

BGSA 2012 RULES

SECTION I - PRE-GAME RULES

Note: All rule changes for the 2012 Season are in Bold Italics.

1-1 Eligibility:

- a. Girls must be at least six (6) and not yet eight (8) years old as of Sept. 1 of the prior year to play on an Instructional Team.
- b. Girls must be at least eight (8) and not yet ten (10) years old as of Sept. 1 of the prior year to play on a Junior Team.
- c. Girls must be at least ten (10) and not yet twelve (12) years old as of Sept. 1 of the prior year to play on a Middle Team.
- d. Girls must be at least twelve (12) years old as of Sept. 1 of the prior year and, while still enrolled in high school, not yet nineteen (19) years old as of July 1 of the new year to play on a senior team.
- e. Girls playing must live in Billerica, as of April 1st of the current season.
- f. Girls are eligible for one (1) BGSA team only.

1-2 Insurance Coverage:

The league does not provide primary insurance coverage for players. All teams/players enter the league at their own risk and must supply their own primary health insurance.

1-3 Registration Fee:

- a. The Registrar and Treasurer of the Association will receive all registration fees and be responsible for record control.
- b. Registration fees must be submitted with the registration form, if done via paper form and mail. Online registration is available as of the 2008 season and the fee is automatically collected as part of the registration.
- c. All paper registration forms must be signed by a parent or guardian. Online registration must be submitted by a parent or guardian and their submission represents this authorization.
- d. Registrations for the following season will open on June 1. On or before October 31, there will be an early registration discount as determined by the Board of Directors.
- e. All registrations received after November 1 will be subject to being placed on a wait list.

1-4 Rosters:

- a. Once the rosters are finalized, changes may only be made by the League Commissioners.
- b. The League Commissioners will be responsible for assigning players to rosters and maintaining team rosters.
- c. Players may not ***request to*** switch to another team unless they sit out an entire season.

1-5 Start of Season:

- a. The season will start in April. The exact start date will be determined when the schedule is published in the Team Schedule book.
- b. Any changes after the schedules are published will be coordinated and controlled by the League Commissioners.

1-6 Home team:

- a. All home teams are responsible for field setup including bases, pitching rubber and home plate.
- b. One (1) new softball is required at the beginning of each game, from the home team.
- c. Home team must use the first (1st) base bench.

1-7 Smoking:

Smoking or use of any tobacco products by any member of the BGSA is not allowed on the field.

1-8 Awards and/or Trophies:

- a. All awards and trophies shall be determined prior to the start of the official season and such awards and trophies to be determined by the Board of Directors.
- b. Players selected to appear in the All-Star game must be available for the entire game. Coaches must ensure compliance of their selection or make an alternate choice.

1-9 Games:

- a. Regular Season: Senior and Middle Leagues. Subject to the provisions of rule 1-13, all games will be seven (7) innings. Four (4) complete innings constitute a game in case of rainout or time limit. If a game in progress is called off because of inclement weather, the score will revert back to the last full inning that was completed. However, during the fourth (4th) or later inning, if the home team has scored enough runs to tie or take the lead then the score will be what it was when the game was called.
- b. Regular Season: Junior League. Subject to the provisions of rule 1-13, all games will be six (6) innings. Three (3) complete innings constitute a game in case of rainout or time limit. If a game in progress is called off because of inclement weather, the score will revert back to the last full inning that was completed. However, during the third (3rd) or later inning, if the home team has scored enough runs to tie or take the lead then the score will be what it was when the game was called.
- c. During the regular season, games which are tied at the end of regulation play do not go into extra innings and the result will count as a tie with each team getting 1 point for the purposes of league standings.
- d. Playoffs. During the playoffs, games will continue until a winner has been determined. However, within a given day no game shall exceed nine (9) innings. If at the end of nine (9) innings a winner has not been determined, play shall be suspended and resumed the following day with the same order of the batting lineup and with the next scheduled batter due up.
 - i. If a player present for the first day is not there for the second day, they are simply dropped from the lineup.
 - ii. If a player was not present for the first day is there for the second day, they should be placed in the last position of the lineup and must immediately go into the field and play their required nine (9) consecutive outs in the field.
- e. Playoffs: Senior and Middle Leagues: During the play offs, all games will be played for a full seven (7) innings. If the games are not able to be finished on the same day: Games which have finished at least four (4) innings will be continued on the next day with lineups and game conditions as close as possible to what they were when the game was stopped. Same rules as section d., i. and ii.
- f. Playoffs: Junior Leagues: During the playoffs, all games will be played for a full six (6) innings. If the games are not able to be finished on the same day: Games which have finished at least three (3) innings will be continued on the next day with lineups and game conditions as close as possible to what they were when the game was stopped. Same rules as section d., i. and ii.
- g. All Star Games. All-Star games will be eight (8) innings with the exception of the Junior League game, which shall be **seven (7)** innings. All players will be played as evenly as possible with pitching distributed not to exceed two (2) innings for any player.
- h. The decision to call off a game at the field prior to the start of the game will be made as follows:
 - 1st – Rainout Commissioner**
 - 2nd – League Commissioners**
 - 3rd – Board Members**
 - 4th – Umpires**
 - 5th – Coaches**
- i. Once the first (1st) pitch has been thrown, the umpire has complete authority to call off the game.

