

# BROKEN ARROW GIRLS SOFTBALL LEAGUE, INC. (BAGSL) RULES AND REGULATIONS

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## 1. DEFINITIONS

- A. The rules and regulations, which follow, apply to “drafted” teams in the league. The official ASA Softball Rules Book and Ok ASA rules & By-laws will govern except where specifically stated herein.
  - I. The term “drafted” as used hereinafter shall refer to recreational teams.
  - II. During any year when slow pitch softball is introduced into BAGSL, the administration of slow pitch activities will be handled “as required” by the BAGSL board in accordance with ASA rules. Specific slow pitch rules will be developed for the second and subsequent years.
- B. The term “BAGSL board” as used hereinafter is sometimes referred to as the “board of directors”. Executive board” or “directors”.
- C. “First season” – Start on March 1<sup>st</sup> each year and ends with the last game of the first season or the second Thursday in June, whichever comes first.
- D. “Second season” – Starts on the second Sunday in June each year and ends the third week of August.
- E. “Fall season” – If sufficient interest exists this league may be started anytime after September 1<sup>st</sup> and must end by October 31<sup>st</sup>.

## 2. GENERAL RULES AND REGULATIONS – DRAFTED TEAMS

### A. ELIGIBLY

- I. A drafted manager must notify the BAGSL board of his/her intentions to keep a drafted team by mailing a signed managers contract by January 1 to: BAGSL, PO Box 2112, Broken Arrow, Ok. 74013.
- II. Girls must be 4 through 23 on December 31<sup>st</sup> of the current playing year – no exceptions.
- III. Recreational players must live in the Broken Arrow or Union school districts or within the city limits of Broken Arrow, unless approved by both associations.
- IV. Teams from outside of the BAGSL association may play upon approval by the BAGSL board.  
EXCEPTION: A player who has moved into the boundaries of another association may elect to continue to play with her previous BAGSL team without obtaining a player transfer form from that association. However, once she elects to play in the new association, she is subject to the annual player transfer form as others.
- V. Players wishing to transfer into another association from BAGSL must send a copy of the player transfer form to BAGSL and the association accepting the player.
- VI. Pick up players will not be allowed to play in any league games.
- VII. All managers/coached playing in BAGSL must have a current signed “Coaches Code of Ethics” and a background check thru BAGSL, paid for by the individual, on file in the BAGSL office before being allowed to assume managing/coaching duties.

### B. REGISTRATION

- I. Sign up will be any three weeks on January (variable by one week) set by the BAGSL board.
  1. Every girl wishing to play must be signed up each year.
  2. Parent or guardian must fill out and sign a player/parent contract and pay all league fees.

3. Any special conditions must be added to the contract at the time of registration. If there is a definite wish that a girl not play on a certain team, manager or coach, the parents should indicate such wishes on the registration form. This information will be kept confidential.
4. The BAGSL board must approve any exceptions.
5. All player transfer forms from other associations must be attached to the registration form by March 1<sup>st</sup> of the current playing year.
6. Girls may “play up”, but only to the next higher age group.
7. Registration cut off will be March 1<sup>st</sup>. Any registration after that date will be on a team needed basis.

**C. ADDITIONAL SIGN UPS AND CHANGE OF PLAYERS STATUS**

- I. Girls signing up after noon Wednesday prior to the draft will be placed in the player pool.
- II. A girl who decides not to play must request a refund by March 15<sup>th</sup> of the current playing year to receive reimbursement. (less any processing fee)
- III. Any recreational player has only until May 1<sup>st</sup> of the current playing year to ask to be removed from her team by presenting the BAGSL board in writing valid reasons for not playing.
  1. Once the request is honored the player will be placed in the player pool.
  2. Only one request to change teams will be honored in ant one season.
- IV. Players have until June 1<sup>st</sup> of the current playing year to notify her current team manager of her intent to play second season.

**D. INSURANCE AND OTHER LEAGUE FEES**

- I. BAGSL will carry insurance.
  1. Insurance is not effective prior to March 1<sup>st</sup> of the current playing year and practices prior to March 1<sup>st</sup> of the current playing year are not covered.
  2. It is imperative that all players register and pay the BAGSL registration fee.
- II. BAGSL insurance will be secondary to any other insurance under which the player is covered. Claims must be filed with the player’s personal insurance first.
- III. BAGSL will pay the entry fees for Broken Arrow drafted teams to join other leagues due to lack of enough teams to form their league in Broken Arrow.
- IV. BAGSL will pay umpire fees for recreational teams league play.

**E. CONCESSION**

- I. Any team wanting to work concession as a team fundraiser must obtain a food handlers permit prior to being allowed to work.
- II. Each team will be responsible for providing a minimum of 6 adults at Arrowhead and a minimum of 4 adults at Central. All workers must be over 16.

**F. PARK CLEAN UP AFTER GAMES**

- I. Managers are responsible for picking up trash in their dugout and bleaches after their game(s). Penalties for failure to do so is as follows: 1<sup>st</sup> time – warning, 2<sup>nd</sup> time - \$25 fine, 3<sup>rd</sup> time - \$50 fine, 4<sup>th</sup> time – forfeit of next scheduled game.

**G. EQUIPMENT AND SAFETY REGULATIONS**

- I. Jewelry of any kind is not allowed to be worn during games. (including earrings) Refusal to remove jewelry after being asked by the umpire will result in the player being removed from the game.
- II. Chest protector, catchers helmet with era protectors, mask, throat protectors and shin guards that cover the knee cap will be worn by the catcher at all times, including practices.

