

# 2009 IUTIS LEAGUE AND TOURNAMENT RULES

A.S.A. Rules in Effect with These Exceptions and Clarifications



## Section 1 : General Rules

- 1.1 A player is not eligible to participate in the softball program until his contract is signed by the player and parents and returned to his coach and then signed by his coach and turned into the softball commissioner along with a copy of the player's birth certificate (if not already on file). The IUTIS Club will keep it on file.
- 1.2 Our leagues this year will be divided into age groups as follows: .

SUPERSTARS	Boys from 5 thru 7 years old
AMERICAN LEAGUE	Boys from 8 thru 10 years old
NATIONAL LEAGUE	Boys from 11 thru 13 years old
CONTINENTAL LEAGUE	Boys from 14 thru 17 years old

A player's birthday as of January 1ST of this year will determine whether he is eligible to play and in which league he will play. Any new player in the IUTIS program must present a birth certificate to his coach prior to the first scheduled game.
- 1.3 Team Roster: When drawing teams, each roster shall be started with no more than two players (except for brothers), one player for the coach and one for the assistant coach.
- 1.4 A player may sign up for the program with his brother(s) in the same league.
- 1.5 All players must wear club issued IUTIS team shirts and caps during any of their scheduled games in order to be eligible to play those games. Wearing another player's shirt and/or cap will not be allowed. No dew rags, sweat bands or any other non- IUTIS issued clothing will be allowed.
- 1.6 Coaches must wear club issued IUTIS team shirts during any of their scheduled games in order to be eligible to coach those games.
- 1.7 Players may not deface the IUTIS cap or shirt in any way. No writing on or modifying the cap or shirt. Any player doing so cannot play until the defaced items have been replaced at the player's expense.
- 1.8 You cannot play IUTIS softball if you play in any other weekday league or tournament, except for church league and church tournaments. (If there is a game called that needs to be made up by the player's IUTIS team, that game will take precedence over all other games).
- 1.9 Before a player can be dropped from a team the coach must first contact the commissioner and give an acceptable reason. The commissioner will then make a final decision. .
- 1.10 The deadline for adding players to a team is June 8th, If there are any injuries, an exception to this rule may be granted. Teams replacing players must accept the next available player on the waiting list in the identical age bracket of the player being replaced whenever possible.
- 1.11 After a boy has been placed on a team & he quits for whatever reason. He can't return to IUTIS for the remainder of that season.
- 1.12 If an American league player needs to be added after the deadline of June 8th, the player to be added will come from the Superstars program (with his parents' permission).
- 1.13 Field Preparation: In an attempt to reduce the number of canceled games due to the condition of the field, commissioners, umpires or coaches are asked to help prepare the field for play on inclement days.
- 1.14 American, National and Continental league coaches or team representatives who have a game scheduled on an inclement day should be at Harmon between 4 and 4:30 p.m. to help prepare the field.
- 1.15 The commissioner, his representative or umpire shall be present to determine if one, two , or all of that night's game shall be canceled. The commissioner, his representative, or umpire will make official notification to the coaches. The coaches will then notify their players of that nights games being canceled.
- 1.16 The IUTIS Ice Cream Social is held the second Thursday of August. Social tickets will be distributed to coaches no later than second Monday in June. Coaches are responsible for their team's Social tickets and any money collected. The money and all unsold tickets must be turned in fourth Monday in July. At a time and date designated by the Social chairman. It is imperative that all money and tickets be accounted for.

## Section 2: League Discipline, Conduct & Safety

- 2.1 Coaches are responsible for the conduct of their assistant coaches, players, parents or guardians of the players, on

