

# 2022 MOC Rules

## 12U “Major” Girls Division

### MOC General Girls League Rules

1. OHSAA Rules and Regulations are to be followed. The following rules are supplement to and supersede OSHAA and are designed to assist the players to develop their skills while learning the game. No supplemental rule can be changed without the approval of the MOC Board.
2. Each association will have rules in regarding coaches, player & spectator conduct. Each member team will respect and observe the park rules of each host facility.
3. It is the coaches’ responsibility to control their players, parents and spectators on the sidelines including conduct and comments to the other team’s players and coaches. Any player, coach, parent, spectator, etc. ejected from the game shall be suspended for that and the next scheduled game. The suspended person or persons must leave the game and go to the parking lot. Depending on the severity of the ejection, the MOC Board, in its sole discretion, may assess additional suspensions or actions. The Executive Committee of the MOC must be notified of all suspensions.
4. Unsportsmanlike conduct by players, coaches, parents or fans WILL NOT BE TOLERATED. Such behavior may result in forfeiture of the game.
5. Cheers and chants are encouraged. They promote teamwork, motivate players, and add to the player’s overall experience. No chants or cheers that taunt or make fun of the opposing team or individual players will be allowed. No “swing” or “hit” cheers will be allowed.
6. All offensive players on the field must be wearing a helmet with a mask. This includes the batter, base runner(s) and on-deck batter.
7. No metal spikes.
8. **No player may sit out 2 consecutive defensive innings.**
9. The home team is the official scoreboard.
10. A team must be fielded by 15 minutes after the scheduled start time. A team can play with 8 players, but the 9th batter will be an automatic out. If a team does not have enough players to start the game, the game will be forfeited. Every attempt should be made to play the game. In the event of a forfeit, coaches and umpires should discuss alternatives to play the game which may include sharing players or playing

shorthanded. Teams may finish the game with less than the required number of players they start with. Vacated positions in the batting order will be an automatic out.

117417216. The time limit is 1 hour, forty-five minutes (1:45). A new inning cannot start after 1:45 hours.

107418880. Bases are to be 60' apart.

107418832. Casts of any kind are not allowed.

107418960. Bases coaches must be adults. A team may have no more than 2 coaches on the playing field.

117417256. Home Field umpire will supply 2 new baseballs for each game.

117417257. Games are six (6) innings unless the mercy rule or time limit comes into effect.

117417258. The mercy rule is 15 runs after 4 innings (3 ½ innings if Home team leads by 15 runs) 10 runs after 5 innings (4 ½ if the home team is leading by 10 runs).

117417259. Maximum of seven (7) runs per inning, excluding the sixth inning and any required extra inning.

### **Pitching**

1. Pitching rubber will be at forty (40) feet to the back of home plate.

2. Pitchers may pitch no more than three (3) innings in any game. One pitch constitutes one inning and the innings do not have to be consecutive.

3. Balks will not be called.

4. Girls' pitching is often a very difficult thing to teach a young player. Recreational umpires also have difficulty identifying illegal pitching techniques. Pitchers should be given the latitude to learn and develop their trade as long as they are using **the "K" method of pitching** and do not gain an unfair advantage based on an improper pitching style. If a coach has an issue with the way a girl is pitching, consult with the umpire between innings.

5. A 12" Rawlings optic yellow softball will be used as the MOC official ball.

### **Defense**

1. Defense will consist of a maximum of 10 players, 6 infielders and 4 outfielders in traditional positions, if batting line-up is 10 or more.

### **Batting**

1. The batting line-up will include all players who are present.
2. A team may score a maximum of seven (7) runs per inning, excluding the sixth inning and any required extra innings. Those innings will have no maximum.
3. The dropped 3rd strike rule is not in effect. The batter is out on strike 3 even if it is a passed ball. Base runners may advance at their own risk.
  4. Infield fly rule will NOT be in effect.

### **Base Running**

1. On a walk, runner has the option of trying to advance to 2nd base at their own risk. If a base runner turns toward 2nd base she must continue on to 2nd base. A base runner that rounds first on a walk and does not continue to 2nd will be called out. A runner may return to first base if a play is made on her by any player.
2. In accordance to **OHSAA rules**, a base runner cannot leave the base until the ball leaves the pitchers hand. The first time a base runner leaves early, a “no pitch” will be called, a team warning will be issued and the runner will return to the original base. The next time any base runner from that team leaves early the runner will be called out.
3. In accordance to **OHSAA rules**, once a base runner has stopped at a base for any reason and the pitcher has the ball within the 16’ circle, the base runner will be called out if she leaves the base. No warning on this rule will be given.

**Example:** Catcher runs a base runner back to 3rd base. Base runner goes all the way back to the base and steps on the base. Catcher throws the ball back to the pitcher. Base runner leaves 3rd attempting to steal home. Runner will be called out. This example applies to runners on any base.

### **Tournament Rules**

1. The tournament format will be a full double elimination format (including the “if necessary” game) unless an alternative format is approved by the MOC Board.
2. Teams shall be placed in the bracket by “open” draw with no regard for regular season record. Teams from the same “association” shall not be paired against each other in the first round of the tournament.
3. A coin toss before each game will determine the home team regardless of where the game is played. The home team will keep the official score book.

4. The time limit is 1 hour, forty-five minutes (1:45). A new inning cannot start after 1:45 hours. Games are six (6) innings unless the mercy rule comes into effect. The mercy rule is 15 runs after 4 innings (3 ½ innings if Home team leads by 15 runs) 10 runs after 5 innings (4 ½ if the home team is leading by 10 runs).