



POINTS OF EMPHASIS FOR 2010 SEASON

1. Sliding: Rule 10: Any time that there is going to be a play on a base runner at a base, the runner should slide. If the runner does not slide and contact is made between the runner and the fielder that is initiated by the runner, that runner will be called out. It is considered a play on a runner when the fielder has the ball or is about to receive the ball. If, in the judgment of the umpire, the contact is excessive or flagrant, the runner will be thrown out of the game.
2. Obstruction: The defensive player has to have possession of the ball to impede or hinder the runner. The runner will be awarded the one base that they were running to.
3. Interference: Offensive player that impedes, hinders, or confuses the defensive player fielding the ball. Contact is not necessary. The runner will be called out.
4. Teams are not allowed to use training devices such as hitting sticks inside the fences during games. Teams are encouraged to only use training devices during warm-up time before the game or between innings.

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2010
BLUE VALLEY RECREATION YOUTH SOFTBALL
RULES & REGULATIONS

The following rules, supplemented by the A.S.A. 2010 Official Rules of Softball, shall govern play and conduct of players and team officials in all league games. These rules have as their basis the development and teaching of good sportsmanship and fair play.

SECTION 1
BASIC RULES FOR ALL GRADES

Rule 1. SPORTSMANSHIP

- A.** There will be a zero tolerance policy on swearing for all players, coaches, and fans
- B.** Sportsmanship shall be the top priority observed by all coaches, players, parents, and spectators. The umpires and staff have complete authority to enforce good sportsmanship.
- C.** Head coaches will be responsible for the conduct of their assistant coaches, players, and fans.
- D.** Chatter/chanting of any kind must be positive in nature and may not be directed at an opposing individual or team.

- E. Alcohol will not be allowed on the premises during youth play. Coaches may not use tobacco on the field or in the dugout.

Rule 2. INTERACTION WITH UMPIRES

- A. Coaches are not allowed to discuss a judgment call with an umpire. Any discussion of a judgment call may be grounds for an immediate ejection.
- B. A short discussion with an umpire regarding a rule clarification is acceptable. The coach must request a timeout to ask the umpire for clarification. This must be done in a professional manner.
- C. Head coaches are responsible for the actions of their assistants, players, and fans.
- D. Harassment of umpires by anyone will not be tolerated and will be cause for immediate ejection.

Rule 3. SCOREKEEPING

- A. The home team scorekeeper will be the official scorekeeper and must record the official game time at the beginning of each game (the home plate umpire will inform the scorekeeper). Periodically, the scorekeepers from both teams should confer with one another and the umpire. The official team scorekeeper works for the umpire and not the home team. In the case of a suspended game the official scorekeeper must record the time the game was stopped, batter and count, names and locations of

all base runners, etc. This information should be recorded on the game card and placed in the designated game card box near the concession stand. If there is a scoreboard available for use, the visiting team will be required to provide a parent to run the scoreboard. The scoreboard is not official.

- B. Grades 4-12:** Following the game the home team coach must turn in the completed game card to the appropriate drop box located at the nearest concession building.
- C. Grades 4-12:** Score will be kept for league standings. The top two teams in each division will receive trophies.
- D. Grades PreK-3:** Score will be kept but league standings will not.

Rule 4. FORFEITS – All Grades

- A.** A team can not play with less than 8 players.
- B.** When the umpire calls “play ball,” the team in the field must have 8 players. The team batting must have 8 players by the time they reach the 8th spot in the batting order or when they must take the field. Teams, on a forfeit, may divide and play but must stop 15 minutes prior to the next scheduled game. Umpires will officiate game.

Rule 5. SUBSTITUTIONS AND NUMBER OF PLAYERS

- A.** There will be unlimited substitutions.

- B. No player may sit out 2 consecutive defensive innings.
- C. **Grades** **Number of players**
Grades PreK-6 10 (6 infielders & 4 outfielders)
Grades 7-12 9 (6 infielders & 3 outfielders)
Note: The outfield is designated as being at least 15 feet behind the base path.
- D. Players may not be added to a roster after June 9 without approval from the Softball Advisory Council.

