

Bradley-Bourbonnais Youth Softball League, Inc. 10U Rules

PO Box 173 | Bourbonnais | Illinois | 60914 | www.bbysl.com

Citizenship - Leadership - Amity - Sportsmanship - Scholarship

BBYSL is a recreational and an educational organization committed to giving all eligible youth, regardless of race, color, creed or athletic ability the freedom to explore the game of softball. This exploration takes the form of programs provided by adult volunteers devoted to excellence in the areas of: Citizenship, Friendship, Leadership, Sportsmanship, and Scholarship. All coaches, parents, spectators, umpires, and players are encouraged to foster the ideals of trust, honesty, loyalty, courage, and respect for authority.

1. All Bradley-Bourbonnais Youth Softball League CODE OF ETHICS AND CONDUCT and DIVISION RULES apply. Any coach, parent, spectator, or player ejection will carry an automatic one game suspension. A second ejection will carry a minimum two game suspension with possible removal from BBYSL for the remainder of the season. Ejections are final and MAY NOT be appealed. Any player ejected for unsportsmanlike conduct will be ineligible for any BBYSL All-Star Team.
2. **NO SMOKING** is allowed anywhere on BBYSL grounds by any coach, umpire, parent, spectator, or player. First offense may carry an automatic one game suspension. A second offense may carry a minimum two game suspension with possible game forfeit and removal from BBYSL for the remainder of the season. Ejections are final and MAY NOT be appealed.
3. **NO PETS** are allowed anywhere on BBYSL grounds. First offense may carry an automatic one game suspension. A second offense may carry a minimum two game suspension with possible "game forfeit" and removal from BBYSL for the remainder of the season. Ejections are final and MAY NOT be appealed.
4. **NON-APPROVED RULES** No changes, alterations, modifications, private deals or understandings either expressed or implied by conduct will be made by any Head Coach and/or coaches of the opposing teams regarding rules, eligibility, field conditions or any other matter concerning division game play. The penalty shall be forfeiture of the game by both offending teams.
5. **INELIGIBLE PLAYER** An Ineligible Player is defined as anyone who submits a falsified registration, anyone playing who has not registered or paid, anyone playing for a team in their division to which they were not assigned, and any eligible call-up player not listed in the official batting order prior to the game. When an ineligible player is discovered and protested, and the protest upheld, the game(s) in which the ineligible player was playing will be forfeited by the team using the ineligible player.
6. The Head Coach is totally responsible for the conduct of anyone associated with his/her team. All Coaches are expected to "Honor the Game" by teaching the Double-Goal Coach principles of respecting the R.O.O.T.S. of the game and the ELM Tree of Mastery to their players and encourage parents to follow the same.
7. The Assistant Coaches are to assist the Head Coach in all team and league activities and may be a designated Head Coach in the absence of the league assigned Head Coach at practices and/or games.
8. Unless allowed by rule, all coaches, score keepers, and team parents must remain in their dugout. Coaches may be located in their dugout at the doorway. No one will be allowed outside the dugout.
9. ONLY the Head Coach for the game may request a rules interpretation from the Head Umpire.
10. **KEEPING SCORE** Scorebook Keepers are to keep an accurate account of the game. Scorebook Keepers should periodically check with each other to insure that score and pitcher/catcher stat information is accurate. One (1) pitch thrown or caught will be considered as one (1) inning for the record. The HOME TEAM Scorebook is the official record of the game.
11. **REPORTING GAME SCORE & STATS** The HOME TEAM is responsible for completing the "Game Score & Stats Sheet" and placing the report in the DIVISION REPS mailbox immediately after the game prior to leaving the facility. Accurate division standings and tracking pitchers and catchers are based on the efficiency of reporting game scores and stats.
12. A Continuous Batting Order must be prepared and exchanged with the opposing team prior to the game.
13. The Home Team will occupy the 3rd Base Dugout and, after the last game of the day, will remove the bases, replace the rubber base plugs, and return the bases to the Equipment Storage area located directly behind the Concession Stand.
14. The Visitor Team will occupy the 1st Base Dugout and, after each game, will be responsible for raking in the pitcher's mound, the home plate area, and filling any holes around the other bases. Rakes are in the Equipment Storage area located directly behind the Concession Stand. Put rakes away after use.
15. Both Teams, including all coaches, players, and parents are responsible for the general cleanup of the entire game field and complex; dugouts, all bleacher areas, both sides of the fence, and parking lot.
16. ALL PRE-GAME WARM-UPS must be done outside the base lines or on the outfield grass. No team members are allowed inside the baselines or near the home plate area BEFORE the game.
17. NO DELIBERATE OR MALICIOUS CONTACT by any player or coach will be tolerated.
18. NO JEWELRY. Necklaces, bracelets, rings, watches, and earrings (pierced or clip-on) are not to be worn during games or practices. NOTE: If ears have recently been pierced and starter earrings may not be removed, First Aid Tape or Band-Aids MUST be placed over the earrings.

