

# VIGS 15U and 18U Playing Rules

## January 2018

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### VALLEY INTER-COMMUNITY GIRLS SOFTBALL LEAGUE

#### I. Playing Rules

All rules will be standard ASA except:

1. Continuous Batting Order. All team members present at a game will be in the batting order. All team members must play a minimum of two innings in the field. Within these guidelines, unlimited substitution is permitted.
2. A courtesy runner *may* be used for the catcher only when there are two outs, the runner *must* be the last *batted* out.

A special circumstance may warrant a courtesy runner for a specific designated player (by mutual agreement of the coaches at the pre-game conference). Or a specific player as result of a game event. The courtesy runner must be the last batted out and immediately enter the game upon the batter reaching base. This rule is not intended to become a strategic option for any coach. The umpire, in his sole opinion, can remove the player who opts not to run from the game.

3. "Slaughter Rule." There will be a 20 run rule after 1 ½ innings, 17 run rule after 2 ½ innings, 14 run rule after 3 ½ innings, and a 12 run rule after 4 ½ innings; home team must bat if trailing.
4. Game time limit. During the regular season, no inning shall start after 2 hours of playing time has elapsed. (Exception: delays caused by weather shall not be counted against the time limit.) (Exception: No inning shall start after 7:45 PM when an immediately following game on the same field has an 8:00 PM start time.). Playoff game time limits to be set by the Commissioner.
5. THE GAME BALL: 15U and 18U Division - All VIGS games will be played using 12-inch softballs with optic-yellow covers. The home team shall be responsible for supplying one new ball and one acceptable 2<sup>nd</sup> ball to be inspected and accepted by the umpire for each game. These balls must be ASA approved:
  - a) ASA certification stamp
  - b) maximum core rating 0.470
  - c) maximum compression 375.0 lbs

6. A minimum of 8 players is required to start or complete a game. The required number of players must be at the field within 15 minutes after scheduled start time or the game will be considered a forfeit. If the number of players falls below 8 at anytime prior or during a game the team must forfeit. Late arriving players (after the lineups become official at the conclusion of the pre-game conference) must be placed in the bottom of the line up. (No holding open a spot in the lineup just in case the player shows up before her turn at bat is due). If a player has to leave the game, for whatever reason, she is stricken from the line up and is not considered an out when her slot appears in the batting order, unless the Short-Handed Rule applies. ASA Shorthanded Rule, among other things, calls for an out to be declared when the vacant spot in the batting order is scheduled for a plate appearance. Due to the VIGS continuous batting order, there is not automatic out until the batting order drops below nine, the last vacated spot becomes the out.
7. At any time during a turn at bat, if in the opinion of the umpire, the batter carelessly, recklessly, or uncontrollably throws or releases a bat in such a manner that may endanger any participant; interference is declared. Immediate dead ball, all runners return to the base occupied at the time of the pitch, automatic out declared on the batter. No warnings are necessary.
8. No metal cleats or spike are permitted in any VIGS game. If a player is caught wearing metal cleats they will be immediately restricted to the bench for the duration of the game.
9. Strike Zone: per ASA – That space over any part of home plate, when a batter assumes a natural batting stance adjacent to home plate, between the batters' arm pits and the top of the knees. VIGS formally widens the zone by one ball width (~4") on the OUTSIDE corner.
10. The League Commissioner has the authority to make decisions on any situations not specifically covered by these rules, amend or modify these rules for the good of the League at any time.