- III. An ASA approved helmet with face mask and chin strap must be worn by players when batting and running bases. Helmet will not be removed until after the player enters the dugout.
- IV. If a player wears glasses, these glasses must have safety glass lenses or safety goggles will be worn.
- V. Metal cleats, hard plastic football cleats or street shoes are prohibited in any age group.
- VI. All players must wear numbers on their backs and the number must be visible while batting. Numbers must be at least 6 inches high.

#### **H. PROTEST**

- I. T-Ball, 7&under and 8&under – no protest will be allowed.
- II. 10&Under through 18&Under – protest will be allowed.
  - 1. Only the manger or coach of the team involved in the game will be allowed to protest.
    - a. A fee of \$20 at the time of formal protest will be required to be deposited with the OIC.
    - b. Reference official ASA guide & playing rule book.
      - i. Rule 9 – Protest for the complete definition.
      - ii. Protest will not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of an umpire.
    - c. Should a team manager have serious concern regarding the conduct of any umpire – not decisions or interpretation calls, the conduct problem may be submitted in writing within 48 hours of the game giving date, conditions, witnesses, etc to the BAGSL president. The BAGSL president will along with the umpire committee, process the complaint per agreement with the umpire association.

#### **I. CONDUCT OF MANAGERS, COACHES, PLAYERS, SPECTATORS AND UMPIRES**

- I. All managers, coaches, players, spectators and umpires will be expected to conduct themselves in a sportsmanlike manner. BAGSL has the right to call the police as necessary.
  - 1. The BAGSL board reserves the right to judge any conduct detrimental to the league, including recruiting a player or protection infractions and take action against such parties as they deem appropriate.
    - a. Appropriate action could be removal of such manager and/or coaches from their position on the team for the rest of the season.
  - 2. In the event a parent or relative of a player interferes with a game through abusive language or inappropriate behavior, the umpire will warn that individual once.
    - a. Umpires/OIC must enforce this rule.
    - b. If the violator(s) persists he/she will be asked to leave the ballpark.
    - c. No alcoholic beverages will be allowed in the complex.
    - d. No manages, coaches or players will be allowed behind the backstop during the game
      - i. If this rule is disregarded, the umpire can either give the girl at bat her base of call her out, as appropriate.
      - ii. If the violator(s) persists he/she will be asked the leave the ballpark.
  - e. Harassment of any player by the opposing team or their spectators will not be allowed.
    - i. Umpires/OIC must enforce this rule.
    - ii. If the violator(s) persist he/she will be asked to leave the ballpark.

## **J. ESTABLISHMENT OF TEAMS WORKING TOURNAMENTS**

- I. After the tournament committee has established a firm published schedule of tournaments:
  1. It is the general policy that the BAGSL board and other volunteers or paid workers when necessary, will work all regularly scheduled tournaments. The BAGSL board may designate that certain regularly scheduled tournaments be set aside for teams to work to generate income to defray team operating expenses. All BAGSL teams desiring to work a regularly scheduled BAGSL tournament should notify the league office in writing before February 25<sup>th</sup> of the current year.
  2. BAGSL will share 25% of the gross sales from the concession sales, 10% of the gate income and 10% of the souvenir sales with the team providing the staffing of the concession stand, gate, souvenir stand, field preparation and park clean up during the tournament.
    - a. If under the percentages listed in “2” above do not meet the following dollar amounts, a minimum payout will be given for days actually worked: 3 day tournament minimum of \$1000, broken down as follows: Friday - \$200, Saturday \$500, Sunday - \$300.
  3. All teams requesting to work a regularly scheduled BAGSL tournament should be considered before a second tournament is awarded to a team who has previously worked a tournament.

## **3. RULES AND REGULATIONS – DRAFTED TEAMS**

### **A. PLAYER PROTECTION/MANAGER QUALIFICATIONS**

- I. Any Broken Arrow drafted manager/coach or anyone associated with the team cannot recruit players from any other association.
- II. No manager/coach can recruit a girl for tournament play without permission from the girl’s current manager.
- III. Teams may protect all eligible players from the previous year’s roster or by parent request. The balance of the team’s players (if short the allotted number of players) will be placed on the team by the AGC with help from the BAGSL board.
- IV. The BAGSL board reserves the rights to judge any conduct detrimental to the league, including recruiting a player or protection infractions and take action against such parties, as they deem appropriate. Appropriate action could be the removal of such managers and/or coaches from their position on the team for the remainder of the season.
  1. Parent request will be honored until 5 days after the player declaration for the age group, after that date, request will only be honored as space allows.

### **B. PRE-DRAFT/PLAYER DECLARATION**

- I. The draft for all recreation teams will be held the second week in February, variable by one week, at a designated place and time set by the BAGSL board.
- II. Each team will have 1 manager and 2 coaches.
- III. Any challenge from the manager/coaches regarding player eligibility/status must be made prior to completion of each age group draft declaration. Failure to challenge forfeits any further challenges unless specifically authorized by the BAGSL board.
- IV. Managers are responsible for turning in their official team roster to their AGC at the draft and immediately after any changes in his/her roster. If possible, there will be a least 12 players on the team roster at all times.

