

# B.P.G.S.A General Rules

## Freshman (10U)

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The following rules apply to the (10U) Freshman division and are for girls ages 9 to 10 as of December 31<sup>st</sup> of the previous year.

*The B.P.G.S.A will follow the rules of ASA with the following exceptions:*

### CANCELLATION, ROSTERS & CALL-UPS

1. **Cancellations** - It will be the responsibility of the home team to cancel the game. The home team manager must notify the opposing manager, umpire coordinator and the division coordinator at least 60 minutes before the scheduled starting time of the game. All cancellations will be rescheduled through the division coordinator.
2. **Start of Game** - All games will start at their scheduled times. A 15-minute grace period will be given. Teams with 9 uniformed players at the scheduled starting time must begin the game. Players arriving late will be entered at the end of the batting order.
3. **Call Up(s)** - During the regular season, teams can call up players from the younger division to reach a total of 10 players (playoffs – to reach a total of 9) with a limit of 3 total call ups. The younger player(s) will not play ahead of a regular team member, not play more innings in the infield more than a regular team member, should be placed at the end of the lineup and will not pitch or play SS.

### EQUIPMENT

4. **Game/Practice Balls** – Game Ball: 11' core .44, compression 375, optic yellow. Home team provides one new, one used game ball to start game.
5. **Bats** - Team Managers are responsible for inspection and removal of "Illegal Bats". Bat Inspection is not the responsibility of the umpire and bats will not be removed from a game by the umpire. All bats must be ASA approved and the ASA stamp must be visible on the bat. *(Please see the appended illegal bat list).*

The umpire will enforce the in house rule as stated in the penalty section as follows:

*If an illegal bat is used the results are dead ball, no play on the field, and the batter is out. If there is a 2nd violation the player is removed from the game and BPGSA will be contacted before the next scheduled game for manager/player review.*

6. **Mouth Guards** - Mouth Guards are required at all times when players are on the field of play.
7. **Heart Guards** - Players located in the pitching position will be required to wear a heart guard.
8. **Helmets** - Batters/runners shall wear helmets with chinstraps that are securely in place.
9. **Cleats/Shoes** - Only athletic or rubber spiked shoes are to be worn. No metal spikes.
10. **Uniforms** - Players are to be in uniform for games (team shirt, shorts/pants). Visors are optional. No short shorts. Shorts must be below fingertip length when standing erect and hands are at your sides.
11. **Catcher Equipment** - Catching equipment (mask, helmet, chest protector and shin guards) must be worn by the catcher. Mask must have a throat protector

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### EQUIPMENT (*continued*)

12. **Face Masks** – Players in the pitching position are REQUIRED to wear a face mask. The BPGSA STRONGLY recommends (but does not require) all other players wear a face mask when fielding.
13. **Jewelry** - Players may not wear jewelry during games. Exception - surgical posts may be worn provided they are taped thoroughly covering the post and the lobe.

### FIELD

14. **Field Preparation** - The home team is responsible for setting up and lining the field. Raking, dragging, and filling in holes from vacated bases & low areas in the batter's boxes & around bases are included within the field preparation requirements.
15. **Field Dimension:**
  - a. Baseline 60 feet (hash mark  $\frac{1}{2}$  way between bases).
  - b. Pitching Distance 40 feet
  - c. Outfield (max) 175 feet
16. **Double First Base** - The use of a double first base will be employed to reduce collisions. The bases will be strapped together and securely anchored so that one lies within the outside of the foul line. The fielder will use the infield (white) portion only; the runner will use the foul line (orange) portion only when there is a play on the batter/runner. If the fielder uses the wrong  $\frac{1}{2}$ , the runner is safe. If the runner uses the wrong  $\frac{1}{2}$ , the runner is out.

### SCORING

17. **Runs Per Inning Cap** - A team can score no more than 5 runs per inning (exception – the last inning has no limit). Play is dead immediately after a team scores an 5<sup>th</sup> run in an inning. Subsequent runs are not scored.
18. **Mercy Rule** - If the home team is ahead by 12 runs after 4  $\frac{1}{2}$  full innings or the visitors are ahead by 12 runs after 5 complete innings, the game ends
19. **Ties** - If the score is tied at the end of regulation, game ends in a tie.

