

City of Prescott
Fast Pitch Rules
Summer 2010 Season

1. The ASA Banned bat list will be applicable and enforced for all league and tournament play.
 - The supervisors report will track any use of banned bats.
 - The bats to be used in the game will be lined up prior to the game to be checked by the umpires. This is the same procedure as in State and National tournaments. All bats to be used in the game will be checked at this time.
 - If a bat is not checked by the umpire prior to the game it will be considered banned until inspected by the umpire.
 - For any banned bat found, the owner will be ejected for that game with a suspension following as determined by the Prescott Fastpitch Committee. The bat must be removed from the field. If no one claims the bat, the game will be a forfeit with a suspension following as above.
 - Banned bats will not be allowed on the field.
 - Altered or damaged bats will not be allowed in play and must be removed from the field.
 - A banned bat list can be obtained from the ASA website at www.asasoftball.com or at the Prescott Parks and Recreation Department.
 - Managers need to help enforce this policy.
 - This rule was enacted for the safety issues involved.
2. The teams will be responsible for supplying the balls for the league. The Worth Dream Seam ball will be used, or other balls that can be pre-approved by the fastpitch committee. All teams will submit a new standardized ball to the officials prior to the start of the game. In return for the teams supplying the game balls, the end of season tournament will be double elimination tournament with all teams participating.
3. There is a minimum of 8 players needed to start a game.
4. The age of any player will be a minimum of 16 years old. Anyone under 18 must have a parent waiver signed.
5. Women are allowed to play in the league.

6. If a team forfeits two games without contacting the league coordinator ***before*** 10am the day of their scheduled game, the team will be subject to removal from the league ***without league fees being reimbursed***. During the week call 777-1557. On Saturday call league president Mark Miller at 830-5281 or league coordinator Rick Horman at 442-6450.
7. Pick-up players from other teams will be allowed to fill in for a team that is short players for a game upon the agreement of the managers. These players will not be used in place of roster players that are present.
8. If a player is used that is not on an official roster for the Fastpitch League, he will sign a player roster or add on sheet prior to playing.
9. The time limit for games will be 1 hour and 30 min.
10. There will be the following run rule:
 - 15 runs after 3 innings
 - 12 runs after 4 innings
 - 10 runs after 5 innings
11. The clock will start the game with the first official pitch. The umpires will be on the field 5 minutes prior to the start time. At that point the home team will take the field to start warm-ups. Once the officials call for the first pitch and the start of the game, if a team does not have the 8 players required to start the game, the clock will be started and there will be 10 minutes allowed for the players to arrive. After the allowed time if a team does not have the 8 player minimum the game will be forfeited. It will be the officials' decision as to whether or not they will officiate any practice game thereafter. It is a concern that practice games that lack a serious tone can be troublesome for the officials. To this end the officials have the option to continue officiating the game. The officials will communicate any concerns to the managers for correction prior to stoppage.
12. If a team wants to join the league but does not have a pitcher, the Fastpitch Committee will schedule volunteer pitchers from other teams to pitch for them in a rotating schedule.

13. The field lights will be left on after the last game for 15 minutes after an announcement of such. This is a safety concern to allow players and spectators sufficient time to vacate the bleacher area.
14. Intentional walks must be pitched with the catcher starting in the box.
15. If an injury has occurred and the game cannot resume within 5 minutes the official clock will be stopped. The clock will resume at the start of play as indicated by the umpire.
16. Courtesy Runners: The pitcher and catcher will be allowed courtesy runners. Courtesy runners will be allowed for any player that is injured and will be the player that was the last out or a player from the bench. There is no limit to the number of per inning courtesy runners as long as the above rule applies. This rule will be the same for league and post season tournament.

ASA Bat Testing & Certification Program

The official bat in ASA Championship Play must meet all of the requirements of Rule 3, Section 1 and:

1. must bear **either** the ASA approved 2000 certification mark **or the ASA 2004 certification mark** as shown below, and must not be listed on an ASA non approved list, **or**



2. must be included on a list of approved bat models published by the ASA National Office; or
3. must, in the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and if tested, would comply with the ASA bat performance standards then in effect.

Beginning January 1, 2004, all bats in ASA Championship Play must pass the ASA 2004 bat standard. All bats having the 2004 certification mark will be allowed in ASA Championship Play. Bats that have the 2000 certification mark will not be allowed in ASA Championship Play unless they are listed on an approved bat list on the ASA website. For convenience, the ASA website has a listing of bats that do not pass the ASA 2004 bat standard.