

B.P.G.S.A. GENERAL RULES 2008
FRESHMAN 9-10
2008 Revisions

The B.P.G.S.A will follow the rules of the ASA with the following exceptions:

1. FIELD DIMENSIONS

Baseline 60 feet (hashmark ½ way between base)
Outfield (max) 175 feet
Pitching Distance 40 feet

2. The home team must provide one new game ball and one other ball in good condition for each game. The official ball should be a tournament plus, restricted flight ball, no blem 11” core .44, compression 375.
3. All games will start at their scheduled times. A 15-minute grace period will be given. Teams having 9 uniformed players at the scheduled starting time must start the game. Players arriving late will be entered at the end of the batting order. If a team does not have at least 9 players, the game will be forfeited. BPGSA believes that playing the game is better than forfeiting, so try to play by borrowing a player from the other team, if possible.
4. *GAME LENGTH: 6 INNINGS Six (6) innings or 2 hour time limit from the start of the game, if a second game is to follow. No new inning can be started after the time limit but an inning in progress must be finished.
5. A team can score no more than 5 runs per inning (exception – the last inning has no limit). If either team is ahead by 12 runs after 5 full innings, the game ends. Home team is entitled to bat if visitor is ahead.
6. Players from a younger division can be used during the regular season only if there are less than 10 players from the regular team. No younger player will be played ahead of a regular team member. No call-up will play more innings in the field than a regular team member. Opposing manager must be notified before the start of the game. 3-player limit. Call-up players will be entered at the end of the batting order and will not be permitted to pitch or play shortstop. All players including substitutes must play. If a player comes late they must be played. Regular in-house jersey must be worn by younger player, if available.

NOTE:

We encourage games to be played and not cancelled because of the lack of players.

If you have less than 8 players on the field, a team should borrow a player(s) from the other team for fielding only. The last player recording an out from

the last at bat should be used on the opponent's field of play. If by chance, the player was in the field the last inning and is the last out in the next inning, then the 2nd to last out should be used. This player can only be used in the outfield or catcher position.

7. In case of rain, the umpire will suspend the game. The game will be resumed at the point of suspension on a date mutually agreed on by managers and the division coordinator. 5 full innings constitutes a complete game unless the home team is ahead after 4 ½ innings
8. It will be the responsibility of the home team to cancel a game. The home team manager must notify the opposing manager, umpire coordinator and the division coordinator at least 60 minutes before the scheduled starting time of the game. NO games will be canceled except for rain or wet grounds resulting from previous rain. All cancellations will be rescheduled through the division coordinator.
9. Games tied after regulation play will end in a tie.
10. All players must play 3 full innings unless injury or extenuating circumstances prevent compliance. Failure to comply will result in forfeit. Managers are encouraged to familiarize all players with a VARIETY of playing positions. No player can play the same position for more than 3 innings.
11. Continuous Batting – Each team must bat all players on the bench. In the event of an injury or other reason and a player cannot return to the game, the batting order changes. **If a player is officially removed from the game, no outs will be taken for that player's turn at bat.** Once a player is taken out of the batting order she cannot return. She will be considered an out each time when the team gets to the batter as long as she remains in the batting order or until officially removed from the game.
12. All players must be in complete uniform to play. This includes shirt, pants and hat worn in the correct position on the head. Players must wear their teams hat, unless they forgot it.

***NOTE:**

No short shorts. Must be below finger tip length when standing erect and hands are at your sides.

13. The ASA “re-entry rule” is waived.
14. ASA umpire determines warm-up pitches. Home team will insure that the visiting team has at least 15 minutes of warm-up time on the playing field prior to the scheduled starting time. If there is more than ½ hour, warm-up time is to be

split evenly between home and visiting team. No infield or outfield ball after the first inning.

15. ASA "Foul tip on 3rd strike" rule is waived. A batter is out if the catcher catches a pop fly ball (above the catchers head).
16. **Players must not wear jewelry during games.** Exception***surgical post must be taped thoroughly covering the post and the lobe. A players cell phone must be turned off during the game on the field or in the field area for the players safety.
17. **The runner must be at least halfway to the next base when the ball is ruled dead to be awarded that base.**
18. A manager or coach can make only one trip to the mound during a single inning. The pitcher must be replaced if a second trip is made.
19. **No walks. Batter's coach pitches after 4 balls. The coach will limit his pitches to a maximum of 7 pitches per batter. If the batter does not swing at the 7 pitches, the batter is called out. If the coach does not feel he can throw strikes from 40', the coach will be allowed to move forward to 35' to pitch. If the umpire determines that the coach is incapable of throwing consistent strikes, the umpire has the right to request another coach to pitch to the batters.**
20. Any person on the playing field or in the stands may make no derogatory remarks. Umpires have the right to eject any player, coach, manager or any fan for any abusive language or harassment.
21. Sliding is strongly encouraged where appropriate. If a play is made at any base, the runner must attempt to avoid a collision with the defensive player. Running down a defensive player with intent to harm or to try to make the defensive player drop the ball – runner is out and ejection from the game at umpire's discretion, the second time this occurs, that player is automatically ejected from the game, the third time this occurs, the team will automatically forfeit the game and strict disciplinary action will result for the team. No exceptions!
22. Only athletic shoes or rubber spiked baseball shoes may be worn. No metal spikes.
23. **No "infield fly rule" in this division.**
24. Any player throwing equipment in anger will be warned or ejected at the umpire's discretion. There will be no warning for coaches and manager.
25. **Coaches cannot assist a base runner in any manner. If this occurs the runner is out.**

