

KANSAS AMATEUR SOFTBALL ASSOCIATION
2011 COMPETITION CODE ARTICLE 200.00

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ARTICLE 200.00 COMPETITION: - [Table of Contents](#)

200.01 COMPETITION CODE AND PLAYING RULES: The Kansas Amateur Softball Association, Inc. (Kansas ASA / KASA) adopts, and hereby incorporates the current Amateur Softball Association (ASA) Competition Code and Playing Rules with the following amendments.

200.02 LEAGUE RULES NON-CHAMPIONSHIP PLAY: Each local league retains the right to establish and maintain local league playing and eligibility rules. Any deviation from KASA or ASA rules will be listed in the local league rules.

ARTICLE 201.00 TEAM & PLAYER ELIGIBILITY: - [Table of Contents](#)

201.01 MEMBERSHIP: Upon proper application and qualification, membership in Kansas ASA and ASA shall be available to individuals, teams, and organizations on a voluntary basis who agree to be governed by the Code, rules and regulations of ASA and Kansas ASA.

- a. **Adult** - A current year's Individual Membership/Registration is required for all team members participating in Championship Play. Exception: Men's Seniors Slow Pitch will Team Register
- b. **Junior Olympic (Youth) Players** - A current year's Individual Membership/Registration is required for all team members participating in Championship Play.
- c. Eligibility requirements for Junior Olympic (Youth) Team Managers and Coaches to participating in Championship Play on the field of play and in the dugout.
 - 1. A current year's Individual Membership/Registration
 - 2. A minimum of one coach will have a current ACE Certification. Kansas ASA recommends that all coaches be ACE Certified.
 - 3. All non ACE Certified coaches will have a current ASA Background Check.

Note: Once an individual is an Individual Registered Member for the current year, they will be eligible for other Divisions of Play offered by Kansas ASA.

201.02 YOUTH AGE GROUPS:

- a. 8-Under Age Group: A player born after December 31, **2001** is Eligible
- b. 10-Under Age Group: A player born after December 31, **1999** is Eligible
- c. 12-Under Age Group: A player born after December 31, **1997** is Eligible
- d. 14-Under Age Group: A player born after December 31, **1995** is Eligible
- e. 16-Under Age Group: A player born after December 31, **1993** is Eligible
- f. 18-Under Age Group: A player born after December 31, **1991** is Eligible (Includes 18-Under Gold)

NOTE 1: Players of a younger age group may play in an older age group, but an older age group player may not play in a younger age group

NOTE 2: A player that competes with a team in Championship Play may not compete as a pick-up player in a lower age group in the same division of play, even though by code the player would have been eligible for a lower age group.

For the 2009 season use the chart below to determine Age Groups. "E" indicates the player is eligible for the respective age group(s).

YEAR OF BIRTH	AGE GROUPS					
	18u	16u	14u	12u	10u	8u
1992	E					
1993	E					
1994	E	E				
1995	E	E				
1996	E	E	E			
1997	E	E	E			
1998	E	E	E	E		
1999	E	E	E	E		
2000	E	E	E	E	E	
2001	E	E	E	E	E	
2002	E	E	E	E	E	E

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ARTICLE 202.00 TEAM ELIGIBILITY: - [Table of Contents](#)

202.01 Girls' Class C Fast Pitch Teams: Once a player participates in an intercollegiate softball program for a university, college, or junior college, she is ineligible to play in Kansas ASA Class C Fast Pitch Championship Play.

202.02 Girls' 18u & Women's Fast Pitch Invitational: ASA Registered Girls' 18u & Women's Fast Pitch teams will be eligible to participate.

202.03 HISPANIC TEAM: All players on a roster shall be Hispanic.
Exception: Three (3) non-Hispanic players may be on a roster.

202.04 CHURCH: All players must be church members by March 1.

202.05 Transfer of Eligibility: A team requesting transfer of eligibility in accordance with ASA Code Article 501 Eligibility, Letter B, Number 01, Exception, may request transfer of their team's eligibility by submit their Championship Roster, and a letter stating the reason for transfer on or before June 1 of the current year. Transfers of eligibility will not be considered after June 1 and must be submitted by the team manager. Mail or fax transfer request to the State Office. Request will be considered by the KASA Board of Directors.

ARTICLE 203.00 CHAMPIONSHIP ROSTERS: - [Table of Contents](#)

203.01 TEAM ROSTER: The KASA Official Championship Roster is created when a team Individual Registers online through the Kansas ASA Website. Once the team administrator has submitted and paid the team registrations, the local commissioner will review the registrations and approve the roster if it meets all requirements. When the registrations are approved by the local commissioner, the Individual Registration Program will email the team administrator their Championship Roster.

