

Boston Alternative Women's League

Softball Rules

Updated: May 3, 2011

I) EQUIPMENT

- a) **Uniforms:** Teams must wear shirts of the same color. Each player must wear a unique 1 or 2 digit numbers (clearly visible and 6-8" tall) on the back of her shirt. Players must have uniform shirts by the 5th regular season game. Scorekeepers are to record the name and number of each player in the batting order. 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:** The Home team is responsible for providing bases. Both teams shall provide a game ball (distributed by the league at the beginning of the season).

II) THE GAME

- a) **Time Limit on Games:** Games will end at the conclusion of seven (7) innings of play, except that no new inning may begin after 80 minutes of play has elapsed.
 - i) This rule holds even if there is not a following game scheduled at that field.
 - ii) The intention of this rule is that games will be scheduled for 90 minutes; the 80-minute time limit is put in place to accommodate the 90-minute game schedule.
Example: Team A and Team B are playing the last game of the day. The teams play six complete innings in 82 minutes. Team B is winning when the sixth inning ends. As no new inning can begin after 80 minutes of play has elapsed, the game will end after the bottom of the sixth inning, and Team B will have won.
- b) **Ties:** In the event that a game is tied after seven (7) innings, the teams shall continue to play until the first of either: one team having the lead after a complete inning of play; or until time has run out pursuant to paragraph (a) of this section (Time Limit on Games).
 - i) if, after 80 minutes of play, the teams are tied, no new inning may begin and the game shall be deemed a tie for the standings.
 - ii) if a game is tied after seven or more innings of play, time is the determining factor as to when the game must end – not number of innings.
Example: Team A and Team B are tied after seven innings and 60 minutes of play. The teams will continue to play inning(s) until one team has the lead after a complete inning of play. If the game remains tied, the teams may not begin an inning after 80 minutes has passed, and the game will be a tie for the standings.
- c) **Rules of Play:**
 - i) The league follows ASA rules, including but *not limited to:*
 - (1) Slow Pitch with a 3 to 10' arc.
 - (2) Pitching distance is 50'.
 - (3) 11" restricted flight ball.
 - (4) No bunting, stealing, or leading off the bases.
 - (5) Sliding IS permitted.
 - (6) An official game is 4.5 innings if the home team is winning and 5 innings if they are not.

- (7) Only ASA-approved bats may be used.
- (8) Safety bases are required.
- ii) And with **ONLY** the following exceptions:
 - (1) BAWL games shall be played with a 4/3 ball/strike count.
 - (2) It is the opposing team's right to object to uniform irregularities.
 - (3) The "slaughter" or "mercy" rule is **12** runs after 5 (or 4 ½) complete innings.
 - (4) A game that is suspended (ie; rain, etc) before it is officially completed (see 7.f.) will be restarted from the beginning.
 - (5) Catchers must wear face masks.
 - (6) A courtesy runner is allowed with the agreement of the opposing team:
 - 1. The coach must ask permission of the opposing coach.
 - 2. The courtesy runner (the player who was the previous put-out) will take the place of the injured batter/runner after the play is over and time has been called.
 - 3. The opposing coach is not obligated to allow a courtesy runner, however the denial may be reciprocated.
 - (7) Foul rule: After 2 strikes by any means; the batter is live after 1 foul ball. The batter is out on the 2nd foul ball.
 - (8) Pitchers may start up to six feet back from the pitching rubber.
- iii) **Game Scores:** The Home team is responsible for reporting the score.
- iv) **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.
- v) **Rescheduling:** No games shall be rescheduled except in the event of:
 - (a) Rain
 - (b) Unavailable umpires.
 - (c) Events beyond the control of the league.

III) **PLAYERS AND SUBSTITUTES**

- i) **League Players:** ASA rules regarding the number of players required to start and finish a game will be observed, including, but not limited to, the following:
 - (1) A starting line-up consists of 9, 10, or 11 players. Teams must have 9 players at game time by the umpire's watch. No grace period will be given.
 - (2) In addition to 10 defensive players, a team may utilize an EP, or extra player, in the batting order as the 11th player.
 - (3) 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. Teams who lose a player in the course of a game due to injury 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.
 - (4) In the event of – and only in the event of – an imminent forfeit due to lack of players, a team may pick up non-roster players (not on the roster of any BAWL team) to bring the number of players up to nine, thus permitting them to fulfill player requirements. Upon the arrival of roster players, the non-roster player(s) must be removed from the game by the start of the next inning.

IV) GROUND RULES

- i) **Ground Rules:** 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. Ground rules currently in place include, but are not limited to, the following:
 - (a) Daisy 1&2
 - (i) Home run declared when the ball is hit on the fly into the woods and is not playable.
 - (ii) Double is declared when ball rolls or bounces into the woods beyond tree line and is not playable.
 - (iii) Any ball touched before rolling into the woods is considered playable unless otherwise decided by the umpire.
 - (b) Cassidy 1 (Cleveland Circle) – parking lot
 - (i) Triple is declared when ball rolls or bounces into picnic area.
 - (c) Healy
 - (i) Home run is declared open field and into the woods.
 - (ii) If the ball rolls into the bleachers in right field it is called a dead ball and the base runner advances to the next base.
 - (iii) If the ball hits the bleachers in right field and stays in, play is on.
 - (d) Carter 1 (parking garage)
 - (i) Home run is declared if ball is hit over the fence in fair territory.
 - (ii) Home run is declared if ball is hit on the fly into the bleachers.
 - (iii) Triple is declared if the ball rolls or bounces into the bleachers.
 - (iv) If the ball hits a tree and stays in, play it like a wall.
 - (v) If the ball hits the cement around a pole and stays in, play is on.
 - (vi) Ball is dead if it hits metal pole or crosses dead ball line.
 - (e) Carter 2 (tennis courts)
 - (i) Home run is declared if fly ball lands on top of brick building in right field.
 - (ii) Triple is declared if ball bounces on top of brick building.
 - (iii) Triple is declared if ball rolls or bounces into the bench area by center field backstop.
 - (iv) If ball hits pole and stays fair, all you can get.
 - (v) Double is declared if ball hits pole and crosses into dead ball territory.
 - (vi) Play tree like a wall.
 - (vii) If ball hits the cement around a pole and stays in, play on.
 - (viii) Ball is dead if it hits a metal pole or crosses dead ball line.
- ii) Check with umpires for further clarification or additional ground rules.