

BROKEN ARROW GIRLS SOFTBALL LEAGUE, INC. (BAGSL)

RULES AND REGULATIONS

1. DEFINITIONS

- A. The following rules and regulations apply to “drafted” league teams. The official ASA Softball Rules Book and Oklahoma ASA rules & By-laws govern league conduct and play except where specifically stated herein.
 - I. The term “drafted” refers to all 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” – Starts on March 1st and ends with the last game of the First Season or the second Thursday in June, whichever occurs 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 1st and must end by October 31st.

2. GENERAL RULES AND REGULATIONS – DRAFTED TEAMS

A. ELIGIBILITY

- I. A recreational league manager must notify the BAGSL board of his/her intentions to keep a drafted team by mailing a signed manager contract by January 1st to: BAGSL, PO Box 2112, Broken Arrow, OK. 74013.
- II. Girls must be 4 through 18 on December 31st of the current playing year – no exceptions.
- III. Generally, recreational players must live in the Broken Arrow or Union school districts, or within the city limits of Broken Arrow. Exceptions may be granted on a case-by-case basis with approval by the association located in the area where the player resides.
- 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 player transfer rules.
- V. Players wishing to transfer into or from BAGSL must send copies of the player transfer form to BAGSL and the other affected softball association.
- VI. Pick up players will not be allowed for any league games.
- VII. All BAGSL managers and coaches must have a current signed “Coaches Code of Ethics” and a BAGSL initiated background check (paid by the individual) on file in the BAGSL office before assuming managing/coaching duties.

B. REGISTRATION

- I. Sign up will be any three weeks on January (variable by one week) set by the BAGSL board.
- II. All participants must reregister each year.
- III. Each parent/guardian must sign a player/parent contract and pay all league fees before the player will be allowed to participate in practices or league play.
- IV. As part of the registration process, the parent/guardian may elect to participate in the BAGSL fundraiser or “buy out”. Any parent/guardian participating in the BAGSL fundraiser must fully

satisfy the obligation by the board-designated due date, or that player will be ineligible to participate in any games until the obligation is satisfied.

- V. Any special conditions must be added to the contract at the time of registration. Any requests regarding team assignment should be noted on the registration form. This information will be kept confidential.
- VI. All player transfer forms from other associations must be attached to the registration form by March 1st of the current playing year.
- VII. Girls may “play up”, but only to the next higher age group.
- VIII. Registration cut off will be March 1st. Any registration after that date will be on a space available basis.

C. ADDITIONAL SIGN UPS AND CHANGE OF PLAYERS STATUS

- I. Players signing up after noon on the Wednesday prior to the draft will be placed in the player pool.
- II. A player who decides not to play must request a refund by March 15th of the current playing year to receive reimbursement (less any processing fee).
- III. A recreational player may request transfer to another team prior to May 1st. All transfer requests must be made in writing to the BAGSL board and include specific reasons the transfer. Approval is at the discretion of the Board.
 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 any one season.
- IV. Players have until June 1st of the current playing year to notify their current team manager of intent to play during the “Second Season”.

D. INSURANCE AND OTHER LEAGUE FEES

- I. BAGSL will carry insurance.
 1. Insurance is not effective prior to March 1st of the current playing year and practices prior to March 1st of the current playing year are not covered.
 2. All players must register and pay the BAGSL registration fee to be covered.
- 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 another league in the event that there are not enough teams to form their division in Broken Arrow.
- IV. BAGSL pays all umpire fees for recreational league play.

E. CONCESSION

- I. Teams wanting to work concession as a fundraiser must obtain a food handlers permit for all participants prior to assignment.
- II. Minimum requirements for teams working the concession stands are 6 adults at Arrowhead and 4 adults at Central. All workers must be over 15.

F. PARK CLEAN UP AFTER GAMES

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

G. EQUIPMENT AND SAFETY REGULATIONS

- I. No jewelry of any kind is 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 mask, throat protector, and shin guards that cover the knee cap will be worn by the catcher at all times when behind the plate, 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 protests allowed.
- II. 10&Under through 18&Under – protests are allowed with the following conditions:
 - 1. Only the manager or coach of the team involved is allowed to protest.
 - 2. A \$20 fee is required (payable to the OIC) for the initiation of a formal protest.
 - 3. Reference official ASA guide & playing rule book, Rule 9 – Protest, for the complete definition.
 - 4. Protests 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.
- III. Should a team manager have serious concern regarding the conduct of any umpire – not decisions or interpretation calls, written feedback may be submitted to the BAGSL president within 48 hours. Please include date, circumstances, witnesses, and any other pertinent information. The BAGSL president will, along with the umpire committee, process the complaint in accordance with existing agreements with the umpire association.