- a. The KASA Official Championship Roster is a three-part form made up of three pages (Page 1: Liability Waiver, Page 2: Roster/Affidavit page listing all players, Page 3: Kansas ASA Addendum listing the Manager and all coaches). All three pages of the Championship Roster must be hand carried to tournament check-in by the Team Manager or their designee.
- b. Required Signatures - The manager will complete and sign the Managers Affidavit. Each team member will sign and initial the roster/affidavit form unless the player is a minor. Parent/Guardian will sign the roster/affidavit form for a minor child. The Manager and all Coaches will sign and initial the Kansas ASA Addendum.

203.02 Roster Changes - No player(s) may be added to a Championship Roster after the entry deadline in which a team enters qualifying and/or Championship Play.

- a. Rosters of teams that have qualified for championship tournament play prior to the established date will be "official" and modification will be considered only in emergency situations.

Exception: Teams after participating in qualifying Championship Play and not qualifying, may add players to their roster.

203.03 Classification - Roster shall be submitted when called for by the KASA Region Commissioner, KASA Classification Committee, or Kansas ASA State Commissioner.

203.04 Roster Participation - Players may participate as a regular rostered player on only one team within a division of championship play during a season.

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ARTICLE 204.00 PICK-UP PLAYERS: - [Table of Contents](#)

204.01 PICK-UP PLAYERS - KANSAS ASA DISTRICT TOURNAMENTS:

The team adding pick-up players must select eligible roster members from ASA registered teams in the team's own local Kansas ASA District.

204.02 PICK-UP PLAYERS - KANSAS ASA REGION TOURNAMENTS:

The team adding pick-up players must select eligible roster members from ASA registered teams in the team's own local Kansas ASA Region.

204.03 PICK-UP PLAYERS - KANSAS ASA STATE TOURNAMENTS:

A team adding pick-up players must select eligible roster members from ASA registered teams in the State Association.

204.04 PICK-UP PLAYERS - STATE AND NATIONAL QUALIFIERS:

No players may be picked up for State and National Qualifiers.

NOTE: A Junior Olympic (Youth) Player that competes with a team in championship play will NOT be eligible as a pick-up player in a lower age classification, even though by code he or she would have been eligible for a lower age classification.

ARTICLE 205.00 TRAVEL PERMITS: - [Table of Contents](#)

205.01 TRAVEL PERMITS GENERAL: Not Required

ARTICLE 206.00 LEVELS OF COMPETITION: - [Table of Contents](#)

206.01 REGION AND DISTRICT PLAY: KASA Regions may conduct city, county, district, and region championships and/or qualifying tournaments for the purpose of qualifying registered teams, within their jurisdiction, for state championship play.

1. A tournament fact sheet shall be submitted to the state commissioner for each championship or qualifying tournament.

ARTICLE 207.00 TEAM CLASSIFICATION: - [Table of Contents](#)

207.01 PARTICIPATION: Teams shall be classified by class within a Division of Play. (See Classification Code).

ARTICLE 208.00 QUALIFYING / ENTERING CHAMPIONSHIP PLAY: - [Table of Contents](#)

208.01 ENTERING: Teams shall enter Championship Play through their Region or District Commissioner.

208.02 ENTRY FEE AND DEADLINE: The tournament entry deadline will be fourteen days prior to the tournament's starting date or as set by the state commissioner

208.03 ENTRY FEE REFUNDS:

- a. **State Championship Play**
For just cause Tournament Entry Fees may be refunded after the tournament entry deadline and will be subject to a 10% processing fee.
- b. Regional & National Championship Play
Refunds are subject to the Tournament or applicable codes.
A 15% processing fee will be charged for all eligible refunds.

208.04 ELIGIBLE TEAMS: Only Kansas ASA Individually Registered teams shall be eligible to enter.

208.05 GIRLS FAST PITCH CLASS A:

- a. Class A teams may not participate in region/district championships or qualifying tournaments with Class B and/or C teams.
- b. Class A teams do not have to qualify, and may enter state championship play through their KASA Region or State Commissioner.

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208.06 GIRLS FAST PITCH CLASS B:

- a. Mandatory reclassified teams do not have to qualify, and may enter state championship play through their KASA Region or State Commissioner in their new Class.
- b. Restricted classified teams do not have to qualify, and may enter state championship play through their KASA Region or State Commissioner.