### C. CONDUCT OF SECOND SEASON

- I. The purpose of second season is to provide ASA sanctioned competition between the completion of the first season and the OK ASA state tournament, ASA regional tournament, ASA national tournament or area national tournaments.
  1. Second season leagues will be formed for any age groups or combination of age groups, if sufficient interest exists.
  2. After composition of the second season league(s) may include Broken Arrow drafted teams as well as ASA sanctioned teams from other areas.
  3. Second season league(s) may be managed and scheduled by BAGSL of other associations.
- II. Managers or coaches of the first season teams must notify their players and AGC by June 1<sup>st</sup> of the current playing year if the team is, or is not, going to play second season.
  1. Players that do not wish to play second season will have a fun summer and will return to their first season team next spring.
  2. Players wishing to play for another team must notify their current team manager by June 1<sup>st</sup> of the current playing year, but a team change will not be effective until the end of the first season.
  3. Participation by any player on a second season team, which is different from her first season team, does not in any way change the player protection rights of her original first season team.
- III. In forming second season teams, managers or coaches can recruit players from any Broken Arrow team or other area teams after the end of the first season.
  1. A second season roster form will be given to the manger/coach to be completed with the layers that are going to play second season.
  2. Once the second season roster for a team has been established and turned in to the AGC, the manager has full protection rights against recruitment by other managers/coaches.
  3. The roster must be turned in to the AGC by the 3<sup>rd</sup> Friday in June.
- IV. Existing first season managers may retain the team name for second season play, by may voluntarily pass the right to coaches, parents or others if desired.
- V. Existing teams and new (re-organized) teams are eligible to enter the second season league(s) provided that players are ASA sanctioned and the players names have appeared on an ASA sanctioned roster.
  1. A re-organized team is defined as two or more first season teams that blend together to create a new second season team.
  2. Players recruited by Broken Arrow teams from outside the Broken Arrow or Union school district or city limits of Broken Arrow will be required to complete the player transfer form. The new manager must receive approval from the player's current manager to contact the player.
  3. Insurance – Rules and Regulations apply to the second season league(s). Second season managers must ensure that any new players/transfers, etc. who are not listed on any Broken Arrow first season roster pay the second season BAGSL registration fee established by the BAGSL board.
  4. Any team playing second season under a new team name must pay these fees: ASA registration and team insurance.

#### **D. CONDUCT OF FALL LEAGUE**

- I. A fall league may be formed in any age group where sufficient interest exists.
- II. The fall league may include Broken Arrow drafted and competitive teams, as well as ASA sanctioned teams from other areas (existing or newly formed).
- III. Players are free to play on any fall league team. However, this does not in any way change the player protection rights to her original first season team. Fall league managers must turn in rosters prior to their first game with required registration or entry fee and ensure that players are covered by insurance.

#### **4. PLAYING RULES & REGULATIONS – DRAFTED TEAMS**

##### **A. STARTING TIME, FORFEITS AND LINEUPS**

- I. All games will start at scheduled time. There will be a 15 minute forfeit time allowance for the first game only each evening.
- II. Managers/coaches must be available for umpire pre-conference 5 minutes prior to game time.
  1. Lineups exchanged between each team before the game will be given to the plate umpire.
  2. These lineups will list all players present in a permanent batting order sequence with the starters identified with their field positions.
- III. Each substitution in the field will be officially reported to the plate umpire who will mark the change on his lineup showing the inning the new player entered the field and the player who was replaced.
  1. The umpire will notify both scorekeepers of the change.
  2. It is not necessary to notify the plate umpire when players are shifted between positions in the field, only entries and exits from the field.
- IV. A team may play a game with 7 or 8 players if the manager chooses or he/she may forfeit.
  1. If a team has less than 7 players, the game will be a forfeit.
  2. If the manager uses 7 or 8 players when he/she makes the lineup, he/she must use blanks where players are missing.
  3. When these blanks come up on the batting order, they automatically become outs.
  4. If the players arrive after the game has started, the manager may substitute them for the blank spaces on the scorebook.

##### **B. MAXIMUM RUNS**

- I. Teams will change sides in age groups 6-7 when any team scores 4 runs.
- II. Age groups 8 & 10 rec. when any one team scores 5 runs.
- III. Age groups 12 through 18 when 6 runs are scored in any one inning by one team.

##### **C. GAME LENGTH**

- I. No inning will begin after 1 hour and 20 minutes from the beginning of the game. In case of serious injury, the umpire will appropriately suspend game time. 6 & under, maximum 1 hour time, 7 & under, maximum 1 hour 10 minutes.
- II. Maximum length of regulation games:
  1. 6, 7, 8 & under - 5 innings
  2. 10, 12 & under – 6 innings
  3. 14, 16 & 18 under – 7 innings

##### **D. TIE BREAKER**

- I. In case of a tie after a regulation game, or one in which time limit has expired, although not officially adopted by the ASA, the tie breaker rule is used by the NCAA and in local leagues. See ASA guide & playing rules point of emphasis number 38.

1. The offensive team shall begin its turn at bat with the player who is scheduled to bat ninth (or the batter who is scheduled to bat last) in that respective half inning being places at second base.
2. If the number 5 batter is to lead off, number 4 in the batting order will be placed at second base.
3. A substitute may be inserted for the runner.

#### **E. RAINOUTS**

- I. In the event of a rainout, the following constitutes a legal game.
  1. 6 & under thru 12 & under – 3 innings
  2. 14 & under thru 18 & under – 5 innings
- II. In the event a legal has not been played, see rescheduling procedures.

#### **F. RESCHEDULING OF RAINOUTS**

- I. AGC shall notify managers/coaches of all postponed ball games as soon as possible.
  1. Games not played due to rain will be rescheduled by the scheduler & league coordinator.
  2. AGC will notify each of the managers associated with the changes, informing them of the new game time & date.
- II. If a manager wishes to reschedule a game he/she must notify the AGC no less the 72 hours before the game is to be played. Only legitimate reasons will be accepted, such as a school function. The game may be rescheduled only once.

#### **G. SCOREKEEPING**

- I. The home team will be designated on the schedule.
- II. The home team is the office scorekeeper.
- III. The winning team is to record the score at the concession stand.
- IV. All girls playing in a game will be listed by last name, first initial on the score sheet.

