

BRUNSWICK YOUTH SPORTS
Girls 11/13 Years Old
Junior Ponytail Rules

1. The distance between bases shall be **65** feet.
2. The distance between the pitching rubber and home plate shall be **46** feet.
3. A pitching mat shall be used to aid the pitcher. The mat will be placed directly behind home plate. The mat size shall be 20" x 32".
4. Any ball that hits the mat shall be declared a strike.
5. The ball shall be an 11" softball. The softballs will be supplied by BYS.
6. Any coach caught substituting any ball other than the ball supplied by BYS shall be ejected from the game and that game shall be declared a forfeit.
7. The bat may be any approved official softball bat. The bat shall be no more than 2 1/4" in diameter or 34" in length. Approved bats may be found on the BYS web site or at www.ussa.com
8. Donuts or batting weights are not allowed.
9. All batters and baserunners **MUST** wear a batting helmet with two earflaps and a chinstrap. Any player entering the batter's box without a helmet or their chinstrap not fastened shall be declared out.
10. You may start a game with 8 players, but you must finish the game with 8 players. As soon as the 9th player arrives, she must be added to the bottom of the lineup. The same applies to any other player arriving late to the game.
11. Any players that arrive after the start of the game **MUST** be added to the bottom of the lineup. Any player **NOT** added to the bottom of the lineup will constitute a forfeit.
12. If for any reason a player has to leave the game (sickness, injury, emergency, etc.) her position in the batting order **WILL NOT** become an automatic out.
13. All batters bat in a continuous batting order.
14. All players must play 3 innings of **EVERY** game. An inning consists of 3 outs on offense and 3 outs on defense. If a player does not play 3 innings in the field, that player must start the next game. (For example: If a game is shortened due to the Mercy Rule, darkness or weather and a player plays 1 or 2 innings on defense, that player must start the next game.)
15. The manager has the option of playing their players 3 consecutive innings or playing them every other inning.
16. The "INFIELD FLY RULE" is not in effect.
17. The "two-strike rule" and the "1-1 count rule" will not be in effect.
18. Lead-offs and base stealing are not allowed.
19. There is "no slide or give up rule." Baserunners may go into a base or try to score standing up as long as there is no malicious contact. Malicious contact is solely up to the umpire's judgement. If he/she feels that the contact was malicious, then he/she may declare that baserunner out.
20. The pitcher must pitch from the pitching rubber.
21. The pitch must be delivered underhand at a slow speed. The ball must arc at least 3 feet from the point of release and before it passes home plate to a height of no more than 12 feet above the ground. The speed of the pitch and the height of the arc is at the umpire's discretion.
22. The pitcher gets three warm up pitches to start the game and one warm up pitch every inning thereafter.
23. There shall be no balls in the infield or the outfield after the first inning.
24. The HOME team shall occupy the firstbase dugout. The HOME team shall also have the "Official Scorekeeper." The VISITING team shall occupy the thirdbase dugout.
25. Each manager is responsible for cleaning up their dugout after their game. If a manager consistently leaves the dugout a mess for the following team, this may be cause for the manager's removal.
26. **THERE SHALL BE NO EATING OF FOOD IN THE DUGOUT. (This is a BYS Rule.)**
27. **ALL PLAYERS MUST REMAIN IN THE DUGOUT DURING THE GAME. (This is a BYS Rule.)**
28. The HOME team shall supply a new ball for the official game ball. The VISITING team shall supply a good used ball as the backup ball.
29. The first game of the week shall start at 5:30pm. A 10 minute grace period will be allowed in case a team is short of players (7 or less) or a manager. If a team is still short of players after the grace period, then the game shall be declared a forfeit.
30. If the 5:30pm game starts late for any reason, it shall still end at 7:00pm. The 5:30pm game has 1 1/2

hour time limit.

31. If the game starts at 5:30pm then a new inning cannot start after 6:50pm. You must get at least 4 innings (or 3 1/2 if the Home team is winning) completed for an official game.

32. The second game of the day during the week shall start at 7:00pm. A 10 minute grace period will be allowed in case a team is short of players (7 or less) or a manager. The 7:00pm has a 1 1/2 hour time limit...PERIOD.