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

- I. All managers, coaches, players, spectators and umpires are expected to conduct themselves in a sportsmanlike manner. BAGSL representatives will call the police whenever necessary.
- II. The BAGSL board shall investigate and arbitrate any conduct detrimental to the league, including player recruitment or protection infractions. Action could include removal of the team manager and/or coaches for the remainder of the season.
- III. 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.
 - 1. Umpires/OIC must enforce this rule.
 - 2. If the violator(s) persists he/she will be required to leave the ballpark.
 - 3. Team Managers and Coaches are accountable for the conduct of their players and player's parents and relatives. Managers and/or Coaches may also be ejected, after initial warnings, for failure to control inappropriate behavior.
 - 4. No alcoholic beverages will be allowed in any BAGSL facility.
 - 5. No managers, coaches or players will be allowed behind the backstop during the game
 - a. If this rule is disregarded, the umpire can either give the player at bat her base or call her out, as appropriate.
 - b. If the violator(s) persists, he/she will be required to leave the ballpark.
 - 6. Harassment of any player by the opposing team or their spectators will not be tolerated
 - a. Umpires/OIC must enforce this rule.
 - b. If the violator(s) persist he/she will be required to leave the ballpark.

J. ESTABLISHMENT OF TEAMS WORKING TOURNAMENTS

- I. It is the general policy that the BAGSL board and other volunteers or paid workers, when necessary, will work all regularly scheduled tournaments.
- II. The BAGSL board may designate certain tournaments for teams to work to generate income to defray team operating expenses. All BAGSL teams desiring to work a BAGSL tournament should notify the league office in writing before February 25th of the current year.
- III. 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.
- IV. If under the percentages listed 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.
- V. All teams requesting to work a regularly scheduled BAGSL tournament should be assigned before a second tournament is awarded to any team.

3. RULES AND REGULATIONS – DRAFTED TEAMS

A. PLAYER PROTECTION/MANAGER QUALIFICATIONS

- I. No Broken Arrow drafted manager/coach nor anyone associated with the team may recruit players from any other association.
- II. No manager/coach may recruit a player for tournament play without permission from the player'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 will investigate any conduct detrimental to the league, including recruiting a player or protection infractions, and take action where appropriate. Such action could include removal of managers and coaches for the remainder of the season.

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.
- II. Second Season leagues will be formed for any age groups or combination of age groups, if sufficient interest exists.
- III. Composition of the Second Season league(s) may include Broken Arrow drafted teams and ASA sanctioned teams from other areas.
- IV. Second Season league(s) may be managed and scheduled by BAGSL or other associations.

- V. Managers or coaches of the First Season teams must notify their players and AGC by June 1st 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 1st 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 the First Season team.
- VI. In forming Second Season teams, managers or coaches may 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 provided to the manager/coach to be completed with the participating players.
 2. Once a team's Second Season roster is 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 3rd Friday in June.
- VII. First Season managers may retain their team name for Second Season play, if desired.
- VIII. 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 listed in section 2-D apply to the Second Season league.
 4. Second Season managers shall ensure that any new players/transfers who are not listed on any Broken Arrow First Season roster for the current year pay the Second Season registration fee established by the BAGSL board.

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 – RECREATIONAL / 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, or 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 a team scores 4 runs.
- II. Teams will change sides in age groups 8-10 when a team scores 5 runs.
- III. Teams will change sides in age groups 12-18 when a team scores 6 runs.

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; 7 & under - maximum 1 hour 10 minutes.
- II. Maximum length of regulation games:
 1. 6-8 year olds: 5 innings
 2. 10-12 year olds: 6 innings
 3. 14-18 year olds: 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 following 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 placed at Second base.
 2. Example: 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 completed game.
 1. 6 - 12 year olds: 3 innings
 2. 14 - 18 year olds: 5 innings
- II. In the event of an incomplete game, see rescheduling procedures.

F. RESCHEDULING OF RAINOUTS

- I. AGC shall notify managers/coaches of all postponements.

1. Games not played due to rain will be rescheduled by the scheduler & league coordinator.
 2. AGC will notify each manager 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 players will be listed by last name, first initial on the line-up sheet.

