

BPGSA GENERAL RULES 2010
JUNIORS 13-15

The Junior Division is allowing the use of Composite Bats. All bats must be approved by the ASA. No bats are permitted that are listed on the “ASA Banned List” on the ASA website:

http://www.asasoftball.com/about/certified_equipment.asp. Please check with this website before you buy a new/used bat.

The BPGSA will follow the rules of the A.S.A. with the following exceptions:

1. FIELD DIMENSIONS:

BASELINE	65 Feet
PITCHING DISTANCE	50 Feet
OUTFIELD	225 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.

4. GAME LENGTH: 7 INNINGS

5. If the home team is ahead by 12 runs after 4 ½ full innings or the visitors are ahead by 12 runs after 5 innings, the game ends. The home team will always be entitled to bat in the bottom of an inning.

6. Call-Ups: Only players from the sophomore division that are age 12 (2nd year) can be used during the regular season. A manager can only call a younger player if the manager is aware that he/she will only have 9 or less players from their regular team for the game. If a call-up shows up for the game, and a 10th player from the regular team also shows up, the call-up is only permitted to play a maximum of 3 innings in the field, but should continue to bat throughout the game. 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. The opposing manager must be notified before the start of the game. **3-player limit.** Call-up players will be positioned at the end of the lineup and will not be permitted to pitch or play shortstop. If a regular team member comes late and you started with 10 players, the regular player will be entered at the start of the next full inning, and the call-up should still bat and play maximum of three innings in field as described above. Only a roster player can be added after the game

- begins. Both, the regular in-house jersey and pants must be worn by the younger player, if available.
7. As long as you have 8 players to finish a game, the A.S.A. player limit rule is waived.
 8. In the case of rain, the umpire will suspend the game. The game will be resumed at the point of suspension on a date mutually agree on by the managers and the division coordinator. 5 full innings constitutes a complete game unless the home team is ahead after 4 ½ innings.
 9. It will be the responsibility of the home team to cancel the 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 cancelled except for rain or wet grounds from precocious rain. All cancellations will be rescheduled through the division coordinator.
 10. For games that are played at night while school is in, no new inning can start after 1 hour and 45 minutes from the first inning. This applies also to day games when another game is to follow. Games played at night after school is out for summer must be completed before 11:00 PM. Day games with no game following must be completed. In the first two examples, the game will end in a tie.
 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 play 3 full innings unless injury or extenuating circumstances prevent compliance.
 13. All players must be in complete uniform to play (shirt & pants). Hats are optional, but are strongly encouraged by the B.P.G.S.A. board.

***NOTE:**

NO SHORT SHORTS. Shorts must be below finger tip length when standing erect and hands are at your sides.

14. The ASA re-entry rule is waived.
15. Only 3 warm-up pitches between innings. No infield/outfield ball after the first inning. 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. Less than ½ hour warm-up time is to be split evenly between home and visiting team.
16. 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).
 17. Players must not wear jewelry during games. Exception** surgical post must be tape 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.
 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 intentional walks.
 20. No derogatory remarks may be made by any person on the playing field or in the stands. Umpires have the right to eject any player, coach, manager or 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. Infield fly rule will be in effect. If the umpire deems a routine pop or fly ball or line drive catch-able in the infield with base runner(s) on 1st and 2nd, or 1st · 2nd and 3rd bases, with less than 2 outs, then the batter is out. Unless, the ball drifts foul and the player drops the ball in foul territory, then the batter is not out and the ball is dead. Base runners are often confused when a infielder drops the ball after the umpire calls the “infield fly rule”. In short, base runners are under **no obligation** to advance and they cannot be forced out. If the infielder drops the ball, the base runners can advance at their own risk. Should they choose to advance, they need not tag up, because the ball was not caught. If the ball is caught in the infield area after the rule as been called into effect, the base runners can attempt to advance should they so desire, but they must first tag up, as with any other regulation pop or fly ball or line drive.
 24. Any player throwing equipment in anger will be warned or ejected at the umpires discretion. There will be no warning for coaches and managers.

25. Coaches may not 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. No bats are permitted with extenders or attachments.

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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. 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 made the managers from both teams.
29. Managers are required to report their weekly results to the division coordinator by Sunday of each week.
30. No smoking or other use of tobacco is permitted on the field or in team areas during practice or games.
31. 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.
32. **All batters and runners shall wear helmets with chinstraps securely in place. Chinstraps are Mandatory on all helmets.**

33. Pitching arc is 6'-12' from the ground.
34. Protest/Appeals will be finalized by the umpire coordinator. Must notify the head umpire at the time of incident. A formal protest must be made in writing within 48 hours.
35. Mouthpieces are MANDATORY. Players not having a mouthpiece at the start of the game will not be permitted to play. If a girl enters the batting box and the umpire identifies that she does not have a mouthpiece, she is out. If a girl is on the playing field and she does not have a mouthpiece, when she has her next turn at bat, she will be automatically declared out. This will include multiple players.
36. 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 base runner will be considered out.
37. If the batter 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.
38. BCL must be OFF the field by 8:10. NO EXCEPTIONS.
39. The managers can only discuss calls and rulings with the umpire.
40. 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.
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 a 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.