### RULES OF PLAY

20. **Umpire** - No game shall be played without a designated BPGSA umpire. If an umpire does not show up, or can't finish game, Managers can agree to an umpire (parent etc.).
21. **Pre-Game Warm-Up** - Warm up/field time shall be split evenly between home and visiting team. Umpire shall allow at least 3 warm up pitches for the pitcher; infield/outfield warm-up balls are permitted, managers and umpires should use discretion to keep game pace.

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### **RULES OF PLAY (continued)**

22. **Game Length** - 6 innings or 2-hour time limit from the start of the game, if another game follows. No new inning can be started after the time limit but an inning in progress must be finished. If suspended because of rain – the game will resume at point of suspension. 5 full innings constitute a complete game.
23. **Pitching Arc** - 6'-12' from the ground
24. **Walks** - 2 walk per inning maximum before coach pitches. Two walk limit per player per game, after a player walks a second time, the coach pitches to that batter the duration of the game (after player pitcher limits reached). Coach pitch is a maximum of 7 pitches. If the batter does not make contact on 7<sup>th</sup> pitch, the batter is out.
25. **Re-Entry Rule** - The ASA re-entry rule is waived.
26. **ASA Foul Tip Rule** - The ASA "Foul tip on 3rd strike" rule is waived. A batter is out if the catcher catches a pop fly (above the catcher's head).
27. **Infield Fly Rule** - No "infield fly rule" in this division.
28. **Obstruction** - If a defensive person is blocking the base or base path without the ball, this is impeding the progress of the runner and this is obstruction. If the obstructed runner is put out prior to reaching the base she would have reached had there not been an obstruction, a dead ball is called and the obstructed runner, and each other runner affected by the obstruction, will be awarded the base she would have reached, in the umpire's judgment, had there not been an obstruction.
29. **Thrown Bat** - If the batter throws the bat after the ball is hit, the team will be issued a warning. The next batter on that team to throw the bat will be considered an out. A thrown bat is at umpire's discretion.
30. **Stoppage of Play & Overthrows** - Over throws to 1<sup>st</sup> and 3<sup>rd</sup>, the runner may advance. If the ball is deemed out of play by umpire, the runner will be awarded one base. Time will be called when a ball is thrown in from the outfield to a base and the infielder has control, runners beyond the hash mark will be awarded the next base.
31. **Sliding** - Sliding is strongly encouraged to avoid collisions with defensive player
32. **Outfielder Positions** - Outfielders must be positioned at least 15 feet beyond the baseline when the ball is put into play.
33. **Charging** - No charging. Pitcher may not make an unassisted put-out at home plate.
34. **Base Runner Assistance** - Coaches may not assist a base runner in any manner. If this occurs the runner is out. Touching runners is prohibited
35. **No Relaxed Step** - Base runners must hold the base that they are on until the batter makes contact with the ball. Runners must be past the hash mark (at umpire discretion) when ball is ruled dead to advance to the next base.

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### **RULES OF PLAY (continued)**

36. **Innings of Play** – Players must play a minimum of 3 full innings. Each player must play at least one inning in an outfield position and one inning in an infield position. Catcher does not count for an inning played as an infield position. No player will play more than 3 innings in any position, including pitcher.
37. **Continuous Batting Order** - all players on the bench will bat.

### **GENERAL & CODE OF CONDUCT**

38. **Bench** - Team Members only on the bench. A maximum of 4 coaches per team, all coaches must remain within the designated team area.
39. **Coaches** - To qualify for a Head Coach/Manager or Assistant Coach position, you must be the parent/guardian of a girl on the team, unless approved by the board.
40. **Backstop** - No one behind the backstop is permitted during the game.
41. **Behavior** –
  - a. Managers are responsible for the behavior and actions of your team’s parents and cheering section
  - b. Only the managers may discuss calls and rulings with the umpire.
  - c. Throwing equipment in anger, tobacco use, and derogatory remarks/foul language by players or coaches will not be tolerated

### **INTER- COMMUNITY EXCEPTIONS TO THE ABOVE RULES:**

42. **Hash Marks** -
  - a. For away games at Baldwin and Brentwood there will be no hash marks between bases – runners advance to next base at umpire’s discretion.
  - b. For BP home games it will be coach’s discretion for use of hash marks or not (hash marks will be used during in-house playoff tournament).
43. **Game Length** - For games in Baldwin & Baldwin game length will be 7 innings, time permitting.