1-10 Uniforms:

- a. Girls without full uniforms will not be allowed to play without a valid excuse.
- b. Girls without a team jersey will also not be allowed to coach.
- c. No type of clothing will be allowed to be worn over any portion of the uniform. All sweatshirts, sweaters, sweat pants, etc. may only be worn under the uniform.

1-11 Lineups:

The starting line-up and substitutions (names, numbers and position) will be exchanged between the coaches prior to game time. Also included must be the names of the girls who will not be participating in the game but will be sitting on the bench and why they are not playing. If League assigned, the umpire will call both coaches together at home plate to exchange lineups

1-12 Starting Time for Games:

- a. Starting time will be the times published in the Team Schedule Book – Monday-Friday at 6:00pm or 8:00pm (night games) and Saturday at 9:30am, 11:30am, 1:30pm, or 3:30pm. Starting time for make-up & re-scheduled games will be published on the BGSA website.
- b. A game will be forfeited if either team does not have a playing complement of at least eight (8) players **as of** fifteen (15) minutes after the scheduled starting game time. Coaches are first to call a forfeit. If the coaches fail to call a forfeit, the assigned umpire will call the forfeit. If the coaches and umpire fail to call a forfeit, it will be called by a Board Member and both teams will realize the forfeit loss.
- c. **Any decision to cancel a game in advance due to weather and/or field conditions will be made and**

announced no later than one and one-half (1.5) hours prior to the start of a game. This announcement shall be posted on the BGSA website(s) and on the call-in number available to coaches. Each game time shall be considered a separate event and handled individually.

- d. If a scheduled game is not officially canceled in advance **per 1-12 c above**, the decision to cancel the game due to weather **and/or** field conditions will be made at the field per Rule 1-9 h.
- e. If a team knows in advance that they will not be able to field a team for a scheduled game and notifies the league commissioner that they will not show up for the game, they will be given a forfeit for that game. The commissioner will then notify the opposing team coach to let them know of the situation, and that team will get a win by forfeit for that game. Their team does not need to show up at the field. The same would apply if the team did not notify the commissioner in advance, but then did not have the coaches or players show up at the field.
- f. All postponed games will be rescheduled within two (2) weeks by the League Commissioner.
- g. All players must be personally notified by the coach, assistant coach or team parent about any re-scheduled games or playoff games. Coaches should personally notify their respective players when selected to participate in the league All-Star games.
- h. If a coach has prior commitments and cannot make a game, the coach must make every effort to enlist the aid of another existing BGSA-assigned and BGSA-CORId coach or a BGSA Board Member to complete the game as scheduled. Each team will be allowed to postpone one (1) and only one (1) game during the season. The League Commissioner and opposing coach must be notified at least ninety-six (96) hours prior to **the start time of** the game in question except in cases of extreme emergency which will be at the discretion of the League Commissioner. Once a postponement option is used a coach is not allowed to ask for any other postponements. **There will be no bye requests honored after the date which is 7 days prior to the last regular scheduled game for that league. For example, if the last game for Junior League is scheduled for 6/8, there will be no request for byes after 6/1.**

1-13 Time Limit for Games:

During the season games are subject to a one (1) hour and forty (40) minute rule from the scheduled start time. An inning underway at that point will be completed as the final inning of the game. If the home team is winning, the game will end without the home team coming to bat. If the game is tied, the home team will be allowed to bat. No new inning will start after the one (1) hour and forty (40) minute time limit has been reached.