- 2.1 and off the field at the ballpark. There shall be no profanity, unsportsmanlike conduct, violent or unacceptable behavior by anyone in the IUTIS program. Any coach, assistant coach, or player that violates league rule may receive a warning, ejection from a game and or suspension from a game or future games, seasonal probate on or dismissal from the program altogether.
- 2.2 Coaches and assistant coaches shall conduct themselves in a manner that will create a positive environment and set an example of the Club purpose for all concerned.
- 2.3 Players, Coaches and Assistant Coaches are required to maintain a sports environment that is free of drugs, tobacco, alcohol, violence & foul language. They are to refrain from their use at all times during the ball season (games & practices specifically). Any violation will be dealt with using the same guidelines as league rules state.
- 2.4 A violation occurring off the field but in the park may result in a warning and/or suspension from a scheduled game, seasonal probation or dismissal from the program altogether, by any umpire, member of the softball committee, or the commissioner. The commissioner will approve all suspensions.
- 2.5 A violation during a game will result in an ejection and/or suspension from a scheduled game by umpire.
- 2.6 Once a player, coach or assistant coach has been ejected from a game the following actions will be taken Proper notification should be given to the commissioner.  
The commissioner will then notify all parties as to the time & date for the disciplinary hearing.  
Any player that was ejected must appear before the softball committee with his parents, coach or assistant coach. The softball committee will meet with the umpire(s), player, coach, or assistant coach to determine any further punishment. Punishment could consist of an additional game suspension, probation for remainder of the season, or dismissal from the program altogether.
- 2.7 All players must serve their suspensions on the bench in the dugout; they are not permitted to be the batboy or even coach a base. Coaches that are on suspension must serve their suspensions in the bleachers; they are not permitted any coaching involvement until their suspension has been served.
- 2.8 Any player or coach that has repeatedly violated IUTIS rules may be subject to seasonal probation or dismissal from the program. The commissioner will approve any such probation or dismissal.
- 2.9 **No Smoking** by anybody on the field or in the dugout areas. This also includes the use of chewing tobacco . No IUTIS player or coach shall smoke or use tobacco products in the ballpark on their scheduled games nights.
- 2.10 No jewelry. Medical alert necklace or bracelet may be permitted. Coaches are not permitted to wear earrings during games.
- 2.11 No steel spikes will be allowed in any league.
- 2.12 Practice in the park area, including swinging bats, throwing the ball or pitching practice will not be allowed.
- 2.13 **Blood Rule** Any **player coach, or umpire**, who is bleeding or who has blood on his uniform shall be prohibited from further participation in the game until appropriate treatment can be administered. Don't be afraid to call 911 if not sure what the extent of the injuries are . If medical care or treatment can be administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire's judgment. Uniform rule violations will not be enforced if a change of clothes is required.
- 2.14 When a player is prohibited from playing ball while under a doctor's care, a medical release shall be signed by the doctor and presented to the coach and then relayed to the commissioner before that player can resume playing ball.
- 2.15 Aside from a team's currently rostered eligible players, each team may have no more than 4 individuals in the dugout, to specifically include the head coach, assistant coach, score keeper, and batboy . The batboy shall perform the duties of a batboy, i.e. retrieving the bat and returning it to the rack at the conclusion of each play as soon as the umpire calls time. If a coach has more than one base coach then the scorekeeper or batboy must leave the dugout.

### **Section 3: Game Rules**

- 3.1 Rules interpretation may be discussed only between the head coach and the umpires. No protests will be allowed.
- 3.2 An appeal (missing a base , batting out of order, tag up on a fly out, runner leaving too soon, etc . ) may be made by any player or coach to either umpire before a pitch to the next batter has been made. The player must clearly identify
- 3.2 An appeal (missing a base , batting out of order, tag up on a fly out, runner leaving too soon, etc . ) may be made by any player or coach to either umpire before a pitch to the next batter has been made. The player must clearly identify

- the player and the mistake he made. No player may advance during an appeal.
- 3.3 Home team will occupy the first base dugout.
  - 3.4 All Leagues: Pitchers must start with one foot or both feet on the rubber & must keep 1 foot on the rubber through the release of the pitch. Pitching distances: 38' American, 42' National, and 46' Continental.
  - 3.5 Coaches are allowed one two-pitcher change per inning, and the umpire will approve these changes.
  - 3.6 There will be no warm up pitches or infield practice after the first inning. If a pitching change occurs the umpire will determine if warm up pitches are allowed.
  - 3.7 There will be no intentional walk issued in the American & National Leagues . First step will be a warning to the coach & pitcher. Second step would be a pitching change. Important to remember this is a judgment call being made by the umpire.
  - 3.8 A player may be walked intentionally only once per game in the Continental league only.
  - 3.9 A foul ball on the 3rd strike is an out in the Continental League only.
  - 3.10 Catchers must wear the catcher's mask while catching and are not required to wear their IUTIS cap if it interferes with the wearing of the mask.
  - 3.11 There will be no dropped third strike rule.
  - 3.12 All A.S.A. legal softball bats, including wood softball bats, must fit through a 2 1/4 inch diameter ring to be considered legal. Bats without any markings are illegal. Electrical tape on bats is not permissible.
  - 3.13 Titanium bats of all types, including water filled bats, are prohibited in the entire IUTIS program. Bats with any titanium content or any indication of being double or triple walled are not permitted. The use of any illegal bat will result in the forfeiture of all games up to the game in which the illegal bat was discovered. This can also result in an ejection from a game, and/or suspension, seasonal probation, or being dismissed from the program altogether; of any and all players using said bat. A coach knowingly allowing his players to use an illegal bat can also receive an ejection from the game, and or suspension, probation or dismissal from the program altogether. Only BPF I .20 ASA approved bats will be official bats.
  - 3.14 Bats do not have to be shared between teams. This was only a rule when the IUTIS Club provided bats for the boys to use.
  - 3.15 Any player throwing his bat will be called out.
  - 3.16 No bunting or chopping in any league. Full swing required. No infield balls or outfield balls (throwing practice) after the first inning has been completed.
  - 3.17 Any fair ball hit over the fence between the poles in right field and right center field will be considered a single, in the Continental League only.
  - 3.18 There will be no infield fly rule except in the Continental League only. (The rule will not apply if the umpire feels the infield player dropped the ball on purpose. In that case, the batter and the runners will be safe). Infield fly rule for Continental only: Applies when runners are on 1st and 2nd base or on 1st, 2nd, and 3rd base with no outs or 1 out and, in the judgment of the umpire, the ball is catch able by an infielder.
  - 3.19 Any number of bases at the time of an overthrow is all you can get providing the ball is in play. If the ball goes out of play on the overthrow, the runner gets 1 plus 1.
  - 3.20 A DEFENSIVE PLAYER SHALL NOT OBSTRUCT HOME PLATE UNLESS THERE IS A PLAY AT THE PLATE. AT NO TIME SHALL MORE THAN ONE DEFENSIVE PLAYER COVER ANY BASE OR THE HOME PLATE AREA.
  - 3.21 The runner must slide if there is a play at home plate, second or third base. Player will be warned or called out for not sliding. Ejected for any other violation of rule. Important to remember this is a judgment call being made by the umpire.
  - 3.22 The umpire will grant, at his discretion, all requested timeouts.
  - 3.23 There will be no digging in the batter's box. Player will first be warned, and then called out if he violates this rule. Important to remember this is a judgment call being made by the umpire.

