

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

## Junior (15U)

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The following rules apply to the (15U) Junior division and are for girls ages 13 to 15 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. **Simmons Fields Usage** – If a field is in use prior to a scheduled BPGSA activity, communicate to the group on the field that BPGSA has a scheduled time for use of the field. In the event that the group on the field refuses or fails to exit the field in a timely manner contact the division coordinator.
3. **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.
4. **Call Up(s)** - Call-up/call-over players are allowed to avoid game cancellations. Call-up/call-over players must bat last, may not pitch or play short stop nor play more defensive innings than a roster player. Call-up players are the primary source when filling roster positions with Call-over players only as a last resort.
  - a. Call-Up Players – 12 years old (2nd year) Sophomore Division players.
  - b. Call-Over Players – Junior Division players.
  - c. Regular Season Call Ups – A team may “call-up” or “call-over” no more than (2) players to roster (10). Note that (9) players are allowed for a game to proceed. Managers need to notify the opposing manager that call-up/call-over players are being used. Should a roster player unexpectedly arrive before or during the game the (Late Arriving Players) rule shall be followed. No players are to be dismissed, all players are to play.
  - d. Post Season Cal Ups – Only (2) “call-up” players can be used for a team to roster (10) and a team’s game roster cannot exceed (10) players when using call-ups. If a team’s roster player unexpectedly arrives with call-ups in the line-up, should the roster exceed (10), the call-up player is to be excused as follows. If prior to the game the call-up player is not to play and may join the team on the bench. If during the game the call-up player is to be replaced with the roster player taking their place in the batting order. Call-up players are not to be removed from the field of play. The exchange is to take place between at bats. The call-up player may remain in the dugout with the team

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### CANCELLATION, ROSTERS & CALL-UPS (*continued*)

5. **Players Leaving Early** – Managers are to notify the opposing manager of any player whom will be leaving early. An out will not be taken when the players turn comes up in the batting order.
6. **Player Rule Limit After Game is in Progress** – The ASA player limit rule is waived. Should a team's game roster drop to 8 players while the game is in progress the game is to be finished.
7. **Suspended Games** – In the case of rain, bad weather, darkness or the game time limit has been reached at the umpire's discretion play will be stopped. If the game is a regulation game (see Regulation Game) a winner or tie will be declared. If the game does not meet the regulation game rule it shall be considered suspended and may be completed at a later date. The game when resumed will start at the point where the game was stopped. Score books should be marked accordingly. When the game resumes players not in attendance in the original game are allowed to enter and be treated as a "Late Arriving Player". Players that are absent when the game resumes are to be removed from the line-up with no penalty

### EQUIPMENT

8. **Game/Practice Balls** – Only softballs provided/approved by the BPGSA are to be used. Home team is to provide (1) new ball and (1) used but in good condition 2<sup>nd</sup> ball for game use.
9. **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.*
10. **Helmets** - Batters/runners shall wear helmets with chinstraps that are securely in place.
11. **Cleats/Shoes** - Only athletic or rubber spiked shoes are to be worn. No metal spikes.
12. **Mouth Guards** - Mouth Guards are required at all times when players are on the field of play.
13. **Uniforms** - Players are to be in uniform for games (team shirt, shorts/pants). Visors are optional.
14. **Catcher Equipment** - Catching equipment (mask, helmet and chest protector) must be worn by the catcher. Mask must have a throat protector. Shin guards are optional.
15. **Pitcher Equipment** – Pitchers are required to wear face protection.
16. **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.
17. **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.

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### FIELD

18. **Dugouts** - Home Team Takes 1<sup>st</sup> Base Dug Out
19. **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.
20. **Field Dimension:**
  - a. Baseline = 65 feet
  - b. Pitching Distance = 50 feet
21. **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

22. **Runs Per Inning Cap** – Innings 1 thru 4 are capped at (10) ten offensive runs per at bat. If the 10<sup>th</sup> run is scored on a home run the 10<sup>th</sup> and all additional runs from the home run shall be recorded and added to the game score. Beginning in the top of the 5<sup>th</sup> inning the runs cap rule is revoked.
23. **Mercy Rule** – A 15 run mercy rule is in effect after 4  $\frac{1}{2}$  innings.