1-14 Game Balls:

No game balls are to be given out by the coaches.

1-15 Score Books:

Coaches will maintain their score books. The head coach must bring the score book with them to the coaches meeting for possible inspection by the Commissioner or Board.

1-16 Inspection of Score Books:

- a. Score books may be inspected by Board Members at any time.
- b. Score sheets for each game in the score book **MUST** include the names of all girls that played in the game, as well as all girls that did not play. If a girl did not play or was absent, that must be stated and a reason supplied such as absent, injured, etc.
- c. During the playoffs, the head coach must have their full score book with all game score sheets included per above to be available to be checked for eligibility per rule 1-17b.
- d. If an opposing coach wants to question the eligibility of a player, that request must be made to the League Commissioner at least two (2) hours prior to game time, and must be resolved with both coaches and the Commissioner or Board Member thirty (30) minutes before game time. The issue should be raised as early as possible, even going into the playoffs if possible to avoid an issue at game time.

1-17 Chronic Absence:

- a. Any player who has missed the first (1st) four (4) practices and the first two (2) games, or the first (1st) four (4) games will be removed from the roster unless the absence was due to exceptional circumstances.
- b. Any player who has missed more than fifty percent (50%) of the games without a valid reason is ineligible for any play-off games.
- c. Any games in which an ineligible player participates will be forfeited.
- d. Coaches must inform their League Commissioner of any player who is to be removed from the roster for any reason including as a result of rules 1-17a and 1-17b.

SECTION II - RULES USED DURING THE GAME

Note: All rule changes for the 2012 Season are in Bold Italics.

2-1 Number of Players:

There will be ten (10) players on the field at the scheduled starting time of the game. If one (1) team has either eight (8) or nine (9) players, the game will still be allowed to start. If a team starts with eight (8) players, an automatic out will be assessed in place of their ninth (9th) batter until such time as the ninth (9th) batter may appear. If, due to injury only, the game roster is reduced to eight (8) players, the game will be allowed to continue with no automatic out assessed. Further reduction will constitute a forfeit.

2-2 Base Coaches:

- a. All Junior, Middle and Senior base coaches can be either team members, or league approved coaches or assistant coaches. If a girl is injured and cannot play, she will be allowed to coach providing she wears her uniform shirt.
- b. An adult coach may coach one (1) of the bases (either first (1st) or third (3rd)) as long as there is still at least one (1) adult bench coach. If a coach comes out at the beginning of the inning, he/she must elect which base he/she will be coaching for that inning (either first (1st) or third (3rd)). Once that election is made, the coach cannot change bases. If a team has three (3) adult coaches present, they have the option to have two (2) adult base coaches.
- c. All base coaches will remain in the coaching box. Any base coach out of the coaching box during a play will result in the runner closest to the base coach being out. Only one (1) warning will be given by the umpire.

2-3 Official Bats and Balls:

Only official softball bats and league-supplied softballs will be allowed.

2-4 Cleats:

Only rubber cleats are permitted.

2-5 Required equipment for players:

- a. Catchers must wear shin pads, chest protector, helmet, mask and throat protector.
- b. Batting helmets with face masks and chin straps must be worn at all times by the batter, player on-deck, base runners and base coaches, if they are players and not adult coaches.
- c. For Senior/Middle: Any player intentionally removing a batting helmet shall be deemed out. Any player that inadvertently throws a bat and such throw strikes another player or umpire shall be deemed out. Any thrown bat that does not strike a player or umpire shall first (1st) result in a warning to both benches, and any subsequent occurrence shall be deemed an out.
- d. For Junior: Any player intentionally removing a batting helmet shall first (1st) result in a warning to both benches, and any subsequent occurrence shall be deemed an out. Any player that inadvertently throws a bat, and such throw strikes another player or umpire shall also result in a warning to both benches, and any subsequent occurrence shall be deemed an out. Any thrown bat that does not strike a player or umpire shall also result in a warning to both benches, and any subsequent occurrence shall be deemed an out.

