

Midlothian Girls Softball Association Playing Rules

The league affiliation ASA rulebook, with the following additions and exceptions, governs play on Midlothian Girls Softball Association's fields.

3.1 Catchers are required to wear full catchers' helmet, complete with a facemask and throat protector, chest protector, and leg gaurds (soccer style shin gaurds are allowed) at all times including practices.

3.2 All batters and runners must wear approved protective helmets both during games and at Practices, with facemasks.

3.3 All team members must be in team uniform. "Uniform" is defined as like jerseys with differing numbers. The only exception is for players that have been picked up to complete the roster. In that case the players must wear the jersey that they wear for their normal team unless the team that picks them up has extra jerseys for them to wear.

3.4 Plastic visors are not allowed.

3.5 All bats must meet league affiliation standards and must be marked "Official Softball". Wooden bats are not permitted in any division.

3.5.1 All helmets must comply with ASA standards, (must have chin strap and cage)

3.6 Pitching Distance and Ball Size

3.6.1 6U Division – 30 feet with a 10 inch "Softie" ball

3.6.2 8U Division – 35 feet with an 11 inch "Softie" ball

3.7 Base Distance and Restrictions

3.7.1 6U Division- 50 feet, tight bases (runners are not allowed to leave there base until the ball is hit). Runners must return to the last touch base before time was called.

3.7.2 8U Division- 55 feet bases, Runners may not steal bases or lead off.

3.7.3 6U and 8U are not allowed bunting.

3.7.4 6U and 8U In Field Fly rule is not in effect

3.7.5 6U, 8U Division – Dropped third strike rules do not apply, nor look back rule.

3.7.6 6U and 8U Division: Two coaches in the outfield and **MUST BE BEHIND THE FURTHEST OUTFIELDER.**

Run Rule

3.8. 6U and 8U: A maximum of 4 runs per inning

3.9. Thrown bat will require a warning for each player and on the second offense in a game the player may be called out. A deliberately thrown bat or other equipment can mean ejection of a player.

3.10. Home plate umpire will be the official timekeeper.

- 3.11. 6U and 8U: Game time will be forfeit time, or 5 minutes after previous game ends, if it runs into overtime.
- 3.12. Rainouts or rescheduled games that are scheduled with more than one week's notice will be treated as a regular season game.
- 3.13. Rainout will be determined/declared when the Field Director determines it is unsafe to continue/start the game. In the absence of the Field Director, any board member can call a game.
- 3.14. Home teams are decided by the team that is listed first on the schedule. The home team will occupy the third base dugout.
- 3.15. Rescheduled games can only occur due to rainouts or school conflicts with a minimum of 72 hours notice given or other reasons deemed appropriate by the Division Commissioner and approved by the Executive board.
- 3.16. A complete game will consist of:
 - 3.16.2a 6U: Game time is 45 minutes, finish the inning. The game can end in a tie.
 - 3.16.2b 8U: Game time is 55 minutes, finish the inning. The game can end in a tie.
 - 3.16.3 In the event of rain, a complete game will consist of 45 minutes elapsed playing or three complete innings. Final score of rain shortened games will revert back to the last complete inning.
 - 3.16.4 Once an inning is started, it will be completed unless it is rain shortened. An inning begins when the final out of the preceding inning is made.
- 3.17 The official score keeper shall be the person responsible for keeping proper records of games on an official score sheet. The official score keeper is responsible for turning in the score to the concession stand after the end of the game.
- 3.18 Players who do not attend 2 consecutive practices and do not have a reason acceptable to the Head Coach, may be prohibited from playing the next game at the coach's option.
- 3.19 Protest shall only be considered when based on a violation or interpretation of playing rules of an ineligible player. No protests of an umpire's judgment call will be allowed. A head coach must inform the plate umpire of his/her intentions to protest when the infraction occurs. The official score book must be signed by the protesting manager as a protest and the home plate umpire immediately after the game. A written report stating reasons and citing rules must be filed with the league president of commissioner within 24 hours of the game. A \$25 cash deposit must be included with the protest report. If the protest is upheld, the money will be refunded. If not, the money will be deposited into the league's bank account. All decisions will be final.
- 3.20 At the plate umpire's option, any dispute of game rules may be brought immediately to the attention of any board member present before the next pitch is thrown. If this does not occur, the umpire's decision will stand. If the coach is not happy with the director's decision, refer to standing rule

3.21 If the coach decides to protest the call, the board of directors will hear the appeal. The board member who made the original decision cannot vote at the hearing, but can present his/her case. The coach filing the protest must be present. If the coach does not show, the protest will be lost and MGSA will keep the \$25.

