

**ROANOKE AREA YOUTH SOFTBALL ASSOCIATION
LOCAL RULES FOR 16 & UNDER `B' (16U-B) LEAGUE SOFTBALL**

THESE RULES ARE SUPPLEMENTAL TO THE OFFICIAL NSA SOFTBALL RULE BOOK AND SHALL APPLY FOR THE 2011 REGULAR SEASON.

TIME

1. Games will start promptly at the scheduled start time. Each team may take the field for 10 minutes, if the field is available (visiting team first). Managers are to show the umpire a line-up of starting players and then give a copy to the opposing team manager. All substitutes should also appear on the line-up. Home team will be the official scorekeeper, will occupy third base bench, and will furnish game balls (one new and one near new).
2. All time limits shall apply from the scheduled starting time of the game, not the actual starting time. Teams shall play up to seven innings prior to 1 hour and 30 minutes for single games or up to five innings prior to 1 hour and 15 minutes for each game of a doubleheader. No inning shall start after the time limit expires (even if tied). A new inning begins immediately after the final out of the previous inning (NSA rules allow for a maximum of one minute for warm-up between each half inning). All play shall be suspended at 10:00 p.m. on school nights and 10:30 p.m. on other nights.
3. A team's turn at bat shall end after three outs or five runs have been scored. This rule applies to all innings. A team **may** concede at any time.

PITCHING

4. No pitcher shall pitch **in** more than two consecutive innings in a game. Pitchers who do not pitch **in** the previous inning may re-enter the pitching position. The pitch shall be made in accordance with fast pitch rules but shall be thrown with an arc and not too fast for the age group. If the pitch is judged too fast, the umpire shall issue one warning per team per game. Subsequent pitches deemed too fast shall be called an illegal pitch (a ball is called and all runners advance one base). The pitcher's plate shall be forty-three feet from home plate.
5. If batters are hit with a pitched ball three times in the same game by the same pitcher, that pitcher must be removed from the pitching position for the game. It shall be considered a hit by pitch even if the pitch bounces prior to hitting the batter. No base award will be made unless the batter attempts to avoid being hit.

SUBSTITUTION

6. A team may play with a minimum of eight (8) players and a maximum of ten (10) players in the defensive line-up. The offensive line-up shall consist of all players in attendance. If less than nine (9) players are in attendance for a game and the opposing team has more than nine (9) players, the team needing players must select one of the following options: Option 1 - may use those players on the opposing team who are not presently in the defensive line-up to field a team (up to ten players). These borrowed players will bat first (top of the line-up) for the team with whom they played defense. Should an additional player arrive after the start of a game, this player may be added at the top of the next inning and the borrowed player would return to her team. Option 2 - may play the game with less than nine (9) players, but an out will be assessed for each turn at bat missed due to not playing with nine (9) players per the NSA rule book. Option 3 - may borrow players from another RAYSA "B" league team. These borrowed players must play in the outfield on defense and bat first on offense (top of the line-up).
NOTE: Once a player plays in an older age group, the player may not return to the younger age group (i.e., a 14 year old may not play for a 16U team after playing for an 18U team).

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7. All players must play twelve (12) consecutive outs or two consecutive innings (offense and defense) during the game. Any player may re-enter any position in the line-up providing the substitute has not played the previous twelve (12) consecutive outs (two innings) and the player being substituted for has played the previous twelve (12) consecutive outs (two innings).

8. The team at bat may use a courtesy runner for the pitcher and/or catcher anytime after they reach base. The courtesy runner shall be the last offensive player to make an out (see the NSA rule book).

EQUIPMENT

9. Face guards and chinstraps are required on batters helmets. Any one-piece "OFFICIAL SOFTBALL" bat (not more than 34" in length) may be used for league play. Game balls shall be 12" RIF 10/Safety 10. Shoes with metal cleats are not allowed.

GENERAL

10. Games will not be played during a thunderstorm or a downpour of rain. If a downpour comes in the middle of a game, it will or will not continue at the umpire's discretion, however, safety should always be the primary consideration. Rained out or cancelled inter-league games will not be rescheduled.

11. A batter who releases a bat with such force that in the opinion of the umpire could cause injury or could impair a defensive player from making a play shall be called out for interference.

12. `Head first' sliding is not permitted. Penalty: the runner shall be called out. Diving back to base without a running start should not be considered sliding.

13. Base runners may steal, but must not leave the base until the pitched ball reaches home plate. Penalty: no pitch is declared and the runner shall be called out.

14. Participants in the 16U-B league may not be or have been a member of a high school varsity or junior varsity softball program during the current school year.

15. No protests, including umpire judgments or decisions, will be accepted. If the rules are not being properly interpreted, contact your RAYSA representative. Head coaches will be held accountable for the sportsmanship and conduct of their players, fans, and coaching staff. Incident Reports filed with RAYSA representatives will be reviewed and, if applicable, appropriate sanctions implemented.

16. Coaches should notify the opposing team's coach at least a day in advance if a game is to be cancelled. The host team's coach is responsible for notifying the umpire assigner and field scheduler of the cancellation.

