



Blue Valley Premier Fastpitch League Rules



Playing rules not specifically covered shall follow the official USA Softball Rules.

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.

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 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.

3. Scorekeeping

- a. Home team shall be the official scorekeeper of the game.

4. Forfeits

- a. The scheduled start time is game time.
- b. When the umpire yells "play ball", each team must have at least 7 players. If a team has less than 7 players, they will forfeit the game.

5. Number of Players

- a. 8U-10U will field 10 players (6 infielders and 4 outfielders).
- b. 12U-18U will field 9 players (6 infielders and 3 outfielders).

6. Substitute Players

- a. 8U-10U
 - i. If a team has 10 or less players, they can use a maximum of 3 substitute players.
- b. 12U -18U
 - i. If a team has 9 or less players, they can use a maximum of 3 substitute players.
- c. Substitute players:
 - i. Must be registered with another BV Premier team.
 - ii. Cannot play if their regular team has a scheduled game at the same time.
 - iii. Must be from a lower age group or from a lower division than the team they are substituting for.
 - iv. Wear the uniform of the team that they are registered with.
 - v. Cannot pitch and must bat last.
 - vi. Must be declared to the opposing coach and umpires at the coaches meeting.

- d. Any team using an illegal substitute will forfeit their game.

7. Dugout Rules

- a. The Home Team will occupy the first base dugout.
- b. Only players and coaches will be allowed in the dugout area.

8. 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
 - i. First ejection – suspended for the next game.
 - ii. Second ejection – suspended for the next two games and an appearance before the Advisory Council may be required.
 - iii. Third ejection – suspended for a minimum of three games and a mandatory appearance before the Advisory Council.
- c. Coach, Parent, or Fan
 - i. First ejection – suspended for the next game and an appearance before the Advisory Council may be required.
 - ii. Second ejection – Suspended for the next two games and a mandatory appearance before the Advisory Council.
 - iii. Third ejection – Suspended for a minimum of three games and mandatory appearance before the Advisory Council.

9. Protests

- a. The umpires, field supervisors and coaches should attempt to resolve rule disputes to avoid protests.
 - i. A manager/coach may only protest rule interpretation or player eligibility.
 - ii. The manager/coach 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 be filed by the protesting coach immediately after the game on the proper form from a field supervisor. If a protest occurs regarding the last play of a game or player eligibility, the manager/coach will be given 24 hours to protest the game.
 - iii. The Softball Advisory Council will act on all protests. Even if it is held that the protested game violated a rule, no replay of the game will be ordered, unless in the opinion of the Advisory Council, the violation adversely affected the pretesting team's chances of winning the game.

10. Playing Field Dimensions

- a. 8U: 60' bases and 35' pitching machine
- b. 10U: 60' bases and 35' pitching rubber
- c. 12U: 60' bases and 40' pitching rubber
- d. 14U-18U: 60' bases and 43' pitching rubber

11. Softball Sizes (league will supply one game ball per game)

- a. 8U-10U: 11" softball
- b. 12U-18U: 12" softball

12. Time Limit/Innings Played

- a. Each game will be played to seven innings or when the one hour and fifteen-minute time limit is reached.
- b. Four innings will be considered a complete game. If a game is stopped before four innings because of weather or darkness, when the game is resumed the remaining time limit will be in effect.

- c. If a game is tied at the end of time limit, teams will play 1 additional inning, utilizing the International Tie-Breaker rule. Under this rule, each team starts their half inning with the player who completed the last official at bat as a baserunner on 2nd base. Zero outs.
 - i. If the game is still tied after one inning, it will be counted as a tie in the standings.

13. Run Rules

- a. 12 runs after three innings, 10 runs after 4 innings and 8 runs after 5 innings.
- b. 8U-10U teams will be allowed to score a maximum of 6 runs per half-inning.
- c. 12U-18U teams will be allowed to score a maximum of 5 runs per half-inning.

14. Batting

- a. Teams can use a continuous batting order or “roster batting”, DP/Flex (for 12U-18U), straight 9 (or straight 10 for 10U-C/Open).
- b. For continuous order or “roster batting”:
 - i. Free substitution will be used.
 - ii. Late arriving players will be added to the end of the batting order.
 - iii. If players leave the game before it concludes, their team will not be forced to take an out when their spot comes up in the batting order.
- c. If the Umpire discovers that a bat does not conform to the USA bat rule until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out. If the Umpire discovers that a bat has been used to put a ball in play and before the next legal pitch, the defensive team shall have the choice of the result of play, or the batter being called out and all runners returning to the base occupied at the time of the pitch. (Second Offense)—If a team is found in violation of this rule a second time, then the player and manager shall be ejected in addition to the First Offense penalty.

15. Courtesy Runners

- a. Teams may use courtesy runners for the pitcher and catcher.
- b. Courtesy runners will be the last available player in the lineup.

16. Sliding

- a. A runner is out when she does not slide or avoid contact if the fielder has the ball.

17. Team Rosters

- a. Team rosters must be submitted before teams start practicing on BVRC-scheduled fields. Teams may add players throughout the season by submitting the proper paperwork before the new player(s) participate.

18. Awards

- a. The first and second place teams in each division will receive trophies.

19. Inclement Weather

Our website serves as the main vehicle by which to notify participants of changes or cancellations during inclement weather. In times of inclement weather, log onto www.bluevalleyrec.org and click on the Inclement Weather tab for practice/game status. As a secondary source of notification, we also use the following telephone number and extension. This telephone line will accept a limited number of calls at one time, so we encourage everyone to use the website whenever possible. The telephone number is: (913) 600-4001 EXT: 2 Parents and Coaches can also sign-up to receive notification on cancellations through text message at www.bluevalleyrec.org.

20. Specific Age Group Rules

a. 10U – Open Division Rules

- i. May use 4 outfielders (10 total players on defense)
 - 1. If you use 10 players on defense, the 10th player must be stationed in the outfield.
- ii. Roster batting
 - 1. If players arrive late, add them to the end of the lineup
 - 2. If players need to leave early, there is no penalty for removing them from the lineup
- iii. Infield fly rule will be enforced.
- iv. Dropped 3rd strike will be in effect.
- v. Runners may steal any base.
- vi. Runners may leave the base on the release of the pitch.
- vii. Runners may take more than one base at a time (at their own risk).

b. 12U-18U – Open Division Rules

- i. *The purpose of these divisions is for competitive teams to help each other, and themselves, to gain quality reps for the betterment of all. While the rules may be modified for these divisions with an emphasis on parity, the intent is that each team will compete with intensity, such that the experience prepares the teams and players for tournament competition.*
- ii. 9 Fielders – 3 Outfielders/6 Infielders
- iii. Roster Batting
 - 1. If players arrive late, add them to the end of the lineup
 - 2. If players need to leave early, there is no penalty for removing them from the lineup
- iv. Infield fly rule will be enforced
- v. Dropped 3rd strike will be in effect.
- vi. Runners may steal any base.
- vii. Runners may leave the base on the release of the pitch.
- viii. Runners may take more than one base at a time (at their own risk).
- ix. Free substitutions on defense
- x. Extra timeouts may be requested