H. PLAYER MINIMUM PLAYING TIME

- I. It will be the responsibility of the managers/coaches to exchange line-ups before each game and ensure 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 notify the opposing team before the game of any players being left off the line-up 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 player present at each game (all age groups) must bat in order (section II above accepted).
- IV. Players not starting in the field must be substituted no later than the innings listed below:
 1. 6&U – 12&U: beginning at the top half of the 3rd inning (prior to the first pitch).
 2. 14&U – 18&U: beginning of the top half of the 4th 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:
 - i. 6&U – 10&U: End of first inning.
 - ii. 12&U – 18&U: End of Second inning
- 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 official line-up sheets to the OIC.
- II. Any manager/coach who believes that the minimum playing time rule has been violated must notify the OIC within twenty minutes after the game is over.
- III. The OIC will determine the facts using the official line-up turned in by the umpire and present those 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&U – 8&U:
 1. No 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&U – 18&U:

1. At completion of the First Season schedule, a double-elimination post-season tournament will be conducted during the 2nd week of June to determine final season placement. Seeding for the bracket will be determined by the First Season win/loss record. This win/loss record will consist of the results of first round of games played within the division. If teams played each other more than once, only the first game will counts towards seeding.
2. First and Second place trophies will be awarded in each age group based on the final placement in the post-season tournament.

K. PLAYING RULES AND REGULATIONS – 4 & 5 & Under (T-BALL)

I. GENERAL

1. The game consists of 5 innings. A minimum of 3 full innings is required to constitute a completed game.
2. The time limit is 1 hour from scheduled starting time. Start and end times shall be noted in the official scorebook. In case of serious injury, game time will be adjusted. If game time has expired, the home team will still receive their final at-bats.
3. No tiebreakers.
4. Once an offensive team has scored 4 runs, or 3 outs have occurred, that half-inning will end.
5. With the use of batting tees, there are no walks or balls.
6. No infield fly rule

II. 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 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 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 halfway line and/or the halfway point.

III. 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.

IV. GAME RULES

1. Teams shall typically consist of at least 10 active players. Teams may use up to 10 defensive players in the field. If a team has less than 10 players, the catcher is not a required position. The minimum number of players required to commence a game is 7 per team.
2. A maximum of 6 players, including the pitcher and catcher may be on the infield (inside the diamond).
3. Free field substitution is permitted. However, 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 prevent overloading one side or the other according to how a batter is positioned.
 - a. First and Second base fielders must stay on the right 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.
 - c. No defensive player can play closer to Home plate than where the pitcher is positioned.
 - d. The pitcher must stay behind the pitching rubber inside the circle prior to each swing of the batter.
5. The Pitcher cannot make an unassisted out at First Base or on a player running to First Base.
6. Defensive coaches will be allowed between each base. Coaches are not permitted to touch the ball, but they are free to coach the play.
7. Offensive base coaches are permitted in the coaching box at First. Third, and at Home. No base coach shall touch a runner while the ball is in play. A violation of this rule will result in the player being called out.
8. The Home plate coach is responsible for removing the tee and bat in the event of a play at the plate.
9. Batting
 - a. All players will bat. No player will be passed over when it is their turn to bat.
 - b. If a player is batting out of order, either one or both scorekeepers should notify the umpire immediately so the correct player can bat.
 - c. 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.
 - d. The batting tee shall be placed on Home Plate.

- e. The umpire will announce “play ball” before each swing of the batter, so the defensive players know that the ball is about to be put into play.
- f. Each batter receives 5 swings (strikes).
- g. If the ball is hit beyond the arc and the tee does not fall over, it will be considered live and fair.
- h. A coach may interrupt a player before/after the first or subsequent swings to reposition the batter or adjust the tee.
- i. If the 5th swing results in a foul ball, the batter will receive additional swings until the ball is put into play or a missed ball (strike 5) is recorded.
- j. 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.
- k. Any ball hit which lands on the 10 foot line will be considered a fair ball.
- l. No intentional bunting is allowed. Hands must be no more than 2 inches apart. Any batter attempting to bunt will be called out.
- m. Any batter who throws the bat will be warned once. The next violation will cause that batter to 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.
- n. The batter may not reach First base carrying the bat. If the player does, they will be called out.

10. Base runners

- a. A base 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.
- b. On the first defensive overthrow (into fair or foul territory) while attempting an out, all runners may advance a maximum of one additional base beyond the base they were running to when the overthrow occurred. All attempts to advance incur the liability to be put out. Once the runners have advanced as far as allowed (or ceased their attempt), the umpire shall call time out. Runners advancing beyond the allowed one additional base will be returned by the umpire to the appropriate base.
- c. 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.
- d. If a runner and/or batter is less than halfway to Second or Third base (in the judgment of the umpire), when time out / dead ball is declared, that runner must return to the base they were coming from.
- e. If a runner and/or batter runner is more than halfway to Second or Third base (in the judgment of the umpire), when time out / dead ball is declared, the runner will be awarded the base they are running to.
- f. If a runner is more than halfway to the base when time out / dead ball is declared 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.
- g. If a runner is not more than halfway to a base when time out / dead ball is declared and there is a runner on the base they last touched, then they must advance to the base they were running to.

