



Arlington Athletic & Social League

Dear 2011 AASL Coed Softball Captains,

Arlington Athletic & Social League is here to provide you with a fun and competitive adult coed softball league as well as maintain a safe environment for everyone. The following document is an overview of what we expect from you, your team, and your spectators as well as what you can expect from us as umpires and program managers. The umpires are here to maintain the competitive nature of the sport and enforce the rules set for this program. Point of contact information has been provided to direct your questions, comments, and/or cancellations regarding the league you are involved in. Please notify us as early as possible if you know your team is not going to be able to attend your scheduled game.

Sincerely,

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**Arlington PRCR Inclement Weather Hotline
(703)228-4715**

Basic Rules and Regulations

1. **Number of Players:** A team consists of eight (8), nine (9), or ten (10) players in the field including a minimum of three (3) females. Maximum number of defensive players is ten (10). You can bat any number of players as long as you maintain a two (2) male to one (1) female ratio at all times (this includes going from the bottom of the lineup to the top of the lineup).
2. **Equipment:** The AASL will provide all bases and a new ball for each game. No equipment shall be left lying on the field, either in foul or fair territory.
 - a. **Bats:** Bats will NOT be provided by AASL and teams are responsible for bringing their own. All bats must have a certified ASA, NSA, and/or USSSA stamp. Any bats that do not have at least one of these stamps will not be allowed.
 - b. **Shoes:** All players, coaches, and participants must wear shoes. Metal cleats or any type of shoe that has exposed metal on the sole, other than a rivet, may NOT be worn. Any player found wearing metal cleats will immediately be ejected from the game.
3. **Forfeits:** If a team does not have the minimum number of players by game time, a ten (10) minute grace period will be granted. After the grace period is up and a team still does not have the minimum number of players it will be up to the opposing team's captain to determine between a forfeit, a regulation game with borrowed players, or scrimmage with borrowed players. As a courtesy, please give 24-hour notice if your team will be forfeiting.
4. **Game Clock:** A regulation game will consist of either seven (7) innings or 55-minute time limit, whichever comes first. All play will stop 55 minutes from the time your game begins by completing the inning the game is currently in. The umpire will give a warning of what will be the last inning. The umpire's clock is the game clock and will inform both teams when the game has started. There is no minimum number of innings for a complete game if the time limit has been satisfied. After your game is completed, please leave the field area as soon as possible. Championship games will not have a time limit and will complete the full seven (7) innings unless the Mercy Rule applies.
 - a. **Rain Delays:** If a rainout occurs while a game is in progress, three (3) innings must be completed for the game to count.
 - i. **Arlington PRCR Inclement Weather Hotline: (703)228-4715**
5. **Scoring:** Both teams are responsible for keeping the score had having your score book in proper order. Books must be filled out at the beginning of the game with the players' names. Completed books must be shown to the umpire when the ground rules are given. All changes to your scorebook must be given to the umpire and opposing team.
 - a. **Mercy Rule:** The mercy rule will be in effect when one team is ahead by
 - i. Twenty (20) runs after three (3) innings.
 - ii. Fifteen (15) runs after four (4) innings.
 - iii. Ten (10) runs after five (5) innings.
 - b. **Run Rule by Inning:** There will be a nine (9) run maximum rule per inning except for the last inning. During the last inning teams will be able to score as many runs as possible.

- c. **International Tie Breaker:** If the 55-minute time limit has expired and the game is tied, or if the game is tied at the conclusion of the seventh inning, the International Tie Breaker rule will go into effect at the start of the eighth inning. Under the International Tie Breaker rule, the player to make the last out in the previous inning will be placed on second base and the batting order will continue from the previous inning. Each batter will begin with two balls and two strikes count and will not receive a courtesy foul. During regular season games, the international tie breaker rule will only apply to the eighth inning. In the event, neither team scores in the eighth inning, the game will end in a tie. During championship games, the International Tie Breaker rule will continue until a complete inning has resulted in one team scoring more runs than the other.

6. **Hitting:**

- a. If a male batter is walked with **two outs**, he will advance to second base, the female has the option to hit or take the open base at first. Men always get two bases on a walk.
- b. Each person will start with one (1) ball and one (1) strike count.
- c. After two (2) strikes, the batter is allowed one courtesy foul ball, any foul ball after that is an out.
- d. The plate and strike mat will be used to determine strikes. A pitch must be between 6 ft. and 12 ft. high in order to be considered a strike.
- e. The home run rule will be as follows: Each team is allowed two homeruns. Anything after that is an out until the opposing team reaches two home runs, at that time it will be reset for each team.

7. **Foul/Fair Territory:**

- a. Foul/Fair balls are called based upon the umpire's judgment of where the ball is in relation to the foul line when the ball is either touched, caught, or hits the ground. People and equipment are NOT an extension of the ground.
- b. If a player makes contact with the ball over fair territory but the ball's first contact with the ground is foul territory, it is a FAIR ball. If a player makes contact with the ball over foul territory but the ball's first contact with the ground is in fair territory, it is a Foul ball.
- c. If a ground ball hits in fair territory and crosses over the base in fair territory but lands foul, it is still a FAIR ball. Bases are considered to be fair territory, thus if the ball hits the base it is a FAIR ball.
- d. A ball leaving the field of play by a throw from a defensive player is an automatic advancement of one base. Explanation: If an infield player makes a throw and it leaves the field of play, it is where the runner was at the time of the release of the ball by a fielding player. If the runner was standing on second at the time of the release it's an advance to third. If the runner was at least halfway to the next base it is an advancement of that base plus an advancement of the next base.
- e. Any throw from the outfield and leaves the field of play is a two base advancement at all times.