33. All Saturday games shall have 2 hour time limit. A 10 minute grace period will be allowed in case a team is short of player (7 or less) or a manager. If the 8:00am games starts late, that game shall still finish at 10:00am - the same applies for any other game that begins late due to the grace period. A new inning cannot not start after 1 hour and 50 minutes have been played.

34. All make up games shall be played on Sunday (unless another field is made available). ALL make up games shall have a 1 1/2 hour time limit...PERIOD. ALL make up games will have a 1 1/2 hour time limit. Whether the makeup game is a weekday or weekend game, it will still have a 1 1/2 hour time limit.

35. MERCY RULE: If the HOME team is ahead by 15 runs after 4 1/2 inings, then the game will be declared a complete game by the unpire. If the VISITING team is ahead by 15 runs after 5 complete innings, then the game shall be declared a complete game by the umpire.

36. Delaying of the game will not be tolerated. If the opposing manager feels that a team is delayng the game or stalling, they may appeal to the umpire. If in the umpire's judgment, he/she feels that a manager is stalling or delaying the game, then the umpire may begin calling "balls and strikes" on the batter.

37. Unsportsmalike conduct will not be tolerated. There is a "zero tolerance policy" in effect. This means that the umpire may eject a player, coach or spectator without a warning.

38. Throwing the bat: If a batter throws the bat, she will be given one warning. Each offense after that, the batter shall be declared out.

39. The wearing of jewelry is prohibited. (Exception: Medical alert bracelets and necklaces may be worn but the necklaces must be taped down. Jewelry of a religious nature may be worn but must be taped down. The first offense will result in a warning and that player will be allowed to remove the jewelry. The next player caught wearing jewelry will be declared out. This is a safety rule.

40. The winning coach must call in the score to the commissioner.

41. The playoffs shall start after the completion of the regular season. ALL teams make the playoffs.

Pinch runners are not allowed. (Exception #1: If a player is injured running to a base, a pinch runner may be used for the injured player. If a pinch runner is used, then the injured player must be removed from the game for the remainder of that game. This is for the safety of that player.)

BYS RULE PERTAINING TO UNIFORMS

The uniform rule will still be in effect:

Uniforms:

(a) All players on a team shall wear uniforms, hats or shirts identical in color, trim and style. All players' uniforms shall include minimal six inch numbers on their backs. No player whose uniform does not conform to that of his/her teammates shall be permitted to participate in a game.

(b) No player shall wear ragged, frayed or slit sleeves.

(c) No player shall attach to his/her uniform tape or other material of a different color from

his/her uniform.

(d) No part of the uniform shall include a pattern that imitates or suggests the shape of a baseball or softball.

(e) Glass buttons and polished metal shall not be used on a uniform.

(f) No player shall attach anything to the heel or toe of his/her shoe other than the ordinary shoe plate or toe plate. Shoes with metal spikes or cleats are not permitted. Shoes with molded cleats are permissible.

(g) No part of the uniform shall include patches or designs relating to commercial advertisements.

(h) No player may alter their uniform in any way by cutting off their sleeves or cutting the sides of the uniforms.

(i) Players names may be added to the back of the uniform.

(j) If a player comes to a game with the sleeves cut or altered in any form, that player will not be eligible to play in that game.

Language: Foul or vulgar language WILL NOT be tolerated. ANYONE, (player, coach or spectator) that violates this rule MAY and WILL be tossed from the game WITHOUT a warning by the umpire, by the commissioner or any other BYS Board Member.

THE EATING OF ANY FOOD IS NOT PERMITTED IN THE DUGOUT. (BYS RULE)

Water bottles, Gatorade, Sports drinks and any other resealable bottles are permitted the dugout. Containers without a lid (sno-cones & slushies) are not permitted in the dugout. All teams are to clean up their dugout after the completion of their game. Managers are to enforce this rule. The Field Crew is not there to clean up after you or the kids.

Batting Out of Turn

1. A batter shall be called out, on appeal, when the batter fails to bat in the proper turn, and another batter completes a time at bat in his/her place.

(a) The proper batter may take his/her place in the batter's box at any time **before** the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the batter's time at bat.

2. When an improper batter becomes a runner or is put out, and the defensive team appeals to the umpire **before** the first pitch to the next batter of either team, or before any play or attempted play, the umpire shall:

(a) Declare the proper batter out; and

(b) Nullify any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a hit, an error, a base on balls, a hit batter or otherwise.

