

Bethesda Chevy Chase Baseball, Inc.

GIRLS SOFTBALL
**Rules and
Regulations**

For 2019 Season

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Rules and Regulations

I. General

A. Age/Grade

Grades 2 & 3

Grades 4 & 5

Grades 6 & 7

B. Official Players

All players must be officially registered and assigned by the League management. No one who is not registered, and whose name does not appear on the official league roster, may ever play in a league game or practice with a team. Use of a non-registered/non-officially rostered player in a game will cause a forfeit and suspension of the manager.

C. Number of Players

Each team must have at least eight official players and if the team cannot field such eight players within ten minutes after the scheduled start of the game it will be considered a forfeit. (If agreeable to both teams, a forfeited game may be played on an unofficial basis to allow for some practice.) If at any time during a game, a team can only field seven (7) players for any reason (e.g. injuries, players having to leave, ejection of player) the game shall be deemed a forfeit by that team.

D. Official Game/Time Limits

All regular season games will be six (6) innings or a 70 minute time limit rule; no new inning shall start 70 minutes past the scheduled starting time of the game. **Games will be considered official after the 70 minute time limit regardless of the number of innings played.**

If the game is tied after 6 innings and the time limit rule has NOT been reached, the game will be decided using the "one-pitch" format. The "one pitch" format means the pitcher will throw one pitch to each batter. A strike is an out, a ball is a walk; and a fair ball is whatever the batter gets.

Games will be considered official after five innings (four and one-half innings if the home team is ahead) if rain, darkness or other causes place the patron or players in peril. Games that are not considered regulation, shall be resumed at the exact point where they were stopped with the lineups and pitching remaining the same. All players that were not present originally must be added to the bottom of the lineup.

II. Administrative Matters

A. Line-Ups and Ground Rules

Prior to the game, the managers shall: (i) exchange written batting orders and (ii) agree to necessary and reasonable ground rules not inconsistent with these rules, including agreement as to areas that are "out of play". The ability to set ground rules does not permit agreement to waive or modify these "rules and regulations". Managers shall be responsible for keeping spectators, players, equipment and other objects behind protective fencing or the backstop and out of areas that are deemed to be "in play" in order to prevent interference with players, thrown balls, etc.

B. Scoring the Game

Each team manager will be responsible for scoring the game and maintaining appropriate scorebook records.

C. Criticizing Umpires

Managers and coaches shall refrain from criticizing an umpire and from making anticipatory ball/strike, safe/out or fair/foul "calls" of plays to intimidate or influence the umpire, and shall take reasonable action with their players, parents and fans of the team to secure their cooperation with this rule. Upon receipt of a complaint from an umpire or from an opposing manager regarding compliance with this rule by coaches, players, parents or fans, a manager shall ask the offending individual associated with his/her team to comply or to leave the vicinity of the field.

D. Field Setup

Managers shall insure that the basepaths are 60 feet in length and that the distance between the front side of the pitcher's plate ("rubber") and the rear point of home plate is 35 feet for the rookie and minor divisions and 40 feet for the major division.

E. Run Limit

In order to allow for full games to be played and to minimize lopsided uncompetitive games, the team at bat will be limited to scoring 5 runs each inning. However a team that begins any at bat behind by more than 5 runs will be allowed to score as many runs as necessary in order to tie the score only. This five-run rule is in effect for the entire game, including the sixth inning. If the game is tied after six innings, extra innings will be played time permitting.

F. Game Schedule

The League expects that all managers, players, and parents should be entitled to rely upon the official schedule of games. As a result, managers are expected to have their teams prepared to play at the

time/date/place indicated on the official League schedule. Therefore, it is generally NOT appropriate for a manager to rearrange games in derogation of the official League schedule. Where games must be postponed due to adverse weather, managers are expected to make best efforts to arrange suitable time/date/place to make the game up.

G. Team Representative

Prior to every softball game, each team must identify an adult (likely a parent) as that team's "Team Representative" for that particular game. The Team Representative will be responsible for enforcing player safety rules, with an emphasis on compliance with the Bat Safety Rule. The Team Representative shall be involved in the pregame meeting at home plate with the coaches and umpires (in leagues that use umpires). Unless no other adult is available, the head coach and assistant coach may not also be deemed the Team Representative. It is strongly advised by BCC Baseball that the Team Representative be someone other than one of the base coaches.