208.07 GIRLS FAST PITCH 10u, 12u, & 14u CLASS C:

- a. Mandatory Reclassified Class C-Silver D-1 teams do not have to qualify, and may enter State Championship Play in their new Classification through their KASA Region or State Commissioner.
- b. Mandatory Reclassified Class C-Silver D-1 teams may compete in their KASA Region Championship Tournaments in the Gold Classification only and will be eligible too win a KASA \$50 Certificate.
- c. Kansas ASA Region Commissioner, for just cause, may classify and enter teams directly into their Gold or Silver State Championships. Teams entering directly into Championship Play will pay an additional \$50 entry fee.

208.08 GIRLS COACH PITCH 8u:

- a. Mandatory Reclassified Silver D-1 teams do not have to qualify, and may enter State Championship Play in their new Classification through their KASA Region or State Commissioner.
- b. Mandatory Reclassified Silver D-1 teams may compete in their KASA Region Championship Tournaments in the Gold Classification only and will be eligible too win a KASA \$50 Certificate.
- c. Kansas ASA Region Commissioner, for just cause, may classify and enter teams directly into their Gold or Silver State Championships. Teams entering directly into Championship Play will pay an additional \$50 entry fee.

208.09 HOST TEAMS:

State Championships may have a host team(s) as provided in Article 210 of this code. The host team will not have to qualify or pay an entry fee. A host team must play its regular season games at the tournament site.

208.10 ELIGIBILITY:

Teams must compete in accordance with ASA and KASA Code.

ARTICLE 209.00 ADULT STATE QUALIFYING TOURNAMENT BERTHS: - [Table of Contents](#)

1. Adult slow pitch championships and/or qualifying tournaments must offer a minimum one (1) berth for each six (6) teams entered, and must pay a \$25 minimum of the team's state championship entry fee

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ARTICLE 210.00 CHAMPIONSHIP BERTHS: - [Table of Contents](#)

Adult State Championship	Men	Women
<u>Men's & Women's Class B Slow Pitch</u>		
Last Year's Class C State Champion	1	1
One Host Team	1	1
Each Region	8	8
Total	50	50
<u>Men's & Women's Class C Slow Pitch</u>		
Last Year's Class D State Champion	1	1
One Host Team	1	1
Each Region	8	8
Total	50	50
<u>Men's & Women's Class D Slow Pitch</u>		
Last Year's Class E State Champion	1	1
One Host Team	1	1
Each Region	8	8
Total	50	50
<u>Men's Class E/Rec Slow Pitch</u>		
Last Year's Class E State Champion	1	1
One Host Team	1	1
Each Region	8	8
Total	50	50
Junior Olympic (Youth) State Championships	Boys	Girls
<u>Girls Fast Pitch Class A</u>		
Last Year's Class B State Champion		1
Host Team		1
Each Region		5
Total		32
<u>Girls Fast Pitch Class B</u>		
Last Year's Class C State Champion		1
Host Team		1
Each Region		5
Total		32
<u>Girls Fast Pitch 16u & 18u Class C Open and Silver Divisions</u>		
Last Year's Class C State Champion		1
Host Teams		1
Each Region		6
Total		38
<u>Girls Fast Pitch 10u, 12u, & 14u Class C Gold and Silver Divisions</u>		
Last Year's Class C-Silver State Champion		1
Host Teams		1
Each Region		6
Total		38
<u>Girls Modified Pitch 10u, 12u, 14u, 16u, 18u Class B & C</u>		
All Available Teams		

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ARTICLE 211.00 TOURNAMENTS - GENERAL: - [Table of Contents](#)

211.01 SOFTBALLS:

The Official Softball shall be used.

211.02 HOME TEAM:

The home team shall be decided by the flip of a coin.

211.03 DUGOUT:

Top of the bracket shall take first base dugout. Bottom of the bracket shall take third base dugout.

Exception: When a team has just completed a game and their next game is on the same field, the opposing team will take the open dugout.

211.04 DUGOUT CONDUCT:

Coaches, players, substitutes, or other bench personnel shall not be outside the designated bench dugout area except when the rule allows or justified by the umpire.

Effect: The first offense is a team warning. Any repeat offense shall result in the ejection of the **offending** team member.

211.05 FORFEITED GAMES:

Teams are to report to the playing field fifteen (15) minutes before the scheduled game time. Forfeit time is scheduled starting time. A full team must be ready for play when called. Exception: Short-Handed Team Rule.

211.06 BATTING ORDER (Official Lineup Cards): The Official Lineup Cards will be used. Lineups shall be turned into the official scorekeeper 15 minutes before scheduled game time. The offensive players shall be listed by their first and last name, in the order in which they shall bat. Uniform numbers and defensive positions shall be listed for each player. Substitutes - Names and uniform numbers shall be listed at the bottom of the lineup card for all team substitutes.