2-6 Infield Fly Rule:

The Infield Fly Rule will not be used.

2-7 Bunting:

Bunting is allowed.

2-8 Sliding:

Sliding is allowed. Our bases are movable, so when they are dislodged from their location during a play, the base runners need only to remain as close to where the base should be as possible.

2-9 Stealing:

Limited stealing is allowed in the Junior, Middle and Senior Leagues.

- a. Stealing may occur only between second (2nd) and third (3rd) base and only when third (3rd) base is unoccupied.
- b. Senior and Middle Leagues: If a steal is attempted, there are no restrictions on the steal attempt. Normal rules of base running apply. (For example, a runner that overruns 3rd base can be tagged out; if an overthrow is made, the stealing runner may advance at their own risk, etc.).
- c. Junior League: If an attempt to steal is made, that will be the only active play and will end with the base runner being tagged out, safe at third base, or returning safely to second base at which time the ball will be returned to the pitcher's circle.
- d. No other base runners may advance. A runner who inadvertently advances will be sent back to their original base.

2-10 Pitching:

- a. No player will pitch more than three (3) innings, defined as nine (9) consecutive outs, in a game.
- b. Pitchers are allowed five (5) warm up pitches when they enter or start a game and time for three (3) warm up pitches when they retake the field. If the pitcher warms up with someone other than the catcher, they do not warm up again when the catcher gets there.
- c. The pitcher must start with both feet in contact with the pitching rubber. When ready to pitch, the pitcher shall **start her pitching motion with both hands apart at her side, and then "present the ball", bringing both hands together** before releasing the ball. In the act of delivering the ball, the pitcher shall not take more than one (1) step, which must be forward toward the batter and simultaneous with the delivery of the ball to the batter. One (1) foot must be in contact with the ground at all times. No rocking or backward motion is allowed.
- d. All Leagues: After "presenting the ball", the pitcher must release the ball on the first (1st) forward motion of the arm past the hip, or the pitcher may drop her arm to the side and to the rear before starting the windmill motion. There can be no stop or reversal of the forward motion and only one (1) revolution of the arm is allowed.
- e. All Leagues: A pitcher, having hit three (3) batters in a game, must be removed from the mound. However, in the umpire's discretion, the batter must make an effort to avoid being hit by a pitch.
- f. Intentional Walks are not allowed.
- g. If an illegal pitch is called, the ball is dead, the pitch is a ball, and there shall be no further advancement of the runners.
- h. Pitching distances are measured from the back point of home plate to the front edge of the pitching rubber and shall be: forty (40) feet for the Senior League, thirty-five (35) feet for the Middle League, and thirty-three (33) feet for the Junior League.

2-11 Leading:

- a. Runners may lead off the base as follows. Only one (1) lead per pitch is allowed. A player is not allowed to tag up and take a second (2nd) lead after the pitch has been delivered.
 - i. Junior League: Once the ball crosses home plate.
 - ii. Senior/Middle Leagues: Once the ball is released from the pitcher's hand.
- b. Leaving the base too early:
 - i. Junior League: One (1) warning will be issued to both teams at the time of the first (1st) offense: thereafter, "no pitch" will be called and the runner is out.
 - ii. Middle/Senior League: "No pitch" and the runner is out.

2-12 Base Running:

- a. Runners must return back to base after a pitched ball even if a pickoff is attempted. A tag must be applied by the fielder on a pickoff attempt. **Any runner** may advance at their own risk after re-tagging the base if a pick-off is attempted. **Re-tagging the base** does not apply to the runner at second (2nd) base in a steal attempt as defined in Rule 2-9.
- b. If an overthrow lands out of play, the ball is dead and one (1) base is automatically allowed. If a thrown ball hits a fence in foul territory, ball is still live; base runner(s) can advance at their own risk. A dead ball will be called by the umpire based on dead ball area which was specified before the game.
- c. A dead ball will remain dead until the pitcher is on the pitching rubber prepared to deliver the next pitch. Junior League only: a dead ball will exist after each pitch not hit by the batter.
- d. Fielders must not block the base unless they have the ball on a tag play. Fielders blocking the base shall be deemed to have committed obstruction and the runner will be awarded the base.