III. Offensive/Defensive Minimum Play Requirements:

A. Offense

Each team shall use a "continuous" batting order rather than a ten-player batting order. As a result, each player is in the offense at all times, batting in accordance with the manager's written pre-game line-up consisting of every player available for the game. A player who must miss a time at bat because of injury or illness sustained once the game begins is passed-over to the next scheduled batter. A player arriving after the start of a game shall be inserted at the end of the batting order.

B. Defense

There are 10 players on the field each inning – 4 outfielders, first base, second base, third base, shortstop, catcher, and pitcher. In coach pitch, there will be a pitcher's helper position. During the course of a six inning game, each player in the Rookie and Minor Divisions must play at least 2 defensive innings in an infield position AND at least 4 defensive innings during the game. In the Major Division, each player must play at least 3 defensive innings in the field (either infield OR outfield positions) during the first 5 innings of each game. Defensively, a player may be removed from the game and be reinserted any number of times thereafter for another defensive player in order to accumulate his/her three innings in the field (but all players retain their original spot in the batting order at all times).

IV. Base Running/Batting:

A. Leading/Stealing – only apply to major division – no stealing in the rookie or minor division.

A base runner may not lead and must stay in contact with the base until the pitched ball reaches the plate. Thereafter the runner may steal (second or third base). If a runner leaves the base early (i.e. before the ball reaches the plate), the following rules apply:

(a) When a base runner leaves the base before the pitched ball has reached the batter and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is tagged out, the out stands. If said runner safely reaches the base to which the runner is advancing, that runner must be returned to the base occupied before the pitch was made, and no out results; (b) When a base runner leaves the base before the pitched ball has reached the batter and the batter hits the ball but it is not caught on the fly by a fielder, the ball is dead and the base runner or runners must return to their original bases. The batter shall return to the plate with the count as it was prior to the previous pitch. (c) When a base runner leaves the base before the pitched ball has reached the batter and the batter hits the ball, whether in fair or foul territory, the defensive team may catch the ball in the air before it hits the ground and the batter is out. The base runner must return to the original base at his/her own risk and may be doubled up for an out if he/she has not yet returned to the base. If the defensive team attempts to pick off the runner after the catch is made for the out, once the runner returns to the original base safely, the runner may "tag up" and advance to the next base at his/her risk just as is the case with any ball caught for an out.

B. Infield Fly Rule

The infield fly rule is not in effect except for the major division.

C. Overthrows

Overthrows at home plate, first or third base resulting in the ball going out of play will cause the runner(s) to be awarded one base in addition to the base on which they were standing, or to which they were already running. On overthrows to first base which go out of play, the runner shall be awarded second base only even if first base has been rounded at the time the ball goes out of play. If the ball does not go out of play, runners may advance at their own risk, and there is no limit on the number of bases they may advance. An overthrow by the catcher on a ball thrown back to the pitcher is a live ball and runners can advance with the exception of a runner who begins the play at third base who may not take home.

D. Bunting

Bunting is permitted in the major division only.

E. Thrown Bat

Each team will receive one warning by the Umpire to the batter and manager for a thrown bat by a batter after which any batter on that team who throws a bat will be deemed “out” by the Umpire.

F. Bat Safety Rule/Violations

Where there is no safe (fenced-off) on-deck batting location, the on-deck batter shall only be permitted to swing a bat while standing on the field between the dugout (or the bench) and home plate on the side of the field facing the back side of the batter at the plate (e.g., with a right-handed batter at the plate, the on-deck batter will stand on the third-base side of the field). No other player is permitted to swing a bat, including the batter in the hole.

If any player on a team violates the bat safety rule (where the only player permitted to swing a bat is the on-deck batter per the rule), the team violating the rule shall be issued one team warning by the umpire. Following the team warning, any player on the team that has been warned who violates the Bat Safety Rule, will be ejected for the remainder of the game. The Bat Safety Rule and this penalty system will be strictly enforced and thus compliance with the rule shall be the primary responsibility of the Team Representative. This penalty system shall not apply to the Rookie Division (or any games where there are no umpires present).

