## 2020

OMAHA SUBURBAN SOFTBALL REORGANIZATION RULES

Below is the proposed structure and rules of the girls' softball leagues for the Omaha Suburban Athletic Association (OSAA) beginning in the spring of 2012.

## OSAA General Softball Rules:

All games will be played under the following order of rules:

1. OSAA League Rules
2. OSAA Softball General Rules
3. ASA Fast Pitch Softball Rules

All rules and guidelines set forth may be changed upon the OSAA Board's approval for the benefit of the players involved.
A. BORROWING PLAYERS: Borrowed players must be OSAA-registered softball players and must wear their own team shirt when playing for another team. A team may borrow players from other teams in their own league or from the league one grade level below them. (Example: An $8-10^{\text {th }}$ grade team can borrow a $7^{\text {th }}$ grade player but they must be in $7^{\text {th }}$ grade. Borrowed players must be placed in the last open positions of the batting order and are only allowed to play outfield positions on defense. Should regular team players arrive before the end of the game they must replace the borrowed players in the game.

Violation of these rules will result in a forfeit.
B. PITCHING: ASA pitching regulations will apply, but will be liberally enforced in the $2^{\text {nd }}-5^{\text {th }}$ grade leagues as long as the pitcher is not gaining an advantage. It will be strictly enforced in all other leagues. In an effort to develop more pitchers, the following rule applies to the $2^{\text {nd }}-7^{\text {th }}$ grade leagues: Pitchers will be allowed to make appearances in no more than (2) consecutive and a maximum of (3) innings in any game. For purposes of
enforcing this rule, an inning of pitching is defined as throwing one pitch during a team's inning on defense. For example, if your pitcher throws one pitch it is deemed an inning.

## PITCHING - NOTE: For the $4^{\text {th }}-12^{\text {th }}$ Grade Leagues

If a pitcher hits 2 batters with pitched balls during an inning, at the request of the opposing coach only, the pitcher can be removed from that position. The pitcher is allowed to return to the pitching position after the inning is complete. If a pitcher is removed a $2^{\text {nd }}$ time they may not pitch the rest of the game. Please note once a pitcher hits the $5^{\text {th }}$ batter of the game regardless of innings they will be removed for the remainder of the game. A maximum of five (5) warm up pitches may be taken between innings and when a pitching substitution is made. The pitcher may play any other position on defense.
C. COURTESY RUNNERS: Coaches have the option (and are encouraged) to put in a courtesy runner for their catcher only so they are ready for the start of the next inning. The courtesy runner will be the batter who made the previous out. The only other time a courtesy runner may be used is when a player is injured while batting or running the bases. Again the last out made will be the courtesy runner in any situation.
D. TIEBREAKER: If the game is tied after the $6^{\text {th }}$ or $7^{\text {th }}$ innings, depending on the league, up to 2 innings of international tiebreaker can be used if time is still on the game clock. The international tie-breaker will be used during tournament play after the time limit or after the $6^{\text {th }}$ or $7^{\text {th }}$ inning depending on the league.

The International Tie-Breaker Rule is: The offense (team up to bat) starts with a runner at $2^{\text {nd }}$ base with no outs. The runner at $2^{\text {nd }}$ base is the batter who made the last out of the previous inning.

