

**AFFTON ATHLETIC ASSOCIATION
2011 FALL BASEBALL & SOFTBALL
SUPPLEMENTAL RULES**

**HOUSE RULES ARE TO BE FOLLOWED UNLESS SPECIFIED UNDER
THESE SUPPLEMENTAL RULES**

All Divisions:

1. Free Substitution.
2. Bat the Roster.
3. Courtesy runner is allowed for the pitcher or catcher at any time. The last player to make an out is the runner.
- 4a. If a player arrives late; he/she will be added to the bottom of the batting order. If a player is unable to bat he/she is not counted as an out. **A player who is ejected WILL BE counted as an out each time up to bat.**
- 4b. Ejected player(s)/coaches WILL BE SUSPENDED FOR THE NEXT GAME ALSO.
- 4c. Any player and or coach/manager that is ejected from a game, due to physical altercation with another player, coach/manager or umpire, will be suspended for the remainder of the Fall Season.
5. Time limit is 1 hour 45 minutes for all divisions. **IF GAME IS TIED AFTER TIME LIMIT EXPIRES, IT ENDS IN A TIE IN ALL DIVISIONS.** Game time starts at completion of ground rules.
- 6a. There is a **COLLISION RULE**. Please read rule from **BLUE RULE BOOK**, Section 11.14
- 6b. Hurdling, jumping is not permitted unless defensive player is in prone position.
7. 10 run rule after five innings. 20 runs after 3 innings.
8. A pitcher must be removed if a manager makes two trips to the mound in an inning, 4 in a game, except in the Atom I division and 10u softball.
9. If a pitcher is removed because of rule 8 he/she may only return to the game in a position other than pitcher.
10. May start and play the game with 8 players, but cannot finish with less than 8 players.
11. **Protest fee is \$75.00 cash at the time of the protest. UIC will handle protest on the spot.**
12. Umpires will be the only ones to keep the official time. (If the umpires do not state the starting time at the end of ground rules, it is the manager's responsibility to ask.)
13. **Metal spikes ARE NOT ALLOWED FOR ANY PITCHER IN ANY DIVISION.** Metal spikes will only be allowed in Juvenile 1 & 2, Junior and Senior Men's division non pitching players only.
14. **Tobacco and Alcohol** use of any kind is strictly prohibited by manager and all coaches in all divisions on the playing surface, dugouts and close proximity of the field. This includes players in the Senior Men division also. Any Manager, Coach or Player in violation will be ejected from the game for the day. If playing a double header this means both games. Repeat offenders (2 or more occurrences) will be subject to suspension for the balance of the Fall Season.
15. Each team must provide one new ball per game. Additional balls, if needed, are supplied by teams as needed. The additional balls do not have to be new. Home team is first to supply additional ball, then the visiting team and so on.
16. 15 individual awards will be presented to each 1st place division winner.
17. Home team gets 3rd base dugout.
18. Bat rule can be found in the Blue Rule Book 6.6 section.
19. **Uniforms**-All players must have a numbered jersey/shirt with no two players having the same number.
20. **Jewelry Rule**-Please read rule from **BLUE RULE BOOK**, section 6.9

DIVISION RULES

Atom 1 Division

1. A half inning ends when the play is completed when the fifth (5th) run is scored or when three (3) outs are made (a maximum of 8 runs may be scored).

Atom 2 Division:

1. A half inning ends when the play is completed when the seventh (7th) run is scored or when three (3) outs are made (a maximum of 10 runs may be scored).

Atom 1 & 2 divisions:

1. No leadoff until the ball is pitched. Runners may steal second or third after the pitch.
2. To score the runner must be:
 - A. Driven home by a batted ball
 - B. Forced by a play that would require the runner to advance
 - C. Be played on at third base while occupying that base. **The base the runner is at when the pitch is made is considered the base occupied.**
3. The catcher does not have to hang on to the third strike. The batter is automatically out
4. There is no infield fly rule and balks will not be called
5. A seven runs per inning rule will be enforced. The play in which the seventh run scores is end of the inning (maximum 10 runs)
6. A pitcher may appear in 4 innings only per game, per day.

Bantam 1 & 2:

1. One balk warning per pitcher

10 & Under Softball

1. The manager may confer with players an unlimited amount of times unless the umpires judge it to be delay of game. Then the manager shall receive one warning. Failure to comply can result in forfeiture of the game.
2. The catcher does not have to hold the third strike.
3. Runners must be driven around the bases. The catcher must return the ball to the pitcher after each pitch. No pick-off allowed. See Blue Rule Book 11.11 section.
4. There is no infield fly rule.
5. A half inning ends when the play is completed when the fifth (5) run is scored or when three (3) outs are made (a maximum of 8 runs may be scored).

12 & Under Softball

1. Stealing of home on a passed ball, wild pitch, dropped third (3rd) strike, or delayed steal is permitted.
2. The infield fly rule is in effect.
3. A half inning ends when the play is completed when the eighth (8th) run is scored or when three (3) outs are made (a maximum of 11 runs may be scored).

	PITCHING/BASE DISTANCE		PITCHING/BASE DISTANCE
ATOM 1	39'/55'	Sr. MEN	60.6'/90'
ATOM 2	42'/60'	10u Softball	35'/60'
BANTAM 1	46'/65'	12u Softball	40'/60'
BANTAM 2	50'.6"/70'	14u Softball	40'/60'
MIDGET 1	50'.6"/75'		
MIDGET 2	54'/80'		
JUVENILE 1	55'.6"/85'		
JUVENILE 2	60.6'/90'		
JUNIOR	60.6'/90'		