

LPA-Softball League

14U Softball Rules - Spring 2016

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 2016 must be born January 1, 2001 or later. To the greatest extent possible, players should be drawn from team's high school district. It is understood that it is often difficult to maintain a pure town team at the 14U level, but teams must give first consideration to interested players from within their district and only fill out their rosters with out of town players as necessary to field a team. Recruiting for the sake of fielding a stud pitcher/catcher/SS/etc. is not acceptable. Out of town players listed on a roster must be identified and explained to the league.

Each team must submit a completed Team Registration Form, Copy of Insurance Certificate, Complete Roster and Registration Fee prior to March 1, 2016. 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. There will be free substitutions among players in the lineup. Standard substitution rules apply for any bench player entering the lineup.

No hitter is permitted to show bunt, pull the bat back and swing away. If this should happen the hitter is called out and all runners return to their bases. If the hitter should make contact the results above apply as well as the hitter being removed from the game.

Any player injured is simply skipped in the line-up. No out is recorded.

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 15 runs after 3 innings, 12 runs after 4 innings and 8 runs after 5 innings.
- 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. Teams may agree to play the game with no time limit. This must be agreed on prior to the start of the

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game by both teams as well as the umpire. Regular season games can end in a tie. Playoff games must go to completion.

- Unless sufficient notice is given (minimum 72 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.

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 and must secure the umpire for regular season games (umpires for playoffs are scheduled and compensated by the league). Umpires should be carded. The umpire's fee for regular season games 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 - \$60.00 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.

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Game Schedule:

Upon mutual consent by the teams, games may be played as soon as weather and field conditions reasonably allow. However, no team is obligated to schedule a game prior to April 1, 2016, the official start of the season. All regular season games MUST be completed NO LATER THAN June 12, 2016. Games played after this date will not be considered in a team's standings or seeding for playoffs. Any game rained out must be rescheduled. The Home team who had the rainout has 48 hours to offer their opponent three dates to make up the game.

Playoff Eligibility:

Playoffs will be held during the weekend of June 17-19, 2016 at the Lincoln Park fields. To participate in the playoffs a team must complete 80% of their regular season games.

The schedule for the playoffs tournament will be posted to the web site as soon as the standings are finalized. The schedule is final and not open to adjustments. Until the schedule is finalized, teams should assume that they could be playing at any time during the playoff date(s). If you choose to remove your team from the tournament, please let the league know as soon as possible so the schedule may properly reflect the final standings/teams participating.