

MIDLAND UNITED GIRLS SOFTBALL ASSOCIATION, INC.
2011 PLAYING RULES

The following are the Midland United Girls Softball Association 2010 Recreation League Playing Rules which were adopted by the Board of Directors. All League play will be governed by the 2010 ASA Rules, except as amended by these modifications.

Division 8 & Under

A. TEAMS

1. AGE: Division 8U will be machine pitch for seven (7) and eight (8) year old girls.
2. DRESS: Conventional playing clothes (MUGS issued uniform).
3. TEAMS: Rosters of teams should be approximately 12 or 13 players, coach, asst. coach, manager, and chaperone.
4. ROSTER: Each head coach will exchange rosters prior to the game. final scores will need to be noted on your line-ups and given to the Division 8U coordinator at the conclusion of each game.
5. FUNCTIONS: Games/practices will be limited to a maximum of three times a week and no more than 1½ hours per session. (Excluding tournaments)

B. THE GAME

1. BASES: Same as Division 10U
2. AN INNING: The side will be retired if five (5) runs or three (3) outs are made by the offensive team. There are no open innings unless tied at the end of regulation play.
3. REGULATION GAME: A regulation game will be five full innings or a time limit, whichever comes first. In the event the game is tied after time expires finish the inning. The game may end in a tie. Once time has expired and a team is behind by more runs than they can score in their half of that inning, the game will be over by run rule.
4. TIME OUTS: No more than 1 time out allowed per inning for each offensive and defensive side, unless to care for an injured player.
5. MACHINE PITCH: The ball will be pitched from a machine. It will be the responsibility of the offensive team to supply an adult to run the machine.
 - a) A coach from each team will meet with the umpire at the pitching machine before the game begins and agree on the machine settings. If coaches cannot agree, the machine shall be set at 35. These settings will not change throughout the game. There will be no practice pitchers after the game begins. At the umpire's discretion the machine may be reset if it becomes necessary during the course of the game.
 - b) A batted ball hitting the pitching machine shall be treated as if it hit the pitcher. The ball shall remain alive unless it lodges in the machine and is unsafe to play. If the play must be declared dead the batter-runner is awarded 1st base – no other runners advance unless forced.
 - c) If the pitching machine interferes with a thrown ball to the pitcher, the ball is dead.

C. Game Management

1. All players, when not on the playing field, shall remain in the dugout during the game. Exceptions shall be made by the team manager or coaches only.
2. The home team will provide the official scorekeeper. The visiting team will provide the operator for the scoreboard.
3. Home team will occupy the third base dugout.
4. All players and teams must warm-up only in designated warm-up areas.

D. PLAY

1. NUMBER OF PLAYERS

- a) Defensive team – 10 maximum (the 10th player is the rover and must play in the outfield.
- b) Offensive team bats the roster.

2. DEFENSIVE PLAY:

- a) A defensive player may not intentionally roll or run the ball to a base and the ball cannot be intentionally rolled or run to the pitcher. If, in the umpire's judgment, a ball is intentionally rolled to a base, the base runner will be safe. If the ball is intentionally rolled to the pitcher, the base runners will be given an extra base.
- b) A player will not be allowed to run down the batter/runner or base runner unless this would, in the judgment of the umpire, constitute a normal play.
- c) Each player present for the game must be given a position on the field, with substitutions made every inning. No player may sit out more than one inning per game until each player present has set out. Substitutes are to be marked on the batting roster form. A single player cannot play a position more than two (2) inning per game. (This is for league play only – does not apply to tournament play)
- d) A player, with the exception of the pitcher, may be moved from position to position during an inning without causing delay to the game. If the pitcher is removed from the circle during an inning, she cannot play the pitcher position again in that inning. She may play the pitcher's position the following inning.
- e) No infielder may be closer to home plate than the pitcher until the ball is hit. Outfielders must be on the outfield grass until the ball leaves the machine.
- f) If a fielder obstructs a base runner causing an out, the play is dead and runners advance to the base they were going to.

3. PITCHERS:

- a) The pitcher must stay within the circle, no closer than the pitcher's plate until the ball is hit.
- b) The pitching circle will be the same as Division 10U.