### RULES OF PLAY

24. **Umpire** - BPGSA requires an ASA umpire to officiate the game. If the umpire fails to arrive contact the umpire coordinator immediately to determine how the game should proceed.
25. **Umpire Fees** - The home team manager is responsible for paying the umpire.
26. **Pre-Game Warm-Up** – When field availability permits the home team will have the field prepared 30 minutes prior to game start time. Each team will take 15 minutes of warm-up with the 15 minutes prior to the start of the game designated for the visiting team. If time is limited teams will split the available time. Game start times will not be delayed for warm-ups.
27. **Between Inning Warm-Ups** – Pitchers 6 warm up pitches. No infield/outfield ball after 1<sup>st</sup> inning.
28. **Player Conferences** – The game may be only stop once per inning to speak with offensive player(s) and once per inning to speak with defensive player(s). A second defensive conference in an inning will result with removal of the pitcher and may not return to the game as a pitcher.
29. **Walks** - No intentional walks.
30. **Pitching Arc** - 6'-12' from the ground
31. **Game Length** - 7 Innings.

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

32. **Regulation Game** – A game qualifies as a regulation game if 5 complete innings have been played or the home team is leading after 4 ½ innings (see Suspended Games).
33. **Game Time Limits:** (Reminder - Simmons Park lights go out promptly at 11:00 pm)  
Games are to end on a completed inning when possible and if the home team is winning going into the bottom of the final inning of the game the home team is to be declared the winner and they are not to bat. If an inning cannot be completed the score of the previous inning is to be recorded with a winner or tie declared.
  - a. School Night Late Games - No new inning can start after 2 hours from the game start time.
  - b. Another Game Follows Day or Night - No new inning can start after 2 hours from the game start time nor is a game to extend into another team's field time. The field must be cleared to allow the next activity to start on time.
  - c. Non-School Night Games and/or Games Not Followed by Another Game – Games will not have a time limit and may be played out.
34. **Injury** - The umpire shall call time-out and stop play at the onset of an injury. When play resumes the umpire will then direct base runners, if any, to appropriate bases
35. **Re-Entry Rule** - The ASA re-entry rule is waived.
36. **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).
37. **Infield Fly Rule Is in Effect** – During ground rules have the umpire explain how it will be called.
38. **No Relaxed Step** – Base runners must hold the base until a batter's bat makes contact with the ball. Each team will receive a warning, after which that team's base runners stepping off or leaving a base early will be called out.
39. **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.
40. **Thrown Bat** – In the umpire's opinion if a batter throws a bat after hitting a ball one team warning will be issued with following thrown bat calls resulting in the batter being called out.
41. **Missed at Bat** - In the event of injury, illness or other reason a player may remain in the game or be officially removed not returning to play. If officially removed the player will be skipped at their turn at bat with no outs taken. Players remaining in the game whom do not take their turn at bat will be called out each time their place at bat is missed.
42. **Base Runner Assistance** - Coaches are not to physically assist or touch a base runner in any manner. The runner will be called out by the umpire if this occurs.

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

43. **Sliding** - Sliding is strongly encouraged where appropriate. If a play is made at any base, the runner must attempt to avoid a collision with the defensive player. Running down a defensive player with intent to harm or to try to make the defensive player drop the ball – runner is out and ejected from the game at umpire's discretion. The second time this occurs, that player is automatically ejected from the game, the third time this occurs, the team will automatically forfeit the game and strict disciplinary action will result for the team. No exceptions!
44. **Defensive Interference** – Base runners are to avoid contact with defensive players. A base runner intentionally/unintentionally running into a defensive player or attempting to cause the defensive player to drop the ball will be called out and in the judgment of the umpire deemed to be intentional may be ejected from the game. An out will be taken when ejected players come up to bat.
45. **Innings of Play** – Each Player must play a minimum of 3 full innings in the field.
46. **Continuous Batting Order** – Teams must bat all players in a continuous order.

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

47. **Restricted Access – Team Area** – ONLY players & coaches are to be in team areas: field of play, dug outs, batter warm-up area and behind the back stop whether fenced in or not. A maximum of 5 coaches are permitted in the dugout or designated team areas during game time. The total number of coaches includes a score keeper and manager
48. **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.
49. **Player Safety** – Players are to remain in team area unless excused by the team manager.
50. **Tobacco** – No tobacco use of any kind is permitted on Bethel Park Borough Property.
51. **No Derogatory Remarks, Disruptive Behavior, Abusive Language or Poor Conduct** – Fans, players and coaches are subject to warnings or ejections at the umpire's discretion. Managers are subject to warning and ejection for the behavior of fans.
52. **Thrown Equipment** – At the umpire's discretion will result in a team warning or ejection.
53. **Electronic Equipment** – Cell phones, IPod, or other electronic devices should to be turned off during practices or games.
54. **Appealing or Clarifying a Call** – The manager is the only person authorized to address the umpire, appeal or request a clarification of a call or procedure.
55. **Appeals and Protests** – Appeals or protests of a game are to be submitted in writing to the division coordinator and umpire coordinator within 48 hours of the game.