

## 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 and a chest protector at all times including practices.

3.2 All batters and runners must wear approved protective helmets both during games and at practices.

3.3 All team members must be in team uniform. "Uniform" is defined as like jerseys with differing numbers.

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, cage suggested but not mandatory)

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 – 30 feet with an 11 inch "Softie" ball

3.6.3 10U Division – 35 feet with an 11 inch ball

3.6.4 12U Division – 40 feet with a 12 inch ball

3.6.5 14U Division – 43 feet with a 12 inch 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 if they have not passed the halfway point. If they have passed the halfway point when time is called then they are able to keep that position.

3.7.2 8U Division- 50 feet bases, Runners may not steal bases but can lead off only when the pitcher from the opposing teams pitch has crossed home plate. You cannot lead off when the designated pitcher has entered the game.

3.7.3 Bunting is allowed from the 10U Division and up. 6U and 8U are not allowed bunting.

- 3.7.4 In 6U, 8U and 10U: 4 Players in outfield, outfielders must start outside the infield, not on dirt. 12U and 14U are allowed 3 players in the outfield and must start outside the dirt of the infield.
- 3.7.5 6U, 8U Division – Dropped third strike rules do not apply, nor look back rule.
- 3.7.6 6U and 8U Division: one coach in the outfield and must be behind the outfielders.
- 3.8 Run Rule
- 3.8.1 6U and 8U: A maximum of 5 runs per inning
- 3.8.2 10U, 12U and 14U: A maximum of 5 runs per inning
- 3.10 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.
- 3.11 Home plate umpire will be the official timekeeper.
- 3.12 Game time will be forfeit time, or 5 minutes after previous game ends, if it runs into overtime.
- 3.13 Rainouts or rescheduled games that are scheduled with more than one week's notice will be treated as a regular season game.
- 3.14 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.
- 3.15 Home teams are decided by a coin toss performed by the home plate umpire before the game begins. The winner of the toss will decide if his/her team will be the home or away team. Dugouts are first come, first served.
- 3.16 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.
- 3.17 A complete game will consist of:
- 3.17.1 The length of a game for 10U is 70 minutes. 12U and 14U are 80 minutes in length.
- 3.17.2 6U and 8U- seven innings or 55 minutes time limit, whichever comes first.
- 3.17.3 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.
- 3.17.4 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.

3.18 No games will end in a tie. If a complete game ends in tie, the tie breaker will be as follows: (with the exception of 6U and 8U)

3.18.1 The last batter in the previous inning will be put on second base. Two outs will be counted. Winner will be determined when an inning ends without a tie (e.g. if the number 5 batter is leadoff batter, the number four batter in the batting order will be placed on second base)

3.19 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.

3.20 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.

3.21 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 or 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.

3.22 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.

3.23 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.

3.24 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.

3.25 Free substitution is permitted in all divisions.

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

3.27 BATTING ROSTER

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

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

3.27.3 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.

### 3.28 BLOOD RULE

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 of 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:

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

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

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

### 3.29 PLAYERS NEEDED TO START A GAME

3.29.1 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 no more than 5 players available.

3.29.2 All other divisions- a team with 9 players available at game time can play with no charged outs. A team with 8 players available at game time can play with the 9th batting position as an out. A team forfeits if at game time there are no more than 7 players available.

3.29.3 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:

3.29.3.1 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)

3.29.4 The player must bat last in the order

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

3.29.6 They must play an outfield position only.

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

3.29.8 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.

3.30 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.

3.31 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.

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

3.33 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.

### 3.34 SPECIAL PLAYING RULES

3.34.1 6U and 8U Divisions-since these age divisions are not classified by VTD, the following playing rules apply in conjunction with the above rules.

3.34.2 The pitching will be performed by an adult or anyone else who can best help the batter hit the ball. This person is referred to as the Designated Pitcher.

3.34.2.1 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.

3.34.2.2 8U-Girls will pitch a maximum of 3 pitches (Batters cannot be struck out). The batting team's designated pitcher will come in and assume the count; Batters can strike out if the ball is swung on during the coaches pitching. There is a maximum of 4 pitches from the coach; exception is continuation on 3rd strike foul.

3.34.3 Balls and strikes will be called, but walks will not be allowed.

3.34.4 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.

3.34.5 Players are not allowed to roll the ball intentionally. Players will be given one warning and on the next infraction, will be removed.

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

3.35.7 6U Division- There is a 12ft arc from home plate and the foul lines, if the ball is hit outside that arc, a throw has to be made to the catcher to get the out at first and home. If the ball is hit inside the arc then the runner can be tagged running home.

3.35.8 A player on third base must be hit in by a batter in order to score.

### 3.35 DESIGNATED PITCHER

3.35.1 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.

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

3.35.3 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.

3.35.4 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.

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

3.35.6 One coach is allowed in the outfield when his/her team is on defense for the purpose of instruction only. The coach must stay beyond the base paths.

3.35.7 Infield and dropped third strike rules are not valid.

3.35.8 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.

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

3.35.10 On an overthrow into foul territory from an infielder, the runners may advance at own risk to the next base only (NO MULTIPLE OVERTHROWS)