- e. When necessary to replace the base runner, the player that made the "last out" will be the substitute. If there are two (2) outs and the last out was either the catcher or the pitcher for the next inning, then the player that made the first (1st) out will be the substitute. ***If the "last out" was the catcher or pitcher, it will revert to the previous "last out."*** If other than the "last out" is put in as the pinch runner and the defensive coach recognizes this and objects, the remedy is simply to put the correct "last out" as the pinch runner. There is no penalty, even if the incorrect runner has scored.
- f. When there are two (2) outs and either the catcher or the pitcher for the next inning is on base, a pinch runner may be utilized to allow the catcher or pitcher to get ready to retake her position.

2-13 Maximum Lead:

If after four and a half (4½) innings the home team, (or five (5) innings for the visiting team) has amassed enough runs to lead the other team by fifteen (15) runs, the game will end and the team in the lead will be the winning team. This rule will not be in effect for playoff games.

2-14 Pitcher's Circle:

- a. After a ball has been "live", and is returned to the circle, any runner must immediately decide to advance, or return to the base she just left. After a commitment has been made, a change of direction will be an automatic out to the runner. Runners must have touched a base prior to the moment the ball is considered "in the circle" to continue to the next base. Any runner approaching close to a base at the time the ball is considered in the circle, but did not actually touch the base prior to the ball being in the circle, will be allowed to "round the base" a few steps due to momentum, but must stop and return to the base. After rounding a base, stopping and distinct visual movement to fake continuing on will be considered a change of direction. If the ball comes back out of the circle for any reasons, runners can advance at their own risk. A change in direction is only allowed if the ball is considered out of the circle.
- b. The ball is considered to be within the eight (8) foot circle even if it is sitting on the ground or is in the possession and control of any fielder within the eight (8) foot circle. Any ball that is clearly passing through the eight (8) foot circle shall be deemed not to be within the circle, and runners may advance at their own risk.
- c. If the ball bounces outside the circle on a throw back from the catcher it is a live ball except following a foul ball or a "dead" ball call. Any time the ball has been declared a "dead" ball, it does not become live until the pitcher is ready to pitch.
- d. If the catcher steps in front of or onto the plate to return the ball to the pitcher, it is a live ball except following a foul ball or a "dead" ball call.
- e. The lines drawn around the pitcher's plate to define the pitcher's circle are considered to be inside the circle.
- f. ***The pitcher/fielder must have both feet in the pitching circle to be considered in the circle.***
- g. ***If a runner is called out due to the Pitcher's Circle rule, no other runners may advance; they must return to the last base they held when the runner was called out.***

2-15 Substitutions:

- a. All Leagues: All girls must play three (3) innings in the field except the pitcher who can be removed by the coach. Once a girl has been put in the field (except pitcher), she can be substituted at any time but must play three (3) innings. Girls present for a game which was not played to completion and did not get to play three (3) innings will start the next game. Only the pitcher must pitch consecutive innings (no more than three (3) in a game).
- b. A pitcher who pitches less than three (3) consecutive innings and is removed from the game must return later at another position to complete her three (3) innings.
- c. Set batting orders will be made up of a rotation of the full roster for a given game.
- d. A reasonable attempt should be made by each coach to see that each player plays approximately the same number of innings.

2-16 [Deleted]

2-17 Player Removed for Injury:

Any player removed from the game because of injury shall be allowed to reenter the game at any time.

2-18 Wild Pitch/Passed Ball:

There is no advancement on a wild pitch or passed ball to the catcher except in a steal attempt as defined in Rule 2-9.

2-19 [Deleted]

2-20 Player's Bench:

- a. All players must remain on the bench.
- b. Only players, the coach and two (2) assistant coaches are allowed on the bench during a game.

2-21 Coaching Area:

- a. Bench coaches must remain in the area of their bench, defined as follows:
 - i. Coach may not get closer to home plate than the end of their bench closest to home plate
 - ii. Coach may not get closer to the field than a distance half-way between the fence in front of their bench and the foul line. If no fence, then the "imaginary line" established during the pre-game ground rule discussion applies.
- b. This does not pertain to an adult coach that is coaching first or third base.
- c. A coach that is outside of the coaching area will be given one (1) warning.
- d. A second offense will require the bench coach to remain off the field of play. They will have to remain on the bench, in the dugout, or behind the field boundary fence.

