

Mustang Softball Association Competitive Tournament

General Rules for All Age Groups

Purpose

Mustang Softball Association has designed this program to promote the physical, mental, and spiritual well being of young ladies by teaching them the importance of teamwork. Our goal is for each girl to develop respect for others and practice good sportsmanship while perfecting their athletic skills and ability. We feel this will instill good values that will contribute to the positive future of these young ladies. MSA is dedicated to making each girl's softball experience the best it can possibly be.

Conduct

The head coach or acting head coach of each team is responsible for assistant coaches, players, and spectators conduct. Each Head coach or acting head coach will ensure there are no misconduct, unsportsmanlike conduct, ***Profanity*** and or unruliness towards opposing players, umpires, spectators or board members. If any player, coach, or fan are ejected for any reason they will not be allowed for the next two games (league or tournament) with in Mustang Wild Horse Park.

Penalty

1. Warning: the umpire shall warn the Head Coach of the violation. The umpire has the authority to skip directly to the consequence of the second or third occurrence if they feel it is necessary.
2. The violator(s) and Head Coach shall be removed from the park (Out of site) if the violation is not corrected.
3. If the problem still exists the umpire shall pronounce the game over with the offending team losing by forfeit.
4. If a head coach is ejected twice in a season they may not be allowed to come back for the remainder of the season.

Note: No protests allowed, as this is considered a judgment call.

Spectators and players need to be told that they can and will be ejected from a game, or meeting because of poor sportsmanship, misconduct, ***profanity***, and/ or unruliness. If a player is ejected from a game, she will be suspended for her next game also.

Any player inflicting physical abuse to another player will be suspended for her next 3 games. (Disciplinary action will carry over to the next season.) If the problem still exists, the player will be removed from the Tournament.

Profanity: anyone using profanity in the ballpark will immediately be asked to leave.

Disciplinary Actions:

All persons accepting responsibility in this program must carry out the rules and regulations of MSA. Failure to do so may result in disciplinary action, up to and including their removal from the Tournament. MSA will convene a hearing to consider disciplinary action if one or more board members or team managers file formal complaints/ protests reporting rule violations and requesting such action. When a coach

is ejected from a game he/ she must leave the ballpark out of site and they will also be suspended from the next game also.

Alcoholic Beverages:

Wildhorse Park is a city park and is subject to the public area ordinances of the city of Mustang. As such, alcoholic beverages are not permitted in the park.

The tournament will not permit any alcoholic beverages or intoxicated persons in the ballpark during games. Spectators and players need to be warned that they can and will be ejected from the park for violation of this rule. If the problem occurs umpires or tournament coordinators/ officials have the authority to eject the violator's from the park. If the violator (s) is a coach, assistant coach, or player at a game in progress, the umpires have the authority to forfeit the game to the opposing team if necessary.

Tobacco Products:

No game participants (Including coaches) may use tobacco products in the dugouts or field of play.

Protests:

Protests may be allowed for violations of playing rules and player participation rules only. The protest will be handled on the field for playing rules. Once the Head Coach has talked to the umpire and said they would like to protest the game for the following reason the umpire will notify the UIC or MSA representative at the field and at that time the coach will be required to pay the \$100 protest fee. Under no circumstance will the protest fee be refunded even if the protest is won.

Player Eligibility:

To be eligible to play, a player must be at least 4 years old and less than 19 years old as of January 1st. Dates of birth of candidates shall be certified by the birth certificates, baptismal certificates, hospital certificates, or equivalent religious or legal documents. Each player must provide this certificate to their coach.

Rosters:

Names, numbers and DOB, must be listed on an official roster and turned in to MSA official prior to any games being played. Each coach is responsible for insuring the accuracy of his/her roster against the official tournament roster. Failure to do so will result in forfeiture of all games played with a player not listed on the official roster. In the interest of fairness, players may not be added to a team roster after first tournament game without justifiable cause and MSA approval. All Coaches will be required to carry their rosters Birth Certificates with them to all games played. If a team is found to not have it the game could result in a forfeit.

