

2025 Long Hill Fall League Rules

1. USA Softball / ASA Rules govern this league with exceptions as noted.
2. Rosters with names and dates of birth, along with proof of insurance must be submitted to the League Director **no later than 1 week prior to the start date of the season**
3. Town travel teams only. No AAU or mixed town teams. Exception will be made for towns who share the same rec softball program or sending district or on a case-by-case basis.
4. This is a play up league where teams are expected to play at the level they will be next summer. Mixed-age teams can stay at their level from this summer with approval from the league director. Age rules are the same as next year's Parkway rules.
5. The American division is for teams made up predominantly of 2nd year players (for example 10 American is for teams of players mainly born in 2015 or players who will be second year 10U next summer) while the National division is for teams made up predominantly of 1st year players (for example 10 National is for teams of players mainly born in 2016 or players who will be first year 10U next summer). If a roster has a mix of 1st and 2nd year players, the league director will decide whether the team will enter American or National based on the ages of the majority of players and the ages of the pitchers. A 2nd year pitcher might be approved to be on a National roster if their organization doesn't have an American team in our league. However, if it is determined at any point in the season by the league board that that pitcher is too advanced for National, the league board has the right to limit the number of innings that pitcher can pitch per game, even beyond any pitching limits that might exist for that division.
6. Birth Certificates must be available upon request. Bring copies of all birth certificates with you.
7. Uniforms: Minimum of matching shirts. Shirts must match in color and logo and must have numbers. Helmets with face guards are required.
8. Line-Up Cards must be presented to the opposing coach prior to scheduled start time.
9. USA Softball / ASA Blood rule in effect. Please bring first aid kits.
10. Pitchers at all levels are required to wear facemasks. All infielders are strongly encouraged to wear facemasks.
11. Home team is the official book. Scores must be reported to league director following the game via email.
12. Game Rules:
 - **8u**- 6 innings or 1 hr. 30 min, **10u** - 6 innings or 1hr 40 min., **12u and 14u** - 7 innings or 1hr 40 min. **No inning shall begin after designated time limit has been reached.**
 - There is no Drop dead time limit. If you start in an inning, you must finish it unless the home team is winning and the visiting team has already batted. If a two-hour time has been reached and the game is not close, the umpire will ask the losing team to concede the game so that other games can remain on schedule.

- Home and Away shall be determined by a coin flip.
- If a player leaves the game due to injury, sickness, or the need to leave the complex for another commitment, she can either be replaced by someone not yet in the game, or if the team is batting their entire roster, that player's turn shall be skipped in the lineup and an automatic out shall not be taken.
- In the event of rain, or if for any reason a game cannot be played until the time limit, the game shall be official if the losing team has batted 4 times for all age groups except 8U, where the game shall be official if the losing team has batted 3 times.
- International Tie-Breaker (ITB) Applies - In 10U, 12U, and 14U regular season games which are tied going into extra innings, the tie-breaker will be used if the time limit has not been reached. If regular season games are tied and time limit has been exceeded, the game will end in a tie. For 10U, 12U, and 14U consolation games or playoff games other than championship games, the tiebreaker will be used if game is tied, if at (or nearing) 1:40 min. The plate umpire will make the decision regardless of the inning. ITB will not be used for 8U extra innings in playoff games or at championship games at any level.
- **NO time limit for Championship Games Only.**

13. Playoff Format

- 5 weekends of regular season followed by 2 weekends of playoffs and consolation games. The 6th weekend is the target for the start of playoffs and the 7th weekend is the target for championship and consolation games but if there are a lot of rainouts that can't be made up in the first 5 weekends, the 6th weekend may be deemed a makeup weekend and the first round of playoffs may be pushed back to the 7th weekend with championship and consolation games pushed back to the 8th weekend.
- For divisions with 4 teams: 2 seed plays 3 seed and 1 seed plays 4 seed in semifinal games on the first playoff weekend. Winners of semifinals play in championship; losers of semifinals play in consolation game.
- For divisions with 5 teams: 2 seed plays 3 seed and 4 seed plays 5 seed. The winner of 5-4 plays 1 seed in semifinals. Winners of semifinals play in championship; losers of semifinals play in consolation game.
- For divisions with 6 teams: 6 seed plays 3 seed and 5 seed plays 4 seed. the winner of 6-3 first round game plays 2 seed and winner of 5-4 first round game plays 1 seed in semifinals. Winners of semifinals play in championship; losers of semifinals play in consolation game.
- For divisions with 8 teams: the top 4 seeds will compete for the championship in the same way that teams in a 4-team division do (see above). The bottom 4 seeds will play consolation games both the first and second playoff weekend as follows. 8 seed plays 5 seed and 7 seed plays 6 seed on first playoff weekend. Winners of games from the first playoff weekend play each other on the second playoff weekend while losers of games from the first playoff weekend play each other on the second playoff weekend. 8U may be an exception to this rule in that the bottom 4 seeds may be deemed to be playing for another championship. In other words, we may give trophies to the winner of the bottom 4 seeds of an 8U division.
- The playoff schedule will be set at the end of the regular season. If you can't play at assigned time, you must get agreement from your opponent and from 2 other teams playing at a different time to switch.

