

ORANGE COUNTY FALL BALL-2017

RULES and POLICIES

SECTION 1 TEAM FORMATION

1. Leagues may form their Fall Ball teams in any manner, with equity in mind, but remember that Gold teams are more competitive than Silver.
2. Each team may have a maximum of 15 players on their roster.
3. All Players must be ASA age appropriate. Age cut off date is Jan 1st of the current year.
4. Practices for Fall Ball can start no earlier than July 31st.
5. In the 10U and 12U divisions, teams will be placed in one of two divisions and will be defined as either a Gold or Silver team based upon the makeup of the team. In the 8U and 14U divisions all teams will be placed in the same division.
6. Silver teams that finish in 1st place (Win) in the Pumpkin Tournament must play at the "Gold" level in the Turkey Tournament and will play a Gold friendly schedule the remainder of the season.
7. Players In ALL DIVISIONS, each team may have a MAXIMUM of three (3) second year players who will be aging up in Spring 2018. For example, for 8U division, a team may have a maximum of three (3) 2008 birth year players; for 10U division, a team may have a maximum of three (3) 2006 birth year players; for 12U division, a team may have a maximum of three (3) 2004 birth year players; and for 14U division a team may have a maximum of three (3) 2002 birth year players. 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. (Note: if a player played in 12U division in Spring and came down to 10U for All Stars, but is now playing 12U for Fall Ball, they are not considered a play up. Their division designation is where they played in spring). Also, if an All Star team wants to stay together (9+ returning players) for Fall Ball, and move up a division, this will be a consideration for the OC Fall Ball based on competitiveness of that team and may be required to play in the Silver division.
8. To be eligible for the Select Tournament, a player must have played in 50% of the Fall Ball Select regular season games. (Exceptions may be made for players who missed games due to injuries.) Be aware this applies to multiple sport athletes and travel ball players.
9. Rosters will be FROZEN October 1st. No new players can be added.
10. Current year ASA rules shall apply except as modified herein.
11. Players must meet current ASA age rules. They must be the age in the division they are representing by Jan 1st.
12. 14 and Under Division Only: High School players will be allowed to participate providing that the player was rostered or has "proof" of a tryout (and did not make a team and was too late for spring Rec registration) on her High School team for the 2017 Spring season. See section 2.
13. Select player may sub on a higher division team but not within the same or lower division. Rec players may sub on a select team in the same or higher division.
14. Each team staff is required to carry and be prepared to show proof of the following items: VALID YEAR PHOTO ASA CARDS OR A NON PHOTO ASA CARD AND A PICTURE, PROOF OF INSURANCE FROM THEIR LEAGUE, AUTHORIZATION TO TREAT A MINOR, and an UPATED ROSTER at all times. These items will be required at tournament check-in and must remain with the team. All teams will be asked to show their ASA CARDS at Check in and again to a representative at the beginning of the championship games.

SECTION 2 PLAYER ELIGIBILITY

1. Players must have played within the league during the current spring season and before May 1st. Exception: (14U) Section 1 rule 12.
2. In the 14U division only, a player who did not play in a Rec league in spring of 2017 is eligible to play Fall Ball for their own league in which she played in the Spring 2016 season. The player must meet ASA age eligibility requirements and HS player requirements as stated above.
3. OC Fall Ball will decide on all appeals and exceptions to player eligibility.

SECTION 3 GAME FORMAT

1. Two (2) game doubleheaders will be played on non-tournament weekends between September 9th and November 19th. These games may be day or night games and may be played on Saturday or Sunday depending upon field availability. There will be a Pumpkin Tournament held October 14-15 and a Turkey Tournament held November 18-19.
2. Saturday games may begin at 8:00 am and end no later than 7:00 pm. Sunday games may begin at 9:00 am and end no later than 7:00 pm. Weekday games may not begin before 5:00 pm.
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.

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4. Each team is required to provide one (1) new ball and a good back-up ball for one of the Double-Header games each weekend. Umpire fees are to be \$45 per team payable at the beginning of game 1 at the plate meeting
5. Drop dead at one (1) hour twenty (20) minutes in all divisions. The second game will start at the one (1) hour forty (40) mark providing a twenty (20) minute rest period between games. The score will revert to the previous inning if the home team is not ahead.
6. 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. Both teams must agree to continue to play or game ends in a tie.
7. 10U A&B divisions will play by ASA rules. Home plate is open, only 3 outfielders and dropped third strike is in effect. However, 10U fall ball run rules will continue to apply.
8. NO "official" standings will be kept during the regular season of play.

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" new RIF10
 - c. 12U 12" Worth Dream Seam or the Dudley
 - d. 14U 12" Worth Dream Seam or the Dudley
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.
 - i. 8U will use 30' pitching distance
 - ii. 10U will use 35' pitching distance
 - iii. 12U will use 40' pitching distance
 - iv. 14U will use 43' pitching distance
 - v. All levels will use the base distances of 60'.