211.07 JEWELRY:

1. ADULT: Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and not worn during the game, except medical alert jewelry, properly taped, may be worn.
- 2, JUNIOR OLYMPIC (YOUTH): No Jewelry. Exception: Medical alert jewelry properly taped may be worn.

211.08 UNIFORMS - GENERAL: Uniforms are required as set forth in the Official ASA Rules of softball.

211.09 UNIFORMS (Slow Pitch and Girls Modified Pitch): A shirt, uniform in color, with proper numbers 6" in size on back of the shirt, are required for district, region, and state championship play. If advancing to Regional or National Championship Play, uniforms are required as set forth in the Official ASA Rules of softball.

211.10 SHOES:

1. Adult: Men's and Women's Class D & E Slow Pitch Play: No metal spikes, hard plastic or polyurethane spikes similar to metal sole and heel plates are allowed.
2. Junior Olympic (Youth): No metal spikes, hard plastic or polyurethane spikes similar to metal sole and heel plates are allowed.

211.11 ALCOHOL AND TOBACCO (Junior Olympic Youth): The sales of the following products are prohibited at all Junior Olympic Tournaments.

1. Beverages containing alcohol.
2. Tobacco products including smokeless tobacco.
3. The possession of beverages containing alcohol on the softball complex is prohibited.

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211.12 UMPIRES:

Officiating KASA tournaments will be by qualified KASA registered umpires.

1. Umpires Fast Pitch: All games will use two umpires per game.
Exception: Girls Fast Pitch Class A. In the winner's bracket final and 4th place game through the end of the tournament will use three umpires.
2. Girls Coach Pitch: All games will use two umpires per game (State Championship Tournaments Only).
3. Umpires Slow Pitch:
 - a. Men's Slow Pitch shall use two umpires per game.
 - b. Women's Slow Pitch shall use two umpires per game.
4. Umpire game fees will be set by Kansas ASA.

211.13 TOURNAMENT START TIME: Junior Olympic (Youth) State Championships will start no earlier than 1:00 p.m. on Friday.

211.14 ORDER OF FINISH:

1. The tournament director shall determine the official order of finish:
 - a. Top four teams based upon their actual finish.
 - b. Remaining teams listed by descending order of finish according to their bracket position when eliminated (e.g. fifth place shall show two teams tied for that position, ect).
 - c. Tied teams shall be determined by:
 1. Head to head competition
 2. The team that advanced the farthest in the winner's bracket.
 3. Won-loss records.
 4. The teams shall be ranked according to the fewest runs allowed per game played.
 5. If a tie still exists, the teams shall be ranked according to the most runs scored per game played.
 6. If a tie still exists, by a coin toss.
2. Incomplete Tournament: In the event a tournament cannot be completed within the scheduled time frame the following procedures shall be used to break ties among teams in the same spot in the bracket.
 - a. Head to Head competition.
 - b. The team that advanced the farthest in the winner's bracket
 - c. Won-loss records, except among undefeated teams.
 - d. If only two teams are tied for a position and have played each other, the winner of that game.
Exception: if there are only two teams remaining and each team has one or no loss, the championship must be played or the teams shall be declared co-champions.
 - e. The teams shall be ranked according to the fewest runs allowed per game played.
 - f. If a tie still exists, the teams shall be ranked according to the most runs scored per game played.
 - g. If a tie still exists, by a coin toss.
3. QUALIFYING POOL PLAY - FOUR GAME FORMAT: The order of finish in qualifying pool play shall be determined by the tournament director based upon the following:
 - a. Win-loss records.
 - b. If a tie still exists, teams shall be ranked according to which team won in head to head competition.
 - c. If a tie still exists, teams shall be ranked according to the fewest runs allowed per game played.
 - d. If a tie still exists, the teams shall be ranked according to the most runs scored per game played.
Exception: When three teams are tied after head to head competition, and two teams are still tied after fewest runs allowed, the tie shall be broken by head to head competition.

211.15 BERTHS FOR ADVANCING TEAMS:

- a. Any team that wins an advancing berth in Championship Play shall claim the advancing berth by paying the entry fee at the conclusion of the tournament. Any team that fails to claim their berth within the 48 hours of the conclusion of the tournament forfeits their right to the advancing berth. Unclaimed advancing berths will be offered to the remaining teams in descending order of finish.
- b. Girls' 10C-Gold, 12C-Gold, 14C-Gold, 16C-Open, and 18C-Open classifications of Championship Play will offer four (4) berths in descending order of finish in their respective age group to the Class B Northern National Championships.

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211.16 GATE FEE:

All players, one manager, one coach, and one scorekeeper for each team will be admitted free of charge. A maximum daily gate fee shall be set by Kansas ASA.