#### **H. PLAYER MINIMUM PLAYING TIME**

- I. It will be the responsibility of the managers/coaches to exchange lineups before each game to see that these rules are carried out.
- II. If a player does not attend practices, the coach may bench the player for the following game. The coach must go to the opposing team before the game and tell them the player is being left off the roster for that game.
  1. Any late player entering the game will take their place at the bottom of the lineup.
  2. The late player cannot be substituted in the middle of an inning as a defensive player.
- III. Every girl present at each game (all age groups) must bat in order.
- IV. Girls not starting in the field must be substituted in the field no later than the innings listed below in their minimum playing time in the field has not been satisfied.
  1. It will be the responsibility of the managers/coaches to see that the above rules are carried out.
  2. 6, 7, 8, 10 & 12 & under – beginning at the top half of the 3<sup>rd</sup> inning (prior to the first pitch).
  3. 14, 16 & 18 & under – beginning of the top half of the 4<sup>th</sup> inning (prior to the first pitch)
- V. All players must play a minimum of two innings in the field unless the game is stopped.
  1. The penalty for not carrying out the minimum playing time rules will be forfeiture of the game being played and suspension of manager for the next scheduled game.
  2. Exceptions: the manager is not required to play a girl that:
    - a. Does not show up before the end of :

- i. The first inning in 6, 7, 8, & 10 & under age groups.
- ii. The second inning in 12, 14, 16 & 18 & under age groups.

VI. Free substitution in the field is permitted.

**I. PROCEDURE FOR ENFORCEMENT OF MINIMUM PLAYING TIME RULE**

- I. Upon completion of the game the plate umpire will give the two official lineup sheets to the OIC.
- II. Any manager/coach who believes that the minimum playing time rule has been violated in the game in which he/she is participating in or has completed, must notify the OIC immediately following the game or within twenty minutes after the game is over.
- III. The OIC will determine the facts using the official lineup turned in by the umpire and present the facts to the BAGSL president for action/decision. The BAGSL president will make a decision within 48 hours. The penalty for non-compliance with the rule is forfeiture of the game played and suspension of manager for the next scheduled game.
- IV. Minimum playing time is not considered a formal protest and will not require the \$20 deposit.

**J. DETERMINATION OF FINAL STANDINGS AND TROPHIES**

- I. 6, 7, and 8 & Under
  1. No official league standings will be kept.
  2. The BAGSL board will present each player with a player participation award at the end of the season.
- II. 10, 12, 14, 16 and 18 & under
  1. At the end of the first season schedule a double elimination post-season tournament will be conducted during the 2<sup>nd</sup> week of June to determine final season placement. Seeding for the bracket will be determined by the first season win/loss record. The win/loss record will consist of playing each team once. If they are scheduled to play a team for a second time, the first game will be the only game that counts towards seeding.
  2. First, second and third place trophies will be awarded in each age group based on the final placement in the post season tournament.

## **K. PLAYING RULES AND REGULATIONS – 6 & UNDER (T-BALL)**

### **I. GENERAL RULES**

1. No protest will be allowed
2. No official league standings will be kept
3. The BAGSL board will present each player with a player participation award at the end of the first season.
4. Games not played due to rain will be rescheduled by the scheduler & league coordinator. If a manager wishes to reschedule a game he/she must notify the AGC no less the 72 hours before the game is to be played. Only legitimate reasons will be accepted such as school functions. The game may be rescheduled only once.

### **II. STARTING TIME**

1. All games will start at scheduled time.
  - a. Managers/coaches must be available for umpire pre-game conference 5 minutes prior to game time.
  - b. There will be a 15 minute forfeit time allowance for the first game only each evening.
    - i. If a game has to be called on account of darkness, rain, etc. a minimum of 3 innings is needed to constitute a game.
    - ii. The time limit of a game is 1 hour from scheduled starting time and is to be noted in the official scorebook. In case of serious injury, game time will be adjusted, but no tiebreaker will be allowed.
    - iii. The home team will be designated on the schedule.
    - iv. The home team is the official scorekeeper.
  - c. The game consists of 5 innings with a minimum of 3 innings needed to constitute a legal game.
  - d. Once an offensive team has batted 9 batters or 3 outs have occurred, that half inning will end. Therefore, 9 batters or 4 runs per half inning are possible.
  - e. Since the league is using batting tees there are no walks or balls.
  - f. If game time has expired the home team will still receive their final at bats.

### **III. PLAYING FIELD**

1. Distance between bases will be 50 feet.
2. The pitching circle shall be defined as the area in the center of the diamond. The area will be outlined by a circle 16 feet in diameter with a pitching rubber in the center 28 feet from home plate.
3. There will be a batter's box 7 feet long and 3 feet wide. Extending 3 feet beyond home late into the playing field.
4. An infield foul line shall be drawn 10 feet in radius from the back of home plate. This line shall be defined as the "arc" or dead ball line.
5. The coach's box shall be 3 feet by 15 feet and shall not be closer than 8 feet from the base line.
6. The on deck circle shall be defined as a circle 5 feet in diameter and shall be located in the vicinity of the dugouts.
7. The running lane shall extend parallel and 3 feet from the base line, starting from a point halfway between home and first base.
8. A line halfway between first and second, second and third, and third and home shall be called the half way line and/or the half way point.

#### **IV. EQUIPMENT AND SAFETY REGULATIONS**

1. An 11" (soft-core) softball shall be the official ball of this age group.
2. The official bat of this age group shall be an ASA approved softball bat. These bats will be no shorter than 25 inches and no longer than 28 inches. Tee-ball bats will be allowed. Managers and coaches should be aware that tee-ball bats might be illegal in certain tournaments sponsored by other organizations.
3. Batters/runners will wear an ASA approved helmet with face mask and chin strap at all times, including leaving and re-entering the dugouts – including practices.
4. The catcher will wear an ASA approved catchers helmet, mask, chest and throat protectors – including practices. The catcher's mask may be removed after the ball has been hit.
5. Batters will bat off a designated batting tee, which shall be adjustable.