2-22 **[Deleted]**

2-23 On-deck Circle:

Only the next batter will be allowed in the on-deck circle.

2-24 Score Checked:

The score must be checked every half ($\frac{1}{2}$) inning.

2-25 Game Balls:

Each team must have one (1) new softball at each game. Home team will supply the game ball. If another ball is needed, the away team will supply a new ball.

2-26 Suspensions:

- a. If a coach or umpire wishes to suspend a player, the circumstances on which the suspension is based must be represented to the League Commissioner. The League Commissioner will rule on the suspension as soon as possible.
- b. If any coach or umpire benches or ejects a player during a game for whatever reason, the League Commissioner must be informed as soon as possible and all facts relating to this must be presented.

2-27 Batters:

- a. Any player batting **or found playing in the field** without a complete uniform **must be removed from the game at that time**. The player is considered to be batting as soon as she enters the batting box. **If the player later does return to the game in full uniform, they will be placed at the bottom of the batting order.**
- b. If a player is batting out of order and it is discovered prior to her completion of her at bat, then the correct batter shall take her place and assume the count of the incorrect batter. If the incorrect batter is discovered after her completion of her at bat, then the defensive coach shall call time out, notify the umpire of the mistake, and have the option of either taking the play that had occurred, or taking an automatic out to the batter with no advancement of the runners. If the play is discovered after a pitch has been thrown to a subsequent batter then the play will stand as if the correct batter had batted and no penalty will result. The batting order shall resume with the next scheduled batter in accordance with the batting lineup.
- c. Set batting orders will be made up of a rotation of the full roster for a given game.

2-28 Junior League Only:

- a. Each team will be allowed to bat through nine (9) batters or three (3) outs each inning, whichever comes first. The inning is over when the third (3rd) out is made, the ninth (9th) batter strikes out, or the ball is returned to the pitching circle following the ninth (9th) batter's at bat when a strike out is not made. Runners may not advance beyond the base they are going to at the time the ball arrives in the pitchers circle.
- b. Offensive coach will notify the umpire after the ninth (9th) batter has completed her at-bat, the play is completed, and the ball has been returned to the pitching circle
- c. Pick off attempts are allowed, after the pitched ball has passed home plate. Runners cannot advance (with the exception of a stealing eligible runner) under any circumstance. The only live play is the pick-off attempt and the runner returning to the occupied base is either safe or out.
- d. Starting in the top of the sixth (6th) inning: The offensive team is no longer restricted to the maximum of nine (9) batters. Teams will play regulation innings with the defensive team required to make (3) outs to complete each half ($\frac{1}{2}$) inning.

2-29 Conflicts in Rules:

If a conflict in rules takes place or a protest is lodged by a coach, the League Commissioner must be notified within forty-eight (48) hours. At time of discrepancy or protest, both coaches and the umpire must be notified and notation must be made on the score sheet describing what took place. Example: Runs at the time, players on base and on field, number of outs, balls and strikes.

2-30 Game Rules:

Coaches must have Game Rules with them at every game.

2-31 Safety Points:

- a. Only one (1) infield practice ball and two (2) outfield practice balls should be on the field between innings.
- b. Base coaches shall stay away from the bases during infield practice.
- c. Equipment must be kept on the bench and out of the playing area.
- d. Dangling earrings or jewelry that might cause injury must not be worn during play.
- e. Players warming up the pitcher must wear a mask.
- h. Umpires must wear a mask behind the plate.
- g. **[Deleted]**
- h. The use of mouth guards is encouraged, but not required.
- i. **The use of face guards by pitchers and fielders is encouraged, but not required.**

2-32 Time Outs and Pitching Changes:

- a. Each team is entitled to one (1) defensive timeout each inning. **Each team is entitled to one (1) trip to the mound** per pitcher without necessitating a pitching change. Each second (2nd) **trip to the mound** per pitcher shall result in a mandatory pitching change.
- b. **Each team is entitled to one (1) offensive timeout per inning.**

2-33 Unsportsmanlike Conduct:

Any player or coach that deliberately attempts to cause injury or engages in unsportsmanlike conduct may be ejected from the game.