211.17 CASH AWARDS OR PRIZE:

1. Cash Prize For Adult Tournaments:
 - a. Three (3) to five (5) teams entered per tournament:
\$125 will be placed in the Cash Prize Fund.
 - b. Six (6) or more teams entered per tournament:
\$25 of each team entry fee will be placed in the Cash Prize Fund.
 - c. The Cash Prize Fund will be divided as follows:
First Place 50%, Second Place 30%, and Third Place 20%.
2. Cash Prize For Adult Multi Game Format:
 - a. \$25.00 for each team's entry fee will be placed in a travel fund.
 - b. The Cash Prize Fund will be divided as follows:
First Place Winner's Bracket (first round) 50%
Second Place Winner's Bracket (first round) 30%
First Place Third Round 20%
3. No cash prizes, travel money, or awards of monetary value may be given based on order of finish, or athletic ability to players participating in Kansas ASA Junior Olympic Championship Play and sanctioned tournaments. No player who is currently on a Junior Olympic roster is eligible to play in any tournament where cash prizes are offered.

211.18 TRAVEL MONEY:

Travel money may be awarded to advancing teams for compensation of travel expense. The travel money will be sent to the team manager after verification of participation.

211.19 PROTEST - PLAYING RULES:

All disputes in tournaments pertaining to interpretation of playing rules must be settled on the playing field. A twenty-five-dollar (\$25) cash protest fee must be paid before a ruling will be made. Protest must be made by the team manager before the next pitch or if the last play of a game before umpires leave the playing field. The fee will be returned if protest is allowed. Decision of the Umpire-In-Chief/Protest Committee will be final. No protest will be considered if based solely on a decision involving the accuracy of judgment on the part of an umpire.

211.20 PROTEST - ELIGIBILITY:

Tournament protests involving player eligibility must be submitted to the tournament director in writing. The burden of proof is on the person protesting. If a decision is rendered by the Tournament Protest Committee, there is no appeal. There is no time limit on player eligibility protest.

211.21 DISQUALIFICATION/SUSPENSION:

- a. **A team, team member, team manager, team official, or league official who is reported to the state office as behaving in an illegal or unethical manner may be immediately suspended in accordance with ASA Code Article 505 B 02.**
- b. Any team, team member, team manager, team official or umpire shall cease to be eligible for tournaments conducted or sanctioned by Kansas ASA and ASA while disqualified by the State Commissioner in accordance with the ASA Code Article 505.

211.22 TEAM CONDUCT:

Team Managers must have full control of their players at all times including on and off the field. Any unsportsmanlike conduct will not be tolerated. Absolutely no profane language is allowed. No smoking or beverages containing alcohol are allowed on the playing field or in the dugout. Belligerent profanity and/or physical violence will carry an automatic ejection from the game. A team member, manager or team official may be disqualified by the Tournament Director. See ASA Code Disqualification (Tournament Play).

211.23 SECURITY / FAN AND SPECTATOR CONDUCT:

The tournament site and/or host will provide security. The tournament director will have authority to instruct security to do the following when any person is found not to be in compliance with Kansas ASA rules, and/or committing acts of physical violence, unsportsmanlike conduct, or verbal abuse.

1. Warn said person(s) to stop and desist.
2. Remove said person(s) from the tournament for its duration.
3. If the act is found flagrant, removal will be the first option.

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211.24 HOTEL:

Any hotel management report of destruction of hotel property or abuse of hotel guests by a team competing in championship play shall subject the team to suspension or other appropriate action.

211.25 EMERGENCY MEDICAL:

The tournament site shall have an emergency medical plan in place. Teams will be notified upon check-in how to summon emergency medical assistance.

211.26 INCLEMENT WEATHER:

In case of inclement weather or other delays beyond control, the tournament director reserves the right to take the following action to revise the tournament format:

1. Delay the games, and extend the tournament if time permits.
2. Reschedule the tournament if time permits.
3. Impose a time limit on games as required to complete the tournament.
4. Complete the winners' bracket first, and then the losers' bracket.
5. Revert to single elimination.
6. A combination of 1 through 5 as listed above.

211.27 TOURNAMENT CANNOT BE COMPLETED:

In the event a tournament cannot be completed, the ASA Code will be used to determine an order of finish. **Exception:** When two teams remain in the winners' bracket without a loss, they will be declared co-champions.

211.28 PARTICIPATE AT OWN RISK:

All teams, players, officials, and umpires participate in the Kansas Amateur Softball Association tournaments at their own risk.