V. Pitching:**A. 2nd/3rd Grade Division - Coach Pitch**

The pitcher must deliver the ball with a perceptible arc of at least three feet to twelve feet from the ground. The umpire shall warn a pitcher who delivers a pitch that does not have such an arc. Continued non-conformity will result in the pitcher being removed. Both feet must touch the plate.

ROOKIE DIVISION (COACH PITCH) ONLY

Only strikes swinging will be counted; no called strikes. A maximum of 7 pitches per batter will be allowed. **Foul tips will not be counted as a strike but will be counted as a pitch.** After seven pitches, the batter will be declared out. There will be no walks.

If the ball hits the pitching coach during a live ball situation, the play shall immediately be called dead and replayed from the previous pitch.

The ball must be delivered at moderate slow pitch speed, with an **arc**. Pitching coaches may not help the batter regarding when to swing or not to swing during a pitch.

B. 4th/5th Grade Division (Windmill fast pitch)

A Minor League pitcher may pitch a maximum of two (2) innings per game. If a pitcher delivers at least one (1) pitch in an inning and is then removed (or if the inning ends) that pitcher shall have been charged for one (1) inning pitched.

In this style of pitching, the pitcher begins with his arm at the hip. The pitcher then brings the ball in a circular motion over the head, completes the circle back down at the hip, and snaps the hand to release the ball.

C. 6th/7th Grade Division (Windmill fast pitch)

A Major Division pitcher may pitch a maximum of three (3) innings per game. If a pitcher delivers at least one (1) pitch in an inning and is then removed (or if the inning ends) that pitcher shall have been charged for one (1) inning pitched.

In this style of pitching, the pitcher begins with his arm at the hip. The pitcher then brings the ball in a circular motion over the head, completes the circle back down at the hip, and snaps the hand to release the ball.

VI. Coaching:

Adults may serve as offensive base coaches at first and third and are encouraged to do so. All defensive coaching must be conducted from the vicinity of the respective team's bench/dugout; defensive coaching is prohibited from the opposing team's side of the field.

VII. Mandatory and Prohibited Equipment:**A. Helmets – provided by the league**

Protective helmets shall be worn by all players on deck, at bat, while base running and in the coaches box, during practice and at games.

B. Catching Equipment – provided by the league

Any player playing catcher or warming up a pitcher at home plate shall wear a catcher's mask and helmet. A throat protector is considered part of the catcher's mask. In addition, all catchers shall wear a protective supporter and cup.

D. Cleats

Metal cleats or spikes are not permitted to be worn by any player.

F. Uniform

While on the field, players are required to wear the official League uniform, which at a minimum consists of League-issued hat and shirt.

VIII. Thunder/Lightning:

At the first instance of lightning or thunder managers shall halt the game and remove their teams from the field to the security of cars or buildings that offer appropriate protection. If field conditions permit and where otherwise reasonable, consistent with protection of the players and others in attendance, the game may resume 15 minutes after the last instance of lightning or thunder.

IX. Hectoring:

Managers shall not permit their players, fans or parents to purposely hector or distract the opponent's

pitcher or other players, either directly by comment or indirectly by the playing of music, singing, chanting or excessive cheering, even if ostensibly for your own batter. Upon the opposing manager's complaint in this regard, a manager shall take action to terminate the distracting behavior of his/her team.

X. Familiarity with Rules

All managers are expected to be fully familiar with these Rules and to carefully instruct their coaches and players on these Rules. Managers are also expected to bring the Rules to the game and to go over them with the umpires before the game to maximize efficient and orderly administration of the game.

XI. Disputes

Any disputes over the Rules or judgment calls by the umpires shall be conducted in a brief, calm and dignified manner. If satisfaction is not obtained after such effort, the manager should simply note an Appeal of the situation to the umpire and continue the game in a sportsmanlike manner. Appeals shall be filed after the game with the Minor League Commissioner.