

**BLACKSTONE VALLEY GIRLS SOFTBALL
MAJOR LEAGUE DIVISION GUIDELINES
Revised 03/11**

General:

1. All players must be registered members of the Douglas, Mendon/Upton, Northbridge, Blackstone-Millville, Bellingham, Milford, Uxbridge or the Hopkinton Youth Softball Leagues.
2. All players must wear uniforms consisting of shirts and hats/visors. They must also wear rubber spikes or sneakers.
3. High School Varsity and Junior Varsity uniforms are not permitted.
4. Players are not allowed to wear jewelry of any kind.
5. Each team will field 10 players if available on defense, consisting of 4 outfielders. All outfielders must remain in the outfield area until the ball is live. The ball is considered live when the ball is hit.
6. The decision to call a game off due to weather/field conditions will be made by the head coach of the home team scheduled to play. The coach may cancel the game two hours prior to the starting time. Make up games, if needed, will be played at the end of the season.
7. Players must remain in the dugout or on the bench when not playing in the field. The on-deck batter may warm up. Pitchers may warm-up between innings.
8. Each team will only be able to score up to 6 runs per inning. This is until the last inning of the game where each team can score unlimited runs. The umpire needs to announce when the last inning will be played, so both coaches are aware that they can now score unlimited runs.
9. All injuries must be reported to the leagues of those teams participating in the game.
10. All coaches will have on hand the emergency forms (applications) at all practices and games.
11. Each team must have an emergency kit on hand with gloves, band aids, ice packs, gauze, etc.
12. A twelve (12) inch ball will be used as standard for all games.
13. Each player can only sit out one (1) consecutive inning. An injured player can sit out more than one consecutive inning
14. Catchers must wear catcher's equipment as provided by the league, or equivalent, and wear personal protective equipment, as necessary, which is furnished by the player. This rule is in effect for both games and practices.
15. No new inning can start after an hour and 40 minutes or 8:00 pm, whichever occurs first, start time will be agreed upon at the start of the game by both coaches and umpire.

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16. If an injured player in a continuous batting order is unable to play she will be skipped in the order. The opposing team will not get an automatic out. The player is allowed to return to the game at any time.
17. All games will start at 6:00 PM. A team not fielding 8 players by 6:30 shall forfeit the game. Once a game has been forfeited, both teams can still play for fun, but the score and results will not count toward league play. 10 Field Players are allowed on defense: however you may start with 8.
18. If an umpire is not present at the start of the game, the designated assistant coach for the home team will umpire.

Conduct:

1. Profanity, kicking equipment or other unsportsmanlike conduct by coaches, players, or parents will cause the umpire to give the team a warning. Continuation of this behavior by a player or coach after the warning will result in ejection from the game. If a parent continues to display unacceptable behavior after being warned, the team for whom their daughter plays may be forced to forfeit the game at the umpire's discretion.
2. Coaches shall assume the responsibility for the conduct of his or her players. They will also be responsible for assisting the umpire in managing unacceptable behavior displayed by the parents of girls on his or her team.
3. Coaches should encourage their players to cheer for their teammates. Chanting and singing of limericks will be allowed as long as they are not derogatory or degrading to the other team. Once pitcher presents the ball, all chanting and singing stops.

Pitching:

1. The starting pitcher, once relieved can return to pitch once during a game (provided that rule # 2 has not occurred).
2. After three (3) batters are hit in the game, the pitcher must be removed from the mound.
3. Prior to the pitch, the pitcher shall take a position with the pivot foot on or partially on the surface of the pitchers plate. All steps must be forward in motion.
4. Windmill pitching is permitted, however if a windmill delivery is to be used the pitcher must deliver the ball from a pitching rubber that is forty (40) feet from home plate.
5. Pitchers will be limited to pitching half of the total innings scheduled to be played by their team in a given week, running Sunday to Saturday. If a scheduled game is rained out and rescheduled for a different week pitchers will be limited to pitching half of the remaining total innings scheduled to be played. The rescheduled rained out game does not add pitchable innings to that week, pitchers will still be limited to pitching half of the scheduled innings for the week and half of the innings for the rained out game.

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Base Running:

1. Stealing of any base is permitted; the base runner is allowed to leave the base when the ball leaves the pitchers hand. All runners may advance on an overthrow at there own risk, or until ball is returned to pitching circle.
2. The infield fly rule will be in effect.
3. The dropped third strike rule is in effect.
4. If a ball is caught in the air, runners may tag up. (Fair or foul territory).
5. Sliding is permitted.
6. Base runners must make every attempt to slide or avoid a collision on close plays at all bases.
7. A ball is considered dead when it is returned to the pitcher following a play. Runners may not advance after the ball has been returned to the pitcher on the pitcher's mound.
8. Base runners are allowed to lead / steal upon release of the ball from the pitchers hand.
9. Runners are allowed to steal home plate and must make every attempt to avoid collisions at the plate.
10. To speed up the game, catchers may be replaced by a pinch runner at any time.

Batting:

1. The batting order which is established prior to the game shall include all girls on the team that are present and shall remain unchanged for the duration of the game. If a player arrives late they shall be added to the end of the existing batting order.
2. A batter hit by a pitch does walk.
3. Batters should be instructed not to throw their bats. If this occurs, one warning will be given to the team. If the infraction occurs again all other batters will be called out.
4. Batting helmets with cages and secured chin straps must be worn while batting and running the bases.
5. Balls and strikes (with walks and strikeouts) will be called. A tipped third strike that goes directly into the catcher's mitt and is caught will be considered a strikeout.
6. Bunting will be allowed. No slap bunting or hitting is allowed.

Reporting of Scores

1. The home team will be responsible for reporting scores. The coach of the home team will contact the commissioner of the town hosting the year end playoffs with scores.

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Note:

The guidelines contained above represent the general rules by which play is conducted. Any aspects of play which are not covered by these documents will be governed by current ASA Rules and Regulations as published for the upcoming year 2011 season.