

BVGSL Majors / U14 RULES

2017 APRIL

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. ASA/USA rules apply for any rule not outlined below. This includes the game ending mercy rule.

3. All players must wear team uniforms. They must also wear rubber spikes or sneakers.

4. High school Varsity and Junior Varsity uniforms are NOT permitted.

5. Players are not allowed to wear jewelry of any kind.

6. Each team will field 10 players if available on defense, consisting of 3 to 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. If a coach is unable to field at least 8 players ½ hr after the scheduled time that team will forfeit the game/win. Teams may still play the game for “fun” but umpire will be paid and can leave.

7. The decision to call a game off due to weather/field conditions 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 be report to the field. 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.

8. In the event of scheduled game conflicts/cancellations due to reasons other than weather/field conditions, BOTH coaches must agree to reschedule the game.
9. **In the observation of lightning and/or thunder teams must wait 30 minutes of no thunder and/or lightening before continuing. ASA Guidelines.**
10. **There are seven innings in the Majors.** 2016 rules eliminated time restraint – and will be at umpire discretion due to darkness if no lights are available. Complete games are 4 innings, 3.5 innings if the home team is winning. In the event a game needs to be continued/rescheduled, teams will pick up where they left off to continue the game. Refer to ASA/USA rulings.
11. 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.
12. 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.
13. All injuries must be reported to the leagues of those participating in the game.
14. All coaches will have on hand the emergency forms (registration forms) at all practices and games.
15. Each team must have an emergency kit on hand with gloves, band aids, ice packs, gauze, etc.
16. A twelve (12) inch ball will be used as the standard for all games.

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17. Each player can sit out one (1) consecutive inning. An injured player can sit out more than one consecutive inning.
18. 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.
19. 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.
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.

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. The starting pitcher, once relieved can return to pitch once during a game (provided that rule #2 has not occurred).
2. After three (3) batters are hit in the game, the pitcher must be removed from the mound.
3. The distance from the pitching rubber to home plate **will be forty three (43')**. A moveable mound is acceptable.

Base Running:

1. Stealing of any base is permitted; the base runner is allowed to leave the base when the ball leaves the pitcher's hand. All runners may advance on an overthrow at their own risk or until ball is returned to the pitching circle.
2. **No stealing on pitched balls is permitted when a team has a 10 run lead or more.** This includes passed balls
3. The infield fly rule will be in effect.
4. The dropped third strike rule is in effect.
5. Base runners must make every attempt to avoid a collision on close plays at the bases. Umpire will make this decision.
6. 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.
7. To speed up the game, catchers may be replaced by a pitch runner at any time. Pinch runner is the last recorded out.

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. 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.
3. Batting helmets with cages must be worn while batting and running the bases. Chin straps are no longer mandatory.
4. Bunting will be allowed. Slap bunting is allowed **but slash hitting is not allowed**. A slash hit is defined as showing bunt, pulling back and taking a full swing at the ball.

END OF BVGSL U14 MAJORS RULES