

## ORANGE COUNTY FALL BALL FAST PITCH LEAGUE 2007

### RULES and POLICIES

#### SECTION 1 TEAM FORMATION

1. Leagues may form their Fall Ball teams in any manner, with equity in mind.
2. Each team may have a maximum of 15 players on their roster.
3. In the 10U and 12U divisions, teams will be placed in one of two divisions and will be defined as either an "A" or "B" team based upon the makeup of the team. [In the 8U and 14U divisions all teams will be placed in the same division.](#)
4. In the 10U and 12U divisions all B-leagues are required to provide a team that meets the "A" team requirements or is competitive enough to play an "A" level schedule. Exceptions will be considered for the ASA C leagues. For the 2007 Fall Ball season the following 6 leagues are ASA C-leagues are, Aliso Viejo, San Clemente, Pacific Coast, Fountain Valley, Santa Ana and Central Orange.
5. [For 10U B and 12U B teams, the team that finishes 1<sup>st</sup> in the Fall Brawl Tournament must play "A" level in the Pumpkin and Turkey Tournaments. The team that finishes 1<sup>st</sup> in the Pumpkin Tournament must play A level in the Turkey Tournament.](#)
  - a. "A" teams will be defined as: Teams having on their Fall Ball roster, five (5) or more current year district All Star players or eight (8) or more current year district + tournament all-stars. Teams will play each other during the season and tournaments. (District all-star is defined in section 2.5)
  - b. "B" teams will be defined as: Teams having on their Fall Ball roster, four (4) or less current year district All Star players or seven (7) or less current year district + tournament all-stars. Teams in this category have the option of playing up in the "A" division during the season or tournament play.
  - c. If an ALL STAR player is Playing Up in a higher division during the Fall Ball season, they **will not** be considered an All Star player for the purpose of team classification.
6. MOVE-UP Players: In ALL DIVISIONS, teams can have a maximum of three (3) players who are playing Fall Ball in a division higher than the division which the player played in the Spring Rec season. [The individual league and the Fall Ball Federation must approve exceptions. Decisions to allow a team to have more than 3 move-up players will be based on an assessment of the competitiveness of the team.](#)
7. To be eligible for the Turkey Tournament, a player must have played in 8 fall regular season games. (Exceptions may be made for players who missed games due to injuries.)
8. Rosters will be FROZEN Thursday, October 11. No new players can be added.
9. Current year ASA rules shall apply except as modified herein.
10. Players must meet current ASA age rules.
11. 14 and Under Division Only: High School players will be allowed to participate providing that the player was rostered on her High School team for the 2007 Spring season. She can only play in the league in which she played during the Spring 2006 season. See section 2, #1 and #4.
12. Each team staff is required to carry and be prepared to show proof of the following items: BIRTH CERTIFICATES OF ALL PLAYERS, PROOF OF INSURANCE FROM THEIR LEAGUE, AUTHORIZATION TO TREAT A MINOR, and an UPDATED ROSTER at all times. [A valid ASA card can be used as a substitute for the birth certificate and proof of insurance. These items will be required at tournament check-in.](#)

#### SECTION 2 PLAYER ELIGIBILITY

1. Players must have played within the league during the current season and before May 1st. Exception: (14U) Section 1 rule 10.
2. Players must have played a minimum of 50% of the current season games from the REC league they will represent in the fall. The exception to the 50% rule will be an injury that prevented the player from playing the regular season, i.e. broken arm leg, etc. (8U, 10U and 12U).

## ***RULES FOR 2007 – August 28, 2007***

3. TRAVEL BALL players will be defined as players who, during 2007, have participated in more than one game as a member of a Travel Ball team. Travel players that meet Fall Ball eligibility requirements will be considered a District All Star for the purpose of team formation. This will apply to 10U and 12U divisions.
4. In the **14U division only** a player who did not play in a Rec league in spring of 2007 is eligible to play Fall Ball for their own league in which she played in the Spring 2006 season. **The player must meet ASA age eligibility requirements.**
5. Fall ball players at all ages are not allowed to play on a Travel Ball team during the fall season.
6. ALL STAR players will be defined as Players who were recognized as an All Star or played in the current year (2007) at District Championship games playing as an All Star from a given league in their respective division.
7. The Fall Ball Federation will decide on all appeals and exceptions to player eligibility.

