

# Boston All Women's League

## RULES

Updated: January 23, 2020

### I. EQUIPMENT

#### A. Uniforms

1. Teams must wear shirts of the same color
2. Each player must wear a unique 1 or 2 digit numbers (clearly visible and 6-8" tall) on the back of her shirt.
3. Players must have uniform shirts by the 5th regular season game.
4. Scorekeepers are to record the name and number of each player in the batting order.
5. It is the right of the opposing coach to refuse a player due to lack of a number on her shirt. A refused player will count as an out when at bat.

#### B. Bases and Balls

1. The Home team is responsible for providing bases.
  - a) First base must be an ASA approved safety base.
2. Both teams shall provide a game ball at each game.
  - a) The ball must be an 11" restricted flight ball.
  - b) Balls will be distributed by the league at the beginning of the season.

#### C. Bats

1. Only ASA-approved bats may be used.

#### D. Face masks

1. Catchers must wear face masks.

### II. ROSTERS

A. Rosters are due by June 1st.

B. Rosters are limited to 25 players.

C. Players may appear on the roster of only one BAWL team.

D. Rosters shall include the legal signature of all team members.

E. Roster changes after June 1st can only be made as follows:

1. Each team is allowed to add/remove a maximum of three (3) players by July 1st.
2. Changes must be sent to either the Commissioner or Assistant Commissioner and the BAWL email account clearly outlining the newly added and/or removed players' names.
3. Changes must be cleared by either the Commissioner or Assistant Commissioner before the players can take the fields.
4. Once a player has played in a game for a team, they cannot be removed from that team's roster that season. Therefore, players added to rosters cannot have played for another BAWL team in the current season.

### III. PLAYERS AND SUBSTITUTES

ASA rules regarding the number of players required to start and finish a game will be observed, except where league rules differ.

#### A. Eligibility

1. Minimum age of players is 18 and older.
2. Any player shall be eligible for play in BAWL who self-identifies as female.

#### B. Number of players to start a game

1. A starting line-up consists of 8, 9, 10, or 11 players.
2. Teams must have a minimum of 8 players at game time by the umpire's watch. "Game time" shall include grace periods if any are permitted in these rules.
3. If a team starts with 8 players, they must enter an out for the 9th player.
4. If a team begins a game with 8 players, a 9<sup>th</sup> player may be added until such time as the leadoff hitter bats for a second time in the game.
5. In the event of – and only in the event of – an imminent forfeit due to players running late, a team may pick up non-roster players (not on the roster of any BAWL team) to bring the number of players up to 8, thus permitting them to fulfill player requirements.
  - a) Upon the arrival of roster players, the non-roster player(s) must be removed from the game by the start of the next inning.
  - b) Non-roster players must be removed before the end of the game, or if a complete game is played with a non-roster player, the game will count as a forfeit.
6. In the event of a forfeit due to lack of players, a team may pick up another player, even if on another roster, to play the game. However the game will still be considered a forfeit and marked as such in the standings.

#### C. Extra Hitter (EH)

1. In addition to 8-10 defensive players, a team may utilize an EP, or extra player, in the batting order as the 11th player.

#### D. Number of players to finish a game

1. A team may continue if injury or circumstance, other than ejection, results in the team having to finish the game with fewer players than they started.
2. Teams who lose a player in the course of a game, and are unable to replace them with an active roster player, may continue, but will be penalized one out for every time that player would have batted.

### IV. THE GAME

#### A. Game times

1. Time limit

- a) Games will be played for a maximum of 90 minutes or 7 innings, whichever comes first.
  - o This rule holds even if there is not a following game scheduled at that field.
- b) No new inning will begin after 80 minutes of play has elapsed.

2. Grace period

- a) A 5 minute grace period, for each game, will be in effect.

B. Run rules

1. Mercy Rule - The game will end by the "mercy rule" if:
  - a) after 5 complete innings (4 ½ if the home team) a team leads by 12 runs.
  - b) after 4 complete innings (3 ½ if the home team) a team leads by 15 runs.
2. Flip-Flop Rule - If the home team is losing and trails by 20 or more runs after 3 innings then the "flip-flop" rule will take effect.

The flip-flop rule is described as follows:

The home team will remain at bat and become the visiting team. If the new visiting team does not score enough runs to reduce the run difference below 20 runs the game is over. If they reduce the run difference to below 20 runs then the new home team will bat. If they subsequently score enough runs to exceed 20 runs the game will be over; if they do not the Game will continue under that format. If the situation reverses, the teams would flip/flop again.

<https://recreation.gsu.edu/files/2013/04/Softball.pdf>

C. Ties

1. A regular season game tied at the end of the 90 minute time limit shall be considered a tie.

D. Official game

1. A game shall be considered "official" if any of the following has occurred:
  - a) The teams are tied or the away team holds a lead and at least 5 innings have been completed
  - b) The home team holds a lead and at least 4 ½ innings have been completed.
  - c) The mercy rule is in effect.
2. An "official" game is considered completed and will not be rescheduled. If a game is suspended before it is "official" then it will be rescheduled (schedule permitting) and will be restarted from the beginning.

