

League Blue Mountain Girls Softball
"Local" Playing Rules – Rev 03/10/2023

The following rules and regulations are additions or exceptions to USA 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. **K, 1&2, grades:** 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. K-4 Grades: Ten players defensively
 - b. 5-6 Grades: 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 substitutions).
 - a. **K-2 Grades:** Defensively each player must have a chance to play all positions during the course of the season.
5. Maximum meetings per week (includes both games and practices) limits:
 - a. K, 1-2: Three (3) meetings per week.
 - b. 3-4, 5-6 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 K- 1/2 divisions). 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 umpire in regard to rule interpretation or personal demeanor, contact the recreation coordinator 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. **K-2 Grades:** The batting order must be rotated every game so that certain players are not always the last to bat.

10. Pitching Distances (By division):

- a. K: t-ball
- b. 1-2 grade: coach pitch – 35 feet
- c. 3-4 grade: 35 feet
- d. 5-6 grade: 40 feet

11. Balls (By division):

- a. K-2: 11" incrediball
- b. 3-4: 11" softball
- c. 5-6: 12" softball

12. Pitching Limits: (By division)

- a. 1-2 grade: coach pitch
 - b. 3-4 grade: a pitcher may pitch no more than three innings in a game
 - c. 5-6 grade: a pitcher may not pitch more than four innings in a game
- 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: Score will be kept in all divisions except K-1st/2nd. No standings will be kept.

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: K will bat their entire line-up each inning.
- b. Exception: 1-2 will bat their entire line-up or play 3 outs, whichever comes first.

18. A complete game will consist of seven (7) innings or reaching the time limit.

19. Time limits. No new inning will start after the following times. **NO OPEN INNINGS** (By Division)

- a. K: 1 hour
- b. 1-2: 1 hour 15 minutes
- c. 3-4: 1 hour 30 minutes
- d. 5-6: 1 hour 45 minutes

20. 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 number 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!**

21. Batting helmets with face mask and meeting the USA 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.

22. Players must be in uniform at all games.

23. Outfielders must start with their feet in the OF grass before the pitch is delivered to the hitter.

24. The infield fly rule: (By division)

- a. K, 1-2: no infield fly will be called.
- b. 3-4, 5-6: infield fly will be called.

25. The dropped third strike rule. (By Division)

- a. K, 1-2, 3-4: will not be in effect
- b. 5-6: will be in effect

26. The strike zone will be called as it is in the USA 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).

27. Stealing (By division)

- a. K, 1-2: stealing will not be allowed
- b. 3-4: stealing will be allowed. Base runners may steal one base per pitch, i.e. on a steal, wild pitch, or passed ball.
- c. 5-6: Stealing is allowed per the USA rule book.

3-4 Grade Modified Fastpitch 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. The coach may stand anywhere in the pitcher’s circle to throw the three pitches. Any batted fair ball is live and in play. If the third pitch is swung on and missed, the batter is out. The batter is allowed to foul off pitches until they miss, or the ball is hit into play. 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. Outfielders must start with their feet in the OF grass before the pitch is delivered to the hitter.
12. The dropped third strike rule will not be in effect. Infield fly rule will be called.
13. Stealing will be allowed. **See USA 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.
14. 3-4 Grade Base-running Rules
 - a. Runners starting at first or second base are entitled to advance or steal one base only per pitch.
 - 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.

1-2 Grade 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.
 - a. Batter runners who are put out are required to leave the base
5. Pitching Distances – the Coach-pitcher shall pitch from the normal pitching distance of 35 feet and shall step out of the way of any batted ball.
6. Balls – the 11” incrediball, or equivalent, shall be used.
7. 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 15 minutes.
9. Ten Players will play defensively on the field.
10. Outfielders must start with their feet in the OF grass before the pitch is delivered to the hitter.
11. Each team shall be required to supply an Umpire for home games. They can umpire from behind the plate or out in the field. The Coach of a team shall not act as umpire.
12. No score will be kept. The score book will simply keep track of the batting order and the runs per inning.
13. The dropped third strike and the infield fly rules will not be called.
14. 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.
15. No walks will be allowed. Batters struck by a coach-pitched ball shall not be awarded first base.
16. 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”.
17. Players may pitch after each team has completed six League Scheduled games. 3-4 grade pitching rules will be in effect when players pitch.

K grade 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. Time limit – No new inning will start after 1 hour.
9. All players will play defensively.
10. Teams will bat their entire line-up each inning.
 - a. Batter runners who are put out are not required to leave the base
 - b. The last batter up will hit a “home run”
11. No score will be kept. The score book will simply keep track of the batting order.
12. The dropped third strike and the infield fly rules will not be called.
13. Stealing will not be allowed. Baserunners can leave the base when the bat makes contact with the ball.
14. No walks will be allowed.
15. After each team has completed six League Scheduled games, coaches will be allowed to pitch to their batters. 1-2 grade coach-pitching rules will be in effect when coaches pitch to their batters.