- h. Any batter rounding Third base is considered attempting to score.
- i. 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.

L. PLAYING RULES AND REGULATIONS – 7 & UNDER

I. GENERAL

1. The game consists of 5 innings. A minimum of 3 full innings is required to constitute a completed game.
2. The time limit is 1 hour 10 minutes from scheduled starting time. Start and end times shall be noted in the official scorebook. In case of serious injury, game time will be adjusted. If game time has expired the home team will still receive their final at-bats.
3. No tiebreakers.
4. Once an offensive team has scored 4 runs, or 3 outs have occurred, that half-inning will end.
5. Coach pitch - no walks.
6. No infield fly rule or designated hitter

II. 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 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.

III. 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 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.

IV. GAME RULES

1. Defensive coaches will be allowed between each base. Coaches are not permitted to touch the ball, but they are free to coach the play.

2. 9 or 10 defensive players may be used at the discretion of each manager. This decision must be made prior to the start of the game. If a 10th player is elected, four outfielders designated as left, left center, right, and right center will be used.
3. A maximum of 6 players, including the pitcher and catcher may be in the infield (inside the diamond).
4. All players will bat. No player will be passed over when it is their turn to bat.
5. If a player is batting out of order, either one or both scorekeepers should notify the umpire immediately so the correct player can bat.
6. 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.
7. Coach pitch rules:
 - a. Pitcher/coach shall pitch from the pitcher's plate.
 - b. 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.
 - c. Defensive pitchers must play no closer to the batter than the pitcher's plate prior to release of the ball.
 - d. Each batter will be allowed 5 pitches to hit the ball. A missed 5th pitch results in a "strikeout".
 - e. The batter remains active if the 5th or any subsequent pitches are hit foul.
 - f. The batter must hit the ball into fair territory in order to get on base.
 - 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 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 on the first offense; upon the 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.
8. 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.
9. On the first defensive overthrow (into fair or foul territory) while attempting an out, all runners may advance a maximum of one additional base beyond the base they were running to when the overthrow occurred. All attempts to advance incur the liability to be put out. Once the runners have advanced as far as allowed (or ceased their attempt), the umpire shall call time out. Runners advancing beyond the allowed one additional base will be returned by the umpire to the appropriate base.

M. PLAYING RULES AND REGULATIONS – 8 & UNDER

I. GENERAL

1. The game consists of 5 innings. A minimum of 3 full innings is required to constitute a completed game.
2. The time limit is 1 hour 20 minutes from scheduled starting time. Start and end times shall be noted in the official scorebook. In case of serious injury, game time will be adjusted. If game time has expired the home team will still receive their final at-bats.

3. No tiebreakers.
4. Once an offensive team has scored 5 runs, or 3 outs have occurred, that half-inning will end.
5. Player pitch innings 1 and 2, including the “no walk” rule; coach pitch rules for innings 3 and on.
6. No infield fly rule or designated hitter

II. 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 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.

III. 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.

IV. GAME RULES

1. 9 or 10 defensive players may be used at the discretion of each manager. This decision must be made prior to the start of the game. If a 10th player is elected, four outfielders designated as left, left center, right, right center will be used.
2. A maximum of 6 players, including the pitcher and catcher may be in the infield (inside the diamond).
3. All players will bat. No player will be passed over when it is their turn to bat.
4. If a player is batting out of order, either one or both scorekeepers should notify the umpire immediately so the correct player can bat.
5. 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
6. While a player is pitching, strikes will be called by the umpire. In addition to applicable ASA rules, a “strike” is defined as follows:

- a. 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 designated foul/strike.
 - b. 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.
7. If a pitched ball by the player pitcher hits the batter, the batter will be awarded First base.
8. A batter cannot run on a dropped third strike.
9. The batter will be considered out after three strikes. If 4 balls occur first, the manager/coach will then pitch to the batter.
10. 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. The batter may receive as many pitches from a coach pitcher as strikes remaining when “walked”.
11. Coach pitch rules:
 - a. Pitcher/coach shall pitch from the pitcher’s plate.
 - b. 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.
 - c. While the batter is attempting to hit the ball from the coach pitcher, the defensive pitcher must stay within the pitchers circle until the ball is hit.
 - d. Defensive pitchers must play no closer to the batter than the pitcher’s plate prior to release of the ball.
 - e. The batter must hit the ball in fair territory in order to get on base.
 - f. 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.
 - g. If the ball is hit foul off the final coach’s pitch, the batter will continue hitting until either the ball is hit into fair territory or the ball is missed for strike three.
 - 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 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; upon the 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. Under no circumstances shall a batter deliberately bunt the ball while the coach is pitching. If this occurs, the batter will be called out.
12. A base runner may not steal.

