

SUMMARY OF NL MODIFICATION OF ASA RULES (2/08)

I. GAMES

1. Six innings with the following exceptions.
 - A. 10 run rule after 3 ½ or 4 innings;
 - B. Two hour limit on all games; can't start a new inning after 1 hr., 45 mins; game is official after 3 ½ or 4 innings.
2. Games must start no more than 10 minutes late.
3. Six players needed to play.

II. DEFENSIVE POSITIONS

1. Ten players play the field, but there are unlimited defensive substitutions.
2. No more than 6 players (including the pitcher and catcher) can be positioned in the infield. Infielders cannot play more than 3 feet in front of the base line.
3. Outfielders or short fielders must start the play at least 15 feet behind the base lines. Otherwise, they can make any play at any base.

III. BATTING

All players bat, with the batting order established before the game. Late arrivals are placed at the end of the batting order. Coaches should discuss Rule IV(2) with the umpire.

IV. PLAYING THE GAME

1. Bases -- 60 feet.
2. Pitching Rubber -- 35 feet; coaches strongly encouraged to have relatively fast pitchers pitch from 37.5.
3. The following are not allowed or not in effect:
 - A. No tagging-up
 - B. No stealing or advancing on passed balls
 - C. No dropped third strike rule
 - D. No intentional walks

E. No leading until the ball crosses home plate

4. Strike zone -- between the shoulders and the knees as the ball crosses home plate. A ball should be called if the pitch hits home plate

5. Courtesy Runner permitted for next inning's catcher when there are 2 outs.

6. Bunting is permitted, but no "fake bunt/hit away."

7. Sliding is permitted, but not required except when necessary to avoid a collision with a defensive player at home plate. Umpire can call the runner out for failure to slide in those circumstances.

IV. PITCHING RULES

A pitcher can pitch no more than 3 innings, subject to the restrictions of rule VI(2), which should be discussed with the umpire.

V. DEAD BALL RULES

1. The ball is declared dead when, in the judgment of the umpire, the ball is in the possession and control of the pitcher in the pitcher's area (circle). If the runner is more than half way to the next base, the umpire should award that base to the runner. If the runner is less than half way, the umpire should send the runner back. In these situations, the pitcher always has the option of attempting to throw the base runner out. If she does, however, the play is alive and this dead ball rule does not apply.

2. The ball is dead when it goes into a dead ball area that has been designated as such by the umpire before the game. The base runners are awarded the bases to which they were running.

3. The ball is dead when there is interference by the spectators, non-playing team members, or coaches. The umpire will award bases as deemed appropriate.