

B.P.G.S.A General Rules

Sophomore (12U)

The following rules apply to the (12U) Sophomore division and are for girls ages 11 to 12 as of December 31st 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)** - A manager may use a call-up(s) if he/she will have 9 or less players from their regular team for the game. Only 2nd year players from the Freshman division may be asked to play during the regular season. Should a 10th player arrive for the game, as well as the call-up, the call-up is only permitted to play a maximum of 3 innings in the field, but should continue to bat throughout the game. No call-up will play more innings in the field than a regular team member. The opposing manager must be notified before the start of the game that a call-up player is in use.
Other restrictions for call-ups:
 - a. A maximum of 3 call-ups may be utilized in 1 game
 - b. Call-ups must be positioned at the end of the batting order
 - c. Call-ups are not permitted to pitch or play short stop
 - d. A uniform shirt should be provided for the call-up when possible

EQUIPMENT

4. **Game/Practice Balls** – The home team must provide one new game ball and one previously game ball in good condition for each game. The current official ball is the 11-inch Spirit Softball, 375 lb, 44 C.O.R., Optic Yellow, synthetic cover, ASA stamp.
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.

B.P.G.S.A General Rules

Sophomore (12U)

EQUIPMENT *(continued)*

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
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
 - b. Pitching Distance: 46 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 8 runs per inning (exception – the last inning has no limit). Play is dead immediately after a team scores an 8th 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

B.P.G.S.A General Rules

Sophomore (12U)

RULES OF PLAY

19. **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. If needed, due to an umpire not arriving, an agreed upon umpire (parent, BPGSA member, etc.) can be assigned by the team managers.
20. **Umpire Fees** - The home team manager is responsible for paying the umpire.
21. **Pre-Game Warm-Up** - Warm-up pitches determined by umpire. Home team will ensure that the visiting team has at least 15 minutes of warm-up time on the playing field prior to the scheduled starting time.
22. **Player Conferences** - A manager or coach can make only one trip to the mound during a single inning. The pitcher must be replaced if a second trip is made
23. **Walks** - No intentional walks.
24. **Pitching Arc** - 6'-12' from the ground
25. **Innings Pitched** - Any pitcher from a team cannot pitch more than 4 innings per game. This rule can be waived for inter-community games if agreed up by both managers
26. **Game Length** - 7 innings. No new inning shall be started after 1 hour and 45 minutes from start of game, however an inning in progress must be finished. No extra innings shall be played in non-playoff games.
27. **Injury** - The umpire shall call time-out and stop play at the onset of an injury. When play resumes the umpire will then direct any base runners to the appropriate base.
28. **No Relaxed Step** – Players must hold the base that they are on until the batter makes contact with the ball. If the player is caught leaving the base early, the umpire will issue one team warning. The second time the base runner will be considered out.
29. **Re-Entry Rule** - The ASA re-entry rule is waived.
30. **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).
31. **Infield Fly Rule Is in Effect** - Infield fly rule will be in effect. If the umpire deems a routine fly ball catchable in the infield with base runners on 1st and 2nd base, or 1st, 2nd and 3rd base, with less than 2 outs, then the batter is out. Unless, the ball drifts foul and the player does not catch the ball, then the batter is not out and the ball is dead. Base runners are often confused when an infielder drops the ball after the umpire calls the “infield fly rule”. In short, base runners are under no obligation to advance and they cannot be forced out. If the infielder drops the ball, the base runners can advance at their own risk. Should they choose to advance, they need not tag up, because the ball was not caught. If the ball is caught in the infield area after the rule has been called into effect, the base runners can attempt to advance should they so desire, but they must first tag up, as with any other regulation pop or fly ball.

B.P.G.S.A General Rules

Sophomore (12U)

RULES OF PLAY (continued)

32. **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.
33. **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.
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. **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!
36. **Innings of Play** – 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 and no player can play more than 4 innings as pitcher (see Rule #25).
37. **Continuous Batting Order** - Each team must bat all players on the bench. If for any reason (injury, etc.) a player must skip her turn at bat she is declared out. Should the player be officially removed from the game, she is removed from the batting order and her turn at bat will no longer be an out. Once a player is taken out of the batting order she cannot return.

GENERAL & CODE OF CONDUCT

38. **Bench** - Team Members only on the bench. 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
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.

B.P.G.S.A General Rules

Sophomore (12U)

GENERAL & CODE OF CONDUCT *(continued)*

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. No derogatory remarks may be made by any person on the playing field or in the stands. Umpires have the right to eject any player, coach, manager or fan for any abusive language or harassment
42. **Thrown Equipment** - Any player throwing equipment in anger will be warned or ejected at umpire's discretion. There will be no warning for coaches and managers. This rule should be confirmed with the umpire prior to the game.
43. **Protests/Appeals** - Protest/Appeals will be finalized by the umpire coordinator. The umpire must be notified at the time of the incident. A formal protest must be made in writing within 48 hours.