#### **V. PLAYERS AND POSITIONS**

1. Teams shall consist of 10 to TBD active players, ten of which will be used on the playing field.
  - a. If a team can only 7 or 8 players due to lack of players, there will be no forfeit.
  - b. No team shall field less than 7 players.
  - c. A maximum of 6 players, including the pitcher and catcher may be on the infield (inside the diamond).
  - d. If less that 10 players, the catcher is not a required position.
2. Free substitution in the field is permitted – defensive player for a player on the bench.
3. A manager shall not switch an individual defensive player with another more than once during an inning: e.g. pitcher to first, third to center.
  - a. Once a switch has been made, that player must stay in that position for the remainder of the inning.
  - b. If a violation in defensive switching is noted, it will be corrected without penalty to either team.
4. Defensive shifting will not be allowed to eliminate loading one side or the other of the diamond according to how a batter is positioned.
  - a. First and second base fielders must stay on the left side of the infield until the ball is hit off the tee.
  - b. Shortstop and third base fielders must stay on the left side of the infield until the ball is hit off the tee.
5. No defensive player can play closer to home plate than where the pitcher is positioned. Pitcher cannot make an unassisted out at first base or on a player running to first base.

#### **VI. BATTING ORDER**

1. All players will bat. No child will be passed over when it is her turn to bat.
2. A lineup will be given to each scorekeeper before the start of the game and the lineup shall be followed during the game.
3. If a player is batting out of order, either one or both scorekeepers should notify the umpire immediately so the correct player can bat.
4. If a player becomes ill or injured, but wishes to resume the game at a later time, the child may do so, but only at the start of the next inning and only after the manager notifies the home plate umpire, scorekeeper and the manager of the opposing team.

## VII. THE GAME

### 1. Batter

- a. The umpire will announce “play ball” before each swing of the batter, so those defensive players know that the ball is about to be put into play.
- b. If the ball is hit beyond the arc and the tee does not fall over, it will be considered live and fair.
- c. Each batter receives 5 swings (strikes).
- d. A coach may interrupt a player before/after the first or subsequent swings to reposition the batter or adjust the tee.
  - i. The count will remain whatever it was before the interruption.
- e. If, while hitting the ball off the tee on a 5<sup>th</sup> swing and the ball is hit foul, the batter will continue hitting until the ball is hit into fair territory, or the ball is missed for swing 5, unless of course, there is an out made by the defense on the foul ball.
- f. Any batter who throws the bat will be warned once. The next offense the batter will be called out and the ball considered dead. Runners will return to the bases they occupied before the infraction occurred, without liability of being tagged out.
- g. The batter may not reach first base carrying the bat. If the player does, they will be called out.
- h. The pitcher must stay behind the pitching rubber inside the circle prior to each swing of the batter.
- i. The umpire will call time out when, in his/her opinion, the ball is in control of a player on the infield and all runners have ceased advancing.
- j. First overthrow: runners may advance with the liability to be put out.
  - Fair/foul territory – base going to +1
  - Put runner back if not put out in advances pass +1

### 2. The batting tee

- a. The adjustable rubber hose of the batting tee must be placed in the area 8” in front of the home plate. The batter's front foot must not extend past the front of home plate when the batter is in her batting stance.
- b. When the defensive team makes an overthrow attempting an out on the runner/batter at first base or second base the batter/runner(s) will only be allowed to advance one base on the overthrow.
- c. No coach shall be allowed to physically hinder or advance a player while the ball is in play. A violation of this rule will result in the player being called out.
- d. In the event a coach/manager does not leave the field of play, upon instruction of the umpire, the game will be forfeited to the opposing team.
- e. Defensive coaches will be allowed between each base. Coaches are not permitted to touch the ball, but they are free to coach the play. Offensive coaches are permitted in the coaching box at first and third and at home. The home plate coach is responsible for removing the tee and bat in the event of a play at the plate. Coaches are not permitted to touch the base runners, but are free to coach the players.

### 3. Runner

- a. A runner is not allowed to leave their base until the batter hits the ball. If this occurs, the runner will return to the base they occupied. A non-strike dead ball will be called.
  - i. If a runner and/or batter is less than halfway to second or third base (in the judgment of the umpire), when the ball is dead, that runner must return to the base from which they are coming from.
  - ii. If a runner and/or batter runner is more than halfway to second or third base (in the judgment of the umpire), when the ball is dead, the runner will be awarded the base they are running to.
  - iii. If a runner is more than halfway to the base when the ball is dead and there is a runner already on that base, they must retreat to the base they last touched unless there is a force play and they must advance.
- b. If a runner is not more than halfway to a base when the ball is dead and there is a runner on the base they last touched, then they must advance to the base they were running to.
- c. Any batter rounding third base is considered attempting to score.

### 4. Attempting to score

- a. When a play is being made on a runner attempting to score, if the defensive player makes an over-throw to home/third base, or an error is made during the play, only the runner/batter at third will be allowed to score.
- b. There will be no infield fly rule.

### 5. 10 foot batting arc

- a. Any ball hit within the 10 foot batting arc shall be defined as foul/swing. Any ball that comes to rest within that 10 foot radius and touched by a defensive player in that area shall be designated foul/swing.
- b. Any ball hit which lands on that 10 foot line will be considered a fair ball. If the ball crosses the 10 foot radius and backspins into the 10 foot area, the ball will be considered a fair ball.
- c. No intentional bunting is allowed. Hands must be no more than 2 inches apart. Any batter attempting to bunt will be called out.

