

TWIST 2014

16 & UNDER LEAGUE RULES

ASA Slow Pitch Rules shall govern all play with the following exceptions:

1. DEFENSIVE SUBSTITUTION:

- a. Except for a injury or illness, no defensive position may be changed during any given inning except that the pitcher may be replaced one time. In case of injury or illness, the injured or ill player shall be removed from the field for at least the remainder of that inning.

If a defensive player is removed from a game due to injury or illness she will be considered removed from the game for the duration of the game when she misses an at-bat. Injury substitution – one for one from the bench; two for one from the bench and the field.

- b. Pitching Substitutions

1. One for one – if a pitcher is removed and replaced by a player not in the game, the removed pitcher will sit out the remainder of the inning.
2. Two for one switch – if a pitcher is removed during an inning and is switched to another defensive position, two and only two defensive positions may be changed as part of the pitching change. (Example: pitcher goes to shortstop, shortstop goes to third and third baseman goes to pitcher)

OTHER DEFENSIVE PLAYERS:

No defensive players may switch positions during an inning except as defined in #2. The four designated outfielders cannot cross defensive paths before the ball is hit. The designated infielders cannot cross defensive paths before the ball is hit. Outfielders may not play in front of corresponding infielders before the ball is hit. Alignment is: 3B-LF; SS-LC; 2B-RC; 1B-RF.

BATTING HELMET:

All batters/baserunners shall wear protective headgear at all games and practices. Use of the helmet will be optional for batting practice not involving base running. This rule shall apply to all players, coaches, managers, parents, sibling helpers or anyone else involved in a team practice. Enforcement of this rule will be the responsibility of the contracted manager or coach designated by the manager, in his/her absence. Failure to comply will result in the following automatic sanctions:

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| <u>1st offense:</u> | verbal admonishment by the league president |
| <u>2nd offense:</u> | written reprimand and one game suspension |
| <u>3rd offense:</u> | one year suspension from TWIST |

PRACTICE SWINGS:

No practice swings will be permitted in the on-deck area. The umpire shall give the batter up to three practice swings before initially stepping into the batter's box for a turn at bat.

PLAYERS:

A team shall consist of at least eight (8) players. There shall be no automatic outs for an absent ninth or tenth batter.

COURTESY RUNNERS:

There shall be no courtesy runners. If a runner is injured during a play, she shall be replaced by the last player who made an out. If the same player is injured twice in one game and requires a substitute runner, that player may not return to the game.

PLAYING TIME:

Violation of TWIST Rule 4.D.1 for 16 & under with regard to playing time will result in forfeiture of game.

MISCELLANEOUS:

A strike out will be recorded if the batter hits a second foul ball after the second strike has occurred. (Alteration of ASA rule)

If one team leads by fifteen (15) runs after four (4) complete innings, the game will be declared complete by the umpire.

If a team is losing by twenty (20) runs at any time, the manager of the trailing team may ask the umpire to declare the game complete.

A batter who throws the bat will be warned after the first offense. She will be called out immediately on all successive offenses during the game, and all runners will be sent back to the original base when the play started.

TWIST issued uniforms must be worn to be on the playing field.

Players are not permitted to wear any jewelry.

Dugouts are limited to players, coaches, scorekeeper, bat person and manager.

A player is not permitted in the game with a hard cast or splint.

Catchers must wear a helmet, face mask and chest protector.