### **SECTION 3 GAME FORMAT**

1. Two (2) game doubleheaders will be played on **eight (8) weekends** between the Kickoff tournament (Fall Brawl) and the Turkey Tournament. These games may be day or night games and may be played on **Saturday or Sunday** depending upon field availability. **There will also be a Pumpkin Tournament in mid October for all age groups.**
2. Saturday games may begin at 8:00 am or end no later than 9:00 pm. Sunday games may begin at 9:00 am or end no later than 7:00 pm. Weekday games may not begin before 5:00 pm with the exception of the Friday following Thanksgiving.
3. The host team will be the HOME team for the first game of the double header and the visiting team will be the HOME team for the second game.
4. Each team is required to provide one (1) new ball and a good back-up ball for the game when it is their turn to be the HOME team each weekend.
5. No new inning will begin after one (1) hour thirty (30) minutes in the 10U, 12U and 14U divisions. Play will stop (drop dead) at 1:40. The score will revert to the previous inning if the home team is not ahead.
6. In the 8U division, no new inning shall begin after one (1) hour twenty (20) minutes. Play will stop (drop dead) at 1:30. The score will revert to the previous inning if the home team is not ahead.
7. Games can end in a tie. In a tie game, if after seven innings are completed and if there is time remaining, the game may continue under the International Tie Breaker rules.
8. **10U "A" division will play by ASA 10A rules. e.g. Home plate is open, only have 3 outfielders, dropped third strike is in effect, multiple bases allowed on walks and stolen base attempts .** However, 10U fall league pitching limits and run rules will continue to apply.
9. NO Standings will be kept during the regular season of play.

### **SECTION 3B 8 and Under Division**

1. The 8U division will play 10U ASA rules with the exceptions below. (ASA does not provide rules for 8U.)
2. There will be **NO coach pitch** during the 2007 Fall Ball season of play in the 8U division.
3. There will be a **15 out per double header pitching rule** for the 8U division.
4. Pitchers will work from 30 feet.

#### **Offense Play:**

1. The batter is out on the 3rd strike dropped by the catcher, however, the ball remains live and runners on 1st and 2nd base may advance at their own risk. Runners on 3rd may not advance home.
2. Runners on 1st and 2nd may steal one (1) base per pitch.
  - a. The ball is live and in play
  - b. Runners may not leave the base until the pitch has left the pitcher's hand. The umpire will declare NO PITCH and an out when a runner leaves too soon. If more than one runner leaves early the umpire must determine which runner left too soon first and only that runner will be called out.

## ***RULES FOR 2007 – August 28, 2007***

- c. A runner in sole possession of an illegally stolen base shall be returned to the correct base without liability to be put out when all other players have stopped. A runner standing on an illegal base cannot be tagged out. A runner not standing on a base can be tagged out.
- d. Overthrows by the catcher to the pitcher or to the bases do not result in additional bases by the runners. After all play has stopped, if a runner(s) has advanced beyond the one base to which they are entitled the umpire will call time and return runners back to the proper base(s).
- e. A runner cannot steal home, even on a play to another base or an over throw to the pitcher. Once the runner has touched home plate and after all other play has stopped, the umpire will call time and return the runner back to 3rdbase. NOTE: A runner may be tagged out while off the base.
- f. The infield fly rule is not in effect at any time.

### **Defense Play**

- 1. NO more than 10 players will be allowed to play defense at one time.
- 2. NO more than 6 players including the pitcher can be positioned in front of the baseline. Outfielders and the 10th player must remain behind the base line as four (4) outfield positions until the ball is hit, or the pitch reaches the plate. (An outfielder may cover a base on a stealing attempt as long as the fielder does not vacate the outfield position before the ball reaches the plate.) **This rule also applies to the 10U B division.**
- 3. NO player, except the pitcher, shall start in a defensive position closer than 25 feet to home plate measured from the front side of the plate anywhere between the 3<sup>rd</sup>baseline and the 1<sup>st</sup> baseline.
- 4. An unlimited number of free substitutions are allowed at anytime during a dead ball situation while on defense.

### **SECTION 4 EQUIPMENT**

- 1. Balls: Only ASA authorized WORTH softballs will be used as follows. NO EXCEPTIONS
  - a. 8U 10" Worth RIF 1
  - b. 10U 11" Worth Dream Seam Worth RIF 1
  - c. 12U 12" Worth Dream Seam
  - d. 14U 12" Worth Dream Seam
- 2. Only ASA approved softball equipment such as catcher's gear, bats and helmets may be used.
- 3. A safety base (double base) should be used at first base.
- 4. Base and pitching distances should be to ASA standards. ~~8U will use 10U distances.~~ (8U pitching will be from 30 feet).

