

Brandon Valley Youth Softball Association
B League Rules
Boy or Girl Teams
Age 12 & Under

- Play with 12” regulation softball
- 40’ pitching rubber, 60’ base path
- Umpires provided
- Strike outs allowed
- Walks allowed
- Stealing allowed, including home
- Infield fly rule in effect
- Dropped third strike rule in effect
- Leading off is allowed
- No coaches on the field
- Open substitution
- 9 defensive players
- All players bat
- Players are required to play 2 full innings
- No pitcher or catcher limitations
- Limit 5 runs per inning or 3 outs

The rules of the ASA will be followed with the following exceptions:

1. Our primary objective is to create an environment in which the participants have fun, learn good sportsmanship, and develop some softball skills. **Coaches are responsible for ensuring that this objective is met and for the conduct of their players, parents, and fans. The use of tobacco, alcohol, or any other controlled substance by an umpire, coach, or other volunteer during a softball game or tournament is prohibited.**
2. This is a physical sport and injury may result.
3. Umpires will be provided; all decisions made by the umpires are final.
4. Home team will be determined by a coin flip 5 minutes prior to the game’s start. The home team takes the field first.
5. Each team must supply a game ball to the umpire.
6. Uniform shirts must be worn and tucked in. No jewelry is allowed. **Protective pads or pants must be worn. Players will not be allowed to play in the game without these pads or pants.**
7. Catchers must wear a mask, chest protector and shin guards.
8. All batters and base runners will wear batting helmets with chinstraps and facemasks.
9. Please have the catcher ready early, to keep the game moving.
10. All players bat. Late arriving players will be added to the end of the line-up with no penalty.
11. Batters will be allowed to advance to first base after being hit by a pitch only if s/he made an attempt to get out of the way.
12. Dropped third strike rule is in effect if 1st base is not occupied.
13. Stealing is allowed. Leading off is permitted after the ball leaves the pitcher’s hand. A play can be made on the runner leading off.
14. Runners are encouraged to slide at home or any other base, if a play is being made there. If the runner chooses not to slide, s/he may be called out.
15. All players must run for themselves unless injured. No courtesy runners.
16. The infield-fly rule is in effect when first and second bases or all three bases are occupied with less than two outs. When it seems apparent that a batted fair ball (not including a line drive or an attempted bunt) can be caught by an infielder, pitcher, or catcher with ordinary effort, the umpire shall yell “infield fly”. The batter is out; the runners are not required to advance. However, if the runners do decide to advance, they must tag up first and they run the risk of being thrown out.

17. **Girls-** pitcher must start with both feet touching the rubber, and she may only stride forward to deliver the pitch.
18. **Boys-** pitcher must start with both feet touching the rubber, and he may stride back before coming forward to deliver the pitch.
19. Anyone under the age of 18 warming up a pitcher or being a base-coach must wear a catcher's helmet or a batting helmet.
20. The defense is made up of nine players. The infield should consist of a catcher, a pitcher, a shortstop, and three basemen. The outfield will have 3 players. The outfielders may not set up in the infield. Coaches may not be in the field to help instruct their defensive players.
21. Open substitution is allowed.
22. Teams can play with 8 players and no outs will be assessed; however, less than 8 players will constitute a forfeit. In that case, the forfeiting team can borrow players from the other team and play out the game. The umpires will still work the game.
23. All players must play a minimum of 2 complete innings. Pitchers and catchers have no limits as to the number of innings they can play; however, league games are a good time to develop players in those positions.
24. Single games begin at 7:00. No new inning may begin after 1 hour 30 minutes of play in single games. The inning will be completed unless the home team is ahead. The umpire may stop a game when safety becomes an issue due to darkness.
25. Double headers begin at 6:00 and 7:30. No new inning may begin after 1 hour 15 minutes of play when double headers are scheduled. The inning will be completed unless the home team is ahead. The second game of the double header will begin as close to 7:30 as possible. The umpire may stop a game when safety becomes an issue due to darkness.
26. Ties are not played out in league games. **
27. Only BVYSA players will be allowed to play in league games. A player must play in 5 league games to be eligible to play in the state tournament; this does not apply to league tournament.
28. The player up to bat and the on-deck player are the only two people that are allowed to swing the bat. Be sure that the on-deck circle is in a safe place on the side of the infield.
29. Players who are not batting or running bases should be seated on their bench. Please do not allow players to sit on the back of the benches or hang on the fence.
30. Chattering is allowed, but calling opposing players by their name or number will not be allowed. The catcher must remain quiet through the pitch.
31. All teams should have a first aid kit available at all games.
32. **No makeup games scheduled for Friday nights, we are scheduling 14 games during league play. No makeup games on Friday nights.**
33. **Games must stop if there is lightning.** However, games will be played in the rain as long as it is just sprinkling. **Remember if the game stops after starting due to weather, coaches may reschedule on their own, but no umpires will be provided as extra games are provided.**
34. **Each team is responsible for cleaning out their dugout.**

Please note: In the year-end league tournament **only, if the game is tied after the time limit, the international tie-breaker rule will be in effect, per ASA rules. The tie-breaker rule reads: Starting with the top of the inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective inning being placed on second base. The game will continue until it is determined which team has the most runs at the end of a complete inning.