

# Bonita Valley Girls Amateur Softball Association

## 2008 LEAGUE RULES

### 1. THE PLAYER



#### A. Ages of division play are as follows:

4 – 6	T-Ball
7 – 8	Rookies
9 – 10	Mini-Minor
11 – 12	Minors
13 – 14	Majors
15 – 16	Seniors

Division of play is determined by age on January 1, 2008

#### B. The manager and the head coach must be adults (minimum age 21).

The board will approve all managers and coaches.

#### C. No registration refunds after the draft. Players may be added after the draft with EXECUTIVE BOARD approval.

#### D. League Play

- i. The player must play 75% of the league season to be eligible for tournament play.

#### E. Protective Equipment (Practice and Games)

- i. The catcher is required to wear a helmet, mask, throat protector, chest protector and shin guards.
- ii. Batter/Runners must wear helmets with chinstrap and facemasks.

#### F. A manager must recommend to the EXECUTIVE BOARD, PLAYER AGENT and/or DIVISION COORDINATOR when to “bench” a player for unexcused tardiness, absenteeism, or for any disciplinary reasons. The PLAYER AGENT will do an investigation and the EXECUTIVE BOARD will make a decision on all disciplinary actions for all players. The manager must give a 72-hour notice of intent to bench the player. If the player is benched the manager must notify the umpire and write the intent in the team’s official line-up card which is given to the official score keeper and the opposing manager on game day.

#### G. The EXECUTIVE BOARD will determine removal or suspension of a player from the league. The EXECUTIVE BOARD will meet and confer with the parent of the player prior to the final decision.

#### H. All players must play one year in their designated age division, (i.e. a player 9 yrs. of age must play in the 10 & under division). ALL New Player’s to BONITA VALLEY GIRLS ASA shall play their first year in their designated age division as described in Paragraph 1.A. Unless they are of maximum age for their age appropriate division and are deemed capable through a skills assessment to move up to the next division.

- I. Throwing any equipment or acting with unsportsmanlike conduct by any PLAYER shall result in a warning by the umpire after one offense and the manager shall give instructions to the player. If further infractions occur the umpire will have sole discretion for disciplinary action.

## 2. THE TEAM

- A. Managers and coaches will rate all player-combined skills in their respective divisions at the end of each season (except T-Ball). The DIVISION COORDINATORS will deliver the ratings to the PLAYER AGENT. Evaluations/Ratings must be turned in by the last regular season game. (before league tournament play).
- B. Derogatory remarks of any kind directed at the opposing team by players, managers, coaches or parents are strictly prohibited. Only positive reinforcements, through cheers and remarks are to be given to the players.
- C. Spectators are not allowed in the bench area. Only ASA registered volunteers (i.e. manager, assistant coach, team mom, etc) who have a visible / valid ASA registration card may sit on the player's bench during division games. This extends to the practice sites as well; all volunteers assisting with team practices must be ASA registered.
- D. The Home Team is responsible for lining the field before each game and returning the bases and equipment after the last game of the day is played.
- E. Participating teams (managers, coaches, players, etc.) are responsible for ensuring their spectator and dugout bench areas are clean after each game.
- F. The use of tobacco, alcohol, drugs, profanity and temperamental outbursts by a player, coach or manager will not be tolerated at any league function and will be grounds for immediate disciplinary action and possible dismissal from the league by the EXECUTIVE BOARD.
- G. Coaching will be done only from designated areas.
- H. A player, manager or coach ejected from a game will be suspended for a minimum of one game, pending Executive Board review. He/She may appeal to the Executive Board. Appeals must be submitted in writing.

## 3. THE GAME

- A. The home team scorekeeper is the official scorekeeper. Each team's official line up card shall list the player first and last name including uniform number. The official score must be turned in after each game to **scores@bvgasa.org**.
- B. The home team will occupy the bench near third base.
- C. Regulation tie games called due to darkness or any other reason will not be completed. Tie games will count as half win and half loss for both teams with the exception of end of season league tournament play. Rained out games are to be rescheduled if possible
- D. All divisions may substitute at the end of any inning. All players are entitled to at least 3 innings of playing time. This rule applies to all divisions (Free Substitutions). The exception is rule 1.F.