You are only allowed to be on one roster per tournament that is registered with MSA.

Example: This means that a Tball player will not be allowed to be listed on a Tball roster and a 8U roster.

Weather delays or cancels:

RAIN OUTS: Start "0" games = full refund

Start "1" game = 50% refund

Start "2" games = no refund

6. RAIN DELAYS: MSA reserves the right to change the tournament format and game times in order to complete the tournament.
7. SUSPENDED GAMES: In tournament competition, any game not legally completed because of inclement weather or other unforeseen developments shall be a suspended game and play shall resume from the point of suspension.

Lightning and severe weather detectors will be used at the ball park. Detectors will be set at a 3 to 5 mile setting. Upon alarms going off, all play will immediately be suspended and fields cleared. Within 15 minutes a decision will be made whether to resume play or postpone to another date. Coordinators and umpires will confer with a majority ruling on the decision.

Games called due to bad weather, power failure etc. that do not constitute a complete game will be replayed. A game is considered complete if 3 innings have been played. (2 ½ if the home team is ahead.)

Game Procedure:

Home and visiting teams shall provide a scorekeeper. Home team will be the official scorekeeper. The head coach must exchange batting orders (First Initial and Last name and jersey number) prior to the beginning of each game. Either team scorekeeper may inspect the official score record of the game at any time during a game.

No game balls will be provided by MSA and must be provided by the teams. Each team will provide 2 game balls (8U and Up, 1 per team for Tball) to the home plate umpire each ball must be USSSA fastpitch ball. It is the umpires judgement if the ball is in good enough shape to be used.

If a team fails to appear or refuses to play within fifteen (15) minutes of the scheduled starting time, the game shall be forfeited to the team not at fault (7-0). There will be a \$100 forfeit fee to be paid by the forfeiting coach to the MSA prior to the team playing their next game. This will be enforced.

A team must have at least seven (7) players to start a game. Two (2) automatic outs will be recorded when the 8th and 9th position immediately upon arrival if the batting order has not been completed. All girls will be placed in the line-up or the scorebook and all

players will bat around in one order. If a girl should arrive late, her name will be placed at the bottom of the line-up.

In T-ball and 8U all players may be freely substituted with the entire roster batting in one order. Substitute runners for injured players only. The player who was the last offensive out will be the substitute runner. If no outs have occurred the substitute will be the last girl in the batting order.

Ten defensive players are allowed in T-ball & 8U.
Nine defensive players are allowed in 10U- 18U.

USSSA stamped bats will be used for game play.

T-ball bats are acceptable for 8U games.

Batters may not throw the bat. The umpire shall give one team warning per game. On the second and all subsequent occurrences in the games, the umpire will call the batter out.

In T-ball one defensive coach maybe within the playing field but must stay in the outfield area (Behind the bases) while your team is playing defense. Three offensive coaches (one at 1st and 3rd base and one at the plate) may be on the field while your team is batting.

Tournament Game times:

**Tball and 8U – 60 min for Pool play (pool play can end in a tie) and 60 min for Bracket play
10U and 12 U- 60 min for Pool play (pool play can end in a tie) and 60 min for Bracket play**

10U- 18U one defensive coach outside the dugout while playing defense and two offensive coaches during offensive play (one at 1st and 3rd base)

10U- 18U pool play you may bat your lineup but for bracket you must follow USSSA fastpitch softball rules

USSSA run rules will apply. (12 after 3, 10 after 4 and 8 after 5)

If a game is tied at the end of regulation play for a pool play game, the game is over and each team will receive ½ a win and ½ a loss. If it is tied during bracket play the game will continue using ITB rules

Protective headgear must be worn by the batter and all base runners. Helmets must have a chin strap and a face mask.