SECTION 5 UMPIRES, FEES

1. The host league will be responsible to provide umpires for each weekend double headers. All umpires must be ASA registered and background checked. Tournament umpires should be OC Fall Ball approved and must be ASA registered.
2. Umpire fees shall not exceed \$45.00 per game played, and shall be determined prior to game time. Please make sure ALL umpires are aware –regardless of location!
3. Each team shall be responsible for payment of one of the double-header games and will pay the umpire in CASH prior to their home game.
4. If a game is not cancelled with prior notification (See Section 6 Article 1) the team/league at fault will be responsible for paying the umpire(s).
5. The OC Fall Ball requires all teams play all scheduled friendly double-headers and both tournaments. Each game shall have one (1) plate umpire. Base umpire is optional and shall be agreed to by both teams prior to game time if those teams want to pay an additional fee for that 2nd umpire. Leagues are not required to pay for 2 umpires.

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 who will then notify the OC Fall Ball Commissioner.
4. NO make-up games will be scheduled by OC Fall Ball, however make up games may be scheduled by the coaches on their own.

SECTION 7 PLAYER AND GAME RULES

1. Batting order will be round robin format (No DP/Flex).
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 twice before all players have sat once excluding pitchers and catchers.
4. 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.
5. Late arriving players maybe added to the bottom of the batting order at any time during the game.

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6. Players leaving early from a game will be stricken from the batting order with NO penalty or out taken. However they may not return to that same game.
7. 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.
8. If a player is too injured to play her defensive position, then she is too injured to bat. Make sure rule 3 is adhered to, to avoid a forfeit.
9. Per ASA rules, you must have at least 8 players to field a team. A forfeit is taken if you can only field 7 or less players.

SECTION 8 PITCHING RULES

1. 8U - 12 outs per double-header.
2. 10U -15 outs per double-header.
3. 12U - unlimited
4. 14U - Unlimited
5. Exception: International tiebreaker situations during tournament play only.
6. A pitcher may only return to pitch one time during a game if removed from the mound mid-inning.

SECTION 9 8U RULE EXCEPTIONS

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 2017 Fall Ball season of play in the 8U division.
3. There will be 12 outs per double-header pitching rule for the 8U division.
4. Home plate is closed for stealing, however, a runner may be awarded home for an illegal pitch or a ball thrown out of bounds.
5. You may have 4 outfielders,
6. No dropped 3rd strike.

8U 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.
 - 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 3rd base. NOTE: A runner may be tagged out while off the base.
 - f. The infield fly rule is not in effect at any time.

8U Defense Play

1. NO more than 10 players will be allowed to play defense at one time.
2. NO more than 5 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 division.**
3. NO player shall start in a defensive position closer than 25 feet to home plate measured from the front side of the plate anywhere between the 3rd baseline and the 1st baseline.
4. An unlimited number of free substitutions are allowed at anytime during a dead ball situation while on defense.

SECTION 9 RUN LIMITS / MERCY RULE

1. 8U - run limit shall be **four (4) runs** per inning.
2. 10U - run limit shall be **five (5) runs** per inning.
3. 12U - run limit shall be **five (5) runs** per inning

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4. 14U - run limit shall be **five (5) runs** per inning.
5. **MERCY RULE:** For all divisions shall be ten (10) runs ahead after five (5) completed innings.
6. Good sportsmanship shall be demonstrated at all times.

SECTION 10 TOURNAMENT HOST GUIDELINES

1. All Tournaments will follow same rules, format, and awards options.
2. If a host league cannot support all the participation teams, the tournament may be split between two or more leagues.
3. These tournaments are for those leagues and players participating in the regular season of OC Fall Ball play. NO non-league teams or players shall play in any tournament.
4. All tournaments will provide a minimum of a three (3) game guarantee. (2 Pool games into single elimination). Elimination play may start on Sat night.
5. Trophies will be awarded to the first and second place teams. Both 3rd place teams will receive medals. Tournament pins and T-shirts are optional to the hosting league(s).
6. Tournament fees will be set at \$450 per team.
7. Each tournament host will verify by way of valid photo ASA cards and a Roster or non photo card with a photo. The correct age of all players must be accurate at tournament check-in.
8. No "play down" players are allowed to play in OC Fall Ball Tournaments. (i.e., a 14 year old playing in 12U division as a play down. Also, no 16 year olds or older in 14u division. You must have been 14 on Jan 1st to play in the 14U division.)
9. During Tournaments, there are to be no more than 4 adults in the dugout (including coaches, assistant coaches and/or team mom).
10. Each pool play game shall have one (1) plate umpire. All divisions except 8U will have two (2) umpires starting with elimination games through the end of each tournament. The two (2) umpire rule will begin in 8U with the semi-final round.
11. Tournament dates:
 - Pumpkin Tournament: October 14th – 15th
 - Turkey Tournament: November 18th – 19th

Any individual ejected from a game must leave the grounds immediately. The penalty for not leaving: That individual team forfeits the game. Once ejected, eligibility to return to the next game will be determined following a review of the circumstances by two onsite board members, preferably to include the UIC. Leaving the grounds is defined as: Sight and sound: If the umpire(s) can see or hear the individual: the game is forfeit.