

# BVGSL Minors / U12 RULES 2018

## General:

1. All players must be registered members of the Douglas, Bellingham, Nipmuc (Mendon-Upton), Northbridge, Blackstone-Millville, Uxbridge, Hopkinton and Milford Youth Softball Leagues.
2. Any rules not covered in league rules will automatically default to ASA/USA Umpire rulings.
3. All players must wear uniforms. They must also wear rubber spikes or sneakers.
4. Players are not allowed to wear jewelry of any kind.
5. Each team will field 9-10 players if available on defense, consisting of 3-4 outfielders. All outfielders must remain in the outfield area until the ball is live. The ball is considered live when the ball is hit. Teams are allowed to start with 8 players with no penalty. Players that arrive after scheduled start time will be added to bottom of batting order. Notify coach of opposing team.
6. The decision to call a game off due to weather/field conditions or will be **made by the head coach of the home team at least two hours prior to the starting time.** If a decision is not made to cancel two hours prior, all players should report to the field at the scheduled start time. The umpire will then determine whether to call the game at the field. Coaches should make every attempt to reschedule these games within a two-week time period. All games should be made up by the week before the playoffs. Failure to do so MAY result in a forfeit for one or both teams unwilling / unable to make up the game. The home team head coach must notify their umpire coordinator of the rescheduled date/time/field.

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7. All games should start at 6:00pm (or scheduled time - if night game or otherwise noted). **A team not fielding 8 players within half hour after scheduled time** shall forfeit the game. Once a game has been forfeited, both teams can still play for fun, but the score and results will not count towards league play. **Umpire will be payed and can leave.**

7a. In the event of scheduled game conflicts/cancellations due to reasons other than weather/field conditions, **BOTH** coaches must agree to reschedule the game.

**WEATHER RELATED DELAYS/CANCELLATON: In the observation of lightning / thunder** teams must wait 30 minutes of no thunder / lightening before continuing. This is an ASA/USA enforced ruling. Be safe.

8. Six full innings define a complete game. *An official game has a minimum of 4 complete innings, 3 and a half if the home team is ahead.* In the event that a game needs to be continued/rescheduled, teams will pick up where they left off to continue the game. Refer to ASA/USA guidelines.
9. Players must remain in the dugout or on the bench when not playing in the field. The on-deck batter may warm up. Pitchers may warm up between innings.
10. Each team **will only be able to score up to 6 runs an inning.** This is until the last inning of the game where each team can score unlimited runs. **The umpire needs to announce when the last inning will be played so both coaches are aware that they can now score unlimited runs.**
11. All injuries must be reported to the leagues of those participating in the game.
12. All coaches will have on hand the emergency forms (registration forms) at all practices and games.
13. Each team must have an emergency kit on hand with gloves, band aids, ice packs, gauze, etc.
14. A twelve (12) inch ball will be used as the standard for all games.

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15. **Each player can sit out one (1) consecutive inning.** An injured player can sit out more than one consecutive inning.
16. Catchers must wear catcher's equipment as provided by the league or equivalent, and wear personal protective equipment, as necessary, which is furnished by the player/team. This rule is in effect for both games and practices.
17. **Protective face guards must be worn by the pitcher.** It is HIGHLY recommended that it be worn by first and third baseperson as well. It is up to each town-league board to enforce this ruling.
18. The home team is responsible for paying the umpire during regular season games. If an umpire is not present at the start of the game, the designated assistant coach for the home team will umpire.
19. **Regarding play time allotted, Refer to ASA/USA rules**  
Games will continue for complete six innings unless the game is called by umpire due to darkness and no lights are available, or if the game goes beyond ASA defined time limits.
20. If an injured player in a continuous batting order is unable to play she will be skipped in the order. The opposing team will not get an automatic out. The player is allowed to return to the game at any time.