PLAYING RULES AND REGULATIONS – 8 & UNDER Coach Pitch

I. GENERAL

1. The game consists of 5 innings. A minimum of 3 full innings 2 ½ (if home team is ahead) is required to constitute a completed game.
2. Once an offensive team has **scored 6 runs**, or 3 outs have occurred, that half-inning will end.
3. No walks.
4. No infield fly rule or designated hitter

II. PLAYING FIELD

1. Distance between bases will be 60 feet.
2. The pitching circle shall be defined as the area in the center of the diamond. The area will be outlined by a circle 16 feet in diameter with a pitching rubber in the center 35 feet from Home plate.
3. There will be a batter's box 7 feet long and 3 feet wide extending 3 feet beyond Home plate into the playing field.

III. EQUIPMENT AND SAFETY REGULATIONS

1. An 11" USSSA softball shall be the official ball of this age group.
2. The official bat of this age group shall be approved USSSA softball bat.
3. Batters/runners will wear an approved helmet with face mask at all times, including leaving and re-entering the dugouts – including practices.
4. The catcher will wear approved catchers gear including helmet, mask, chest and throat protectors and shin guards– including practices. Catcher helmet must be worn any time warming up a pitcher. The catcher's mask may be removed after the ball has been hit.

IV. GAME RULES

1. **No defensive coach will be allowed on the playing field.**
2. 9 or 10 defensive players may be used at the discretion of each manager. This decision must be made prior to the start of the game. If a 10th player is elected, four outfielders designated as left, left center, right, and right center will be used.
3. A maximum of 6 players, including the pitcher and catcher may be in the infield (inside the diamond) all others must be behind the bases at least 10 feet. .
4. All players will bat. No player will be passed over when it is their turn to bat.
5. If a player is batting out of order, either one or both scorekeepers should notify the umpire immediately so the correct player can bat.
6. If a player becomes ill or injured, but wishes to resume the game at a later time, the child may do so, but only at the start of the next inning and only after the manager notifies the Home plate umpire, scorekeeper and the manager of the opposing team.

V.Coach pitch rules:

- 1.The pitching coach must DELIVER the pitch with one foot in contact with the pitching plate.
The pitching coach cannot throw in a manner that gives his base runners an advantage, if this occurs the coach will be removed. Second Offense: will result in a forfeit of the game. All this is the judgement of the umpire.
 - ***Additionally if the ball lands in front of the plate no runners may steal a base. If the hitter hits the ball it is considered live at that point.***
 - ***All pitches have to be catchable by the catcher. If the umpire deems that a ball is not catchable and a runner is stealing then the umpire will make the runner return to the base they were at before the pitch.***
 - ***The pitching coach must be able to pitch the ball with minimal arch.***

2. The pitcher will be the manager from the team that is at bat. (The manager may designate a pitcher 16 years old or older)
3. While the batter is attempting to hit the ball from the coach pitcher, the defensive pitcher must have at least one foot within the pitchers circle until the ball is hit.
4. Each batter will be allowed 5 pitches to hit the ball. A missed 5th pitch results in a "strikeout".
5. The batter remains active if the 5th or any subsequent pitches are hit foul.
6. The batter must hit the ball into fair territory in order to get on base.
7. If the batted ball hits the pitcher/coach or the pitcher/coach catches the ball, the ball is dead and is re-pitched. If the pitching coach interferes with a live ball intentionally, the closest runner to Home plate will be called out.
8. The pitching coach may coach the batter only. The pitching coach cannot coach base runners while on the playing field inside the foul lines. Penalty: warning on the first offense; upon the second offense, the coach will be ejected from the game and the closest runner to Home plate will be called out.
9. If a batter is hit by a pitched ball from the coach pitcher, the batter is not awarded 1st Base and the pitch counts as a strike.
10. **Bunting IS ALLOWED.**
11. **STEALING:** a runner may steal as explained below.
A runner on 1st or 2nd can advance/steal only one base per pitch even in the event of an overthrow in live ball territory when the ball crosses the plate (*This is at sole discretion of the umpires and a non-arguable call*). If they advance more than one base, they are liable to be put out. At end of the play, if the runner is safe and has advanced more than one base, the umpire will return the runner to the correct base.
12. If a player is caught leaving the base early the team will receive a team warning. The player will be forced to go back to previous base. If a runner from same team leaves the base early thereafter the player will be declared out.
13. A runner cannot steal home. If they advance home they are liable to be put out. At end of play if the runner is safe and has advanced the umpire will return the runner to the correct base.
14. Awarded bases will apply to all runners. This includes an overthrow into dead ball territory
15. **Overthrow rule:** On a defensive overthrow at 1st base (into fair or foul territory) while attempting an out with no other base runners on base, the play shall be called dead with all runners advancing a maximum of one additional base beyond the base they were running to when the overthrow occurs. Runners advancing beyond the allowed one additional base will be returned to the appropriate base by the umpire. Overthrow rule does not apply if the runner beats the ball to the base.