Rule 6. SUBSTITUTE PLAYERS

- A. If a team is short players they must follow the listing below to find a substitute player.

Grades PreK to 3

Teams may invite another player from their grade or a player from one grade below.

Grades 4-8

- Tiger division team may invite a Husky division player from their grade or any player from one grade below.
- Husky division team may invite any player from one grade below.

High School

Teams in High School may only invite another player from the High School division.

- B. A maximum of 3 substitute players may be used by a team in one game.
- C. The substitute player must be from another BVRC team.
- D. A substitute player must bat last and may not pitch.
- E. If a team only has 10 players for grades PreK-6 or 9 players for grades 7-12 one sub can be invited. They can not play the field more than every other inning.

Rule 7. UNIFORMS

- A. A.S.A rules regarding uniforms will not be used.
- B. Uniforms must consist of jerseys, of the same color, with a legible number printed on the front or back.
- C. Teams in grades 9-12 will be allowed only a team name/logo and number on their jersey.

Rule 8. EQUIPMENT

- A. **Softballs**
 - Grades PreK-1 11" RIF Level 1 Softball
 - Grades 2-3 11" Softball (ASA approved)
 - Grades 4 11" Softball (ASA approved)
 - Grades 5-12 12" Softball (ASA approved)
 - Grades Pre-K & K will use the balls supplied to them in their equipment bags. Grades 2-12 will be given a game ball for each game by the umpire.
- B. The catcher must wear all protective gear during games. T-ball players must wear a helmet with facemask while catching.

- C. All batters, baserunners, and on-deck hitters must wear batting helmets.
- D. Safety bases will be used in all grades.

Rule 9. SAFETY

A. Jewelry

1. No jewelry made of metal, ceramic, or rock will be allowed. Cloth jewelry will be allowed.
2. Each team will receive one official warning for wearing jewelry. If a player has jewelry on after the official warning that player will be ejected from that game. (A one game suspension will not be imposed.)

- B. Steel spikes will not be allowed.
- C. Wooden bats will not be allowed.
- D. Chin straps are recommended.

Rule 10. SLIDING

Any time that there is going to be a play on a base runner at a base, the runner should slide. If the runner does not slide and contact is made between the runner and the fielder that is initiated by the runner, that runner will be called out. It is considered a play on a runner when the fielder has the ball or is about to receive the ball. If, in the judgment of the umpire, the contact is excessive or flagrant, the runner will be thrown out of the game.

Rule 11. DUGOUT RULES

- A.** The “Home Team” will occupy the first base dugout.
- B.** Only players and coaches will be allowed in the dugout area.
- C.** Players not on the field should remain in the dugout during the game.

Rule 12. UMPIRES

- Grades PreK & 1:** One coach of each team will act as umpires during play. There will be no other umpires on the field.
- Grade 2:** One umpire will be used.
- Grade 3:** One umpire for machine pitch, two umpires for player pitch.
- Grades 4-12:** Two umpires will be used.

Rule 13. EJECTIONS

- A. Anyone ejected from a game must leave the complex immediately. Those serving a suspension may not attend the game(s) for which they are serving a suspension.**
- B. Players**
 - First ejection – suspended for the next game.
 - Second ejection – suspended for the next two games and an appearance before the Advisory Council may be required.

- Third ejection – suspended for a minimum of three games and a mandatory appearance before the Advisory Council.
- C. Coach, Parent, or Fan**
- First ejection – suspended for the next game and an appearance before the Advisory Council may be required.
 - Second ejection – Suspended for the next two games and a mandatory appearance before the Advisory Council.
 - Third ejection – Suspended for a minimum of three games and mandatory appearance before the Advisory Council.

Rule 14. PROTESTS

- A. Grades PreK-3:** Protests will not be allowed.
- B. Grades 4-12:** The umpires and coaches should attempt to resolve rule disputes to avoid protests.
1. A manager may only protest a rule interpretation or player eligibility.
 2. The manager must protest the game, before the next pitch is thrown, by telling the umpire that he is protesting the game. The umpire and official scorekeeper will then note the protest in the official scorebook. In addition, a written protest must then be filed by the protesting coach immediately after the game on the proper form available from a field supervisor. If a

protest occurs regarding the last play of the game or player eligibility the manager will be given 24 hours to protest the game.