## **L. PLAYING RULES AND REGULATIONS – 7 & UNDER**

### **I. PLAYING FIELD**

1. Distance between bases will be 50 feet.
2. The pitching circle shall be defined as the area in the center of the diamond. The area will be outlined by a circle 16 feet in diameter with a pitching rubber in the center 28 feet from home plate.
3. There will be a batter's box 7 feet long and 3 feet wide extending 3 feet beyond home plate into the playing field.
4. An infield foul line shall be drawn 10 feet radius from the back of home plate. This line shall be defined as the "arc" or dead ball line.
5. The coach's box shall be 3 feet by 15 feet and shall not be closer than 8 feet from the base line.
6. The on deck circle shall be defined as a circle 5 feet in diameter and located in the vicinity of the dugouts.
7. The running lane shall extend parallel and 3 feet from the base line, starting from a point halfway between home and first base.
8. A line halfway between first and second, second and third, third and home shall be called the halfway line and/or halfway point.

### **II. EQUIPMENT AND SAFETY REGULATIONS**

1. An 11" (soft-core) softball shall be the official ball of this age group.
2. The official bat of this age group shall be ASA approved softball bat. These bats will be no shorter than 25 inches and no longer than 28 inches. Tee-ball bats will be allowed. Coaches/managers should be aware that tee-ball bats may be illegal in certain tournaments, etc. Sponsored by other organizations.
3. Batters/runners will wear an ASA approved helmet with face mask and chin strap at all times, including leaving and re-entering the dugouts – including practices.
4. The catcher will wear ASA approved catchers helmet, mask, chest and throat protectors – including practices. The catcher's mask may be removed after the ball has been hit.

### **III. GAME PLAYING RULES**

1. Coach pitch
2. Teams will change sides when 4 runs are scored in any one inning by one team or 3 outs are made.
3. Designated hitter rule does not apply.
4. A runner may not steal. Runners cannot leave the base until the batter hits the ball. If the player does, the runner will return to the base they occupied and a non-strike dead ball will be called.
5. A batter cannot run on a dropped third strike.
6. Infield fly rule does not apply.
7. A maximum of 6 players, including the pitcher and catcher may be in the infield (inside the diamond).
8. 10 players may be used rather than 9.
  - a. 10 players may play in a game if you choose. Four outfielders designated as left, left center, right, right center.
  - b. This decision must be made prior to the start of the game.

9. First overthrow: runners may advance with the liability to be put out.  
Fair/foul territory base going to +1  
put runner back if not put out if advances pass +1
10. Coach pitch rules are as follows:
  - a. Pitcher/coach shall pitch from the pitcher's plate.
  - b. Defensive pitchers must play no closer to the batter than the pitcher's plate prior to release of the ball.
  - c. The pitcher will be the manager from the team that is at bat.
    - i. The manager may designate a pitcher 16 years old or older.
  - d. See batting order rules for t-ball.
  - e. Each batter will be allowed 5 pitches to hit the ball, and then she is out.
  - f. As long as she fouls off the last pitch, she remains an active batter.
  - g. The batter must hit the ball in fair territory in order to get on base.
  - h. If the batted ball hits the pitcher/coach or the pitcher/coach catches the ball, the ball is dead and is re-pitched. If the batted ball hits the pitching coach the ball is dead. If the pitching coach interferes with a live ball intentionally, the closest runner to home plate will be called out.
  - i. The pitching coach may coach the batter only. The pitching coach cannot coach base runners while on the playing field inside the foul lines. Penalty: warning on the first offense, second offense the coach will be ejected from the game and the closest runner to home plate will be called out.
  - j. The catcher will throw the ball back to the defensive pitcher rather than the pitcher/coach.
  - k. If game time has expired the home team will still receive their final at bats.

## **M. PLAYING RULES AND REGULATIONS – 8 & UNDER**

### **I. Playing field**

1. Distance between bases will be 55 feet.
2. The pitching circle shall be defined as the area in the center of the diamond. The area will be outlined by a circle 16 feet in diameter with a pitching rubber in the center 30 feet from home plate.
3. There will be a batter's box 7 feet long and 3 feet wide extending 3 feet beyond home plate into the playing field.
4. An infield foul line shall be drawn 10 feet radius from the back of home plate. This line shall be defined as the "arc" or dead ball line.
5. The coach's box shall be 3 feet by 15 feet and shall not be closer than 8 feet from the base line.
6. The on deck circle shall be defined as a circle 5 feet in diameter and located in the vicinity of the dugouts.
7. The running lane shall extend parallel and 3 feet from the base line, starting from a point halfway between home and first base.
8. A line halfway between first and second, second and third, third and home shall be called the halfway line and/or halfway point.

### **II. Equipment and safety regulations**

1. An 11" (soft-core) softball shall be the official ball of this age group.
2. The official bat of this age group shall be ASA approved softball bat.
3. Batters/runners will wear an ASA approved helmet with face mask and chin strap at all times, including leaving and re-entering the dugouts – including practices.
4. The catcher will wear ASA approved catchers helmet, mask, chest and throat protectors – including practices. The catcher's mask may be removed after the ball has been hit.

### **III. Game playing rules**

1. If game time has expired the home team will still receive their final at bats.
2. Teams will change sides when 5 runs are scored in any one inning by one team or 3 out are made.
3. Player pitch innings 1 and 2, including the "no walk" rule, coach pitch rules innings 3 and on.
4. Designated hitter rule does not apply.
5. A runner may not steal.
6. A runner is allowed to leave the base when the pitcher or coach/pitcher pitches the ball. If the runner leaves the base before the pitcher or coach/pitcher has released the ball, the runner will be called out by the umpire. The runner can be thrown out at the base they occupied.
7. A batter cannot run on a dropped third strike.
8. Infield fly rule does not apply.
9. A maximum of 6 players, including the pitcher and catcher may be in the infield (inside the diamond).
10. 10 players may be used rather than 9.
  - a. 10 players may play in the game if you choose. Four outfielders designated as left, left center, right and right center.
  - b. This decision must be made prior to the start of the game.

