

The Official League Rules of the
**Beaver County United Coed
Softball League**



SECTION 1 TEAM ROSTERS

- A) **Roster/Waiver** - All teams must submit an Official Beaver County Roster/Waiver to a League Officer by the completion of play on the first day of each season. Failure to do so will result in a \$50 fine and all games played resulting in forfeiture. No other rosters will be accepted. All players must be 18 years of age by the scheduled completion of the regular season without exception. Any player turning 18 after the start of the season must have a co-signature from a legal guardian. Coaches may sign for players who are out of town, but must be properly noted on the roster. Rosters have a limit of 25 players. No inter-league switching of players. Any player appearing on two different rosters will be suspended for the season. Any falsified or incomplete information on league roster will result in that player being deemed illegal for the season.
- B) **Class A Teams** - No *Class A* teams or players are permitted. ASA or PA officials classify teams. The Board of Directors reserves the right to suspend/remove player from the league on the basis of safety and/or poor sportsmanship.
- C) **Illegal Players** - Any team caught using an illegal player will be fined \$50.00. Any team caught using an illegal player a second time shall automatically be removed from the league. Any games an illegal player appears in shall result in the forfeiture rule.
- D) **Playoff Participation** - Any player wishing to participate in Beaver County United Coed League Championship must appear in at least 45% of the regular season games. In the event a team is removed from the league because of forfeiture, the 45% rule will still apply after the team is removed from the league. All players must be properly accounted for in official score books and on scorecards of both teams. Falsification of the score book will result in at least the team being placed on probation for 1 year. Any player in question will be subjected to Rule SECTION 1-C.

SECTION 2 EQUIPMENT

- A) **Game Balls** – The team responsible for providing game balls will be listed on the schedule. The balls will be returned at the end of the game. If game balls are forgotten, the team will be required to purchase them from a League Officer. Both teams must provide back-up balls. Balls will be alternated by the umpires.
- B) **Bats** – All bats (male and female) must be approved by the ASA. No Miken, titanium, or pressurized chamber bats are permitted.
- Female players may use a multiple wall or composite bat if it has been properly identified and clearly marked with two stripes of highly visible tape above the handle grip. No unmarked bats are permitted.
- Male players are not permitted to use a multiple wall or composite bat. Males must use single wall bats listed on the Official Bat List for BCUCSL Males. Bats not listed are illegal for male use, no questions.
- Please see the attached bat list for legal bats for male players. An updated bat list will be approved by the board before the start of each summer season.
- Once the summer season begins, newly released bats will not be considered for league use until the following year.

If a male is caught using an illegal bat, the team will forfeit the game, incur a \$50 fine, and the player will be suspended for the remainder of the season. The suspended player will have to petition the Board of Directors for reinstatement.

A pitch must be thrown before a player can be deemed as "using" an illegal bat.

- C) **Uniforms** – All active participants, including base coaches and manager, on or around the playing field must be in like uniform. Shirts must identify teams and have a clearly visible number. Only approved headgear is permitted. No bandanas or character hats are permitted.
- D) **Shoes** – No metal spikes and/or metal tipped plastic spikes.
- E) **General** – No jewelry (at the umpire's discretion).

SECTION 3 PLAYER CONDUCT

- A) **Alcohol Policy** – Absolutely no alcohol permitted in or around the dugouts and benches.
- B) **On Field Behavior** - Coaches are responsible for their player's actions. Coaches must keep players under control. This includes profanity and treatment of umpires.

SECTION 4 ON FIELD

- A) **Grace Period** – There is no grace period. If a team agrees to give a grace period, the allotted time is deducted from the scheduled playing time.
- B) **Player Lineup** – Players needed to play a game: 5 men and 5 women, 4 men and 6 women, 4 men and 5 women, or 5 men and 4 women (position of the absent 10th player is an automatic out). A 10th player and/or two designated hitters can be dropped or added to your lineup if your team has not batted though the order. Substitutions must be of the same sex players. You must start and finish each game with at least 9 players.
- C) **Defensive Positioning** - Men and women can play anywhere (USSSA rule).
- D) **Pitching** – A standard delivery with a 6-12' arc. No fake in the pitching motion is permitted. You must present the ball.
- E) **Pitch Count** – Batters enter the box with a 1-1 count and receive a free foul.
- F) **Courtesy Runner Rule** – Any player requiring a courtesy runner must be covered during the ground rules. Once players are designated as requiring courtesy runners, they cannot pass 1st base. For injuries after the ground rules and if substitutes are not available, you may use a courtesy runner with the approval of the opposing coach. Substituting from your bench is encouraged. The courtesy runner will be the last male or female retired prior to the play requiring a courtesy runner.
- G) **Walk Rule** – (ASA Rule 8, Section 1 C 3) If a female is walked at any time, she advances to first base. Any walk to a male batter will result in a two base award. The next batter (a female) will bat. EXCEPTION: With two outs, the female player has the option to walk or bat.
- H) **Slide Rule** – If a play is close you must slide, regardless of base. This is an umpire judgment call based on the apparent threat of collision or injury, particularly at home plate.
- I) **Homerun Rule** – One up home run rule. No team can be more than one homerun up on the other. Any homerun above the one up level will result in an out. Inside the park homeruns and 4 base awards are exceptions.

- J) **Time Limit** – Games are scheduled for an allotted time (listed on the schedule) or seven full innings, whichever comes first. Home team must have the opportunity to bat. The only exception is the mercy rule. If no game is schedule immediately following the game being played and the remaining schedule will remain unaffected, no time limit will be assessed to that game.
- K) **Tie Breaker** – (ASA Rule 5, Section 11) Starting with the top of the next inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in the respective half inning being placed on second base. (e.g., if the number five batter is the lead off batter, the number four batter in the batting order will be placed on second base. A substitute may be inserted for the runner). The inning is then played out as normal.
- L) **Mercy Rule** – 15 runs after 4 innings or 10 runs after 5 innings.
- M) **Protests** – Teams wishing to file a protest will be required to say a \$20.00 protest fee. If the team wins the protest, the \$20.00 will be returned. Please remember that a judgment call CANNOT be protested.

SECTION 5 GENERAL

- A) **Umpire Fees** - \$13.00/game per team. Payable to the umpire BEFORE the game.
- B) **Forfeiture Rule** – Forfeitures of 5 or more games will result in removal of the team from the league. Teams forfeiting, as well as the opposing team, must pay umpire fees.
- C) **Team Standings** – Each team must report their respective records prior to Wednesday at 9:00 p.m. following each and every week’s games. The report must include name, team reporting, scores, and wins/losses accumulated that day. Failure to comply will result in a \$25.00 fine issued to respective teams, payable prior to start of next scheduled games.
- D) **Rule Amendments** – The League Officers and the Board of Directors interpret these rules. The Board of Directors reserves the right to amend rules.
- E) **Payment of fines** – Any fines incurred by a team must be paid during the day of the next scheduled game (Bylaw #8). In the event fines are not paid by the end of day, all games played with outstanding fines will result in forfeiture regardless of score.
- F) **Items not Covered** – League Officers reserve the right to act on issues not covered in these rules. Officers are responsibly for the assessment of penalties incurred by conduct unbecoming a Beaver County United League member.