

LPA-Softball League

14U Softball Rules - Spring 2012

League Philosophy:

A competitive league where players develop skills and self-confidence in a positive environment.

Team Requirements:

A maximum of 15 players can be on the roster. Players eligible for 14U in 2012 must be born January 1, 1997 or later.

Each team must submit a completed Team Registration Form, Copy of Insurance Certificate, Complete Roster and Registration Fee prior to the first game of the season. If a team is found using players too old for the league, that team will be removed from the league. Coaches must keep a copy of all Birth Certificates and have them available at all games.

Game Play – ASA Rules with the following exceptions/clarifications:

Batting:

The line-up must consist of a minimum of 8 players if that is all available and 9 if more players are available. Team will have the option to bat as many players as they like such as Cinderella.

Base Running:

As in the ASA Rules, you can run for the pitcher and catcher at any time. A pinch runner will also be allowed for any other base runner in each inning. This pinch runner should be a bench player or, if batting the enter team, the last batted out. The pinch runner cannot be the same player twice in a single inning.

Game Length:

- Game length is 7 innings. Mercy at 12 runs after 5 innings (4 ½ innings with home team leading) and 8 runs after 6 innings (5 ½ innings with the home team leading).
- Time Limit. No new inning after 1 hour 45 minutes from the start time. A new inning officially begins as soon as the third out is recorded in the previous inning. Please choose an official time keeper (usually the umpire) prior to the game. Regular season games can end in a tie. Playoff games must go to completion.
- Unless sufficient notice is given (minimum 24 hours), a team must be able to field 8 eligible players by game time. There will be a 15 minute grace period. If a team does not have enough players after 15 minutes, that team forfeits.
- Weather or darkness – If a game needs to be stopped due to bad weather or darkness prior to the 1 hour 45 minute no new inning mark, it should be considered complete if 4 full innings have been played (3 ½ innings if home team is leading). If the game gets stopped prior to 4 innings being completed, it must be started from the beginning at a later date.

Standings/Point System:

Standings will be posted on www.lpangels.com. The winning coach should Email the score to scores@lpangels.com. The point system used for the standings will be win = 4pts, tie = 2pts, loss = 1pt. In the case of a forfeit, the winning team will be awarded 4pts and the losing team (who forfeited) will not be awarded any points. It is important to play all your scheduled games.

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Tie-Breaker for the Playoff Standings:

Head-to-Head
Runs Allowed (season)
Runs Scored (season)
Coin Flip

Umpires:

The home team is the host team must secure the umpire for regular season games and initial rounds of the playoffs. Umpires should be carded. The umpire's fee will be split by the teams at each game. Due to blackout dates and field availability, teams may not have an equal number of home and away games. Therefore, the home team must pay the umpire half the fee and the visiting team must pay the umpire half the fee for each game. Please check the umpire fee in advance as some might be higher than others. Umpire fees are typically \$50.00 per umpire per game. The league can provide contacts for umpire services upon request. Please make sure the umpires hired for your home games receive a copy of the rules in advance and know what age group they will be working with. Please do not argue with the umpires over judgment calls. If you believe a rule has been interpreted incorrectly, please call time out and have a conference with the umpire and the opposing coach to review the rule. Once reviewed, the umpire has the authority to reverse the call or let it stand. As with the judgment call, the umpire's decision is final.

Behavior:

If a coach, player or fan is ejected from a game it is an automatic one game suspension. Once ejected, they must leave the complex immediately. Watching the game from the parking area will not be permitted and will result in a forfeit by their team. If this happens a 2nd time, they are suspended for the remainder of the season. Failure to adhere to the ejection and suspension rules will result in a team being removed from the league. Coaches are responsible for their players and fans behavior. All cheering should be in a positive manner.