3. The Softball Advisory Council will act on all protests. Even if it is held that the protested decision violated a rule, no replay of the game will be ordered, unless, in the opinion of the Advisory Council, the violation adversely affected the protesting team's chances of winning the game.

Rule 15. PLAYING FIELD DIMENSIONS

<u>Division</u>	<u>Base Line</u>	<u>Pitching</u>
Grade PreK-1	60'	---
Grade 2-5	60'	35'
Grade 6-12	60'	40'

**SECTION 2
SPECIFIC RULES FOR GRADES PreK-3**

Rule 16. GAME LIMITS PreK-3

- A. Game time begins with the first pitch.
- B. These are instructional grades with no standings, thus all play will stop after 1 hour and 15 minutes. The home team does not need to bat last.
- C. Games may end in a tie. If a game is stopped because of darkness or weather, 3 innings or 45 minutes will be considered a complete game.

- D. In PreK and Kindergarten, the half inning will conclude after the entire roster has batted. In grades 1, 2, and 3, the half inning will be over after 3 outs or 6 runs have scored.
- E. Infield practice may be taken only if time permits. If the previous game is late, no infield will be allowed.

Rule 17. PITCHING PreK-3

- A. **PreK & Kindergarten:** This is a T-ball program. All players must hit off a tee. No player may be pitched to.
- B. **Grade 1:** This is a coach-pitch program. The coach of the batting team will pitch to his/her own team.
- C. **Grade 2:** This is a machine-pitch program. The coach of the batting team shall place the ball in the pitching machine.
- D. **Grade 3:** All teams will play machine pitch for the first 8 games of the season. Teams will have the option to play player-pitch for the last 4 games.
 - 1. Machine pitch rules will follow those used for Grade 2.
 - 2. Regarding player pitch games:
 - a. Pitchers will be allowed to pitch a maximum of three innings per game, but not more than two consecutive innings.
 - b. An appearance at any point during an inning constitutes an inning pitched.

- c. No illegal pitches will be called. This is an instructional grade and coaching of players is encouraged at every opportunity.
- d. Rule 22.A4 will be in effect.

Rule 18. FIELDING AND SUBSTITUTIONS PreK-3

- A. No player may sit out two consecutive defensive innings.
- B. All players must play more than one position per game, with at least one of those positions being in the infield. In addition, coaches are encouraged to allow players to play all positions throughout the season.
- C. There will be 10 players in the field (6 infielders and 4 outfielders).
- D. Outfielders must play at least 15 feet behind the base path.
- E. A defensive team coach will be on the field of play to assist in positioning players in grades PreK-1.
- F. The player at the pitching position should stand near the pitching circle.

Rule 19. BATTING PreK-3

- A. **PreKindergarten through Grade 3**
 - 1. All players in attendance will bat. Late arriving players should be added to the end of the batting order.

2. An automatic out will not be assessed if a player must come out of the game.
3. The infield fly rule will not be used.

B. PreK & Kindergarten

1. This is a T-ball program.
2. The home team will be responsible for bringing the tee and a game ball to the game.
3. Every inning each team will bat the entire roster. The inning is over when all players have batted.
4. There are no strikeouts or walks.
5. The batting team's coach will be positioned at home plate to assist the batter and place the ball on the tee. The tee should be placed in front of home plate. This coach should confirm the defensive team is prepared and announce his/her intention to place the ball on the tee by calling "play ball".
6. The catcher will position herself well behind home plate to the opposite side of the batter. A helmet with facemask must be worn.
7. There will be a 15 foot arc drawn on the playing field. All batted balls must travel past this arc. If a batted ball does not, it will be considered foul and the batter will hit again.
8. Runners are allowed to run the bases even if they are out.