19. NO Metal Cleats. No exceptions.

20. LEGAL BAT: A legal bat must meet the 2012 NSA; ASA Bat Performance Standard, bear either the 2012 certification mark. This rule applies to all divisions except 5U and 8U. NO wooden bats are to be used during any practice or game. BBYSL practice bats are exempt from stamp requirements and cannot be used in official tournament play.

21. Offensive Players MUST WEAR a NOCSAE stamped helmet and facemask while on the playing field including the on-deck hitter, a hitter in the batter's box, or any base runner. If a player intentionally removes their helmet during play and/or before reaching their dugout; the Umpire will issue a warning to the Head Coach and Team. The second time any player intentionally removes their helmet during play and/or before reaching their dugout; the Umpire will declare an out. Helmets may be removed if time has been called by the umpire.

22. Catchers must wear approved catching equipment during all games and practices. This includes any player receiving (catching) any type of underhand throws from a pitcher during practices, pre-game and between inning warm-ups. NO EXCEPTIONS. Safety of players should be the rule at all times.

23. Only league assigned and approved Coaches, Team Players, a Scorebook Keeper, and Team Parent may be in the dugout during the game. No other children, siblings, or parents will be allowed in the dugout.

24. All schedules and game times are determined by the BBYSL Board of Directors and all games will be played as scheduled unless rescheduled by the BBYSL Board of Directors.

25. A league assigned 10U Division Team Roster may consist of a minimum of ten (10) and a maximum of twelve (12) players. If the assigned Team Roster is reduced below the minimum number, the Head Coach MUST notify the Division Representative. The Board of Directors may alter the minimum and maximum number of players assigned to a team to achieve division and league goals.

26. A minimum of eight (8) players, including seven (7) roster players, MUST BE present to play a game

27. If a 10U team does not have nine (9) players fifteen (15) minutes prior to the "scheduled" start of the game, the Head Coach MAY call-up enough eligible League Age 8 player(s) to field a team of 10 players. If a 10U Division Player(s) eventually arrive, she will follow the call-up player rule for 8U Division Player(s). 8U Division Player(s) MAY NOT be called up in order to make a 10U Division Player sit the bench.

28. If a team fails to field a minimum of eight (8) players by 10 minutes after the "scheduled" start time of the game, the team will forfeit the game. A scrimmage game may take place by combining both teams with an agreement by both Head Coaches and will last no longer than three (3) innings or one (1) hour, whichever comes first.

29. Call-up Players may ONLY be called up from the BBYSL 8U Division to help field a 10U team and MUST BE eight (8) years of age as of January 1st to be eligible. An eligible list of 8U Players will be provided to each 10U Division Head Coach prior to the first game of the season. If an 8U Player is NOT on the list, they are NOT eligible. No 10U Player from another team may be used as a call-up. Use of an ineligible player will result in a game forfeit.

30. Each "league assigned" Team Roster player must play at least three (3) innings in the field and must bat as scheduled within the line-up prepared before the game. This rule does not apply in a four (4) inning game.

31. **EACH PLAYER MUST PLAY AT LEAST ONE (1) INNING IN THE INFIELD (P, C, 1B, 2B, 3B or SS).** RULE DOES NOT APPLY IN A FOUR (4) INNING GAME.

32. All call-up players must play a minimum of 3 (three) innings in the field and must bat as scheduled within the lineup prepared before the game. This rule does not apply in a four (4) inning game.

33. Call-up players are required to wear their 8U Division uniform. No Exceptions.

in the event of a Double Header, a Call-up player will not automatically be eligible to play game 2 IF a 12U Player shows up for game 2.

34. GAME LENGTH & TIME LIMIT: The game will be played in five (5) innings or in one (1) hour and thirty (30) minutes, whichever comes first. No inning will begin AFTER the time limit has expired unless the game is tied. The Head Umpire will keep the official game time. The start time may be different than the scheduled game time. A new inning starts on the 3rd out of the previous inning. No ties, the international tie breaker will be used at the end of the time limit or of regulation play (innings), whichever comes first. If the home team is ahead at the end of the time limit, the game is over

35. **INTERNATIONAL TIE BREAKER:** Each team starts the inning with no outs and a base runner on second base, that was the player who completed the last official at bat from the previous inning. Each subsequent inning will start the same until a winner has been determined. *No outs, *(last person at bat when out made by any player).

36. Games affected by severe weather and/or unplayable conditions, the game will be complete after 3 ½ innings with the Home Team ahead and may be "called" by the Head Umpire and/or BBYSL Officials. If the game HAS NOT reached 3 ½ innings the game may be "suspended" after both Head Coaches, Head Umpire, and League Official(s) meet and come to an agreement on the EXACT "game-time" remaining and "situation" of the game. This information MUST be recorded in both Scorebooks and signed by Head Coaches and Head Umpire.