- c) When the ball has been thrown back to the pitcher and the pitcher has control of the ball with both feet inside the circle, the play is stopped by the umpire. If the pitcher runs through the pitcher's circle with control of the ball, the play will be called dead, unless in the judgment of the umpire she does so in an effort to make a normal play on a runner.
- c) The pitcher will not be allowed to run down the batter or base runner to any base except home. The pitcher must throw the ball to the base or the runner will be called safe.
EXCEPTION: If, in the judgment of the umpire, a tag would be the normal play on a base runner, the pitcher would not have to throw the ball.

4. CATCHERS:

- a) All catchers must wear their full catcher's gear at all time during the defensive inning.
- b) All catchers will be required to play in the catching position (a crouched position directly behind home plate, to catch the pitched ball).

5. COACHES ON THE FIELD

- a) The offensive team may have the head coach, assistant coach, or manager (maximum two) present in the coaching boxes at first and third bases.
- b) An adult from the offensive team will operate the pitching machine.
- c) Coaching will be allowed from the person operating the pitching machine until the ball leaves the machine.
- d) No defensive coaches shall be allowed on the field during play.

6. BATTING:

- a) The offensive team shall bat the entire team. Late arrivals should be added to the bottom of the roster. The batting order will be determined by the coach prior to the game and cannot be adjusted.
- b) Helmets must be worn by the batter, all runners and the player in the on-deck circle.
- c) Only the batter, base runners, and on-deck player can be outside the dugout.
- d) There will be a maximum of six (6) pitches allowed to a batter. If a batter has not hit a fair ball after receiving six pitches, she will be out.
- e) All foul and foul tips count as a pitch toward the six pitch limit.
- f) Fouls count as a strike except as the third strike.
- g) A batter may strike out on less than 6 pitches.
- h) There are no walks.
- i) The batter will NOT be allowed to bunt.
- j) If a player throws the bat during the game, the first offense shall result in a team warning. Each offense for that team thereafter shall result in the player being called out.

- k) When a batted ball is fielded and the defensive player makes an errant throw that remains within the playing confines, thereby remaining a live ball, the batter-runner may advance with liability to be put out no further than third base, regardless the number of errant throw that occur as a result of that at bat.
- l) The infield fly and dropped third strike rules does not apply in Division 8U.

7. BASE RUNNERS:

- a) Runners must stay in contact with the base until the ball leaves the pitching machine. If a runner is detected leaving the base too soon, she will be called out. Once a runner is detected as being not in contact with the base, she will be called out.
- b) The ball is dead if not hit and each runner must return to her base without liability to be put out.
- c) When the ball is thrown back to the pitcher and the pitcher has control of the ball with both feet inside the circle, the play is stopped by the umpire, unless the pitcher is making a play. At this time runners will go to the nearest base.
- d) The runner is also out by running out of the path to avoid a tag.
- e) There will be no stealing or sliding.
- f) If a base runner intentionally tries to run forcefully through a fielder, the base runner is out, regardless if the fielder is in possession of the ball or not

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DIVISION 10 & Under

A. THE GAME

1. The game will consist of 5 innings or a time limit, whichever occur first, except when one team is ahead by 15 runs at the end of three (3) innings.
2. There shall be a five (5) runs per inning limitation, except for the 5th inning. A team's turn at bat shall end when three (3) outs have been made or five (5) runs scored in a regular inning, whichever occurs first. Once time has expired and a team is behind by more runs than they can score in their half of that inning, the game will be over by run rule.
3. The run limit becomes 7 in the 5th inning.
4. In the event the game is tied after time expires, finish the inning. If still tied, play one additional inning. The game may end in a tie.

B. Game Management

1. All players, when not on the playing field, shall remain in the dugout during the game. Exceptions shall be made by the team manager or coaches only.
2. The home team will provide the official scorekeeper. The visiting team will provide the operator for the scoreboard.
3. Home team will occupy the third base dugout.
4. All players and teams must warm-up only in designated warm-up areas.

C. PLAY

1. NUMBER OF PLAYERS
 - a) Defensive team – 10 maximum (the 10th player is the rover and must play in the outfield).
2. DEFENSIVE PLAY:
 - a) All substitutes will be placed on the field every inning.
 - b) No player may sit out more than one inning per game until each player present has set out. You do not have to substitute each time for the same player. A player will not "sit out" more than one inning consecutively. A player sitting out must sit out the complete inning. EFFECT: Any illegal "sitting out" will result in the coach being removed from the game.
3. PITCHERS:

- a) Pitchers may have not more than five (5) pitches or one (1) minute warm-up at the beginning of each half inning. Players and coaches only may warm up the pitcher.
- b) A pitcher may be removed as a pitcher, move to a different defensive position and return as a pitcher only once per inning provided the return as a pitcher does not violate either the substitution or charged conference rule.
- c) THE PITCHER MAY NOT PITCH MORE THAN FIVE (5) COMPLETE INNINGS (15 outs) IN A TWO GAME SET.
- d) The pitcher on the rubber shall be charged with the remaining outs in an inning stopped because of the run rule.
- e) A pitcher shall be charged with the out on a retired batter after pitching 2 strikes to that batter.
- f) When the limitation run rule is enforced, the pitcher on the mound is credited with the remaining outs not pitched, otherwise only the outs pitched will be charged to the pitcher.
- g) Two (2) games set will start with the first game her team plays. The next game her team is scheduled to play will be the second game of her two (2) game set. She may complete her remaining outs in this game. EFFECT: A violation of the "OUTS PITCHED" rule occurs due to a multiple outs situation then, no violation has occurred.
- h) If a pitcher pitches any pitch beyond their legal outs in a "two game set" and the fact is discovered during a game, the last pitch will be declared an "Illegal Pitch". The offending team's pitcher may not continue pitching but can finish the game at another position and may play but not pitch in her team's next two games. The Coach responsible shall be ejected from the game and not be allowed to coach for that team's next two (2) games.
- i) If a game is allowed to be played and it was discovered that wrong information was given on the pitcher's outs which caused her to exceed her limit, then that pitcher may play but not pitch in her team's next two (2) games. That game played shall stand. The Coach responsible shall not be allowed to coach for that team's next two (2) games.

4. BATTING:

- a) All girls will bat in full roster order (as to those present) in each game.
- b) If a player is removed by sickness, injury, or disqualification, all batters will "move up" and remain in their respective batting order. No substitution will take place for a removed player in the batting order. The removed player cannot return to that game.
- c) No outs shall be taken for the removed player.
- d) If a batter has to be removed, all count on her is removed and the next batter will bat.
- e) Infield fly rule is in effect.
- f) Dropped third strike rule is not in effect.

5. BASE RUNNERS:

- a) Runners starting at first or second base are entitled to advance any number of bases per pitch with liability to be put out.
- b) A runner may advance from third base by an illegal pitch, a hit ball, or forced in on a walk or hit batter, or by a passed ball/wild pitch.
- c) Sliding is allowed and sliding shorts are strongly recommended.
- d) Any substitute is allowed to replace an injured, sick, or disqualified base runner.

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DIVISION 12 & Under and 14 & Under

A. THE GAME

1. The game will consist of 7 innings or a time limit, whichever occur first, except when one team is ahead by 10 runs at the end of five (5) innings.
2. There shall be a seven (7) runs per inning limitation, except for the 7th inning. A team's turn at bat shall end when three (3) outs have been made or seven (7) runs scored in a regular inning, whichever occurs first. Once time has expired and a team is behind by more runs than they can score in their half of that inning, the game will be over by run rule.
3. The 7th inning shall be open – no run limit.
4. A tie shall be broken by playing one extra open inning, if time has not expired.
5. In the event the game continues to be tied at the end of that inning, the International Tie-Breaker Rule will apply. Any inning played to break a tie shall be open – no run limit.
6. Starting with the top of the International Tie-Breaker inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base.

B. Game Management

1. All players, when not on the playing field, shall remain in the dugout during the game. Exceptions shall be made by the team manager or coaches only.
2. The home team will provide the official scorekeeper. The visiting team will provide the operator for the scoreboard.
3. Home team will occupy the third base dugout.
4. All players and teams must warm-up only in designated warm-up areas.

C. PLAY

1. DEFENSIVE PLAY:
 - a) No player may sit out more than one inning per game until each player present has set out. You do not have to substitute each time for the same player. A player will not "sit out" more than one inning consecutively. A player sitting out must sit out the complete inning. EFFECT: Any illegal "sitting out" will result in the coach being removed from the game.
2. PITCHERS:

- a) Pitchers may have not more than five (5) pitches or one (1) minute warm-up at the beginning of each half inning. Players and coaches only may warm up the pitcher.
- b) A pitcher may be removed as a pitcher, move to a different defensive position and return as a pitcher only once per inning provided the return as a pitcher does not violate either the substitution or charged conference rule.
- c) THE PITCHER MAY NOT PITCH MORE THAN SEVEN (7) COMPLETE INNINGS (21 outs) IN A TWO GAME SET.
- d) The pitcher on the rubber shall be charged with the remaining outs in an inning stopped because of the run rule.
- e) A pitcher shall be charged with the out on a retired batter after pitching 2 strikes to that batter.
- f) When the limitation run rule is enforced, the pitcher on the mound is credited with the remaining outs not pitched, otherwise only the outs pitched will be charged to the pitcher.
- g) Two (2) games set will start with the first game her team plays. The next game her team is scheduled to play will be the second game of her two (2) game set. She may complete her remaining outs in this game. EFFECT: A violation of the "OUTS PITCHED" rule occurs due to a multiple outs situation then, no violation has occurred.
- h) If a pitcher pitches any pitch beyond their legal outs in a "two game set" and the fact is discovered during a game, the last pitch will be declared an "Illegal Pitch". The offending team's pitcher may not continue pitching but can finish the game at another position and may play but not pitch in her team's next two games. The Coach responsible shall be ejected from the game and not be allowed to coach for that team's next two (2) games.
- i) If a game is allowed to be played and it was discovered that wrong information was given on the pitcher's outs which caused her to exceed her limit, then that pitcher may play but not pitch in her team's next two (2) games. That game played shall stand. The Coach responsible shall not be allowed to coach for that team's next two (2) games.

3. BATTING:

- a) All girls will bat in full roster order (as to those present) in each game.
- b) If a player is removed by sickness, injury, or disqualification, all batters will "move up" and remain in their respective batting order. No substitution will take place for a removed player in the batting order. The removed player cannot return to that game.
- c) No outs shall be taken for the removed player.
- d) If a batter has to be removed, all count on her is removed and the next batter will bat.
- e) Any substitute is allowed to replace an injured, sick, or disqualified base runner.

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The following are the Midland United Girls Softball Association 2010 Recreation League Playing Rules which were adopted by the Board of Directors. All League play will be governed by the 2010 ASA Rules, except as amended by these modifications.

DIVISION 18 & Under

A. THE GAME

1. The game will consist of 7 innings or a time limit, whichever occur first, except when one team is ahead by 10 runs at the end of five (5) innings.
2. There shall be a seven (7) runs per inning limitation, except for the 7th inning. A team's turn at bat shall end when three (3) outs have been made or seven (7) runs scored in a regular inning, whichever occurs first. Once time has expired and a team is behind by more runs than they can score in their half of that inning, the game will be over by run rule.
3. The 7th inning shall be open – no run limit.
4. A tie shall be broken by playing one extra open inning, if time has not expired.
5. In the event the game continues to be tied at the end of that inning, the International Tie-Breaker Rule will apply. Any inning played to break a tie shall be open – no run limit.
6. Starting with the top of the International Tie-Breaker inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base.
7. Pitching distance will be 43 feet.
8. Metal cleats are allowed.

B. Game Management

1. All players, when not on the playing field, shall remain in the dugout during the game. Exceptions shall be made by the team manager or coaches only.
2. The home team will provide the official scorekeeper. The visiting team will provide the operator for the scoreboard.
3. Home team will occupy the third base dugout.
4. All players and teams must warm-up only in designated warm-up areas.

C. PLAY

1. DEFENSIVE PLAY:
 - a) No player may sit out more than one inning per game until each player present has set out. You do not have to substitute each time for the same player. A player will not "sit out" more than one inning consecutively. A player sitting out must sit out the complete inning. EFFECT: Any illegal "sitting out" will result in the coach being removed from the game.

2. PITCHERS:

- a) THERE ARE NO PITCHER'S OUTS IN DIVISION 18U.

3. BATTING:

- a) All girls will bat in full roster order (as to those present) in each game.
- b) If a player is removed by sickness, injury, or disqualification, all batters will "move up" and remain in their respective batting order. No substitution will take place for a removed player in the batting order. The removed player cannot return to that game.
- c) No outs shall be taken for the removed player.
- d) If a batter has to be removed, all count on her is removed and the next batter will bat.
- e) Any substitute is allowed to replace an injured, sick, or disqualified base runner.

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T-Ball

A. TEAMS

1. AGE: T-Ball will be for four (4), five (5), and six (6) year old girls.
2. DRESS: Conventional playing clothes (MUGS issued uniform).
3. TEAMS: Rosters of teams should be approximately 12 or 13 players, coach, asst. coach, manager, and chaperone.
4. ROSTER: Each head coach will exchange rosters prior to the game. Win/loss records are not kept for the regular season.
5. FUNCTIONS: Games/practices will be limited to a maximum of three times a week and no more than 1½ hours per session.