- C. Grade 1**
1. This is a coach pitch program.
 2. Three outs or 6 runs will make up the half inning.
 3. There are no strikeouts, walks, hit batters, or bunting.
 4. Each batter will receive a maximum of 5 hittable pitches. If no hit occurs after 5 hittable pitches, the batter will then hit off of a tee. No automatic out will be called.
 5. If the 5th pitch is fouled, a 6th will be given and so on.
- D. Grade 2**
1. This is a machine-pitch program.
 2. Three outs or 6 runs will make up the half inning.
 3. There are no hit batsmen, bunting, or walks.
 4. A batter receives a maximum of 5 hittable pitches (discretion of the umpire). If the 5th pitch is fouled, a 6th will be given and so on. Swinging strikes will be counted and there are strikeouts (three swinging strikes or 2 swinging strikes and a 5th hittable pitch).
 5. The speed of the pitching machine may be adjusted by each coach to best suit their team.

The speed of the machine may not be adjusted for individual players.

6. The batter is out on a dropped 3rd strike by the catcher.
7. If a batted ball hits the pitching machine or the coach running the machine, the ball is dead, the batter is awarded first base and all other base runners are awarded one base beyond the base they occupied at the time of the pitch.
8. The catcher will position herself behind the plate and wear all protective equipment.

E. Grade 3

1. Rules 19.D (1-8) will be in effect for machine-pitch games.
2. Rule 22.A (4) will be in effect for all player-pitch games.
3. No bunting.

Rule 20. BASERUNNING AND OVERTHROWS PreK-3

- A. There will be no stealing, leadoffs, or advancement on wild pitches.
- B. Baserunners must stay in contact with the base until the ball is hit.
- C. The ball is considered dead and all play must stop once the ball is in possession of an infielder within the infield area.

- D.** Overthrows – An overthrow is a ball that is thrown to an infielder, in the infield area, that is not cleanly caught. When an overthrow occurs, the umpire (in grades 2 and 3 only) will raise one fist in the air signifying to both teams that an overthrow has occurred.
1. There will be only one base advancement, at the runner's own risk, on any overthrow even if the ball remains in play.
 2. There will be only one overthrow per at bat. If a second occurs during the same at bat, the ball will become dead and all runners will return to the base they occupied following the first overthrow.

**SECTION 3
GRADES 4-12**

Rule 21. GAME LIMITS

- A. Grades 4-12**
1. Game time begins with the first pitched ball to the batter.
 2. To begin a game, infield practice will be allowed only if time permits.
- B. Grades 4-6**
1. Games will be 1 hour and 15 minutes or 6 innings, whichever occurs first. No new inning may begin after 1 hour and 15 minutes, unless the score is tied.

2. A maximum of 6 runs per inning may be scored.
3. At the 1 hour and 15 minute mark:
 - a. If either team is leading by 7 or more runs at the half inning, the game is over.
 - b. If the score of the game is 6 runs or less, the inning may continue for a maximum of 20 minutes in an attempt to determine a winner. **The final decision to suspend any game must be made by a BVRC field supervisor, not the umpires.**
 - c. A tie game stopped because of time will be played using the International Tie-Breaker. Under this rule, each team starts the inning with the player who completed the last official at bat as a baserunner on 2nd base. Each subsequent inning will start the same until a winner is determined.
4. Three innings will be considered a complete game. If a game is stopped before 3 innings because of weather or darkness, when the game is resumed the remaining time limit will be in effect.
5. If a game is decided before the final innings because of runs (i.e. 7 run lead with one inning to play or 13 run lead with 2 innings to play) teams may continue to play if games are not running late that day, there is game time remaining on the game limit and both teams

consent. All play must stop no later than 15 minutes before the next scheduled game time.

C. Grades 7-12

1. Games will be 1 hour and 15 minutes or 6 innings, whichever comes first. No new inning may begin after the 1 hour and 15 minute mark unless the game is tied.
2. A team may score a max of 8 runs per inning.
3. At the 1 hour and 15 minute mark:
 - a. If either team is leading by 9 runs or more at the half inning, the game is over.
 - b. If the score of the game is 8 runs or less, the inning may continue for a maximum of 20 minutes in an attempt to determine a winner. **The final decision to suspend any game must be made by a BVRC field supervisor, not the umpires.**
 1. A tie game stopped because of time will be rescheduled and played using the International Tie-Breaker. Under this rule, each team starts the inning with the player who completed the last official at bat as a baserunner on 2nd base. Each subsequent inning will start the same way until a winner is determined.
4. Four innings will be considered a complete game. If a game is stopped before 4 innings

because of weather or darkness, when the game is resumed, the remaining time limit will be in effect.