11. The “no walk” rule shall apply as follows:
  - a. A batter shall not be allowed to advance to first base after the pitcher has thrown 4 balls.
  - b. In lieu of a walk (base on balls) being awarded to the batter, a designated manager/coach will pitch to the batter.
  - c. If a pitched ball by the player pitcher hits the batter, the batter will be awarded first base.
12. See batting order for t-ball
13. The batter will have strikes called by the umpire for each swing and miss.
  - a. The batter will be considered out after three strikes including strikes, which occurred before 4 balls were called and the manager/coach pitched to the batter.
    - i. Batter will receive as many pitches from a coach pitcher as strikes remaining when walked.
  - b. If, while hitting the ball from the pitcher coach on the 3<sup>rd</sup> and the ball is hit foul, the batter will continue hitting until either the ball is hit into fair territory or the ball is missed for strike three, unless of course, there is an out made by the defense on the foul ball.
14. A base runner cannot steal.
15. While the batter is attempting to hit the ball from the coach pitcher, the pitcher must stay within the pitchers circle until the ball is hit.
16. A strike is defined as follows:
  - a. Any swing in which the batter does not hit the ball.
  - b. If a player hits the ball, but it does not go outside the arc, it constitutes a strike.
    - i. Any ball hit within the 10 foot batting arc shall be defined as foul/strike. Any ball that comes to rest within the 10 foot radius and touched by a defensive player in that area shall be designed foul/strike.
    - ii. Any ball which lands on that 10 foot line will be considered a fair ball. If a ball crosses the 10 foot radius and backspins into the 10 foot area, the ball will be considered a fair ball until touched by a defensive player in that area, then it shall be designated foul/strike.
  - c. A foul ball is considered a strike.
17. First overthrow: runners may advance with the liability to be put out.  
Fair/foul territory – base going to +1  
put runner back if not put out if advances pass +1

**IV. Coach pitch rules are as follows:**

1. Pitcher/coach shall pitch from the pitcher’s plate.
2. Defensive pitchers must play no closer to the batter than the pitchers plate prior to release of the ball.
3. The pitcher will be the manager from the team that is at bat.
  - a. The manager may designate a pitcher 16 year old or older.
4. Each batter will be allowed 5 pitches to hit the ball, and then she is out.
  - a. As long as she fouls off the last pitch, she remains an active batter.
  - b. The batter must hit the ball in fair territory in order to get on base.

5. If the batted ball hits the pitcher/coach or the pitcher/coach catches the ball, the ball is dead and is re-pitched. If the batted ball hits the pitching coach, the ball is dead. If the pitching coach interferes with a live ball intentionally, the closest runner to home plate will be called out.
6. The pitching coach may coach the batter only. The pitching coach cannot coach base runners while on the playing field inside the foul lines. Penalty: warning on the first offense, second offense the coach will be ejected from the game and the closest runner to home plate will be called out.
7. The catcher will throw the ball back to the defensive pitcher rather than the pitcher/coach.

## **N. PLAYING RULES AND REGULATIONS – 10 & UNDER**

### **I. Playing field**

1. Distance between bases will be 60 feet.
2. The pitching circle shall be defined as the area in the center of the diamond. The area will be outlined by a circle 16 feet in diameter with a pitching rubber in the center 32 feet from home plate.
3. There will be a batter's box 7 feet long and 3 feet wide extending 3 feet beyond home plate into the playing field.
4. An infield foul line shall be drawn 10 feet radius from the back of home plate. This line shall be defined as the "arc" or dead ball line.
5. The coach's box shall be 3 feet by 15 feet and shall not be closer than 8 feet from the base line.
6. The on deck circle shall be defined as a circle 5 feet in diameter and located in the vicinity of the dugouts.
7. The running lane shall extend parallel and 3 feet from the base line, starting from a point halfway between home and first base.
8. A line halfway between first and second, second and third, third and home shall be called the halfway line and/or halfway point.

### **II. Equipment and safety regulations**

1. An 11" (soft-core) softball shall be the official ball of this age group.
2. Any bat may be used regardless of whether it is made of metal or wood, as long as it meets ASA official softball bat specifications. No baseball bats will be allowed.
3. Batters/runners will wear an ASA approved helmet with face mask and chin strap at all times, including leaving and re-entering the dugouts – including practices.
4. The catcher will wear ASA approved catchers helmet, mask, chest and throat protectors – including practices. The catcher's mask may be removed after the ball has been hit.

### **III. Game playing rules**

1. Teams will change sides when 5 runs are scored in any one inning by one team or 3 out are made.
2. Designated hitter rule does not apply.
3. A batter cannot run on a dropped third strike.
4. Infield fly rule does not apply.
5. A base runner may steal second and third base. Under no circumstances can a base runner steal home, including attempted pick-off over throws.
6. A base runner cannot, under any circumstances, steal more than one base at a time.
  - a. If a runner is attempting to steal second and the catchers throw is wild and goes into the outfield, the runner shall not be allowed to advance to third base.
  - b. If a runner is attempting to steal third and the catcher's throw is wild and goes into the outfield or foul territory, the runner shall not be allowed to advance to home plate.
7. A maximum of 6 players, including the pitcher and catcher may be in the infield (inside the diamond).
8. 10 players may be used rather than 9.
  - a. 10 players may play in the game if you choose. Four outfielders designated as left, left center, right and right center.
  - b. This decision must be made prior to the start of the game.