26. Catching equipment (mask, helmet, chest protector and shin guards) must be worn by the catcher. Mask must have a throat protector.
27. *Only official slow pitch or fast pitch softball bats may be used. No bat longer than 34", heavier than 36 oz or barrel larger than 2 ¼ may be used. All bats must be one piece (i.e. no Easton Connexion). ***ALL BATS MUST BE SINGLE WALL ALUMINUM.** No double or triple wall bats, titanium, or bats with engravings on the barrel. No bats are permitted with extenders or attachments. No bats are permitted that are listed on the "ASA Banned List" on the ASA website. The bat can be a maximum of a minus 10 (Length minus weight).

****** NOTE: THE BAT INSPECTION IS NOT THE RESPONSIBILITY OF THE UMPIRE AND WILL NOT BE REMOVED FROM A GAME BY THE UMPIRE. THE UMPIRE WILL ENFORCE THE IN HOUSE RULE AS STATED IN THE PENALTY SECTION. TEAM MANAGERS ARE RESPONSIBLE FOR INSPECTION AND REMOVAL OF "IN HOUSE ILLEGAL BATS". THIS IS STRICTLY ENFORCED.**

***Penalty:**

If an illegal bat is used the results are dead ball, no play on the field, and the batter is out. If there is a 2nd violation the player is removed from the game and the board will be contacted before the next scheduled game for manager/player review.

28. **There will be no advancement due to overthrow at 1st and 3rd base.** If the throw is behind the advancing runner and the runner is at least halfway to the next base, the runner may obtain the base. When the ball is thrown in from the outfield to any base and the infielder has control of the ball, time will be called. Any runner not beyond the hash marks will be sent back to the previous base.
29. Outfielders must be positioned at least 15 feet beyond the baseline when the ball is put into play. No charging.
30. The league requests that no game be played without a certified ASA umpire. If no umpire arrives for the game, notify the umpire coordinator. If needed, due to an umpire not showing up, an umpire will be assigned after a discussion is had with managers from both teams.
31. No smoking or other use of tobacco is permitted on the field or in team areas during practices or games.
32. The umpire shall call time-out and stop play at the onset of an injury. When play resumes the umpire will then direct any base runners to the appropriate base.

33. All batters and runners shall wear helmet with chinstraps securely in place.
34. Pitching arc is 6' – 12" from the ground.
35. Any pitcher from a team cannot pitch more than 3 innings per game.
36. **Mouth guards are MANDATORY.** Players not having a mouth guard at the start of the game will not be permitted to play. If a girl enters the batters box and the umpire identifies that she does not have a mouth guard in her mouth, she is out. *If a girl is on the playing field and she does not have a mouthpiece in her mouth when the inning begins, she will be out her next time at bat. This will also include multiple players.*
37. **Players must hold the base that they are on until the batter makes contact with the ball.** If the player is caught leaving the base early, the umpire will issue one team warning. The second time the base runner will be considered out.
38. **If a player throws the bat after the ball is hit, the team will be issued a warning.** The next batter on that team to throw the bat will be considered an out. A thrown bat is at umpire's discretion.
39. **The use of a double first base will be employed to reduce collisions.** The bases will be strapped together and securely anchored so that one lies within the outside of the foul line. The fielder will use the infield (white) portion only; the runner will use the foul line (orange) portion only when there is a play on the batter/runner. If the fielder uses the wrong ½, the runner is safe. If the runner uses the wrong ½ the runner is out.
40. Every player must play a minimum of at least two (2) innings in an infield position per game. The definition of an infield position is: 3rd base, shortstop, 2nd base, 1st base, pitcher and catcher. The managers are requested to try and schedule the players to play as many different positions as possible during games and throughout the season, in order to expose the girls to a variety of positions.
41. **Obstruction** (ASA Rulebook pg. 149 Points of Emphasis #36: The act of a fielder (including pitcher/catcher):
 - A: Not in possession of the ball or
 - B: Not in the act of fielding a batted ball,
Which impedes the progress of a batter-runner or runner who is legally running the bases.

If the defensive person is blocking the base or base path without the ball, this is impeding the progress of the runner and this is obstruction. Prior to this year, coaches taught to block the base, catch the ball and make the tag. Now it must catch the ball, block the base and make the tag (read further for umpire ruling).

42. A maximum of 4 coaches are permitted in the dugout or designated team areas during game time. The total number of coaches includes a score keeper. Example – 1 manager, 2 coaches, & 1 score keeper = TOTAL of 4. No Exceptions. Please be aware of this rule and let your parents know that they will not be allowed in the "player area". The umpires will be aware of this and will enforce this rule.