

Blue Mountain Girls Softball
"Local" Playing Rules – Rev 1/25/2008

The following rules and regulations are additions or exceptions to ASA rules for league play only.

General

1. No one, other than players, coaches; managers or umpires are allowed on the playing field during games.
 - a. **5-6 & 7- 8 year olds:** Defensively a coach will be allowed on the playing field to help in coaching.
 - b. **Base coaches:** Must be uniformed players wearing batting helmets or registered Coaches and/or Assistant Coaches.
2. Players on the field:
 - a. 5-6, 7-8 & 9-10: Ten players defensively
 - b. 11-12, 13-14 & 15-18: Nine players defensively
3. Each player must be scheduled to play a minimum of two innings defensively prior to the end of the 4th inning of each game. A coach may "bench" a player for disciplinary reasons during a game but must notify the opposing team's Coach when this occurs and why they are benching the player. Ignoring this rule will result in action taken by the BMGSA. We **require** that each child have a chance to start defensively in at least every other game.
4. Once a player is removed from the game defensively, they may be reentered anytime during the game (unlimited substitution).
 - a. **5-6, 7-8 & 9-10 year olds:** Defensively each player must have a chance to play all positions during the course of the season. (exception: the pitching & catching positions for 9-10 year olds)
5. Maximum meetings per week (includes both games and practices) limits:
 - a. 5-6, 7-8: Three (3) meetings per week.
 - b. 9-10, 11-12, 13-14 & 15-18: Four (4) meetings per week.
6. Chatter is allowed on the field so long as it is positive and supportive of your team and not derogatory in nature. A catcher is not allowed to chatter once the ball has left the pitcher's hand until it passes the batter. Derogatory statements and chants to intimidate the opposing players are not allowed. **PLEASE keep a positive attitude and display good sportsmanship!** Coaches and parents are encouraged to cheer for both teams.
7. Smoking, alcoholic beverages and **profane language** are strictly prohibited at all playing facilities and in the dugouts at all times.
8. Umpires will be provided for this league(except 5-6 & 7-8 year olds). Many of these officials will be teenagers or young adults and **will be treated with respect at all times!** Players, coaches and spectators will refrain from critical outbursts or be removed from the park. Remember we are teaching sportsmanship above all other elements of the game. Children will follow an adult's lead in most situations, so please make sure you are leading in a positive direction. If you have problems with an official in regards to rule interpretation or personal demeanor, contact your Age Division Rep with your complaints.
9. Open Batting. All team members shall bat in a pre-established order with ALL players present on the batting order. All players will bat the entire game whether they are playing defense or not. Late players must be added to the bottom of the line-up. Injuries or illness constitute justification for dropping a player from the batting rotation pending her ability to continue to play.
 - a. **5-6, 7-8 & 9-10 year olds:** The batting order must be rotated every game so that certain players are not always the last to bat.