#### **Section 4: Official Game**

- 4.1 All National & Continental games will be 7 innings including tournament games. All American League games will

be 6 innings including tournament games.

- 4.2 **Run Rule.** As soon as an American League team is ahead by 12 runs and 3 1/2 innings have expired and the home team is ahead, the game is over. If the home team is behind, the bottom of the 4th inning will be played. The game shall be called when there is a 12 run difference “anytime” after the 4th inning, not necessarily at the end of an inning. The team, which is ahead at that time, will be declared the winner.
- 4.3 **Run Rule.** As soon as an National League or a Continental League team is ahead by 12 runs and 4 1/2 innings have expired and the home team is ahead, the game is over. If the home team is behind, the bottom of the 5th inning will be played. The game shall be called when there is a 12 run difference “anytime” after the 5th inning, not necessarily at the end of an inning. The team, which is ahead at that time, will be declared the winner.
- 4.4 The criteria for an official game called for weather-related reasons as follows: American League, if after 3 1/2 innings are complete and the home team is ahead, the game is official. If the home team is behind, the bottom of the 4th inning will be played. National & Continental Leagues, if after 4 1/2 innings are complete and the home team is ahead, the game is official. If the home team is behind, the bottom of the 5th inning will be played. If a game is unofficial and considered a rainout, the commissioner will reschedule it.
- 4.5 There will be a 1 hour and 15 minute time limit on all league games. The announcer will enter the game starting time on both score sheets and will be the official time keeper, though the umpire on the field will also “be keeping time, The announcer will advise the umpire when 1 hour has expired and the umpire will inform the coaches. At the end of the time limit, the announcer will inform the home plate umpire that it is an official game.
- 4.6 The time limit will not be enforced once the inning has started; it must be completed with the home team getting the final bat if required.
- 4.7 Time outs will be at the discretion of the umpires and will not stop the clock unless there is an injury in the field or the blood rule is in effect.
- 4.8 A tie will be played until there is a winner.

### **Section 5: Regular Season**

- 5.1 The American & National League teams will field 12 players. The Continental League will field 11 players.
- 5.2 A team having fewer than 9 players present at game time must forfeit. A team must also finish the game with at least 9 players or forfeit.
- 5.3 There will be a 15-minute grace period, if a team is short players, in order to prevent a forfeit. This grace period starts at the point from which the game actually started.
- 5.4 Reentry rule is not acceptable in IUTIS softball except for injuries.
- 5.5 All players are entitled to bat at least. At the game’s completion, if a coach has some players who have not batted, he should tell the umpire. Each boy who has attended practice and is present at game time shall play no less than 3 full innings on defense. In the American and National leagues, all players will bat through the entire line-up the entire game. There will be 12 players maximum on defense, every other inning of substitution, unless time has expired. All players must play one complete game during the season.
- 5.6 In the Continental league, all players will bat through the entire line-up the entire game. There will be 11 players maximum on defense, every other inning of substitution, unless time has expired. All players must play one complete game during the season.
- 5.7 Coaches can schedule their teams for 2 mandatory practices a week prior to season start. After the season starts coaches cannot schedule more than 1 mandatory practice per week. If the boy has attended practice that week he must play in accordance to league rules.

### **Section 6: Tournament**

- 6.1 Tournament Selection: Each division leader at the time of the tournament draw shall be placed in different brackets and receive a bye if available
- 6.2 In the event of a tie in a division, a flip of a coin shall determine the bracket selection.
- 6.3 If only one bye is available, the team with the best record shall receive the bye. If both teams have the same record, a flip of a coin shall determine the bye.
- 6.4 There will be a 15-minute grace period, if a team is short players, in order to prevent a forfeit. This grace period

starts at the point from which the game actually started.

- 6.5 Any incomplete game called for weather-related reasons will be rescheduled by the commissioner and played from the point of stoppage (with the same batting order and line-up).
- 6.6 There is no time limit for tournament games.
- 6.7 The run rule applies during tournament as in the regular season.