### **SECTION 5 UMPIRES**

- 1. The host league will be responsible in providing umpires for each weekend double headers.
- 2. Umpire fees shall not exceed \$40.00 per game played, and shall be determined prior to game time.
- 3. Each team shall be responsible to pay the umpire in CASH prior to their home game.
- 4. If a game is not cancelled with prior notification (See Section5 Article 1) the team/league at fault will be responsible for paying the umpire(s).
- 5. Each game shall have one (1) plate umpire. Base umpire is optional and shall be agreed to by both teams prior to game time.

### **SECTION 6 CANCELLED GAMES**

- 1. Should a team for any reason have to cancel their games on a given weekend, they must notify the opponent no later than 6:00pm on the Thursday prior to the weekend's game.
- 2. The host team must cancel the umpires at that time.
- 3. When a game is cancelled, you must notify your league fall ball coordinator.
- 4. NO make-up games will be scheduled

## ***RULES FOR 2007 – August 28, 2007***

### **SECTION 7 PLAYER and GAME RULES**

1. Batting order will be round robin format.
2. All teams will present a batting line-up to the other team prior to the start of the game, which will include all players present.
3. No player may sit more than two consecutive innings over the two games. For example, if a player sits the final inning of game #1, they must play by the 2<sup>nd</sup> inning of game #2.
4. There will be free defensive substitution.
5. Courtesy runners may be allowed for injured players or pitchers and catchers of record only **without** penalty. The courtesy runner will be the girl who had the last recorded out.
6. Late arriving players maybe added to the bottom of the batting order.
7. Players leaving early from a game will be stricken from the batting order with NO penalty or out taken.
8. NO out will be taken for injured players not able to take their turn at bat, however they shall not return to play in the game.
9. Per ASA rules, an out will be taken if the number of players in the batting line-up drops below 9.

### **SECTION 8 PITCHING RULES**

1. 8U - 15 outs per double header
2. 10U - 21 outs per double header
3. 12U/14U - unlimited
4. Exception: International tiebreaker situations during tournament play only.
5. A pitcher may only return to pitch one time during a game.

### **SECTION 9 RUN LIMITS / MERCY RULE**

1. 8U - run limit shall be four (4) runs per inning through the first four (4) innings. There shall be unlimited runs from the fifth inning on.
2. 10U - run limit shall be five (5) runs per inning through the first four (4) innings. There shall be unlimited runs from the fifth inning on.
3. 12U - run limit shall be six (6) runs per inning through the first four (4) innings. There shall be unlimited runs from the fifth inning on.
4. 14U - run limit shall be **six (6) runs** per inning through the first four (4) innings. There shall be unlimited runs from the fifth inning on.
5. **MERCY RULE:** For all divisions shall be ten (10) runs ahead after five (5) completed innings or 4 ½ if the home team is ahead.
6. **SPORTSMANSHIP shall be demonstrated at all times.**

### **SECTION 10 TOURNAMENT HOST GUIDELINES**

1. A kick off tournament will be held the weekend of September 7<sup>th</sup>, 8<sup>th</sup> and 9<sup>th</sup> (Friday/Saturday/Sunday) for 10U 12U 14U.
2. The Turkey Tournament will be November 16, 17 and 18 for all divisions. OVP will host 8U teams. Tustin and MVGS will host 10U, 12U and 14U.
3. A Pumpkin Classic, will be held on October 6<sup>th</sup> and 7<sup>th</sup> for 8U teams, hosted by OVP.
4. A Pumpkin Classic will be held for 12U-A, 12U-B and 14U on October 12<sup>th</sup> through 14<sup>th</sup>, hosted by LNGS.
5. A Pumpkin Classic will be held for 10U-A and 10U-B on October 20 and 21<sup>st</sup>, hosted by OVP and Tustin.
6. The OC Fall Ball Federation with the host city's input will write tournament rules.
7. If a host league cannot support all the participation teams, the tournament may be split between two leagues.
8. This tournament is for those leagues and players participating in the regular season of Fall Ball play. NO non-league teams or players shall play in any tournament.
9. All tournaments will provide a minimum of a three (3) game guarantee.
10. Trophies will be awarded to the first and second place teams. Both 3<sup>rd</sup> place teams will receive medals.
11. Tournament fees shall not exceed \$350.00 per team.

***RULES FOR 2007 – August 28, 2007***

12. Each tournament host will verify by way of birth certificates and roster, the correct age of all players at tournament check-in.