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ARTICLE 212.00 PLAYING RULES: - [Table of Contents](#)

212.01 RUN AHEAD RULE FAST PITCH:

- a. Men's - Games will be called at the end of three (3) innings or any full inning after that if one team is ahead by 15 runs, 12 after four (4) innings, or seven (7) runs at the end of five innings.
- b. Women's & JO (Youth) - Games will be called at the end of three (3) innings or any full inning after that if one team is ahead by 15 runs, 12 after four (4) innings, or eight (8) runs at the end of five innings.

212.02 RUN AHEAD RULE ADULT SLOW PITCH: Games will be called at the end of three (3) innings or any full inning after that if one team is ahead by 20 runs, fifteen (15) after four (4) innings, or 10 runs at the end of five innings.

Exception: Men's Class A Slow Pitch - Games will be called at the end of four (4) innings or any full inning after that if one team is ahead by 20 runs, or fifteen (15) after five (5) innings.

212.03 TIE-BREAKER FAST PITCH: In games played under a time limit, and the game is tied after the time limit has expired, the tie breaker rule shall be in effect at the start of the next inning.

212.04 TIME LIMITS FOR STATE CHAMPIONSHIP PLAY:

Men's Fast Pitch - Multi Game Format: 90 Minutes

Note: No time limits will be used in the Championship and IF games.
Run Rule is in effect.

GFP 10, & 12-Under Class A & B: Pool Games 60 Minutes
Double Elimination 75 Minutes
Three Game Format 75 Minutes

Note: No time limits will be used in the Championship and IF games.
Run Rule is in effect.

GFP 14, 16, & 18-Under Class A & B: Pool Games 75 Minutes
Double Elimination 90 Minutes
Three Game Format 90 Minutes

Note: No time limits will be used in the Championship and IF games.
Run Rule is in effect.

GFP 10, 12, 14, 16, 18-Under Class C: 75 Minutes

Note: Time limits will be used in all games including the Championship and IF games.
Run Rule is in effect for all games.

GMP 10, 12, 14, 16, 18-Under Class B & C: 75 Minutes

Note: Time limits will be used in all games including the Championship and IF games.
Run Rule is in effect for all games.

Coach Pitch 60 Minutes or 5 Innings

Note: Time limits will be used in all games including the Championship and IF games.
Run Rule is in effect for all games.

212.05 HOME RUN CLASSIFICATION ADULT SLOW PITCH: A limit of over-the-fence home runs will be used in all Men's & Coed slow pitch divisions as printed in the Official Rules of Softball. The following limitations are per team per game:

!	Men's Class A	Eight (8)	!	Coed Open	Eight (8)
!	Men's Class B	Six (6)	!	Coed Class C	Four (4)
!	Men's Class C	Four (4)	!	Coed Class D	Two (2)
!	Men's Class D	Two (2)			
!	Men's Class E/Rec.	None (0)			

Effect: For any in excess, the ball is dead, the batter is out, and no runner can advance. In Men's Class E/Rec an over-the-fence home run will also be an inning ending out.

Note: Other Divisions and Classifications may be found in the ASA Rule Book.

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ARTICLE 213.00 GIRLS' 10u CLASS C FAST PITCH:

- 213.01 Runners starting at first or second base are entitled to advance or steal one base only per pitch. Runners starting at third base may not steal or advance home but are liable to be put out if they are off the base.
1. A runner, attempting to advance beyond the one base they are entitled to advance or steal:
EFFECT: May be put out while between bases. A runner cannot be put out while in sole contact with a base.
 2. After all play ceases and the ball is dead if a runner occupies a base beyond the one the runner is entitled to advance or steal:
EFFECT: The runner will be returned to the correct base without liability to be put out.
- 213.02 If a batter strikes out and the ball is dropped by the catcher or touches the ground before reaching the catcher:
EFFECT: The batter is out and the ball is live.
- 213.03 A batter, who receives a base on balls, cannot advance past first base. If the batter-runner advances further, once the ball becomes dead, return the batter-runner to first base.
- 213.04 Awarded bases will apply to all runners.
- 231.05 Runners can only score on:
1. A batted ball.
 2. A base on balls.
 3. A hit batter with bases full, or
 4. on an awarded base.

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ARTICLE 214.00 GIRLS MODIFIED PITCH PLAYING RULES: - Table of Contents

The Girls Modified Pitch will be offered in 10u, 12u, 14u, 16u, & 18u age groups in Class C. Class B may be offered at a later date. Girls Class C Modified Pitch is a recreational division for those teams that do not have the pitching to compete in the Girls Fast Pitch Division of play. In the Modified Division the pitching rules are modified to equalize the pitching.

