half-inning has a 5-run limit.
- D. The dropped 3rd strike is in effect.
- E. Look-back is in effect.
- F. The infield fly rule is in effect.

Section 2. COACHES

- A. One defensive coach is allowed to be positioned next to the fence, no closer to home plate than the end of the dugout nearest home plate.
- B. All remaining defensive coaches must remain in the dugout.
- C. One offensive coach, base coaches notwithstanding, is allowed to be positioned next to the fence, no closer than the end of the dugout nearest home plate.
- D. Only coaches with current badges are allowed on the field or in the dugout during any game.
- E. Coaches must be a minimum of 21 years of age.

Section 3. BATTING

- A. Each eligible player will be listed in the batting order and will bat their turn even if they are not playing a defensive position during the inning.
- B. Failure to have 9 players in the batting lineup during the game will result in an automatic out.
- C. Players leaving the game due to injury will be declared an out at their spot in the batting order if the injury results in the batting lineup falling below the 9 player minimum.
 - 1. If the injury occurs during and the player is not able to complete the AT BAT, the player cannot be substituted for and the AT BAT will also be declared an out.
 - 2. If the injury occurs after the completion of an AT BAT (Batter-Runner reaches First Base), the player can be replaced by a Substitute Runner.
 - 3. Players leaving the game due to injury cannot return to the lineup.
- D. Batting order must be provided to opposing coach prior to the beginning of the game. The batting order is only required to list the player's first or last name and jersey number.
- E. Players arriving after the umpire has started the game will be entered at the end of the batting order.
 - 1. Rostered players arriving after the umpire has started the game will be substituted in the lineup in place of any Pickup Player utilized.
- F. Batters who throw the bat will be given a warning and may be called out at the umpire's discretion.

Section 4. BASERUNNERS

- A. Substitute Runner - A substitute or pinch runner for an injured player will be the last batter in the lineup to be declared out.
 - 1. The same Substitute Runner can only be used one time per inning.
 - 2. Additional Substitute Runners used in the same inning will revert to the next previous batter in the lineup to be declared out.
- B. Courtesy Runner can be used for the Pitcher and Catcher only.
 - 1. Courtesy Runner must be the last batter in the lineup to be declared out.
 - 2. The same Courtesy Runner cannot be used for both Pitcher and Catcher in the same inning.

Section 5. PITCHING

- A. If three batters in a single inning are awarded first base because they are 'hit by pitch' from a single pitcher, the offending pitcher must be replaced for the remainder of the inning. There are no limits to how many times this rule will be invoked per game.

Section 6. BASERUNNERS

- A. Courtesy Runner can be used for the Pitcher and Catcher only.
 - 1. Courtesy Runner must be the last batted out.
 - 2. The same Courtesy Runner cannot be used for both Pitcher and Catcher in the same inning.
 - 3. The courtesy runner is not restricted from playing in any position during the next inning.
 - 4. Pitcher/Catcher replaced by a Courtesy Runner must pitch/catch at least the first entire at-bat when the team next returns to the field.

Section 7. AMATEUR SOFTBALL ASSOCIATION DISTANCES

- A. Bases will be set at 60 feet.
- B. Pitching rubber will be set at the following distances. A 16 foot diameter circle will be chalked around the pitching rubber.
 - 1. 12U – 40 feet
 - 2. 14U – 43 feet
- C. Official ball: 12" diameter.