- E. Fifteen Run Rule: A team will be declared winner if, after five or more innings, a team has 15 or more runs ahead of their opponents. The side will retire if a team scores 6 runs in an inning. Any player that does not play at least 3 complete innings shall play a complete game in the next scheduled game. In the Rookie and Mini-Minor divisions the side will retire once a team scores 4 runs in an inning. **No team standings or scores will be kept in the T-Ball, Rookie and Mini-Minor divisions.**
- F. Base coaches may be playing members of the team, manager or coaches. Player base coaches must wear helmets.
- G. All divisions, during the entire regular season and post season play; will require teams to at the entire roster.
- H. There will be NO protests allowed during the season.
- I. An ASA registered manager; coach and/or an adult must attend all games and practices.
- J. The PLAYER AGENT may not have a team involved in a draft situation.
- K. The batting order shall include all players in attendance. Players shall be listed in the order they are to bat, and the order shall not change throughout the game. This applies to all divisions. If a player needs to leave at any time during the game, both teams will scratch her name off the roster. The team ***will not*** have to take on out. Players arriving late will be added to the bottom of the line up.
- L. At all times a woman (21 years or older) must be present and attend all team events (i.e. practice, games, etc.).
- M. A pitcher will pitch a maximum of 21 outs per week. A week is considered Sunday to Saturday. Weeks that there are (3) games in one week the pitcher will have a maximum of 31 outs per week. If the pitcher should hit two batters she will be given a warning that if a third batter is hit by a pitch she will be removed from pitching for that inning, but will be allowed to return. The pitcher shall keep both feet on the pitching rubber when starting their windup in accordance with A.S.A Rules.  
  
Note: During post season play there will be no restrictions to the number of outs (innings) that a pitcher may pitch.
- N. Standings will only be kept for the Major and Minor Divisions.
- O. Pitching and Base Path distances shall be respectively:
  - i. Major: 40 ft and 60 ft
  - ii. Minor: 40 ft and 60 ft
  - iii. Mini-Minors: 35 ft and 60 ft
  - iv. Rookie: 30 ft and 60 ft

#### 4. T-BALL DIVISION

- A. There shall be a one-hour limit on games or four (4) full innings which ever comes first.
- B. Batters shall hit off a tee, which shall be set home plate. A player scoring shall touch a temporary home plate located beside the third base side of home plate and in line with the first base line outside the batters box. During the second half of the season, the coach or any assistant shall throw four pitches to his or her own players. An assistant will catch the pitches from the coach. The pitching distance can be any distance agreed to by both team coaches. If the ball is not hit, the ball will be placed back on the tee for the player to hit.
- C. One player must occupy the defensive position of the pitcher inside the pitching circle.
- D. Defensive players must play their positions and remain behind the pitcher until the ball is hit.
- E. During the first half of the season there will be no called outs, players will run all the bases and you will bat your entire line up. During the second half of the season, managers or assistants will start calling outs and players must return to the dugout.
- F. The side retires when the entire team has batted around.
- G. The batting order shall include all players in attendance. Players shall be listed in the order they are to bat and that order shall not change throughout the game. The runners shall stay in contact with the base until the ball is hit.
- H. ASA registered managers and/or coaches may stand near the batter and place them in the proper position in the batters box for the first half of the season only.
- I. ASA registered managers and/or coaches may also position themselves on the field with their defensive players and give advice but not interfere with the play. There shall be no more than four adults in the field as instructors. Spectators are not allowed in the bench area. Only the manager, the coaches, chaperone, team mentor, and the roster team members may sit on the player's bench during division games. Team manager, coaches and roster members, and team mentor may be on the field during league play.
- J. When a ball is hit to the outfield, play is stopped when the ball is returned to the infield and controlled by a defensive player. However, all runners are required to advance or retreat before the ball becomes dead. An outfielder may run the ball into the infield area to put this rule into affect.
- K. When a ball is hit to the infield, there shall be no advance on an overthrow when the ball is stopped in the infield. The Runners on base are entitled to the next base only, whether or not there is an overthrow. A ball hit to the infield is any ball remaining on the dirt and fielded by any defensive player.
- L. There is no infield fly rule.
- M. A 10-inch Worth R/F shall be the ball used in the age classification.
- N. The last batter is entitled to run as many bases until the ball is controlled by a defensive player and touches home plate.