E. Umpires

1. In the event of an umpire no-show, the teams can choose a mutually agreed-upon person to serve as umpire for the game.

F. Reporting game scores

1. Both teams are responsible for reporting the score by email or text message to the Assistant Commissioner.

## **V. RULES OF PLAY**

ASA rules will be used, except where league rules supersede them, as specified anywhere in this document.

### **A. Pitching**

1. All pitches must have a 3 foot to 10 foot arc.
2. The pitching distance is 50 feet from home plate.
3. Pitchers may stand up to six feet behind the pitching rubber.
4. Release must happen no more than one stride length from the rubber.

B. Games shall be played with a 4/3 ball/strike count.

C. No bunting, stealing, or leading off the bases.

D. Sliding is permitted

E. Foul rule

1. The batter is out after the second foul ball after two strikes. The first 2 strikes can be by any means.

F. Courtesy runners

1. A courtesy runner is allowed with the agreement of the opposing team.
2. Players needing a courtesy runner need to be identified during the pregame ground rules. Injuries as a result of the game are excluded from this provision.
3. The batter who needs a courtesy runner must always stop at 1st base. If the batter hit a ground rule double, triple, or home run, the courtesy runner will take over at 1st base and advance to the appropriate bases.
4. The courtesy runner, which is defined as the player who was the previous put-out, will take the place of the injured batter/runner after the play is over and time is called.
5. In the case that there is no previous put out (ex: first inning) or if the intended courtesy runner is not available (ex: they are already on base) then the courtesy runner will be the first available player who is furthest away in the line-up from the next batter.
6. In the event that a courtesy runner is on base when their own spot in the lineup comes up to bat, they may be replaced on base by the last put-out. If there is no last put-out or the intended courtesy runner is unavailable, then the courtesy runner will be the first available player who is furthest away in the line-up from the next batter.
7. If the teams are unable to agree on the correct courtesy runner, then the umpire shall decide.

## **VI. FORFEITS AND RESCHEDULING**

### **A. Forfeits**

1. The Team Rep must inform the Commissioner, the Assistant Commissioner, and the BAWL email account (bawlsoftball.info@gmail.com) of the forfeit at least 24 hours before game time.
2. If 24 hours notice is not given, the forfeiting team must pay all of the umpire fees for both teams. Additionally, if the umpire is unreachable, the forfeiting team may still be charged the umpire fees.
3. Scoring for forfeits will be 7-0, in favor of the non-forfeiting team.

### **B. Rescheduling**

1. No games shall be rescheduled except in the event of:
  - a) Rain.
  - b) Unavailable umpires.
  - c) Events beyond the control of the league.
  - d) Forfeits prior to required 24 hour advance notice, only if the game subsequently becomes rained out.
  - e) A game that is suspended before it is complete.

## **VII. GROUND RULES**

- A. The umpire is responsible for outlining the ground rules to both teams present, and in special circumstances, may develop or amend rules at his/her discretion and according to his/her judgment.
- B. Ground rules are currently in place for Daisy 1 & 2 and include, but are not limited to, the following:
  1. A home run is declared when the ball is hit, on the fly, into the woods and is not playable.
  2. A double is declared when a batted ball rolls or bounces into the woods beyond tree line between the first tree and the first pole and is not playable.
  3. A triple is declared when a batted ball rolls or bounces into the woods beyond tree line between the first pole and the second pole or further to the right and is not playable.
  4. Any ball that is touched by a defensive player before rolling into the woods is considered playable unless otherwise decided by the umpire.
  5. The ball is in play if it hits the cement in front of a pole and stays in play.
  6. The ball is dead if it hits the metal pole or crosses the dead ball line.

## **VIII. END-OF-SEASON TOURNAMENT**

### **A. Format**

1. Team representatives will vote on the format each year at a meeting before the end of the season.
2. If it is not voted on, the default format of the tournament will be as follows:

- a) Higher seed tournament:
  - Game 1: #1 seed vs. #4 seed
  - Game 2: #2 seed vs. #3 seed
- b) Middle seed tournament:
  - Game 1: #5 seed vs. #8 seed
  - Game 2: #6 seed vs. #7 seed
- c) Lower seed tournament:
  - Game 1: #1 seed vs. #4 seed
  - Game 2: #2 seed vs. #3 seed
- d) The higher seed will be the home team in all games.
- e) If there are a different number than 8 teams in a division the tournament will be in the appropriate championship style format.

## B. Rules

1. The end-of-season tournament will be played by the same ASA and BAWL league rules that apply during the regular season, with the following exceptions:
  - a) There will be no time limit.
  - b) Games may not end in tie.
    - In the event of a tie during an end-of-season tournament game, the game will be continued until, after a complete inning of play, one team holds a lead or the umpire calls the game.
    - If the umpire calls the game, the two teams will arrange a time to finish the game with the assistance of the Assistant Commissioner.