3.22 If a game is forfeited for any reason, teams scheduled to play are permitted the use of the fields for up to 20 minutes before the scheduled start of the next game.

3.23 Each team will be responsible for cleaning up their dugout after each game. Failure to meet this requirement will result in loss of practice time and/or subject to a \$30 clean up fee.

3.24 Free substitution is permitted in all divisions.

3.25 Each girl must play a minimum of one defensive inning.

3.26 BATTING ROSTER

3.26.1 The batting roster for each team shall be submitted to the official scorekeeper at least 10 minutes before game time.

3.26.2 All team members present shall be listed in their proper batting order.

3.26.3 If a player arrives after the start of the game, she may be added to the bottom of the batting roster as long as the first batter has not batted twice.

3.27 BLOOD RULE

3.27.1 A player, coach or umpire who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is reasonable is left to the umpire's judgment. Uniform rule violations will not be enforced if a uniform change is required. The umpire shall:

3.27.2 Stop the game and allow treatment if the injured player would affect the continuation of the game.

3.27.3 Immediately call a coach, trainer, or other authorized person to the injured player.

3.27.4 Apply the rules of the game regarding substitutions, shorthanded player and re-entry if necessary.

3.28 PLAYERS NEEDED TO START A GAME

3.28.1 6U divisions-a team with 6 players available at game time can play with no charged outs. A team with five players available at game time can play with the 6th batting position as an out. A team forfeits if at game time there are not at least 5 players available to play.

3.28.2 All other divisions- a team with 6 players available at game time can play with no charged outs. Any team with fewer than 6 players available to play at game time will forfeit that contest.

3.28.2A If more than half of your team plays in a select league you must play up one age division from where you would normally play. EX. If your team would normally play 10U you would now be enrolled in the 12U division because of the playing status of the players on your team.

3.28.3 A team may use up to 2 MGSA enrolled players on one game basis if their usage would prevent forfeit due to the lack of players (6+2) or an out in the 9th batting position could be avoided (7+2), provided that the following conditions are met:

3.28.3.1 The player(s) must be enrolled in the same or one lower division within the MGSA program and playing classification (e.g. recreational teams cannot draw from a competitive team roster)

3.28.4 The player must bat last in the order

3.28.5 Permission must be obtained from the parents or guardians and given to the player(s) and coach.

3.28.6 They must play an outfield position only.

3.28.7 Once a player is picked up, she must complete the game.

3.28.8 If a player leaves the game due to becoming sick or injured, she cannot re-enter the game if she misses her turn to bat. No out shall be declared for each turn at bat.

3.29 Any unsportsmanlike conduct at tournaments, or in regular season, by the players or coaches will come to the attention of the executive board. The board can apply any disciplinary action it deems appropriate, including suspension for the rest of the season.

3.30 Any problems with umpires should be reported to the Division Commissioner or any Board Member in writing, giving the umpire's name and circumstances. If in the simple opinion of the board, the umpire is unfit to be used in our games, the President will notify the Head Umpire in charge of scheduling umpires.

3.31 There will be a Board Member present at the fields every day/night that games are scheduled. The Field Director will make the schedule.

3.32 When a fair batted ball strikes any overhead power lines above home plate or in the outfield, the ball shall be played as a live ground ball with all runners entitled to advance with liability to be put out.

3.33 SPECIAL PLAYING RULES

3.33.1 6U and 8U Divisions-since these age divisions are not classified by ASA, the following playing rules apply in conjunction with the above rules.

3.33.2 The pitching will be performed by an adult or anyone else who has completed a league approved background check. This person is referred to as the Designated Pitcher.

3.33.2.1 6U- The designated pitcher for the batting team will throw 3 pitches to the batter. If the ball is not put into play after the 3rd pitch, then the batter is allowed 2 hits from the tee. If the ball is not put into play off of the tee after the second attempt, the batter is then called out. If the batter fouls off the second attempt off of the tee then the at bat continues until the batter either swings and misses or puts the ball in play.