10. Pitching Distances:
- a. 5-6 year olds: t-ball
 - b. 7-8 year olds: coach pitch – 30feet
 - c. 9-10 year olds: 35 feet
 - d. 11-12, 13-14 & 15-18: 40 feet
11. Balls:
- a. 5-6 & 7-8 year olds: 11" incrediball
 - b. 9-10 year olds: 11" softball
 - c. 11-12 12" softball
12. Pitching Limits:
- a. 7-8 year olds: coach pitch
 - b. 9-10 year olds: a pitcher may pitch no more than three innings in a game
 - c. 11-12 a pitcher may not pitch more than four innings in a game
 - d. Exception – No pitching limits will be enforced during tournament play.
13. No rescheduled games allowed, unless rescheduled due to weather.
14. No standings are kept - remember this game is for fun and skill development of the participants.
15. Score: no score will be kept in the 5-6 & 7-8 age divisions.
16. Home team will be the official scorekeeper and the official timekeeper (write down the starting time in the upper right hand corner of the scorebook).
17. Five (5) runs shall constitute an inning for all BMGSA games. If more than five runs are scored as a result of the last batter's turn at bat, only as many as result in a cumulative score of five runs for that half inning shall be counted.
- a. Exception: 6&U will bat their entire line-up each inning.
 - b. Exception: 8&U will bat their entire line-up or play 3 outs, whichever comes first.
18. Open inning. The last inning may be designated as an "Open Inning" allowing unlimited scoring for both teams. The Open Inning may only be called at the beginning of the seventh inning or the inning starting with 20 minutes or less remaining to play. The Open Inning may only be called by the coach that is behind or by either Coach if the score is tied.
- a. Exception: The Open Inning will not be used for the 5-6 & 7-8 age groups.
19. A complete game will consist of seven (7) innings or reaching the time limit (see rule 20).
20. Time limits. No new inning will start after the following times.
- a. 5-6: 1 hour
 - b. 7-8: 1 hour 30 minutes
 - c. 9-10: 1 hour 30 minutes
 - d. 11-12: 1 hour 45 minutes
 - e. 13-14: 1 hour 45 minutes
 - f. 15-16: 1 hour 45 minutes
 - g. 17-18: 1 hour 45 minutes
21. A ten (10) minute grace period from the scheduled game will be allowed on the starting time for all games. The 10 minutes will be taken off the playing time. Teams may play with one less than the minimum players needed. If a team does not have the proper amount of players ready at the end of the grace period, the teams may divide the players and play a game. That's what everybody is there for anyway, so **play!**
22. Tie Games. Games may end in a tie. However, if after the Open Inning the score is tied and time still remains, the game shall continue according to the ASA rule for tiebreakers.
23. Batting helmets with face mask and meeting the ASA requirements must be worn properly by all batters, players running the bases and players coaching base runners. A catcher's helmet

and mask, with throat protector or approved mask extension, must be worn by all catchers both during the game and while warming up pitchers.

24. Players must be in uniform at all games.

25. The infield fly rule:

- a. 5-6, 7-8 & 9-10 year olds: no infield fly will be called.
- b. 11-12, 13-14 & 15-18: infield fly will be called.

26. The dropped third strike rule.

- a. 5-6, 7-8 & 9-10 : will not be in effect
- b. 11-12, 13-14 & 15-18: will be in effect

27. The strike zone will be called as it is in the ASA rule book. The exception is that the zone may vary based upon the skill of the pitcher and the ability of either team to get the ball to the plate. (i.e. the strike zone may change to anything that is hittable if the pitcher is having great difficulty).

28. Stealing

- a. 5-6 & 7-8 year olds: stealing will not be allowed
- b. 9-10 year olds: stealing will be allowed. NO STEALING HOME ALLOWED. Base runners may steal one base per pitch, i.e. on a wild pitch or passed ball. **See Section 29.**
- c. 11-12, 13-14 & 15-18: Stealing is allowed per the ASA rule book.

29. 10U Base-running Rules

- a. Runners starting at first or second base are entitled to advance or steal one base only per pitch. Runners starting at third base may not steal home but they are liable to be put out if they come off the base.
- b. Runners can only score on:
 - i. A batted ball, or
 - ii. On an awarded base
- c. After play ceases and the ball is dead, if a runner occupies a base beyond the one the runner was entitled to advance or steal, the runner will be returned to the correct base without liability to be put out.

“Local” 10& Under Rules:

1. Defensively each player must have a chance to play all positions during the course of the season. (Exception: the pitching & catching positions.)
2. Maximum of four (4) meetings per week including both games and practices.
3. The batting order must be rotated every game so that certain players are not always the last to bat.
4. Pitching Distances – the pitcher shall pitch from a distance of 35 feet.
5. Balls – the 11” softball shall be used.
6. Pitching Limits – a pitcher may pitch no more than three innings in a game.
7. No Walks will be allowed. After a batter receives four balls from the opposing pitcher or is hit by a pitch from the opposing pitcher, the batter’s coach (or designate) will throw three pitches to his/her batter. A batted fair ball is live and in play. If the batter does not hit any of the three pitches in fair territory, the batter is declared out. Batters struck by a coach-pitched ball shall not be awarded first base.
8. Bunting is not allowed during the time the Coach (or designate) is pitching.
9. Time limit – No new inning will start after 1 hour and 30 minutes.
10. Ten Players will play defensively on the field. The 10th player should be an extra outfielder.
11. The dropped third strike and the infield fly rules will not be called.
12. Stealing will be allowed; however, STEALING HOME IS NOT ALLOWED. **See ASA Rule book.**
 - a. Players will be allowed to leave the base when the ball leaves the pitcher’s hand, but baserunners will have to follow all other rules in regards to leading off. (i.e. Look - back rule).
 - b. Base runners may steal one base per pitch, i.e. on a wild pitch or passed ball.
 - c. No stealing is allowed while a coach (or their designate) is pitching.
13. 10U Base-running Rules
 - a. Runners starting at first or second base are entitled to advance or steal one base only per pitch. Runners starting at third base may not steal home but they are liable to be put out if they come off the base.
 - b. Runners can only score on:
 - i. A batted ball, or
 - ii. On an awarded base
 - c. After play ceases and the ball is dead, if a runner occupies a base beyond the one the runner was entitled to advance or steal, the runner will be returned to the correct base without liability to be put out.