9. The "no walk" rule shall apply as follows:
  - a. A batter shall not be allowed to advance to first base after the pitcher has thrown 4 balls.
  - b. In lieu of a walk (base on balls) being awarded to the batter, a designated manager/coach will pitch to the batter.
  - c. Manager/coach shall pitch from the pitchers plate.
  - d. Defensive pitchers must play no closer to the batter than the pitchers plate prior to the release of the ball.
  - e. The pitcher will be the manager from the team that is at bat.
  - f. The manger may designate a pitcher 16 years old or older.
  - g. If the batted ball hits the pitcher/coach or the pitcher/coach catches the ball, the ball is dead and is re-pitched. If the batted ball hits the pitching coach, the ball is dead. If the pitching coach interferes with a live ball intentionally, the closest runner to home plate will be called out.
  - h. The pitching coach may coach the batter only. The pitching coach cannot coach base runners while on the playing field inside the foul lines. Penalty: warning of the first offense. Second offense the coach will be ejected from the game and the closest runner to home plate will be called out.
  - i. The catcher will throw the ball back to the defensive pitcher rather than the pitcher/coach.
10. If a pitched ball by the player pitcher hits the batter, the batter will be awarded first base.
11. The batter will have strikes called by the umpire for each swing and miss.
  - a. The batter will be considered out after 3 strikes including strikes, which occurred before 4 balls were called and the manager/coach pitched to the batter.
    - i. Batter will receive as many pitches from the manager/coach pitcher as strikes remaining when walked.
  - b. If, while hitting the ball from the pitcher coach on the 3<sup>rd</sup> strike and the ball is hit foul, the batter will continue hitting until either the ball is hit into fair territory or the ball is missed for strike 3, unless of course, there is an out made by the defense on the foul ball.
12. Under no circumstances shall a batter deliberately bunt the ball while the pitcher coach is pitching. If this occurs, the batter will be called out.
13. If a pitched ball by the pitcher/coach hits the batter, the batter will not be awarded first base. The ball will be considered dead and will count as one of the strikes.
14. While the batter is attempting to hit the ball from the coach pitcher, the pitcher must stay within the pitchers circle until the ball is hit.

## **O. PLAYING RULES AND REGULATIONS – 12 & UNDER**

### **I. Playing field**

1. Distance between bases will be 60 feet.
2. The pitching circle shall be defined as the area in the center of the diamond. The area will be outlined by a circle 16 feet in diameter with a pitching rubber in the center 40 feet from home plate.
3. There will be a batter's box 7 feet long and 3 feet wide extending 3 feet beyond home plate into the playing field.
4. An infield foul line shall be drawn 10 feet radius from the back of home plate. This line shall be defined as the "arc" or dead ball line.
5. The coach's box shall be 3 feet by 15 feet and shall not be closer than 8 feet from the base line.
6. The on deck circle shall be defined as a circle 5 feet in diameter and located in the vicinity of the dugouts.
7. The running lane shall extend parallel and 3 feet from the base line, starting from a point halfway between home and first base.

### **II. Equipment and safety regulations**

1. A 12" (hard core) softball shall be the official ball of this age group.
2. Any bat may be used regardless of whether it is made of metal or wood, as long as it meets ASA official softball bat specifications. No baseball bats will be allowed.
3. Batters/runners will wear an ASA approved helmet with face mask and chin strap at all times, including leaving and re-entering the dugouts – including practices.
4. The catcher will wear ASA approved catchers helmet, mask, chest and throat protectors – including practices. The catcher mask may be removed after the ball has been hit.

### **III. Game playing rules**

1. Teams will change sides when 6 runs are scored in any one inning by one team or 3 out are made.
2. Designated hitter rule does not apply.
3. Infield fly rule does not apply.
4. A maximum of 6 players, including the pitcher and catcher may be in the infield (inside the diamond).

**P. PLAYING RULES AND REGULATIONS – 14, 16, and 18&UNDER**

**I. Playing field**

1. Distance between bases will be 60 feet.
2. The pitching circle shall be defined as the area in the center of the diamond. The area will be outlined by a circle 16 feet in diameter with a pitching rubber in the center 40 feet from home plate.
3. There will be a batter's box 7 feet long and 3 feet wide extending 3 feet beyond home plate into the playing field.
4. An infield foul line shall be drawn 10 feet radius from the back of home plate. This line shall be defined as the "arc" or dead ball line.
5. The coach's box shall be 3 feet by 15 feet and shall not be closer than 8 feet from the base line.
6. The on deck circle shall be defined as a circle 5 feet in diameter and located in the vicinity of the dugouts.
7. The running lane shall extend parallel and 3 feet from the base line, starting from a point halfway between home and first base.

**II. Equipment and safety regulations**

1. A 12" (hard core) softball shall be the official ball of this age group.
2. Any bat may be used regardless of whether it is made of metal or wood, as long as it meets ASA official softball bat specifications. No baseball bats will be allowed.
3. Batters/runners will wear an ASA approved helmet with face mask and chin strap at all times, including leaving and re-entering the dugouts – including practices.
4. The catcher will wear ASA approved catchers helmet, mask, chest and throat protectors – including practices. The catcher mask may be removed after the ball has been hit.

**III. Game playing rules**

1. Teams will change sides when 6 runs are scored in any one inning by one team or 3 outs are made.
2. Designated hitter rule does not apply.

**Q. RULES AND REGULATIONS – COMPETITIVE TEAMS**

- I. Teams must register with OK state ASA and abide by BAGSL competitive league and OK ASA rules & regulations.