

2010 BAWL Rules Cheat Sheet

See <http://www.bawlssoftball.com/> for complete rules and regulations

Game & League Rules

Balls	One ball per team must be provided for each game. Balls are 11 inch, restricted flight, yellow and provided by the league.
Bases	Home team is responsible for providing the bases
Bases, Safety	The use of orange safety bases is required, pending league-assisted purchase of the bases.
Bats	Bats must be ASA approved. http://www.asasoftball.com/about/certified_equipment.asp
Courtesy runner	Allowed, with the agreement of the opposing team. Must be the player who was the last out.
Face Mask	Catcher must wear a face mask
Forfeits, Consequences	Must pay umpire fee if not notified 24 hours before game time 3 forfeits will equate to the team expulsion for the year. Games will count if before mid-season, otherwise they will be removed
Forfeits, Score	Not enough players, the score will be counted as 7-0.
Foul Rule	After 2 strike by any means; the batter is live after 1 foul. The batter is out on the 2nd foul ball
Game Scores	Both teams are responsible for reporting the score (by Text Message) to their Division Commissioner
Grace period	There is no grace period. Games must begin when scheduled.
Infield fly	In effect when runners on 1st & 2nd, or 1st, 2nd & 3rd, with less than 2 outs
Mercy/Slaughter Rule	The mercy rule is 12 runs after 5 (or 4.5) complete innings
Official Game	Is 4.5 innings if the home team is winning and 5 innings if they are not
Penalties	Expulsion of a player will be decided by the umpire. Any BAWL member who is expelled twice will be suspended and will have to go through the Disciplinary Committee
Pitching	Slow pitch with 3-10' arc point of release, distance is 50', and 4/3 ball/strike count
Players	9 - 11 (9-10 defense & 1 EH for the 11th). If unable to replace a player, will have to take an out in batting lineup.
Players, Non-roster	In the event of an imminent forfeit due to lack of players, a team may pick up non-roster players to bring the number of players up to nine. Upon the arrival of roster players, the non-roster player(s) must be removed from the game by the start of the next inning.
Protests	A written protest must be given to the Commissioner within 1 week of the game
Rescheduling	Games will be rescheduled only in the event of: unavailable umpires, rain, or events beyond the control of the league
Rosters	Due June 6th. Roster limit increased to 25 players. Note: additions only can be made after the deadline with Officer's approval
Rules of Play - The "No's"	No bunting, stealing or leading off bases
Sliding	Sliding is permitted
Suspended Game	A game that is suspended (ie; rain, etc) before it is officially completed will be restarted from the beginning.
Team Dues	Must be paid in full before 1st game
Ties	Game continues until, after a complete inning of play, one team holds a lead or umpire calls the game. If the umpire calls the game, teams/commissioners will arrange to finish.
Time Limits	90 minutes or 7 innings. No new inning will begin after 80 mins has elapsed.
Umpires	Umpires must sign score books at the end of each game. In the event of an umpire no-show, the teams can choose a mutually agreed-upon person to serve as umpire for the game.
Uniforms	Shirt with same color and numbers on back. All players must wear by 5th game.

Fields

Daisy 1&2	HR declared when ball flies into woods, Double when rolls or bounces into the woods beyond the tree line & is not playable. Any ball touched before rolling into the woods is playable until umpire decides not. Ball hits cement in from of the pole and stays in, it's playable. Ball is dead if it hits the metal pole or crosses the dead ball line
CC1	HR declared when ball flies into trees/picnic area, Triple when rolls or bounces in.
Healy	HR declared when ball flies into woods. Ball roles into bleachers (right field) it's called dead and runner advances next base. Ball hits bleachers and stay inbounds, play is on.

Check with umpires for further clarification or additional ground rules.