



## Standard Rules for all Kansas City Metro ASA Events

- The batter will enter the batter's box with a count of one ball and one strike (1&1). The batter will be allowed a bonus or extra foul ball after two strikes before invoking the appropriate rules for the third strike.
- Teams will hit the softballs they furnish. Balls must be ASA approved - COR 52, .300 compression, red-stitch. All softballs are required to be **Optic Yellow. Balls without COR and Compression stamp are illegal.**
- Men's teams must start and finish with a minimum of 9 players. The open batting positions will not be declared an out unless as a result of an ejection.
- Run spreads of 15 after three innings and 10 after five innings will apply in all games.
- One hour time limit on all pool play games. One hour ten minute time limit on single elimination.
- Rosters must be turned in before the start of your first game. Please have them filled out completely or allow adequate time before the first game to do so. It is the manager's responsibility to see that this is done. Failure of the manager to turn in a roster will result in the forfeiture of any game in question.
- Managers will have the option of challenging rosters until completion of the fourth inning. Rosters checks after this point will be allowed only if the player in question enters the game after the completion of the fourth inning. A player may not play in two teams in the same division.
- A player may not play on two men's teams. A player may play on a men's and coed.

**The ball must be delivered with a perceptible arc and reach a height of at least 6 feet from the ground while not exceeding a height of 10 feet from the ground.**

All bats must be ASA approved. All 1.20 BPF bats are allowed. A current listing is on the web at [www.softball.org](http://www.softball.org). Team found using an illegal bat-the bat will be removed from the game and the action of play involved will be an out. No ejections.

**ASA Home Run rule: Men's C - 3, Men's D - 1, Coed - 1, Men's E-0**

### **One-Up home run rule**

Once both teams reached their respective home run limits, either team may hit an additional home run; however, no team may ever go more than one home run up on the other team. Any additional home runs above the one-up rule will be scored as an out. Example: Both Men's D teams have hit their respective one home run by the 3rd inning. In the 4th inning the visiting team is now allowed to hit another home run, and do so. In the bottom of the 4th the home team can now hit 2 home runs, which is allowed, because they are no more than one home run up on the other team. If one team does not hit their allotted home run limit, then the one-up home run rule will not be used. The home team, in the bottom of the 7th or later innings, may hit one home run to pull even in the number of home runs as the opposing team, but may not hit a home run to go one up.

Revised May 7, 2016, 9:29 a.m.