5. If a game is decided before the final innings or time limit because of runs (i.e. 9 run lead with 1 inning to play or a 17 run lead with 2 innings to play) teams may continue to play if games are not running late, there is game time remaining on the game limit and both teams consent. All play must stop no later than 15 minutes before the next scheduled game.

Rule 22. PITCHING

A. Grades 4-6

1. An appearance at any point during an inning constitutes an inning pitched.
2. Pitchers may pitch only 4 innings per game, with no more than 2 consecutively. Limitations on pitchers will carry over to continuations of suspended games.
3. Seven warm-up pitches will be given when one pitcher relieves another.
4. (4th grade only) Players will pitch during the game. No walks will be allowed. If a player pitcher throws 4 balls to a batter, the batter will then get 3 additional hittable pitches, from an offensive coach, to put the ball in play. If the batter fails to put the ball in play after the 3rd coach pitch she will be

declared out. If the batter hits a foul ball on their last pitch from the coach the batter shall be given an additional pitch. (i.e., an at bat can never end on a foul ball that is not caught.)

Once the batter has put the ball in play or been declared out the player pitcher will resume pitching to the next batter and the coach will return to the dugout.

Batters will be given first base only if hit by a player pitcher.

The coach may pitch from anywhere within the pitching circle as long as both feet stay within the circle.

B. Grades 7-12

All A.S.A. rules will be used.

C. Legal Modified Delivery

1. It is legal to throw a modified pitch in a fast pitch league.

Rule 23. BATTING

A. Grades 4-12

1. Open roster batting is mandatory. There will be a continuous batting order of all players in

attendance. Late arriving players should be added to the end of the batting order.

2. On a base on balls or hit batsman, the batter is awarded first base but may not attempt, or fake an attempt, to continue to 2nd base.
3. The infield fly rule will be used in grades 4-12.

B. Grades 4-6

1. Batter is out on a dropped 3rd strike by the catcher.
2. Batters will not be penalized for stepping out of the batters box during player/coach conferences. A coach may conference with only one batter and only once per inning.

C. Grades 7-12

1. A.S.A. rules will be used.
2. Rule 23.B2 will be used.

Rule 24. STEALING, BASERUNNING, OVERTHROWS

A. Grade 4

1. There will be no stealing, leadoffs, or advancement on wild pitches.
2. Runners leaving the base before the ball is hit will be called out.
3. The ball is considered dead and play will be stopped once the ball is in possession of the pitcher within the pitcher's circle. Runners who are between bases must (at their own risk) immediately return to the previous base or

advance to the next base, or they will be called out.

B. Grades 5 & 6

1. Stealing is permitted.
2. Runners leaving base before the pitched ball crosses the plate will be called out.
3. The ball is considered dead and play will be stopped once the ball is in the possession of the pitcher within the pitcher's circle. Runners who are between bases must (at their own risk) immediately return to the previous base or advance to the next base, or they will be called out.

C. Grades 7-12

All A.S.A. rules will be used.

Rule 25: Playing Time (Grades 4-12)

- A. Coaches are allowed to use one of the following options.
 - a. Option #1 - No player may sit out two consecutive defensive innings.
 - b. Option #2 - See chart below

Game Length	Minimum Innings Required to Play Per Game.
3 Innings	Must play 1 inning
4 Innings	Must play 2 innings
5 Innings	Must play 2 innings
6 Innings	Must play 3 innings
7 Innings	Must play 3 innings

- B. If a coach chooses option #2 all players must enter the game by the third inning.

RAINOUT INFORMATION

will be available online at
www.bluevalleyrec.org

Or by calling (913) 685-6099 ext. 3.

You may also sign up to receive game and practice cancellations with the BVRC Connection on our website.