- A player must play in at least 60% of her team's regular season games to be eligible for playoffs. No player who plays less than 60% of her team's games will be allowed to participate in the playoffs unless her team receives an exception from the league director due to an injury or other extenuating circumstance. Proof of greater than 60% participation via written or electronic scorebooks must be available upon request.

14. Seeding for Playoffs (for seeding purposes, and the spirit of this being a developmental league, its never in your best interest to run up the score on a team. Run differential is not used for seeding purposes):

- Won –Loss Record
- Head-to-Head Record (if only teams involved)
- Fewest Runs Allowed (NOT Runs Scored) in head-to-head games
- Fewest Runs Allowed (NOT Runs Scored) overall
- Coin Flip

12. Modifications to A.S.A Rules as follows:

8 and under

- 11" regulation hard balls.
- Players – 10 players in field, free substitution, reentry rule not in effect, substitutions need not be announced. Only 6 players, including the catcher, are allowed to be positioned in the infield at the start of the play. The infield extends 10 feet beyond the base path. The fielder playing the pitching position cannot be positioned closer than the pitching rubber (i.e., 35 feet from home plate). Teams may play with as few as 6 players and not incur a forfeit, but all teams are encouraged to play with at least 10
- Infield Fly & Dropped 3rd Strike – No Infield fly rule and no dropped third strike.
- Coach Pitch – Coaches will pitch to their own players from 35 feet. Walks are not allowed so balls and strikes will not be called. The batter shall be called out after 3 swinging strikes or after she receives 6 pitches and does not put the ball into play. If the last pitch is fouled off or called a ball, the batter shall be given an additional pitch, which will also be called by the umpire.
- The coach who is pitching must make every effort to avoid interfering with the defensive play on a batted ball. If, in the umpire's judgment, the coach intentionally interferes with a defensive play or if the coach fails to make a good faith effort to avoid the interference, the play should be called dead, the batter shall be called out, and the runners shall return to the bases they occupied prior to the play. The coach who is pitching must remain silent from the start of the pitch until the end of the play.
- Cinderella batting – all players in attendance bat. The additional players are treated as EP's and can freely substitute into the field. If a player must leave or is injured, the player is skipped in batting order without an automatic out being counted. If a player arrives late, she is added to bottom of batting order as an additional EP.
- Inning End - There is a 5 run limit per inning, except in the last inning (either the 6th inning- or earlier inning if determined by umpire due to time limits), in which there will be no batter limit for that inning.
- Leading – Runners may not leave the base until the ball crosses the plate
- Bunting – No bunting is allowed in 8U.

- Stealing – No stealing is allowed.
- Courtesy Runners - Courtesy runner may be used for the catcher at any time. The courtesy runner is the last batter to make an out.
- End of Play- Base runners are limited to one base on all batted balls hit in the infield. No advances are allowed for overthrows to any base on balls hit in the infield. Base runners may take additional bases on all batted balls hit into the outfield, as defined by any ball that goes 10 feet beyond the base path or any ball that is fielded by an outfielder. The umpire must carefully note where the runners are at the moment the ball has been returned to the infield and is controlled by an infielder. Runners remain in jeopardy of being put out. At the end of the play, the umpire will decide the proper position for the runners. Those who had not attained the halfway point between bases at the moment the ball was controlled on the infield, will be returned to previous base attained at the moment the ball was controlled. For runners who had attained at least the halfway point between the bases, the result of the play will stand. That runner and other runners cannot take additional bases if there is an overthrow.

Again, the ball is not “dead” when controlled by the infielder on the infield. The umpire should allow play to continue, and then take appropriate action at the end of play, based on their judgement.