PLAYING RULES:

Girls Fast Pitch rules will be used as published in the current edition of the Official Rules of Softball and the Kansas and ASA Codes.

Exceptions:

Players:

- a. Defensive Players - Nine (9) or Ten (10) Defensive Players will be allowed. Teams that elect to use ten defensive players must start the game with ten players (four outfielders and six infielders).
Note: Free substitution will apply.
- b. Offense - Teams will bat all available players listed on their Championship Roster and available players will be listed on the Official Line-up Card in the order in which they will bat.
- c. Injured Player - Any player who is injured and removed from the game will cease to be eligible to participate in the game and her place in the batting order will be skipped.
 1. Pinch Runner - The last player to bat, that is not on base, will complete an injured runner's turn at bat who was legally safe on base when time was called due to the injury.
Note: After the pinch runner has completed the injured player's turn at bat, the injured player will cease to be eligible to participate in the game and her place in the batting order will be skipped.
- d. Other regulations will be covered in Case Book Examples that will be published to the Umpire section of our website.

Pitching:

- a. Rule 6 - Pitching Regulations (Modified Pitch 9-player) as published in the current edition of the Official Rules of Softball will be used in the girls modified game.
Points of Emphasis:
 - I. Preliminaries C. - The shoulders will be in line with first and third base.
 - II. Legal Delivery E. - The pitcher may not use a type of pitch in which the pitcher's shoulders do not stay in line with first and third base during the delivery of the pitch.
 - III. Legal Delivery H, 1. - The shoulders and driving hip must be squared to home plate when the ball is released.

Uniforms:

- a. A Jersey/T-shirt, uniform in color, with proper numbers 6" in size on back of the shirt, are required for state championship play. Pants may be long or short and of mixed colors.

TOURNAMENT FORMAT:

- a. The tournament will be a three game format with all teams separated by KASA Region and seeded by blind draw into a double elimination tournament.
- b. Teams that fail to advance past the first complete round of the loser's bracket will be seeded into a single elimination Silver Bracket.

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ARTICLE 215.00 COACH PITCH PLAYING RULES: - [Table of Contents](#)

All rules and regulations are per ASA Youth (Boys & Girls Fast Pitch) 10-Under Classification with the following exceptions:

1. Ball: Softie
2. Playing Field: Bases 55 ft., Pitching 35 ft., Infield Safety Arch 27 ft. from Home Plate, Pitching Circle eight (8) ft. radius around the pitchers plate. Outfield: An area behind a line from the back side of each base from first to second, and from second to third base shall be designated as the outfield.
3. The Game: Five (5) Innings or Sixty (60) Minutes
4. Team: Girls/Boys, each team may use nine (9) or ten (10) players provided it is made known prior to the start of the game. Coed, shall use ten (10) players.
5. Batting Order/Lineup: All offensive players shall be listed by their first and last name in the order in which they shall bat. The batting order for coed shall alternate sexes.
6. Defensive Positions: Girls/Boys, six (6) infielders and three (3) or four (4) outfielders; Coed, two (2) in the pitching and catching position (one female and one male), four (4) infielders (two females and two males), and four (4) outfielders (two females and two males) shall be used. At the start of each pitch all infielders except the catcher shall be positioned behind the Infield Safety Arch, all outfielders shall be positioned in the outfield, and the player-pitcher shall take a position within the eight (8) ft. pitcher's circle and shall not take a position directly in front of the coach/pitcher.
7. Coach-Pitcher: Shall be a member of the teams coaching staff and shall pitch the ball in a underhand motion to each batter of his / her team. The adult coach pitcher must start with both feet on the pitching plate and must take only one step forward with the pivot foot simultaneously with the release of the pitch. If, in the umpires opinion, the adult pitcher is unable to deliver a hittable ball to the batter, then the umpire may allow the adult coach pitcher to move the starting position closer to home plate. In such a instance, the same rules apply from the new starting position as apply to starting with both feet on the pitching plate.
8. Player-Pitcher: Shall be an 8-Under playing member of the team, and shall not pitch to the batters.
9. Coach-Pitcher Interference: The coach-pitcher shall be considered part of the playing field. Exception: In the judgment of the umpire, coach-pitcher interference occurs, the ball will be declared dead. Effect: The first time the adult coach pitcher interferes with a defensive fielders opportunity to field a batted or thrown ball or to make a play on a runner, the runner closest to home plate will be declared out, all runners will be returned to the base they occupied at the time of the pitch unless forced to advance by the batter runner being awarded first base (unless the batter runner is the only runner, in which case the batter runner is declared out), and a warning will be issue to the adult coach pitcher. Any subsequent adult coach pitcher interference with a defensive fielder's opportunity to field a batted or thrown ball or to make a play on a runner will result in the runner closest to home plate being declared out, all other runners will be returned to the base they occupied at the time of the pitch unless forced to advance by the batter runner being awarded first base (unless the batter runner is the only runner, in which case the batter runner is declared out, AND the adult coach pitcher will be removed from that position for the remainder of the game.
10. Inning: Each team on offense will be allowed five (5) runs or three (3) outs at which time the teams will alternate offense and defense. Balls and Strikes will not be kept or called.
11. Run Ahead Rule: The game will be called at the end of four innings if one team is ahead by six (6) or more runs.
12. Tie-Breaker: The Tie Breaker Rule will be used to break ties after five innings or time has expired.
13. Batter: Each batter will be allowed five pitches to bat the ball in play. A batted foul ball on the fifth pitch will not count as one of the five pitches. Each batter that fails to bat the ball in play will be counted as an out, and the next batter in the batting order will take his/her place at bat.
Note:
 1. A caught foul fly ball will be an out whenever it occurs, including the fifth pitch or any subsequent pitch.
 2. A bunted foul ball on the fifth pitch will be an out.
14. The Designated Player (DP) Rule will NOT be used.
15. Infield Fly Rule: Not in effect.
16. Dropped Third Strike: Not in effect.
17. Base Stealing: Not allowed including home.
18. Time Shall Be Called by the umpire and the play is over in the following:
 - a. The advancement of the lead runner has been stopped.
 - b. An overthrow at first and third base involving a play on a base or batter runner, and the ball enters foul or dead ball territory. Effect: All runners, including batter-runner will be awarded one base, and the award will be governed by the positions of the runners when the ball left the fielders hand. Placement of base runners occupying the same base or base line will be based on the lead runner, unless forced to advance by the batter-runner.
19. Base Coach Interference. If a base coach interferes with a defensive fielder's opportunity to field a batted or thrown