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## Conduct:

1. Profanity, kicking equipment or other unsportsmanlike conduct by coaches, players, or parents will cause the umpire to give the team a warning. Continuation of this behavior by the player or coach after the warning will result in ejection from the game. If a parent continues to display unacceptable behavior after being warned, the team for whom their daughter plays may be forced to forfeit the game at the umpire's discretion.
2. Coaches shall assume the responsibility for the conduct of his/her players. They will also be responsible for assisting the umpire in managing unacceptable behavior displayed by the parents of girls of his/her team.
3. Coaches should encourage their players to cheer for their teammates. Chanting and singing of limericks will be allowed as long as they are not derogatory or degrading to the other team. **Once the pitcher presents the ball, all chanting and singing stops.**

## Pitching:

1. Pitching will be fast pitch regardless of the pitching motion utilized.
2. The starting pitcher once relieved, can return to pitch once during a game (provided that rule #3 has not occurred).
3. After three batters (3) are hit in a game, the pitcher must be removed from the mound. The **batter must make an attempt to move out of the way**; umpires discretion.
4. Prior to the pitch, the pitcher shall take a position **with both feet on or partially on the surface of the pitcher's plate**. Both feet must be on or touching the mound. All steps must be forward in motion.

5. The distance from the pitching rubber to home plate will be forty feet (40'). A moveable mound is acceptable.
6. **Pitchers will be limited to a maximum of 9 innings in a scheduled week. Rain outs scheduled for that week do not count.**

### **Base Running:**

1. **Each team will be allowed to steal to 3<sup>rd</sup> base only.** The base runner may steal upon release of the pitch. Runners can advance on an overthrow **but cannot advance to home plate!** **If a runner is at third and an overthrow occurs, runner must hold position at 3<sup>rd</sup>.**
2. Base runners can only be batted or walked in. A base runner cannot come home on a throw to 2<sup>nd</sup> or 3<sup>rd</sup> on a steal attempt. **A base runner can NOT come home on a throw to 1<sup>st</sup> on a dropped third strike UNLESS bases are loaded.**
3. The infield fly **rule WILL be in effect.**
4. The dropped third strike **rule WILL be in effect.**
5. If a ball is caught in the air, runners may tag up. (Fair or foul territory).
6. The advancing base runner may not collide with the person covering the base. An upright collision will result in an automatic out. Slide or avoid. Umpire will make this decision.
7. A ball is considered dead when it is returned to the pitcher in the circle following a play; runners may not advance after the ball has been returned to the pitcher in the pitcher's circle.

8. Base runners may leave the base **upon release of the ball by the pitcher.**
9. **NO STEALING will be allowed if opposing team is up by 10 runs.**
10. To speed up the game, catchers may be replaced by a pinch runner at any time. Pinch runner is the last recorded out.
11. **A player that has walked CANNOT make an attempt to steal second base as a continuation play.**

### **Batting:**

1. The batting order which is established prior to the game shall include all girls on the team that are present and shall remain unchanged for the duration of the game. If a player arrives late she shall be added to the end of the existing batting order.
2. A batter hit by a pitch takes a base. **Batters must make every attempt to move out of the way. (Umpire's discretion).** If at the umpire's discretion is that the batter made every attempt to move out of the way from being hit, then the batter will walk to first, and a runner will score if the bases are loaded.
3. Batters should be instructed not to throw their bats. If this occurs, one warning will be given to the team. If the infraction occurs again, the batter will be called out.
4. Batting helmets with cages must be worn while batting and running the bases. Chin straps are no longer mandatory.
5. Balls and strikes (with walks and strikeouts) will be called. A tipped third strike that goes directly into the catcher's mitt and is caught is considered an out.
6. **Bunting will be allowed - including slapping, but slash hitting will not be allowed.** A slash bunt is defined as a player showing bunt at any time during the pitch and then swinging at that same pitch. Slap bunting: Instead of taking a full swing, the slap hitter runs toward the pitcher and tries to make contact by bunting or slapping at the ball.