“Local” 8 & Under Coach Pitch Rules:

1. Defensively a coach will be allowed on the playing field to help in coaching.
2. Maximum of three (3) meetings per week including both games and practices.
3. Defensively each player must have a chance to play all positions during the course of the season.
4. The batting order must be rotated every game so that certain players are not always the last to bat.
5. Pitching Distances – the Coach-pitcher shall pitch from the normal pitching distance of 30 feet and shall step out of the way of any batted ball.
6. Balls – the 11” incrediball, or equivalent, shall be used.
7. The Open Inning will not be used for the 5-6 & 7-8 age groups. Teams will bat their entire line-up or until there are three outs made – whichever comes first each inning.
8. Time limit – No new inning will start after 1 hour and 30 minutes.
9. Ten Players will play defensively on the field.
10. Each team shall be required to supply an Umpire for each game. The Umpires shall alternate behind home plate each inning. The Coach of a team shall not act as umpire.
11. No score will be kept. The score book will simply keep track of the batting order and the runs per inning.
12. The dropped third strike and the infield fly rules will not be called.
13. Stealing will not be allowed; however, baserunners can leave the base when the ball leaves the pitcher’s hand. Baserunners may advance only on a “hit” ball. Baserunners may advance one base per play on overthrown balls. Baserunners must be hit home and may not score on an overthrow or other error (see the 10U section of the ASA Rule Book).
14. No walks will be allowed. Batters struck by a coach-pitched ball shall not be awarded first base.
15. If, after unsuccessfully trying to hit several pitched balls during their turn at bat, the coach may allow a batter to hit off a batting tee. This is at the coach’s discretion and should consider both the “confidence” impact on the player as well as the need to “keep the game moving”.
16. Players may pitch after each team has completed six League Scheduled games. 10&U pitching rules will be in effect when players pitch with the exception that players will pitch from 30 feet.

"Local" 6 & Under T-ball Rules:

1. Defensively a coach will be allowed on the playing field to help in coaching.
2. Maximum of three (3) meetings per week including both games and practices.
3. Defensively each player must have a chance to play all positions during the course of the season.
4. The batting order must be rotated every game so that certain players are not always the last to bat.
5. Pitching Distances – this will be a t-ball league.
6. Home plate and bases shall be set up in a normal configuration with 45 feet between them. (Note: a 60 foot field can be used if that is the available set-up.)
7. Balls – the 11" incrediball, or equivalent, shall be used.
8. The Open Inning will not be used for the 5-6 & 7-8 age groups.
9. Time limit – No new inning will start after 1 hour.
10. Ten Players will play defensively on the field.
11. Teams will bat their entire line-up each inning.
12. Each team shall be required to supply an Umpire for each game. Adult base coaches may act as Umpires.
13. No score will be kept. The score book will simply keep track of the batting order.
14. The dropped third strike and the infield fly rules will not be called.
15. Stealing will not be allowed. Baserunners can leave the base when the bat makes contact with the ball.
16. No walks will be allowed.
17. After each team has completed six League Scheduled games, coaches will be allowed to pitch to their batters. 8&U coach-pitching rules will be in effect when coaches pitch to their batters.