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ball or to make a play on a runner, the runner closest to home plate will be declared out, all other runners will be returned to the base they occupied at the time of the pitch, unless forced to advance by the batter runner being awarded first base (unless the batter runner is the only runner, in which case, the batter runner is declared out).

20. **Defensive Conferences.** There shall only be three defensive conferences during a five inning game. In the event that the game goes into extra innings, then there shall be only one defensive conference in each extra inning. Any request for an additional defensive conference will be denied; in the event that the defensive team insists upon another charged conference beyond the maximum number, then the head coach or manager of the defensive team will be ejected from the game.
21. **Offensive Conferences.** There shall only be one offensive conference in each inning. Any demanded charged offensive conference in excess of one each inning will result in the adult coach pitcher being removed from that position for the remainder of the game.
22. **Catcher Obstruction.** The catcher obstruction rule for 10U shall apply, except that if the batter is returned to the batter's box, then the obstructed pitch to the batter shall not count as one of the five pitches.

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ARTICLE 216.00 TOURNAMENTS - NON CHAMPIONSHIP PLAY: - [Table of Contents](#)

215.01 INVITATIONAL TOURNAMENTS - GENERAL: Kansas ASA will conduct or sanction invitational tournaments. These tournaments will be awarded separately to individuals and organizations, and may be sanctioned by the State or Region/District Commissioners within their jurisdiction.

1. Rules and Regulations:
 - a. Invitational tournaments may establish rules and regulations for their tournament, provided such rules and regulations are not in conflict or inconsistent with this code or the established policies of KASA.
 - b. Joint ventures with competing associations are prohibited without the expressed written consent of the State Commissioner.
2. Teams. Only ASA-registered teams are eligible to participate.
3. Proof of current ASA registration is required before teams compete.
4. Conflict in Schedule. No invitational tournament may be conducted which conflicts with state or region championship play.
5. Notification. All entry blanks and publicity shall include the following statement, "sanctioned by the Kansas Amateur Softball Association" or "Sanctioned by KASA".
6. Travel Permit. All teams that are not members of Kansas ASA, Inc. must obtain a travel permit. The permit must be presented to the tournament director before the team competes.
7. Umpires. Registered ASA umpires must be used.
8. Sanction Fee. The state and/or region in whose territory the tournament is conducted shall be entitled to charge a sanction fee.
9. The possession of beverages containing alcohol on the softball complex is prohibited.
10. The sale of beverages containing alcohol and tobacco products on the softball complex is prohibited.
11. Cash Awards or Prizes. No cash prizes, travel money or awards of monetary value may be given based on order of finish or athletic ability to players participating in Kansas ASA sanctioned Junior Olympic (Youth) invitational tournaments.