

**TIERRASANT ASSOCIATE LEAGUE**

**11220 CLAIRMONT MESA BLVD.**

**LEAGUE DIRECTOR -KEVIN WIGGINS**

**858-715-0083 –FAX 858715-0083**

**EMAIL SDFFL@SAN.RR.COM**

**LEAGUE RULES -WEDNESDAY NIGHT**

**3 January 2005**

1. Batter comes to the plate with a ZERO (0) ball and ZERO (0) strike count. After the 2~ strike the next batted ball must be fair .
2. The umpire keeps score and will announce score after each 1/2 inning. After a new 1/2 inning begins score cannot be changed.
3. Umpire's decision is final on all judgment calls.

Protests:

**ILLEGAL PLAYER:** Manager must officially protest illegal player to umpire before the end of the game. Game will be played out and league director will make decision.

**RULE INTERPRETATION:** Manager must officially protest the game at the time of question. Manager must also submit before the end of the last game a \$20.00 protest fee. Umpire will note time and game information at the time of the protest.

4. **TIE BREAKER METHOD:** To determine ties in league standings the following format will be used: 1. Overall Win / Loss. 2. Head to Head. 3. Total Net Runs -(Total runs scored- Total runs given up) 4. Head to Head net (Total runs scored -Total runs given up) 5. Coin Toss.
4. Runners cannot leave a base until the ball is hit or crosses home plate.
6. Umpire will not signal an "illegal pitch" verbally or with hand gestures. He will simply call an illegal pitch and it become dead.
7. Pitching height limit: 6 feet and 12 feet from the ground.
8. All runners will score on home plate only. Catcher cannot block home plate until he has possession of the ball. Runners can slide at all bases.

8. Base runners are awarded 2-bases from an outfield throw and 1 base on an infield throw if the ball enters a dead ball area.
10. Any ball batted past the first light pole and lands over the right field fence is an automatic out. Ball hitting the light pole is automatic dead ball and batter will not be penalized if ball goes over the fence.
11. An umpire shall not begin an inning after 65 minutes. The last inning of play shall be completed. If tied, One ( 1) additional inning will be played.
12. Sliding is permitted by the base runner into his plate at home.
13. No alcohol or Smoking in the dugouts.
14. Players will not be allowed to use the following bats: Demarini Doublewall's, Miken Velocit-E, Ultra & Ultra II, Steel's Trplx XXX & Trplx XXX, Easton Synergy bats.
15. All rules not covered above will be enforced by current ASA rulebook.
16. Ejections: Player/Manager ejected from a game will automatically be suspended for a Minimum of 1 game, including playoff games if situation applies.
17. Games resulting in incimate weather or light failure will be made up at the discretion or the league director. Game will resume as ended with umpire noteing all situations (score, time left, runners on base, etc...) score sheets shall be collected and when game is re played managers must attempt to maintain line up.
18. Any fly ball hit over the fence to the right of the white pole of the left center field fence, is a home run. Any fly ball hit to tie left of the white pole in left center field, is an automatic out.

**TIERRASANT ASSOCIATE FOOTBALL LEAGUE**

**11220 CLAIRMONT MESA BLVD.**

**LEAGUE DIRECTOR -KEVIN WIGGINS**

**858-715-0083 –FAX 858715-0083**

**EMAIL SDFFL@SAN.RR.COM**

**LEAGUE RULES -THURSSDAY NIGHT**

**3 January 2005**

1. Batter comes to the plate with a one (1) ball and one (1) strike count. After the 2~ strike the next batted ball must be fair.
2. The umpire keeps score and will announce score after each 1/2 inning. After a new 1/2 inning begins score cannot be changed.  
CALL IN SCORES TO 619-980-3223
3. Umpire's decision is final and there are no protests.
4. A player or manager thrown out by an umpire must miss his teams next game.
5. Ties in the standings for playoff positions will be decided by a teams run differential.
6. Runners cannot leave a base until the ball is hit or crosses home plate.
7. Umpire will not signal an "illegal pitch" verbally or with hand gestures. He will simply call an illegal pitch and it become dead.
8. Pitching height limit: 3 feet from the release of the ball and 10 feet from the ground.
9. All runners will score on home plate only. Catcher cannot block home plate until he has possession of the ball. Runners can slide at all bases.
10. Base runners are awarded 2-bases from an outfield throw and 1 base on an infield throw if the ball enters a dead ball area.
11. Any ball batted over right field 12 ft. fence is an automatic out.

12. An umpire shall not begin an inning after 65 minutes. The last inning of play shall be completed.
13. Sliding is permitted by the base runner into his plate at home.
14. **NO DRINKING OF ALCOHOLIC BEVERAGES** during the game. Drinking during the game constitutes ejection of player or players involved. The player involved will be counted as out for his next at bat only. (This rule is in reference to alcoholic beverages).
15. Players will not be allowed to use the following bats: Demarini Doublewall's, Miken Velocit-E, Ultra & Ultra II, Steel's Trplx XXX & Trplx XXX, Easton Synergy bats.
15. In the event any rules have not been discussed above, rules for USSSA Softball shall be enforced.
16. **All Titanium, DiMarini Double Wall & Bats Exceeding 1.2BPF Are Illegal.**
17. Any fly ball hit over the fence to the right of the white pole of the left center field fence, is a home run. Any fly ball hit to the left of the white pole in left center field, is an automatic out.