

TWIST 9 & UNDER RULES

ASA Slow Pitch Rules for Youth Leagues shall govern all play except as modified below:

1. The Playing Field: The official diamond shall have base lines of 50 ft. The pitching distance shall be 15 - 40 ft., with a pitching box 4 ft. in width. An arc will be lined on the field between the foul lines at a distance of 35 ft from home plate.

2. Players and Substitutes: Defensively a team shall consist of a least 8, with a maximum of 11 players. If a team plays with the minimum number of 8, one of the players must be the catcher. Offensively all players present at the game must bat in an order determined by the manager. The batting order cannot be changed during the game except for an injury or illness of a player. In this case, the player will be removed from the game if she misses a turn at bat; however, there will be no other penalty to the team. (The batting order will just skip the injured/ill player.)

3. Pitching Regulations: The pitcher shall be one of the coaches or the manager. When a batted ball strikes the pitcher and, in the judgment of the umpire, a reasonable attempt has been made to avoid contact with the ball, NO PITCH shall be declared, the batter shall resume batting and any baserunner(s) shall return to the base previously occupied. If, however, the pitcher intentionally interferes with the batted ball, the batter shall be declared automatically out and the ball is dead. The pitcher must remain in the pitching box from the time the ball is pitched until the play is dead. The penalty is a dead-ball infraction; the batter is out and all baserunners return to the previous base.

4. Defense

- A. When eleven players are in the game, at least four designated outfielders must be positioned in the outfield (grass) until the ball is particular base when the ball was hit. If ten or fewer players are in the game least three designated outfielders must be positioned in the outfield until the ball is hit.
- B. Infielders, including the defensive pitcher, must be positioned behind the 35 ft. arc line and in front of the outfield grass until the ball is hit.
- C. Prior to the game, the rover must be designated as an outfielder or infielder. The umpire must be notified. Once an inning begins no defensive player, except for the rover, may be switched to another position unless injury or illness forces the removal of a player. I.E: No switching of the first baseman and catcher in anticipation of a play at home plate.

5. Offense

- A. Batting
 - 1 No batter will receive more than seven pitches unless the seventh pitch is fouled.
 - 2 There are no walks.
 - 3 Up to five strikes, excluding a foul on the fifth strike will be permitted.
 - 4 If the batter swings and misses the seventh pitch, or does not attempt to hit the ball, she is automatically out. If the seventh pitch is fouled, additional pitches will be allowed until the batter hits a fair ball, swings and misses, or does not attempt to hit the ball
- B. Baserunning: The key to all baserunning is the position of the runners when the ball becomes in the possession of an infielder, which includes the pitcher and catcher, within the infield in fair territory. Possession means the ball is in the hand(s) or glove.
 - 1. Any runner between the bases at the time the ball becomes in the possession of an infielder may advance to the next base only, with the liability of being put out.
 - 2. If a runner is on base when the ball becomes in the possession of an infielder, she may not advance, unless she was on that base.
 - 3. Until a fair, batted ball becomes in the possession of an infielder, all runners may advance with the liability to be put out according to ASA rules.
 - 4. No runner may tag-up and advance after a fly ball is caught by any defensive player.

Examples:

Batter hits the ball to the shortstop that does not field it cleanly. By the time the shortstop picks up the ball, the batter-runner is two steps past first base. RULE: She is allowed to advance to second base only with the liability to be put out, providing she starts for second before the umpire decides she elected to return to first base.

With a runner on first, the batter hits a ball to the outfield. The ball becomes in the possession of the shortstop within the infield line when the first runner is on third and the batter-runner is six ft. past second. RULE: Even though the batter-runner is between bases, she may not advance to third base because the lead runner is not allowed to advance to home plate (refer to 5-B-2). The batter-runner is still under liability to be put out in returning to second base.

With a runner on second base, the batter hits the ball to shortstop who fields the ball cleanly before the runner moves off of second base. RULE: If the shortstop throws the ball to another fielder, the runner may advance to third with the liability to be put out (refer to 5-B-2). If the ball is thrown to the opposing team's coach before the runner steps off second base, it will be assumed that the runner elects to stay at second and time will be called.

6. Miscellaneous

- A. All bats must be official softball bats.
- B. Catchers shall wear a helmet, facemask, and chest protector. Catchers shall not receive pitches in a crouch position, but must stand at the back of the catcher's box.
- C. 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.
- D. All batter/baserunners shall wear protective headgear. If a baserunner's helmet comes off for any reason, she will be called out.
- E. One coach of the defensive team may stay on the playing field with his/her team. The coach is not permitted in the infield while the ball is in play. Penalty: The team loses the on-field coach for the remainder of the game.
- F. The 35 ft. line marker and outfield grass are considered within the arc. Defensive players are to be behind and in front of the respective lines.
- G. No team may score more than five runs in any of the first six innings.
- H. If at any point in the game, after four complete innings, one team leads by 20 runs, the game will be declared complete by the umpire. The scorekeepers will advise the umpire of the score.
- I. A batter who throws the bat will be given one warning. She will be called out immediately on all successive offense, and all runners will be sent back to the bases they were on when the play started.
- J. There will be no infield fly rule.
- K. There shall be no courtesy runner. If a runner is injured during a play, she shall be replaced by the last girl who made an out. (One occurrence only)
- L. Players are not permitted to wear any jewelry.
- M. A player is not permitted to be in the game with a hard cast or splint.
- N. The double-first base. Half the base is white and in fair territory; half is orange and is foul. A ball hitting the white is fair; orange is foul. The batter-runner must use the orange portion on the first attempt to reach first base, unless the ball is hit to the outfield. When a play is being made on the batter-runner, the defense must use the white portion (unless pulled off by the throw or fly ball) and the batter-runner the orange.