10 and under

- Teams may bat their entire line up. Only 10 players permitted in the field of play on defense. Free substitutions on defense are permitted if batting entire line up.
- Teams may play with as few as 8 players in 10U American and 7 players in 10U National and not incur a forfeit, but all teams are encouraged to play with at least 10 players. 10 fielders, 4 outfielders must be on the outfield grass when the ball is pitched.
- Courtesy runner for pitchers and for catchers at any time, from substitutes that have not been in the game. If none are available, last batted out shall be used.
- Distance from rubber to home plate is 35 feet
- **For 10U NATIONAL** there will be a maximum of 3 innings per pitcher per game. 1 pitch constitutes an inning.
- **For 10U AMERICAN**, there is no innings limit per pitcher per game, but we encourage all teams to pitch more than one pitcher and develop their players
- Inning End - There is a 5 run limit per inning, except in the last inning (either the 6th inning- or earlier inning if determined by umpire due to time limits), in which there will be no batter limit for that inning.
- Leading – Runners may leave the base on the pitcher’s release
- Only Stealing third base is permitted. No jeopardy (runners cannot advance) on overthrows on steal attempts or pickoff throws to bases.
- No dropped third strikes.
- Infield fly rule is not in effect.
- If no attempt is made to avoid being hit by a pitched ball, which could have been easily avoided, the batter shall not be awarded first base.

- Fake Bunting and Swinging is not permitted (showing to bunt and pulling back and swinging). If batter shows bunt and then pulls back and swings the bat, she shall be called out.
- If pitcher hits three batters in one inning or 4 batters in the game, she must be removed from that position for the remainder of the game.
- USA rules will apply to advance or return to a base on live balls (i.e., umpires do NOT need to determine if a runner is at least halfway to the next base on a live play to determine which base to award). The ball is not "dead" when held in the circle. Play continues, and runners who are between bases when the ball is returned to the circle are in jeopardy of being put out and must choose whether to advance or retreat.
- The USA Softball "Look Back" rule will not be strictly enforced. However, coaches and umpires should instruct players appropriately as a development point to inform them that they must immediately return, or advance, to a base once a pitcher has the ball in the circle after a pitched ball.

12 and under

- Roster batting is permitted with "free" defensive substitution amongst the "batting" players, fielding only 10 players. 10 fielders, 4 outfielders must be on the outfield grass when the ball is pitched.
- Teams may play with as few as 8 players and not incur a forfeit, but all teams are encouraged to play with at least 10
- The DP Flex cannot be used.
- Courtesy runner for pitchers and for catchers at any time, from substitutes that have not been in the game. If none are available, last batted out shall be used.
- Distance from rubber to home plate is 40 feet
- Leading- Runners may leave the base on the pitcher's release. Stealing all bases is allowed. Runners may advance to the next base on overthrows on steals for 12U American. See below for 12U National rules.
- Dropped third strike rule is in effect.
- Infield fly rule is in effect.
- Fake Bunting and Swinging is not permitted (showing to bunt and pulling back and swinging). If batter shows bunt and then pulls back and swings the bat, she shall be called out.
- For 12 National: A batter cannot advance to second base on a walk if the pitcher secures the ball in the pitcher's circle before the batter has reached first base.
- For 12 National: If pitcher hits three batters in one inning or 4 batters in the game, she must be removed from that position for the remainder of the game.
- For 12 American and National: Inning End - There is a 5 run limit per inning, except in the last inning (either the 7th inning- or earlier inning if determined by umpire due to time limits), in which there will be no batter limit for that inning.
- For 12U National only: When stealing, each runner can only advance one base on a pitch or on a pickoff attempt by a catcher. Examples:
 - a. If a runner steals second, she cannot advance to third on overthrow by catcher attempting to throw her out at second base

- b. If catcher attempts to pick runner off at 1B and overthrows 1B, the runner can only go to second
- c. If bases are loaded, and runner on 3rd steals home, and then catcher throws ball over pitcher's head, the runner who started on second base and who advanced to third base as the girl on 3rd stole home, can't advance home on the same sequence.
- d. On a dropped third strike with first base unoccupied or two outs, batter can only get first base and all baserunners can only get one base

14 and under

- Roster batting is permitted with "free" defensive substitution amongst the "batting" players, fielding only 9 players. 9 fielders, three outfielders must be on the grass when the ball is pitched.
- Teams may play with as few as 8 players and not incur a forfeit, but all teams are encouraged to play with at least 9
- The DP Flex cannot be used.
- Courtesy runner for pitchers and for catchers at any time, from substitutes that have not been in the game. If none are available, last batted out shall be used.
- Distance from rubber to home plate is 43 feet
- Leading- Runners may leave the base on the pitcher's release. Stealing all bases is allowed. Runners may advance to the next base on overthrows on steals.
- Dropped third strike rule is in effect.
- Infield fly rule is in effect.
- Fake Bunting and Swinging is not permitted (showing to bunt and pulling back and swinging). If batter shows bunt and then pulls back and swings the bat, she shall be called out.

13. Complex Rules & Notes

- No hitting balls into fences.
- Batters must warm up in batting cages or batters circle. Coaches, please enforce this rule.
- Please pickup all garbage in dugout as you leave.
- No alcoholic beverages allowed.