3.33.2.2 8U-The designated pitcher will throw five pitches. If the batter swings and fouls the fifth pitch then the at bat will continue. If the batter swings and misses at three of the pitches they will be called out. (EX. If the batter swings and misses at the first three pitches they will be called out)

3.33.3 In 6U and 8U only: Play entire roster on defense. A maximum of six team members will be allowed infield. All remaining players will position themselves in the outfield. All outfielders must start outside of the

infield, not on the dirt. All infielders, except for the pitcher and catcher, must be within 10 feet of their designated base or position.

3.33.4 Players are not allowed to roll the ball intentionally. Players will be given one warning and on the next infraction, will be removed. When this happens the batter will be called safe at first base.

3.33.5 The defensive pitcher must be 3 feet to the right or left of the pitching rubber when the designated pitcher is pitching.

3.34 DESIGNATED PITCHER

3.34.1 Must leave the playing field immediately if the ball is batted into fair territory. This exit should be made in a manner that will not affect the runners or defensive players.

3.34.2 Any batted ball that hits the designated pitcher is considered a dead ball and no pitch.

3.34.3 Unintentional interference by the designated pitcher will be ruled a dead ball and no pitch. The umpire will give a warning and on the next infraction, the designated pitcher will be replaced.

3.34.4 If the designated pitcher interferes intentionally based on the umpire's judgment, the batter will be called out and all runners must return to their prior base. The designated pitcher will then be replaced.

3.34.5 The designated pitcher must not assist any players until he/she has left the playing field.

3.34.6 Two coaches are allowed in the outfield when his/her team is on defense for the purpose of instruction only. The coach must stay behind the furthest outfielder.

3.34.7 Infield fly and dropped third strike rules are not valid.

3.34.8 All play is stopped when a defensive player has the ball while inside the pitching circle, unless, in the umpire's judgment, the defensive player carries the ball through the circle while attempting to make an out. All runners must return to the base last touched regardless of where they may be when play has stopped.

3.34.9 If a girl is injured during play, all play is stopped and no additional advancement of runners can be made.

3.34.10 8U: On an overthrow into FOUL territory from an infielder, the runners may advance at own risk to the next base only (NO MULTIPLE OVERTHROWS). If the overthrow occurs in fair territory the play will continue, with the runners advancing at their own risk until the defensive team has control of the ball inside the circle or the umpire has called time.

3.34.11 6U: On an overthrow to any base the runners may advance at their own risk to the next base only (NO MULTIPLE OVERTHROWS).

FOR ALL OTHER RULES PLEASE REFER TO THE INNERCITY LEAGUE RULES OR TO THE ASA RULEBOOK

INNERCITY LEAGUE RULES

2013 Inter-City Rules of Competition

Rev'd 2/13/2013

General - All Divisions:

1. City Schedulers will be responsible for calling the opposing teams' City Scheduler for cancellation of scheduled games. **Cancellation notification must be at least one day prior to the scheduled game.**
2. Umpires will remain an additional 10 minutes after the scheduled game time; if a team is short a player or a player is running late. This will give the team's additional time to find an extra player so that their scheduled game may be played. **Umpires that do not remain for the additional time period will not be paid for that game.** After the additional 10 minutes, a forfeit will be called.
3. All games can end in a tie (**NO TIE BREAKERS**).
4. In case of rain, or any other event causing a game to be shortened, games will be considered official after 45 minutes.
5. Four (4) runs per team per half inning.
6. The entire roster shall bat and no player can sit two consecutive innings.
7. Free defensive substitution shall be allowed.
8. Playing field dimensions:
 - 10U – pitching distance 35 ft., base paths 60 ft.
 - 12U – pitching distance 40 ft., base paths 60 ft.
 - 14U, 16U & 18U – pitching distance **43 ft.**, base paths 60 ft.
9. Regulation game times (the umpire is official time keeper):
 - All other divisions – 1 hour 10 minutes
10. Innings will be completed unless a team is behind by more than 4 runs.
11. In case of rain, each manager/coach should call the rainout number of the city they are scheduled to play. If the weather is questionable, go to the field and the umpire's decision will govern whether or not the game is played. All rain out games will be scheduled as soon as possible.
12. All games may be called after four (4) innings if one team has a twelve (12) run lead, or after five (5) innings with an eight (8) run lead.
13. In case of an injury during the game, the umpire shall **IMMEDIATELY** call for a **"Dead Ball"** and make any base awards after treating the injured player(s).
14. Any player-pitcher that hits three batters may be removed from the pitcher position (based on the plate umpires judgment) and not allowed to return as pitcher during the remainder of the game.
15. All batting helmets worn in the 10U and up divisions must have a permanently mounted (with screws) face mask.

