

ASA for "Dummies"



Table of Contents: Believe it or not, there is one! Good luck finding it (p. 46)!

Index: Most important part of the book. Pages 162-186. When looking up a rule and its effects, look in the index to guide you to the section of the rule you are looking for. Topics are arranged in alphabetical order, but may have many names (i.e. "dropped third strike" is listed as "third strike rule; "continuous walk" is listed as "base on balls" under rule 8, section 7, article T(3).

RULE: # Indicates which rule the topic falls under (12 total)

SECTION: # Indicates the area that the topic falls under within the rule.

ARTICLE: Letter/number indicates which part of the section it's located.

FIND THE RULE, THEN THE SECTION, THEN THE ARTICLE FOR WHAT YOU ARE LOOKING UP. You may need to read a definition to clarify part of the rule based on the terminology used, or you may need to read the "Points of Emphasis" section on certain rules for more clarification.

Rule 1: DEFINITIONS—start here for clarification on basic terminology of the game of softball (pp. 47-56).

Rule 2: THE PLAYING FIELD—diagrams and dimensions of a "legal" playing field for youth, women, men, and seniors (pp. 57-59).

Rule 3: EQUIPMENT—lists and describes all legal equipment (pp. 60-69).

Rule 4: PLAYERS, COACHES, SUBSTITUTES—explains the short-handed rule, rosters, the substitution and re-entry rules, DP/FLEX rules, and illegal players. Also includes the Blood Rule, injured players, and disqualified/ejected players (pp. 69-78).

- Rule 5:** THE GAME—basic rules of game including regulation game, forfeited games, scoring of runs, game winner, and CONFERENCES (offensive/defensive) and their effects (pp. 78-83).
- Rule 6:** PITCHING REGULATIONS—whenever looking up pitching rules, always use FAST PITCH (pp. 83-87) rules. This section is divided into 4 sections: FAST, MODIFIED, SLOW, & 16" SLOW PITCH. FAST PITCH is the first set of pitching regulations listed. This rules covers everything from preliminaries (prior to delivering the pitch) to the legal delivery, and more! ANYTHING that deals with legal vs. illegal pitching, or the pitcher having possession of the ball within the 8' radius or on the pitcher's plate is looked up in this section (ALL pitching rules run from pages 83-97).
- Rule 7:** BATTING—batting order, the act of being a batter (prior to hitting or walking), and anything that may result in the batter being called out is covered in this section (pp. 97-103).
- Rule 8:** BATTER-RUNNER AND RUNNER—once the batter becomes a runner (including once they are on the way to first base), they are referred to as the "batter-runner". Any rule involving the batter-runner or runner being called out or safe is covered in this rule. Rule covers: Batter-Runner is called out; Running bases; Runners entitled to run (liable/not liable to be put out); Runner must return to base, Runner is out/not out; and courtesy runners (pp. 103-121).
- Rule 9:** PROTESTS—grounds for lodging a protest (pp. 121-123).
- Rule 10:** UMPIRES—explains the duties and roles of the umpire (plate vs. base); one-umpire system; describes signals; explains violations and penalties (pp. 123-128).
- Rule 11:** SCORING—explains how official scoring is recorded (i.e. RBI's, pitchers getting the "win", etc.)—(pp. 129-133).
- Rule 12:** USE OF ASA PLAYING RULES—explains that ASA rules only apply to ASA Championship Play but may be adopted by other organizations (p. 133).

Points of Emphasis: This section explains various rules in further detail. If an additional explanation is available, the Index will indicate so in parenthesis next to the topic with the initials POE (points of emphasis) with a number. Simply turn to this section, locate the number indicated, and read the clarification or explanation of the rule or situation.

2004 RULE CHANGES: Pages 42-45 list the rule changes for the year. They also add comments on HOW this rule has changed from last year.

ALL "RULES" PAGES IN THE ASA BOOK HAVE BLACK EDGES. THE INDEX DOES NOT HAVE BLACK EDGES BUT IS LOCATED IMMEDIATELY AFTER THE RULES SECTION.

UMPIRE MANUAL

Table of Contents: pp. 187-189

Section 1: Pre-requisites for good umpiring & "Do's and Don'ts" of umpiring (pp. 198-207).

Section 2: PLATE MECHANICS (pp. 209-223): Set position, timing, balls and strikes, count, fly balls, fair and foul balls, trailing the runner, passed balls, conferences, timing plays, tag plays at home, appeals at home, check swing, dead ball situations, catcher obstruction, time out, and helpful hints for plate umpires.

Section 3: The FIELD UMPIRE (pp. 224-237): Techniques on the bases, base calls, force play, tag plays, pulled foot, swipe tags, inside-outside theory, "button-hook", running out of the base line, obstruction-fake tag, collisions, illegal pitches, basic safe and out procedures (describes and diagrams the motions), and helpful hints for base umpires.

Section 4: UMPIRE SYSTEMS (pp. 238-256): describes the different umpire systems while explaining which umpire is responsible for each type of call throughout the game (types include one-ump, two-ump, three-ump, and four-ump).

UMPIRE SIGNAL CHART: PAGES 260-261