

OC Fall Ball
14U SELECT Rules
Updated 8/3/2019

1. HOME TEAM & DUGOUTS

The team listed first on the schedule will occupy the third base dugout. The host team will be the HOME team for the first game of a double-header, and the visiting team will be the HOME team for the second game.

2. BASE AND PITCHING DISTANCES

The distance between bases and the pitching plate shall comply with ASA/USA requirements. Currently, the distance between bases is 60 feet and the pitching distance is set at 43 feet.

3. ASA/USA RULES

All ASA/USA Rules shall be in effect with the exception of rules in this document that conflict with ASA/USA rules. Where these rules conflict, these rules shall supercede ASA/USA rules.

4. GAME LENGTH

All games will be one (1) hour and twenty (20) minutes drop dead. The second game will start at the one (1) hour forty (40) minute mark from the start of the first game, providing a twenty (20) minute rest period between games. At fields where overhead lighting is not available, all play will stop (drop dead) based upon the umpire's judgment of unsafe conditions.

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 USA Tie Breaker rules. Both teams must agree to continue to play or game ends in a tie. All games will end when the drop dead time is reached, regardless of the score.

5. OUTCOMES OF DROP DEAD TIME BEING REACHED

At the drop dead time, the score will revert to the last completed inning *unless the home team is batting and is ahead, at which point the score at drop-dead time will stand.*

6. STANDINGS

No "official" standings will be kept for the season.

7. GAME FORFEITURES

Per ASA/USA rules, you must have at least eight (8) players to field a team. A forfeit is taken if you can only field 7 or fewer players. If a game must be cancelled due to lack of players, the umpire must still be paid for the game, and no make-up will be scheduled.

8. RUNS ALLOWED

Each inning is limited to 3 outs or five (5) runs; whichever comes first per inning.

9. PLAYER RE-ENTRY

Unlimited defensive substitution is allowed. Substitute players may be entered at the beginning of innings or whenever the umpire calls time out.

10. BATTING

All teams will bat round robin for players present at the start of the game. Late arriving players must be added to the bottom of the lineup. The opposing team must be notified of any additions when the

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player enters the game. The batting order remains fixed once presented to the opposing team and umpire. Batters hit by a pitch will be governed per ASA/USA rules as follows: if, in the umpire's judgement, the batter makes no effort to avoid the pitch, a ball will be called and the batter does not walk (unless the count reaches 4 balls). If effort is made, the batter will be awarded first base.

11. RUN AHEAD RULE

None.

12. INFIELD FLY AND DROPPED THIRD STRIKE

The infield fly rule and dropped third strike rule are in effect per ASA/USA rules.

13. PITCHING RULES

The pitching distance is 43 feet. The umpire will keep track of balls and strikes.

a. Pitching Limits

There is no limit for pitchers

b. Pitchers Substitution

A pitcher may only return to pitch one time during a game if removed from the pitching circle mid-inning. If replaced at the start of an inning, a pitcher retains unlimited reentry rights.

14. COURTESY RUNNERS

Courtesy runners will be allowed for the pitcher and catcher of record. The runner shall be the player making the last recorded out. In the case that no outs have been recorded in the game, the runner shall be the last batter listed in the roster.

15. SAFETY BASE

A safety base (double base) must be used at first base. If a field is not equipped with a safety base, the umpire has the option to continue the game utilizing an imaginary safety base and batter runners will be instructed to run through as though a safety base is present. All determination of safe or out per an imaginary safety base is at the sole discretion of the umpire.

16. SPORTSMANSHIP

No derogatory cheers will be allowed. No deliberate attempt to distract the pitcher and/or the catcher by the offensive team shall be tolerated. We will follow the General Policies of the league and/or ASA/USA rules for unsportsmanlike conduct. If a manager, coach, or parent is ejected from a game, the league will contact your associated league and share the report from the umpire as to the reason of the ejection. Each league will handle their own disciplinary process that could include suspension from games.

17. JEWELRY

No jewelry of any kind is permitted in accordance with ASA/USA rules.