T- Ball

Base length is 60 feet

The pitching circle shall be defined as the area in the center of the diamond. The area will be outlined by a circle 16 feet in diameter with a pitching rubber in the center 35 feet from Home plate.

Fair ball Arc is 10 feet in diameter centered on the tip of home plate.

Ball size is 11 inch USSSA stamped ball.

Game can end in a tie in pool play. No extra innings will be played. If the game ends in a tie, each team will receive ½ win and ½ win

The pitcher is a fielding position only. The pitcher must have one foot on the pitching rubber.

No defensive player may play closer to home than the 35' hash mark. Infielders must be behind the 35' hash mark. It is the umpires judgement. The umpire will give one warning to the team. After the initial warning if it happens again the head coach could be removed from the game and will be subject to the discipline of a normal ejection and be forced to leave the current game and have to sit out the next game as well.

There will be up to 10 defensive players on the field.

- A maximum of 6 players, including the pitcher and catcher may be on the infield (inside the diamond).
 - Outfielders must stay at least 10' behind the bases.
- Defensive shifting will not be allowed to prevent overloading one side or the other according to how a batter is positioned.
 - First and Second base fielders must stay on the right side of the infield until the ball is hit off the tee.
 - Shortstop and Third base fielders must stay on the left side of the infield until the ball is hit off the tee.
 - No defensive player can play closer to Home plate than where the pitcher is positioned.

One coach from the team that is batting will be responsible for adjusting the tee to the satisfaction of the hitter. The umpire will place the ball on the tee and call aloud "play ball". The coach is responsible for removing the tee and bat from the playing area after the ball has been hit fairly out of the catcher's circle. Teams are allowed to use their own tee.

The batter is allowed three swings. If the batter fails to hit the ball after the third swings, she will be called out. It is not counted as a swing if the batter accidentally knocks the ball off of the tee while addressing the ball. The batter must remain in the batter's box. If the batter lines up or one foot comes out of the batter's box during swing where the batter makes contact with the ball the batter is considered out and the ball is dead. The batter is out whether the ball is fair or foul. In cases where there are no batter's box lines evident, good judgement must be used and the benefit of any doubt must go to the batter, If the hitter does not make contact with the ball, there is no penalty.

No bunting is allowed. Penalty: the batter is out. Any ball hit fairly out of the Fair Ball Arc is a live ball.

Runners may not advance if the ball does not travel outside the Fair Ball Arc.

Overthrow rule: On a defensive overthrow at 1st base (into fair or foul territory) while attempting an out with no other base runners on base, the play shall be called dead with all runners advancing a maximum of one additional base beyond the base they were running to when the overthrow occurs. Runners advancing beyond the allowed one additional base will be returned to the appropriate base by the umpire. Overthrow rule does not apply if the runner beats the ball to the base.

The catcher must stay behind home plate. And to the opposite side of the batter until the ball is hit. The catcher may not interfere with the batter.

Catcher **MUST** wear helmet with mask and chest protector.

When any fielder has control of the ball and the lead runner is stopped at a base the umpire will declare the ball dead and play will stop.

The infield fly rule is not in effect.

All ground rules will be discussed before the game. The umpire shall inform both coaches of the existing ground rules, dead ball areas and other specific rules before the game begins.

One defensive coach may be positioned in the outfield for defensive instructions only. The coach may not touch the players or enter the playing field. All other coaches must remain in the dugout during defensive play.