

The Church of Jesus Christ of Latter-day Saints
UTAH AREA SPORTS



2010 Softball Tournament Rules

1. **RULES:** The 2010 Official Rules of Softball published by the Amateur Softball Associations of America (ASA) will be used with the adaptations as described herein.
2. **EQUIPMENT (RULE 3):**
 - **OFFICIAL SOFTBALL (Sections 3):** For clarification, refer to this rule to determine the appropriate official softball. No ball, either 11" or 12", may have a core greater than .44 or a compression greater than 375 lbs.
 - **CATCHER'S EQUIPMENT, FACE MASK/GUARDS, AND HELMETS (Section 5):** For clarification and emphasis, we are including a portion of this rule from the ASA Official Rule book.
 - B. **CATCHER MASKS:** (Junior Slow Pitch Only) Catchers must wear an approved batter's helmet with ear flaps, the catcher's helmet and mask, or an approved plastic mask/guard with catcher's helmet. The throat protector is optional on the catcher's mask.
 - D. **FACE MASK/GUARDS:** Any defensive player or offensive player may wear a face mask/guard. Face masks/guards that are cracked or deformed, or if padding has deteriorated or is missing, are prohibited.
 - E. **HELMETS:**

OFFENSIVE: All Junior Olympic offensive players, including the on-deck batter and Junior Olympic players acting as coaches in the coach's box, must properly wear double ear flap NOCSAE approved batting helmets. All Junior Olympic batting helmets shall be equipped with chin straps. Batting helmets that are broken, cracked, dented, or that have been illegally altered are prohibited from use.

EFFECT: Failure to wear the batting helmet when ordered to do so by the umpire shall cause the player to be removed from the game. Wearing the helmet improperly or removing the helmet during a live ball play and judged by the umpire to be a deliberate act shall cause the violator to be declared out immediately. The ball remains live. Calling a runner out for removing a helmet does not remove force play situations. Umpires should use discretion as to the intent of the rule concerning player safety.

DEFENSE: Any defensive player may wear an approved helmet with or without ear flaps of similar color as the team caps. It must have a bill.

NOTE: *Junior Olympic Players are players 18 years old and under.
 - **UNIFORMS (Section 6):** Each participating player shall have a modest shirt with legal numbers (0-99) and it is recommended that the entire team wear shirts that match in color and style. Pants should be modest, clean, and appropriate to the occasion.
 - A. **HEADWARE:** Hats, if worn, may not contain advertising nor material that is offensive by Church standards. Headbands may be worn. Handkerchiefs do not qualify as headbands and cannot be worn around the head or neck. Plastic visors are not allowed.
 - F. **JEWELRY:** Exposed jewelry must be removed and may not be worn during the game.
 - G. **SHOES:** No metal spikes are allowed. No hard plastic or polyurethane spikes similar to metal sole and heel plates are allowed.
3. **PLAYERS (RULE 4):**
 - **RE-ENTRY (Section 5):** Entry or re-entry of participants may occur essentially without restriction. This applies to offensive and defensive position, on the field, base-runners, or line-up, but positions in the batting order must be maintained. The starting player and the substitute(s) may not be in the line-up at the same time.
 - **ILLEGAL PLAYERS (Section 6, F):** In addition to the opposing team, the scorekeeper may notify the umpire of an illegal player.
 - **THE BLOOD RULE (Section 9):** This rule will be strictly followed. Teams who fall below the legal number of players, due to the application of the blood rule, will not be required to forfeit the game. They will, however, be required to take an out when the injured players batting position comes up.
4. **THE GAME (RULE 5):**
 - **PLAYING TIME (Section 3):** If overall game time must be limited, no new inning shall begin after 55 minutes from the time of the first pitch. In games without time limits, the run ahead rule (Rule 5, Section 9, A&B) will be invoked.
 - **FORFEIT TIME (Section 4):** Forfeit time shall be the scheduled game time.
5. **PITCHING REGULATIONS - SLOW PITCH (RULE 6): Effective 2010.**
 - **LEGAL DELIVERY (Section 3H):** The ball must be delivered with a perceptible arc and reach a height of at least 6 feet from the ground while not exceeding a height of 10 feet from the ground.
6. **BATTING (RULE 7):**
 - **BATTING POSITION (Section 3B):** Prior to the pitch the batter will enter the batters box with a one ball one strike count. This applies to all adult and youth slow pitch softball.

