

# Mustang Softball Association League

## 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. The League provides girls the opportunity for lifelong behaviors and values through playing softball.

### 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 game (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 league for the remainder of the season.

***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 league. 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.

### **Background Checks**

All Head Coaches and Head Assistant coach will be required to go through a back ground check. The back ground check will be completed by the City of Mustang.

### **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 league 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 league 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. Protests must be filed as specified in the ASA rule book. All protests must be submitted in writing to the Mustang Softball association within 24 hours of completion. Of the game being protested, and must be accompanied by a fee of \$100. The fee will be refunded to the coach/ team manager filing the protest if the protest is ruled in his/her favor. Under no circumstances will the protest fee be refunded if the protest is lost.

### **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 1<sup>st</sup> of current year. For fall softball you will play what you would play in the spring of the next year. 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 prior to the first scheduled league game. Photo copies of any of the above documents are acceptable.

### **Rosters:**

Names must be listed on an official roster maintained by MSA. The roster maintained in the league files will serve as the official roster and will prevail in any disputes. Each coach is responsible for insuring the accuracy of his/her roster against the official league roster by the deadline discussed at the league coaches meeting. 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 pre-season 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 season 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:**

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.)

### **Trophies and Awards:**

In divisions containing seven or more teams, Rings will be awarded for 1<sup>st</sup> and 2<sup>nd</sup> and medals will be awarded for 3<sup>rd</sup>.

Divisions with four teams or less will be awarded 1<sup>st</sup> and 2<sup>nd</sup> place only.

Tie Breakers rules

- Wins Vs Lose
- Head to Head
- Runs Against
- Runs For
- If we are still tied it will be a coin flip to determine the place.

No trophies or medals will be awarded to any team owing fines or fees.

### **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.

The league will provide game balls.

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 league prior to the team playing their next game. This will be enforced. Forfeit fees will not have to be paid if the coordinators are notified of the forfeit within 36 hours of game time.

A team must have at least seven (7) players to start a game. Two (2) automatic outs will be recorded when the 8<sup>th</sup> and 9<sup>th</sup> 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.

T-ball bats are acceptable for 8U games.

In T-ball one defensive coach may be 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 1<sup>st</sup> and 3rd base and one at the plate) may be on the field while your team is batting.

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

10U- 18U ASA rules apply to batting lineups and substitutions.

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

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.

If a game is tied at the end of regulation play, the game is over and each team will receive ½ a win and ½ a loss.

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

All Coaches will be required to wear their coach's passes on the provided lanyard. If they do not have this they will be required to pay for entry. We will give these out prior to your first game.

MSA may choose to use any day of the week to use as a make up day this includes Saturday's if we feel it is necessary.

### **8 & under Pitching Machine**

Base length is 60 feet

Restraining arc is 34 feet from the point of home plate.

Pitching Machine circle is 5 feet in diameter centered 36' ½" from the tip of home plate.

Ball size is 11 inch

Game time limit is 60 minutes finish the inning or 5 innings long. (Fall is 55 min drop dead)

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

It is recommended that any defensive player that plays within 3' of the restraining arch wear a helmet.

There will be 10 defensive players on the field.

If a batted ball hits the pitching machine or falls dead in the pitching circle the umpire will call "dead ball" and the batter is awarded 1<sup>st</sup> base. Other runners may advance only in a "forced" situation.

The pitcher is a fielding position only. She must stand on the side of the pitching machine. There will be a pitching line and the pitcher may stand on the pitching line or 1 ½ feet behind that line. **The pitcher is required to wear a helmet with a mask while on defense.**

The pitcher may not cross the arc until the ball is batted. Any other defensive player may cross the arc after the ball is pitched.

Prior to the start of the game, the coaches and umpire will adjust the machine to a pitch speed of 38 miles per hour. Adjustments of the machine, once the game has begun, will be made at the discretion of the umpire only.

The machine operator (a coach from the batting team) will operate the machine by putting the ball in the machine once the umpire call "play ball". He/ She **are not to coach his/her team once the ball is pitched** but will protect all girls from running into the machine. The machine operator will not obstruct the view or play of the defensive players

**The batter is allowed three (3) consecutive strikes. No one can walk. A maximum of five pitches will be thrown to each batter unless the fifth pitch is a foul ball and at that point the hitter may have as many foul balls as necessary until the hitter puts the ball in fair territory or strikes out.**

No defensive player may touch or enter the into the pitching machine circle. Penalty: Batter is awarded 1<sup>st</sup> base.