37. RUNS SCORED RULE: There is a five (5) run limit per 1/2 inning for each team. An AT BAT (1/2 inning) is deemed over when the defensive team achieves three (3) outs or the offensive team scores five (5) runs, whichever comes first. However, if the game reaches the 5th inning there is NO LIMIT to the number of runs that can be scored by the offense. This rule encourages players to play the entire game.

38. TEN (10) RUN RULE: – Regardless of the amount of time remaining, if after the top of the 4th inning the Home Team is ahead by ten (10) runs the Head Umpire will declare the game over after conferring with each team to verify the score. A full complete game at this level is five (5) innings.

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40. Defensive Coaches: No defensive coaches in the field of play except for mound visits.
41. On defense a team MAY field up to nine (9) players: First baseman, second baseman, shortstop, third baseman, pitcher, catcher, and three (3) outfielders (left, center, and right). Outfielders MUST BE on the outfield grass, at least 15 feet behind the infield radius at the time of the pitch.
42. Coaches are encouraged to rotate defensive players to different positions and in and out of the game often to maximize the playing experiences for all members of their team. **SEE RULE #31**
43. GAME BALL & PITCHING RULES: The game will be played with an eleven (11) inch yellow softball. The pitching plate distance will be 35 feet from the back edge of home plate to the center of the pound-in pitcher plate. The Pitcher MUST HAVE one (1) foot touching the rubber to begin a pitch.
44. A Home Plate Umpire will determine balls and strikes.
45. Ball four is in effect with the bases loaded. A Pitcher CAN walk in a runner when the bases are loaded.
46. The Drop Third Strike Rule is in effect.
47. The Infield Fly Rule is in effect.
48. Offensive Coaches: Two (2) offensive coaches may be on the field in foul territory as 1st & 3rd base coaches. Baseline coaches may not have physical contact with base runners by assisting/pushing them to run; or by keeping/holding them from running to a base. Only hand and vocal signals should be used.
49. On offense a team WILL utilize a Continuous Batting Order. Everybody bats in a Continuous Batting order until three (3) outs are achieved by the defense or the run limit is achieved by the offense. Late arriving players may be inserted into the game and must be placed in the bottom of the batting order. Coaches are allowed to place late arriving players into an open defensive position.
50. No out will be taken by the offensive team if a player must be removed from the game for any reason and is unable to take their turn at bat, UNLESS the offensive team has less than nine (9) players remaining in their batting order. Teams playing with less than nine (9) players will incur an automatic out when the missing batting position(s) arises. In the event a player is injured or sick and cannot take their regular turn at bat, the player is out of the game and MAY NOT return to the game for any reason.
51. A courtesy runner for the pitcher and catcher is allowed and MUST BE the previous out. When there are two (2) outs and the catcher is on base, the league recommends the use of courtesy runner for the catcher to allow more time for the catcher to get ready for the next inning and help maintain the pace of the game.
52. BASE STEALING – 2nd & 3rd base stealing is allowed. A PLAYER CANNOT STEAL A BASE UNTIL A PITCHED BALL CROSSES HOME PLATE. When the ball is thrown by the Catcher, Base Runners ONLY get the base they were attempting to steal IF SAFE, no matter where the throw goes. A Base Runner CANNOT steal home plate.
53. **CLEAN CATCH RULE – A clean catch, by definition, is when the catcher receives the pitch through the air without hitting the ground either before or after hitting the glove. A scoop will not be considered a clean catch.**
54. RUNNER ON 3rd BASE – A runner on 3rd base may advance to home plate on a passed ball or wild pitch. All other runners may advance only one base on the passed ball/wild pitch. This is still a one base league with regards to the stolen base/wild pitch advancement of runners. – **See Clean Catch Rule**
55. DOUBLE STEALING – Double Stealing is allowed with Base Runners on 1st & 2nd base ONLY. There is NO double stealing with runners on 1st & 3rd base IF the throw to second base comes from the catcher. However, if the catcher throws the ball back to the pitcher on a steal and the pitcher makes a play on the runner, the base runner IF on third may advance at their own risk.
56. Pop Fly Foul Ball if caught by the catcher must reach a height taller than the batter to constitute an out. If the batter has two strikes and foul tips the ball and it is caught by the catcher, the batter is out.
57. If a player throws a bat, the Umpire will issue a warning to the Head Coach and Team. The second time any player throws a bat; the umpire will call the batter out.
58. If a Head Coach feels a player must be disciplined by not playing a game he/she must contact the Division Representative and/or an Executive Board Member prior to the game.
59. Division Rules are subject to change by the BBYSL Board of Directors and/or by a majority of current Coaches present at a scheduled Division Meeting. The Division Representative will present the requested rule changes to the Board of Directors for approval before the rule(s) can be enforced. The Division Representative will notify all Head Coaches of the Board's decision.