7. **DOUBLE BASES:** For clarification and emphasis, we are including portions of these rules from the ASA Official Rule book.
- **FIRST BASE (Rule 2, section 3, H.1):** This base is 15 by 30 inches. Half the base is white (over fair territory) and half of the base (over foul territory) is a contrasting color.

BATTER-RUNNER (Rule 8, section 2, M):

 1. A batted ball hitting or bounding over the white portion is fair.
 2. A batted ball hitting or bounding over the colored portion is foul.
 3. Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the colored portion of the base.

EFFECT: The batter-runner is out when there is a play being made at first base and the batter-runner touches only the white portion, providing the defense appeals prior to the batter-runner returning to first base. Once the runner returns to the white or colored portion of the base, no appeal can be made.
 4. On any force out attempt from the foul side of first base the defense and the batter-runner may use either the white or colored portion of the base.
 5. On an errant throw pulling the defense off the base into foul ground, the defense and the batter-runner may use either the white or colored portion of the base.
 9. When there is a force play on the batter-runner, who touches only the white portion and collides with the fielder about to catch a thrown ball while on the white.

EFFECT: Interference, the ball is dead, the batter-runner is out, all runners must return to the last base occupied at the time of interference.
 - **HOME PLATE (Rule 2, section 3, G):** The second home plate shall be placed eight feet from the back tip of home plate on an extended line from first base. (If a field does not have a second home plate, the extended first base line drawn eight feet beyond the original home plate will suffice.) A line shall be drawn from third base to the second home plate.

RUNNING (Rule 8, section 9, D):

 1. Defensive player can touch only the original home plate and runners can touch only the second home plate (or cross the extended line).
 2. Runners must touch the second home plate (or cross the extended line) located adjacent to the right handed batter's box in order to be safe at home.
 3. Runners tagged by a defensive player will not be out.
 4. Should a defensive player touch the second home plate and still touch the original home plate before the runner reaches the second home plate, the runner is out.
 5. If the runner touches the original home plate, the runner is out and the ball remains live.
 6. Once a runner passes the commitment line, 20 foot marking from a second home plate (or the extend line), the runner cannot return to third base.

EFFECT: The runner is called out if the runner returns, and the ball remains live.
 7. If the runner has passed the commitment line, 20 foot marking, and continues running on the original foul line, and interferes with fielder taking a throw at, or in contact with the original home plate:

EFFECT: A dead ball should be declared and the runner is out.
8. **SPORTSMANSHIP:** Good sportsmanship is expected of all participants in the Church sports program. Honor calls are desirable in that participants are encouraged to acknowledge rule infractions when appropriate. Officials will be expected to encourage such calls, but the officials will make the final decision.
9. **ROSTERS:** Eligibility Declaration and Team Rosters of participants should be completely filled out and submitted, together with any rule waiver request, to the stake sports director prior to the beginning of stake play.
10. **WAIVERS:** Should be prepared, approved and submitted prior to stake play.
11. **MULTIPLE TEAM PARTICIPATION:** Individuals may only participate on one church sports team in the same sport during the same season. The only exception to this rule applied to coed play.
12. **AGE:** Youth who turn fourteen, sixteen or eighteen, during a sports season may finish the sport in which they are currently playing or move up immediately to the team of their new age group. **Bishops may, in special circumstances, allow Young Men and Young Women eighteen years of age to participate in the youth sports.** However, participation in sports should not delay worthy eighteen-year-old young men from receiving the Melchizedek Priesthood and being ordained elders (See General Handbook of Instructions, p. 4-2). Eighteen-year old young men who are ordained Elders may complete the sport in which they are currently participating or move up to the adult sport program. They may not, however, participate in both youth and adult play during the same season. **Note:** At the conclusion of that sports season, eighteen-year old Elders **MUST** participate in the adult program. All young men nineteen and older are to be affiliated with the Elders quorum as ordained Elders or as prospective Elders (See General Handbook of Instructions, p 4-2). All young women nineteen and older are to be affiliated with the relief Society. On their nineteenth birthday, they may choose to finish that sport in the youth program or advance to the adult sports program. They must however, advance to the adult program at the start of the next sport season.