Base runners may advance when the ball leaves the machine. Players may advance to all bases except home upon the ball leaving the machine. Runners may only steal one base at a time excluding home.

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.

Catcher must wear complete gear (catcher's headgear and face mask, throat protector, chest protector and shin guards.)

Infield fly rule is not in effect.

Bunting will be allowed. Drag bunting from the left side will also be allowed. There will be no slap bunting (showing bunt and pulling back to hit). Penalty: batter is out. A 3<sup>rd</sup> strike bunted foul ball will result in an out.

Slap hitting is allowed.

Only 6 runs may score in any ½ inning or three outs, whichever comes first.

Run rules are 12 runs after 3 innings 10 runs after 4 innings and 8 runs after 5 innings of play.

## **PLAYING RULES AND REGULATIONS – 8 & UNDER Coach Pitch**

### **I. GENERAL**

1. The game consists of 5 innings. A minimum of 3 full innings is required to constitute a completed game.
2. The time limit is 60 minutes for spring and 55 Min for Fall from start time. Start and end times shall be noted in the official scorebook. In case of serious injury, game time will be adjusted. If game time has expired the home team will still receive their final at-bats.
3. No tiebreakers.
4. Once an offensive team has scored 6 runs, or 3 outs have occurred, that half-inning will end.
5. No walks.
6. 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 30 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.
4. The coach's box shall be 3 feet by 15 feet and shall not be closer than 8 feet from the base line.
5. The on deck circle shall be defined as a circle 5 feet in diameter and located in the vicinity of the dugouts.
6. The running lane shall extend parallel and 3 feet from the base line, starting from a point halfway between Home and First base.
7. A line halfway between first and Second, Second and Third, Third and Home shall be called the halfway line and/or halfway point.

### **III. EQUIPMENT AND SAFETY REGULATIONS**

1. An 11" softball shall be the official ball of this age group.
2. The official bat of this age group shall be approved 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 helmet, mask, chest and throat protectors – 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. Defensive coaches will be allowed between each base. Coaches are not permitted to touch the ball, but they are free to coach the play.
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.
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.
7. Coach pitch rules:
  - a. Pitcher/coach shall pitch from the pitcher's plate.
  - b. The pitcher will be the manager from the team that is at bat.
    - i. The manager may designate a pitcher 16 years old or older.
  - c. 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.
  - d. Each batter will be allowed 5 pitches to hit the ball. A missed 5th pitch results in a "strikeout".
  - e. The batter remains active if the 5th or any subsequent pitches are hit foul.
  - f. The batter must hit the ball into fair territory in order to get on base.
  - g. 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.
  - h. 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.
  - i. If a batter is hit by a pitched ball from the coach pitcher, the batter is not awarded First Base and the pitch counts as a strike.
  - j. Bunting will be allowed.**
- K. A runner may steal once the ball has crossed the plate. *Stealing of second and third bases is permissible. A runner may not steal home on a pitched ball. No runner may leave the base until the ball has crossed the plate. (This is at sole discretion of the umpires and a non-arguable call) Once the ball has crossed the plate the runner may steal second or third base (If the defensive player puts the ball in play by attempting to throw out the runner the ball is considered live and the runner may advance all the way to home plate). Penalty: 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.*
- L. On the first defensive overthrow (into fair or foul territory) while attempting an out, the play shall be called dead with all runners to advance a maximum of one additional base beyond the base they were running to when the overthrow occurred. Runners advancing beyond the allowed one additional base will be returned to the appropriate base by the umpire.

## **T- Ball**

Base length is 60 feet

Restraining arc is 34 feet from the point of home plate.

Pitching circle is 5 feet in diameter centered 36 1/2' from the tip of home plate.

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

Ball size is 11 inch

Game time limit is 60 minutes finish the inning or 5 innings long.

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

The pitcher is a fielding position only. The pitcher must stay within her 5' diameter circle until the ball is hit.

No defensive player may play closer to home than the 34' restraining line.

There will be 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 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.
  - The pitcher must stay behind the pitching Arc inside the circle prior to each swing of the batter.

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.

The batter is allowed five swings. If the batter fails to hit the ball after five 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.

When the bases are empty, runners may not advance to 2<sup>nd</sup> base on an overthrown ball to 1<sup>st</sup> base as long as the runner has not passed 1<sup>st</sup> base. Upon the overthrow, time will be called. This rule is intended to promote throws to 1<sup>st</sup> base instead of running the batter down. If there are base runner(s), the ball is live and runners may advance at will.

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 her facemask.

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 runs 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.