# **Webster Xtreme**

### 2024 14U/16U League Night Rules

Ridge Road Park, 1002 Ridge Road, Webster, NY 14580

# Webster MINU Fasipiich

#### Registration, Rosters, and Insurance

Registration is online at <a href="www.waasoftball.com">www.waasoftball.com</a> under Xtreme Summer Travel League. Prior to first games, teams must submit the following via email <a href="www.waasoftball@gmail.com">www.waasoftball.com</a> under Xtreme Summer Travel League. Prior to first games, teams must submit the following via email <a href="www.waasoftball.com">www.waasoftball.com</a> under Xtreme Summer Travel League. Prior to first games, teams must submit the following via email <a href="www.waasoftball.com">www.waasoftball.com</a> under Xtreme Summer Travel League. Prior to first games, teams must submit the following via email <a href="www.waasoftball.com">www.waasoftball.com</a> or prior to the first night's game.

- Certificate of Insurance
- Final legal roster of players listing full name, DOB and player jersey number.
- Rosters are limited to 15 players.
- Birth certificates must be available upon request. USA Softball age cut-offs will be followed.

#### **Game Rules**

- First games will start at 5:30 PM, while 2<sup>nd</sup> games will start at approximately 7:00 PM and will have a hard stop time of 8:35 PM for player safety.
- Second games will be against another opponent to maximize exposure to various team skill levels and to allow teams to maximize training through their depth charts.
- Game balls will be provided, but are to be returned to the concessions stand at the conclusion of each game.
- Both teams are required to report scores to the concessions stand and email the scores to the Xtreme League Director at <u>WAAGirlsSoftball@gmail.com</u>.
- USA/ASA Softball rules govern all play The only exceptions to the USA/ASA rules are:
  - Teams may bat up to their entire roster. Teams may freely substitute players. However, each
    player must occupy the same position in the batting order where they initially batted. In case of
    injury and no eligible substitute is available, no out will be counted in the injured player's spot
    in the batting order.
  - Courtesy Runners: Pitcher/catcher courtesy runners may be used and will follow USA/ASA
    rules. If you are batting the entire roster, your courtesy runner must be the player who made
    the last out.
  - o 14U and 16U players will pitch from 43'.
- All pool play games will have a maximum of 7 innings.
- No new inning will start after 1 hour and 20 minutes (80 minutes) from the official start time.
- Time begins after captains' meeting ends and umpires shall declare official start time. Drop Dead
  time of 1 hour and 25 minutes (85 Mins). All attempts to complete a full inning should be made.
   <u>NOTE</u>: If the last inning cannot be completed, the final game score is the score from the last
  completed inning.
- There are no game protests. The umpires' decisions are final.
- Home team will be determined for <u>each game</u> by a coin flip (team traveling the furthest calls it).
   The home team is official scorekeeper.
- Games can end in a tie.
- Mercy rule in accordance with USA/ASA rules: 15 runs after 3 innings, 12 after 4, and 8 after 5.
- Any team having to forfeit on league night, will be charged with a 7-0 loss for each game missed.

• Games should be treated as an extension of practice and head coaches are encouraged to utilize coachable moments on the field, when applicable.

**Playoff Seedings** - Brackets will be posted on the WAA Girls Softball website and emailed to all team managers. Teams will be seeded based upon the following order of criteria:

- a) Best Record
- b) Head-to-Head (when it involves only 2 teams)
- c) Runs Against
- d) Runs For
- e) Coin Flip

## **League Playoff and Championship Games**

- Seeds 1-4 will play semi-final games, while remaining seeds will play <u>one</u> final playoff game against their next closest seed on <u>Tuesday</u>, <u>July 23<sup>rd</sup></u>. Games will start at 6:00 PM and will have no time limit. All games will be a maximum of 7 innings.
- Winners of the semi-final games will play in the Championship Game on **Wednesday**, **July 24**<sup>th</sup> at 6:00 PM. There is no time limit and the game will be a maximum of 7 innings.
- Highest seed for playoff and championship games is the home team and serves as the official scorekeeper.
- A hard stop time of 8:35 PM is in effect for player safety. International Tiebreaker Rules are in effect
- Mercy rule in accordance with USA/ASA rules is in effect: 15 after 3, 12 after 4, and 8 after 5 innings.

## **Safety Rules**

- There is no throwing or catching of a ball or swinging of a bat allowed by anyone in any spectator areas or in any pedestrian traffic areas.
- On-deck batters are only allowed to swing bats in the field of play in the on-deck-circle. No batting practices in the spectator area.
- Metal cleats are allowed.
- Teams are responsible for their own First-Aid Kits.
- An AED is located at the concessions stand.

## **Inclement Weather Policy**

In case of uncontrollable circumstances or interruptions due to weather, the WAA Softball Officer-of-the-Day reserves the right to alter the league night format in any way necessary to reach a conclusion. This can include, but may not be limited to, shortened game times, fewer games guaranteed, or playing rule changes. Games interrupted might not be resumed. Everything will be done to get the players safely on the field as soon as possible.

# **Ejection Policy (Players and Coaches)**

Any player or coach ejected from a game for any reason will be required to sit out the remainder of the game they were ejected from as well as their next game. If a coach or player is ejected a second time anytime throughout the remainder of the league, the offender will be permanently removed from the remainder of the league and must leave the premises and not return. This applies for ALL games (including pool, semi-finals and finals). NO EXCEPTIONS! Any player or coach not abiding by this policy will result in their team forfeiting the league.