## **5. ROOKIE DIVISION**

- A.** The pitcher will have a maximum of 4 (four) pitches per batter. If the pitcher does not strike the batter out on the fourth pitch considered a ball, the manager/coach will pitch to his or her own player and will assume the strike count. Example: the batter has 1 strike and three balls; the manager/coach may pitch 2 pitches to his or her own batter.
- B.** Games shall consist of seven (7) innings. No team standing will be kept in the Rookie division.
- C.** Games will be called at one hour and fifteen minutes.
- D.** No base stealing will be permitted during the first half of the season. Base stealing will be allowed during the second half of the season, one base per pitch. STEALING HOME is NOT allowed anytime during the season.
- E.** Sliding is permitted only when proper training has been given to the player. If there is a play at any base the runner must avoid a collision with the defensive player. If the base runner does not avoid a collision, the runner is out. The play shall be a judgment call by the umpire.
- F.** A team must field seven (7) players to start a game. If you are short players, the managers/coaches of both teams will combine the teams together and continue to play.
- G.** Players will be rotated so that no player will play more than two innings at any one position. Pitchers will be allowed to pitch no more than two innings per game.
- H.** There is no infield fly rule.
- I.** A 10-inch Worth R/F shall be the ball used in the age classification.
- J.** Teams must play with ten (10) defensive players. The tenth player must be an outfielder. There will be no rover position. All four outfielders must play behind the grass line.

## **6. MINI-MINOR DIVISIONS**

- A.** Games shall consist of seven (7) innings. No team standings or scores shall be kept during league play.
- B.** A new inning will not start after one hour and thirty minutes. The game will be called after one hour and forty minutes and the score will revert back to the last completed inning (drop dead) If the game is tied after the inning has been completed each team will receive one half a win. If seven (7) innings have been completed before the time limit (including tournament play) and the game is tied the ASA Tie Breaking rule will be implemented. All games will end up to one hour and forty minutes any day of the week. The drop-dead rule will not be in effect during the end of season league tournament play.
- C.** Dropped Third Strike: The dropped third strike will be in effect during the second half of the season.

- D.** During the first half of the season in the Mini-Minor Division runners can steal one base per pitch. There will be no stealing home in the Mini-Minor Division unless the runner on third is played on by the catcher. (This includes the following situation: if the runner is on third base and a batter is walked, the batter cannot steal second base until the next pitch). Second half of the season ASA rules will apply.
- E.** Sliding: If there is a play at any base the base runner must avoid a collision with the defensive player. If the base runner does not avoid a collision, the runner is out. The play shall be a judgment call by the umpire.
- F.** A team must field seven (7) players to start a game. In the Mini-Minors Division the Managers/Coaches of both teams will combine the teams together and continue to play if one team is short players. There are NO FORFEITS in the Mini-Minor Division.
- G.** Teams must play with ten (10) defensive players. The tenth player must be an outfielder. There will be no rover position. All four outfielders must play behind the grass line.

## **7. MINORS AND MAJORS**

- A.** Games shall consist of seven (7) innings.
- B.** A new inning will not start after one hour and thirty minutes. The game will be called after one hour and forty minutes and the score will revert back to the last completed inning. If the game is tied after this inning has been completed each team will receive one half a win. If seven (7) innings have been completed before the time limit (including tournament play) and the game is tied the ASA Tie Breaking rule will be implemented. All games will end up to one hour and forty minutes any day of the week. The drop-dead rule will not be in effect during the end of season league tournament play.
- C.** Dropped Third Strike: The batter may run to first base if the catcher drops a ball on a called or swinging third strike. Note: ASA's rules apply on "Dropped Third Strike".
- D.** Stealing home is allowed.
- E.** Sliding: If there is a play at any base the base runner must avoid a collision with the defensive player. If the base runner does not avoid a collision, the runner is out. The play shall be a judgment call by the umpire.
- F.** A team must field seven (7) players to start a game. If a team, for any reason, cannot field a team, notice must be given to the CHIEF UMPIRE twenty four hours prior to the start time of the scheduled game. If this is not done the game is FORFEITED. Teams must play with ten (10) defensive players. The tenth player must be an outfielder. There will be no rover position. All four outfielders must play behind the grass line.