Team Rosters

1. All batting rosters should be submitted at game time and all team members present shall be listed in their proper batting order.
2. If a player arrives after the start of the game, she may be added to the end of the batting roster (as long as the first batter has not batted twice).
3. If, in the opinion of the umpire, a girl is unable to play due to illness or injury, she may be removed from the official roster with no automatic out being taken when her turn at bat arrives (unless the team has less than the minimum number of players).

□ The minimum number of batting positions will be six (6). If a team has six (6) players, the seventh, eighth and ninth batting position will not be outs.

4. **In case of a shortage of players**, a team is allowed to pick-up two (2) players from the same, or lower, division (must be within the same city). **Pick-up players must be played in the outfield**. Once a pickup player begins the game, they must stay on the lineup for the complete game. A player cannot be picked-up if their team is playing at the same time. **Exception:** For competitive teams, a pick-up player may play any position.
5. **No player shall remain on the bench for two consecutive innings during a game**. The first occurrence will be a warning to the manager/coach and the second will result in the ejection of the manager/coach.

Safety

1. No metal cleats may be worn by any player, coach or umpire.
2. Players may not wear jewelry during games. If a player is asked by an umpire to remove her jewelry and she refuses, she will be ejected from the game.
3. Any player participating as catcher in games and practices must wear full catcher's equipment: mask, helmet, throat protector, and chest protector and shin guards. Soccer shin guards are allowed in the 6U and 8U divisions only.
4. Any player warming a pitcher up must wear a catcher's mask with a throat protector.
5. ASA approved head gear must be worn while each player is on deck, batting and running the bases in all the games and must remain on while the ball is live and can be removed once she is in the dugout. The first occurrence will result in a warning and the second will result in an out for her team.

Playing exceptions

1. 10U Division (**Please note that 10U playing rules are the same as 12U playing rules per official ASA regulation with the exception of those listed below**)
 - No harassing the opposing pitcher. Coach must consult the umpire about harassment.

- All Stealing is permitted. (**Dropped ball third strike is in effect. Runner may steal home**) **No stealing will occur after the coach enters the game to pitch.**
- Bunting is permitted. **No bunting will be allowed after the coach enters the game to pitch.**
- In order to promote a more exciting game, after ball four is called, the offensive coach will enter the game, assume the current strike count, and deliver **up to** three (3) pitches to the batter. The batter may take the first two pitches but must swing on the third pitch. After the third pitch the batter will be called “OUT” (unless the third pitch is hit into foul territory. If the third pitch is a foul, the batter will continue her at-bat until the ball is hit into play or she strikes out). **If the batter has a strike count, the following examples will apply:**
 - **One Strike:** The batter may receive up to three pitches but must assume a onestrike count, i.e., after swinging at two pitches; she will be called “OUT” (unless the third strike is hit into foul territory. If the third strike is a foul, she will continue to bat until the ball is hit into play or she strikes out).
 - **Two Strikes:** The batter may receive up to three pitches but must assume a two-strike count, i.e., after swinging at one pitches, she will be called “OUT” (unless the third strike is hit into foul territory. If the third strike is a foul, she will continue to bat until the ball is hit into play or she strikes out).

After the batter hits the ball, the coach must leave the field “**IMMEDIATELY**”. Any ball that “Unintentionally” hits the coach-pitcher will be re-played. However, if the coach-pitcher “Intentionally” interferes (umpire judgment) the batter will be called “OUT” and all runners must return the base they held prior to the pitch. The coach acting as pitcher must not assist any of his players until she/he has left the playing field. Each team will be allowed one warning. The penalty for any additional occurrences will be an “OUT” being called on the batter and all runners having to return to their prior base.