13. A base 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.
14. On the first defensive overthrow (into fair or foul territory) while attempting an out, all runners may advance a maximum of one additional base beyond the base they were running to when the overthrow occurred. All attempts to advance incur the liability to be put out. Once the runners have advanced as far as allowed (or ceased their attempt), the umpire shall call time out. Runners advancing beyond the allowed one additional base will be returned by the umpire to the appropriate base.

N. PLAYING RULES AND REGULATIONS – 10 & UNDER

I. GENERAL

1. The game consists of 5 innings. A minimum of 3 full innings is required to constitute a completed game.
2. The time limit is 1 hour 20 minutes from scheduled starting time. Start and end times shall be noted in the official scorebook. In case of serious injury, game time will be adjusted. If game time has expired the home team will still receive their final at bats.
3. Once an offensive team has scored 5 runs, or 3 outs have occurred, that half-inning will end.
4. Player pitch innings 1 and 2, including the “no walk” rule, coach pitch rules innings 3 and on.
5. No infield fly rule or designated hitter

II. 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.

III. EQUIPMENT AND SAFETY REGULATIONS

1. An 11” (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’s mask may be removed after the ball has been hit.

IV. GAME RULES

1. 9 or 10 defensive players may be used at the discretion of each manager. This decision must be made prior to the start of the game. If a 10th player is elected, four outfielders designated as left, left center, right, right center will be used.
2. A maximum of 6 players, including the pitcher and catcher may be in the infield (inside the diamond).
3. While a player is pitching, strikes will be called by the umpire.
4. If a pitched ball by the player pitcher hits the batter, the batter will be awarded First base.
5. A batter cannot run on a dropped third strike.
6. The batter will be considered out after three strikes. If 4 balls occur first, the manager/coach will then pitch to the batter.
7. 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. The batter may receive as many pitches from a coach pitcher as strikes remaining when “walked”.
8. Coach pitch rules:
 - a. Pitcher/coach shall pitch from the pitcher’s plate.
 - b. 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.
 - c. While the batter is attempting to hit the ball from the coach pitcher, the defensive pitcher must stay within the pitchers circle until the ball is hit.
 - d. Defensive pitchers must play no closer to the batter than the pitcher’s plate prior to release of the ball.
 - e. The batter must hit the ball in fair territory in order to get on base.
 - f. 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.
 - g. If the ball is hit foul off the final coach’s pitch, the batter will continue hitting until either the ball is hit into fair territory or the ball is missed for strike three.
 - 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 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; upon the 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. Under no circumstances shall a batter deliberately bunt the ball while the coach is pitching. If this occurs, the batter will be called out.

9. A base runner may steal Second and Third base while a player is pitching. Under no circumstances can a base runner steal Home, including attempted pick-off overthrows.
10. 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.

O. PLAYING RULES AND REGULATIONS – 12 & UNDER

I. GENERAL

1. The game consists of 6 innings. A minimum of 3 full innings is required to constitute a completed game.
2. The time limit is 1 hour 20 minutes from scheduled starting time. Start and end times shall be noted in the official scorebook. In case of serious injury, game time will be adjusted. If game time has expired the home team will still receive their final at bats.
3. Once an offensive team has scored 6 runs, or 3 outs have occurred, that half-inning will end.
4. No infield fly rule or designated hitter

II. 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.

III. 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.

IV. GAME PLAYING RULES

1. 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. GENERAL

1. The game consists of 6 innings. A minimum of 3 full innings is required to constitute a completed game.
2. The time limit is 1 hour 20 minutes from scheduled starting time. Start and end times shall be noted in the official scorebook. In case of serious injury, game time will be adjusted. If game time has expired the home team will still receive their final at bats.
3. Once an offensive team has scored 6 runs or 3 outs have occurred, that half-inning will end.

II. 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.

III. 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.

IV. GAME RULES

1. Designated hitter rule does not apply.

Q. RULES AND REGULATIONS – COMPETITIVE TEAMS

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