2-34 ASA Rules:

In most cases, the Official Playing Rules and Regulations of the Amateur Softball Association of the United States (ASA) shall be binding on the BGSA. **In the event of a conflict, the rules set forth in this BGSA document shall take precedence.**

SECTION III - 2012 INSTRUCTIONAL LEAGUE RULES

Note: There are no Instructional League rule changes for the 2012 Season.

- 3-1 The Instructional League is open to all girls wishing to join the Billerica Girls Softball Association who will be at least seven (7) years of age as of September one (1) of the season year and will not have reached their ninth (9th) birthday by September one (1) of the season year.
- 3-1 The registration fee for the Instructional League will be determined by the Board of Directors.
- 3-2 A separate Instructional League Commissioner will be selected by the Board of Directors.
- 3-3 Each instructional team will consist of approximately thirteen (13) players. Final determination will be at the discretion of the Board of Directors.
- 3-4 The Instructional League season will run concurrently with the other BGSA seasons and will be structured as follows:
- 3-5 Each team will be comprised of one (1) coach and as many assistants as will volunteer to help.
- 3-6 All girls will use the batting tee for the first four (4) weeks of the season. Commencing with the fifth (5th) week of the season, the following rules will go into effect:
 - a. All girls will hit from the tee for the first inning of each game. For the remainder of the innings, the coach will pitch to the girls on their team.
 - b. One (1) of the assistants will assume the position of catcher to ensure an expedient game. If this person gets right behind a batter like a catcher, a mask must be worn. Otherwise, stand far enough back so that a foul tip can be reacted to properly.
 - c. If after six (6) pitches, a girl has not hit the ball, she must revert back to using the tee.
 - d. Balls and strikes will not be called in the Instructional League. Each girl must hit the ball at each turn at bat.
 - e. Each team will be allowed to bat through the batting order plus one (1) girl only once each inning or three (3) outs whichever comes first.
 - f. The decision of batters and base runners being out or safe shall be the responsibility of the coach who is on the field pitching.
- 3-7 When a team is on defense, the following rules apply:
 - a. Both the coach and the assistants will be permitted onto the playing field so that they may coach the team in defensive strategies. They are not to interfere in any way. The girls must make the plays.
 - b. One (1) player will assume a defensive position on the pitching mound.
 - c. Coaches must ensure that all girls get equal playing time regardless of playing ability.
- 3-8 Scores may be maintained for the purposes of friendly game competition. Keeping score must be a mutual agreement of both coaches. Team standings will not be kept.
- 3-9 Time rule for the Instructional League is as follows and will be strictly monitored and enforced:
 - a. Two (2) one (1) hour practices will be held the first (1st) week of the season.
 - b. Each Instructional League team will then play fourteen (14) games each consisting of one-half ($\frac{1}{2}$) hour practice followed by a one and one-half ($1\frac{1}{2}$) hour game. Practice is considered part of the two (2) hour game window and as such players and coaches should arrive ready to play and in plenty of time to start practice.
 - c. The half ($\frac{1}{2}$) hour practice will consist of the home team having the use of the in field for the first (1st) fifteen (15) minutes and then the visiting team having the use of the infield for the next fifteen (15) minutes.
 - d. Game will end no later than two (2) hours after the schedule start of the practice/game, regardless of score, who is at bat or what inning it is.
 - e. The starting times for weekday Instructional League practices shall be 5:30pm. Games will start at 6:00pm and end no later than 7:30pm.
 - f. If game score is maintained, the score will revert back to the last full inning that was completed. However, if the home team has scored enough runs to tie or take the lead, then the score will be what it was when the game was called.

3-10 The field dimensions and pitching plate will be established at fifty-five (55) feet for base paths and thirty-three (33) feet for pitching distance.

- c. Instructional League should position fielders no closer to home plate than the pitching rubber at thirty-three (33) feet.

3-11 The "R.I.F." (Reduced Injury Factor) type ball will be used in the Instructional League

3-12 All girls who participate in the Instructional League will receive a small trophy or memento from the Association. This will be presented at the "Instructional League Awards Day" which is held toward the end of the season in June.

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