NOTE: If a runner advances, while the improper batter is at bat, on a stolen base, a balk, a wild pitch or a passed ball, such advance is legal. (This pertains only to baseball or fast pitch softball and does not apply

to slow pitch softball.)

3. In the girls and boys instructional leagues; if a batter is found to be out of order and has completed his/her time at bat, the order will resume as it should have been by skipping the out of order batter(s) should they need to bat in that inning.

4. When an improper batter becomes a runner or is put out, and a pitch is made to the next batter of either team **before** an appeal is made, the improper batter thereby becomes the proper batter, and the results of his/her time at bat become legal.

(a) When the proper batter is called out because of failing to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out.

(b) When an improper batter becomes a proper batter because no appeal is made before the next pitch, the

next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the

legalized improper batter.

NOTE 1: The umpire shall not direct the attention of any person to the presence in the batter's box of an improper batter. This rule is designed to require constant vigilance by the players and managers of both teams. (Appeal play)

NOTE 2: There are two fundamentals to keep in mind: When a player bats out of turn, the proper batter is the player called out. If an improper batter bats and reaches base or is out **and** no appeal is made **before** a pitch to the next batter, **or before** any play or attempted play, that improper batter is considered to have batted in proper turn and establishes the order that is to follow.

EXAMPLE: To illustrate various situations arising from batting out of turn, assume a first inning batting order as follows:

Andy-Brian-Charles-Daniel-Edward-Frank-George-Hank-Irwin.

Play 1 - Brian bats. With the count 2 balls and 1 strike, **(a)** the offensive team discovers the error or **(b)** the defensive team appeals. **RULING:** In either case, Andy replaces Brian, with the count on him 2 balls and 1 strike.

Play 2 - Brian bats and doubles. The defensive team appeals **(a)** immediately or **(b)** after a pitch to Charles.

RULING: **(a)** Andy is called out and Brian is the proper batter; **(b)** Brian stays on second and Charles is the proper batter.

Play 3 - Andy walks. Brian walks. Charles forces Brian. Edward bats in Daniel's turn. While Edward is at bat, Andy scores and Charles goes to second on a wild pitch. Edward grounds out, sending Charles to third. The defensive teams appeals

(a) immediately or **(b)** after a pitch to Daniel. **RULING:** **(a)** Andy's run counts and Charles is entitled to second base since these advances were not made because of the improper batter batting a ball or advancing to first. Charles must return to second base because his advance to third resulted from the improper batter batting a ball. Daniel is called out and Edward is the proper batter; **(b)** Andy's run counts and Charles stays on third. Frank is the proper batter.

Play 4 - With the bases full and two outs. Hank bats in Frank's turn, triples, scoring three runs. The defensive team appeals **(a)** immediately, or **(b)** after a pitch to George. **RULING:** **(a)** Frank is called out and no runs score. George is the proper batter to lead off the second inning; **(b)** Hank stays on third and three runs score. Irwin is the proper batter.

Play 5 - After play (4) (b) above, George continues to bat. **(a)** Hank is picked off third base for the third out., or **(b)** George

flies out, no appeal is made. Who is the proper lead off batter in the second inning? **RULING:** **(a)** Irwin. He became the proper batter as soon as the first pitch to George legalized Hank's triple; **(b)** Hooker. When no appeal was made, the first pitch to the lead off batter of the opposing team legalized George's time at bat.

Play 6 - Daniel walks and Andy comes to bat. Daniel was an improper batter, and if an appeal is made before the first pitch to Andy, Andy is out, Daniel is removed from base, and Brian is the proper batter. If there is no appeal, and a pitch is made to Andy. Daniel's walk is now legalized, and Edward thereby becomes the proper batter. Edward can replace Andy at any time before Andy is put out or becomes a runner. He does not do so. Andy flies out, and Brian comes to bat. Andy was an improper batter, and if an appeal is made before the first pitch to Brian, Edward is out, and the proper batter is Frank. If there is no appeal, and a pitch was made to Brian, Andy's out is now legalized, and the proper batter is Brian. Brian walks. Charles is now the proper batter. Charles flies out. Now Daniel is the proper batter, but he is on second. Who is the proper batter? **RULING:** The proper batter is Edward. When the proper batter is on base, he is passed over, and the following batter becomes the proper batter.

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