8. **Base Running:**

- a. When a force play is being made at first base, base runners MUST tag the orange safety base. If the base runner fails to tag the orange safety bag that runner is out.

- b. No hard sliding, it will not be tolerated. If an umpire rules that a player slides with malicious intent, the umpire has the authority to call that runner out and may be subject to ejection from the game.
- c. **THE AASL IS NON-CONTACT AND ALL PLAYERS MUST AVOID UNNECESSARY CONTACT AT ALL TIME. RUNNERS MUST GIVE THEMSELVES UP, GET OUT OF THE WAY OR SLIDE.**
 - i. Obstruction – Defensive fielder who is not in possession of the ball or in the act of fielding a batted ball shall not at any time flagrantly impede any runner and/or batter. If this happens, the runner is automatically safe at the base in which they were heading.
 - ii. Interference – The act of an offensive player or team member that impedes, hinders, or confuses a defensive player reasonably attempting to execute a play. If this happens, the runner who interfered is automatically out.
 - iii. Base Path – A base runner is out when he/she runs more than three feet from a direct line between that base and the next base in regular or reverse order to avoid being touched by the ball in the hand of a fielder. When a play, such as a rundown, is made on a runner who has “rounded” a base, and that runner is outside of a direct line between bases, the runner establishes his/her baseline as a direct line between him/her and the next base in regular or reverse order.
 - iv. Courtesy Runners – A courtesy runner may be used once per inning. The courtesy runner must be the player who made the last out and of the same gender.

9. Infield Fly Rule: An infield fly is a fair ball, not including a line drive, which can be caught by an infielder with ordinary effort when 1st and 2nd OR 1st, 2nd, and 3rd bases are occupied with less than two (2) outs. Any fielder can catch an infield fly. When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare “Infield Fly – Batter is Out” to aid the runners. If the ball is near the foul lines, the umpire shall declare “Infield Fly – Batter is Out, If Fair”. The ball is alive and runners may advance at the risk of the ball being caught, or re-touch and advance after a fielder touches the ball. If the hit ball becomes a foul ball, it is treated the same as any other foul ball.

10. Umpire Judgment: There shall be no appeal of any decision of any umpire on the grounds that he/she was not correct in his/her decision that a batted ball was fair or foul, a base runner was out or safe, a pitched ball was a ball or a strike, or any other play involving accuracy of judgment. Any argument is grounds for a player or coach to be ejected from the game. No decision of an umpire shall be reversed, except when he/she is convinced it is in violation of a rule. If the manager or captain of either team does not seek reversal of a decision based solely on a point of rules, the umpire whose decision is in question, shall, if in doubt, confer with his/her associate before taking any action. But under no circumstances shall any player or person, other than the manager or captain of either team, have any legal right to protest any decision and seek its reversal on a claim that it is in conflict with these rules. Under no circumstances should any umpire seek to reverse a decision made by his/her associates, nor shall any umpire criticize or interfere with the duties of his/her associates, unless asked to do so.

- a. Only the captain or co-captain can directly question an umpire’s call on the field. Asking the umpire to explain why he or she made the call is encouraged and will

be explained to you by the umpire and why the call was made. This should be done in a respectful manner. If done in any other way can result in an ejection.

- b. If an ejection occurs, it will be up to the umpire as to allow the player to remain with the team inside the dugout (i.e., to keep score or to cheer on their fellow team mates). If the player is told by the umpire to leave the field or complex they must do so or a suspension can occur for that player.
- c. We are in the public eye every time we step on the softball field, therefore we will not tolerate any fighting or physical contact made in a way that endangers the players on the field and people off the field. Fighting will result in suspension which will be directed by the program manager.
- d. If an altercation occurs on the field of play, the players are asked to remain at their respected positions while the umpire sorts out the problem on the field. Base runners should also remain on their respected bases. If a player on the team who is not involved in the play enters the field of play and does not return to their position or dugout, they will be asked to return once; if this player does not comply you will be ejected from the game.
- e. These are steps we can use to ensure the safety of the players on and off the field and to keep this a fun but competitive league for everyone to enjoy.

11. Recommendations:

- a. Managers, captains, and co-captains are expected to keep your team informed of these rules and regulations. Any and all rule changes will be passed down from the league to the captains.
- b. You and your team can significantly impact the pace of the game and the number of innings played within the 55-minute time limit. Informing your team of these rules and regulations as well as encouraging your team to hustle on and off the field between innings will significantly increase the opportunity to play a full seven (7) inning game.
- c. Please arrive at least fifteen to twenty minutes prior to your game time to warm up and prepare yourself to take the field at your scheduled game time.

I have read and reviewed all Arlington Athletic and Social League rules and regulations, and will ensure that my team complies with all AASL rules and regulations.

Team Name: _____

Captain's Signature: _____ Date: _____

Co-Captain's Signature: _____ Date: _____

Roster

All teams must provide a phone number and email address for captains and co-captains. Players, if you would like to be included on softball updates, please provide your email address.

Team Name: _____

1. Captain: _____ Phone: _____
_____ Email: _____

2. Co-Captain: _____ Phone: _____
_____ Email: _____

3. Name: _____ Email: _____

4. Name: _____ Email: _____

5. Name: _____ Email: _____

6. Name: _____ Email: _____

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11. Name: _____ Email: _____

12. Name: _____ Email: _____

13. Name: _____ Email: _____

14. Name: _____ Email: _____

15. Name: _____ Email: _____