B. THE GAME

1. BASES: Same as Division 10U
2. AN INNING: The side will be retired **after 8 batters** or three out are made by the offensive team.
3. REGULATION GAME: A regulation game will be five full innings or 1 hour, whichever comes first. Because win/loss records are not kept for the regular season, no cumulative score will be recorded during the game.
4. TIME OUTS: No more than 1 time out allowed per inning for each offensive and defensive side, unless to care for an injured player.
5. PROTESTS: No protests are allowed in T-Ball.

C. Game Management

1. All players, when not on the playing field, shall remain in the dugout during the game. Exceptions shall be made by the team manager or coaches only.
2. The home team will provide the official scorekeeper. The visiting team will provide the operator for the scoreboard.
3. Home team will occupy the third base dugout.
4. All players and teams must warm-up only in designated warm-up areas.

D. PLAY

1. NUMBER OF PLAYERS

- a) Defensive team – 10 maximum (the 10th player is the rover and can play infield or outfield except pitcher or catcher).
- b) Offensive team bats the roster.

2. DEFENSIVE PLAY:

- a) A defensive player may not intentionally roll or run the ball to a base and the ball cannot be intentionally rolled or run to the pitcher. If, in the umpire's judgment, a ball is intentionally rolled to a base, the base runner will be safe. If the ball is intentionally rolled to the pitcher, the base runners will be given an extra base.
- b) A player will not be allowed to run down the batter/runner or base runner unless this would, in the judgment of the umpire, constitute a normal play.
- c) Each player present for the game must be given a position on the field, with substitutions made every inning. No player may sit out more than one inning per game until each player present has set out. Substitutes are to be marked on the batting roster form. A single player cannot play a position more than one (1) inning per game. **Each player must play the infield at least one inning per game.** (This is for league play only – does not apply to tournament play)
- d) A player, with the exception of the pitcher, may be moved from position to position during an inning without causing delay to the game. If the pitcher is removed from the circle during an inning, she cannot play the pitcher position again in that inning.
- e) All defensive players must play their position from behind the base lines and outfielders must be on the outfield grass until the ball is hit.
- f) If a fielder intentionally hinders or obstructs a base runner causing an out, the play is dead and runners advance to the base they were going to.

3. PITCHERS:

- a) The pitcher must stay in contact with the pitching rubber until the ball is hit.
- b) The pitching circle will be the same as Division 10U. When the ball has been thrown back to the pitcher and the pitcher has control of the ball with both feet inside the circle, the play is stopped by the umpire.
- c) If the pitcher runs through the pitcher's circle with control of the ball after the initial play on the ball, the play will be stopped by the umpire.
- d) The pitcher will not be allowed to run down the batter or base runner to any base except home. The pitcher must throw the ball to the base or the runner will be called safe.
EXCEPTION: If, in the judgment of the umpire, a tag would be the normal play on a base runner, the pitcher would not have to throw the ball.

4. CATCHERS:

- a) All catchers must wear their catcher's mask at all time during the defensive inning.
- b) All catchers must position themselves at least six feet directly behind home plate for the pitch.

5. COACHES ON THE FIELD

- a) The defensive team may have the head coach, assistant coach, or manager (ONLY ONE) on the field roaming in the outfield grass.
- b) The offensive team may have the head coach, assistant coach, or manager (maximum two) present in the coaching boxes at first and third bases.
- c) The offensive team will also have a coach positioned by home plate to move the tee after a hit ball.

6. BATTING:

- a) The ball will not be pitched but shall be hit off a tee. The tee will be placed on home plate. It will be the responsibility of the offensive coach to remove the tee from the home plate area should a play involve a player scoring from third base.
- b) The offensive team shall bat the entire roster. late arrivals should be added to the bottom of the roster. The batting order will be determined by the coach prior to the game and cannot be adjusted.
- c) Helmets must be worn by the batter, all runners and the player in the on-deck circle.
- d) Only the batter, base runners, and on-deck player can be outside the dugout.
- e) Foul balls are treated the same as conventional softball. In addition, a ball that travels less than 15 feet in fair territory from home plate is called a foul (an arc 15 feet from home plate will be drawn, from the first base line to the third base line, designating a foul). If the ball comes to rest on any part of this line, it is a fair ball.
- f) There will be no strike outs. A player will continue to bat until she hits a fair ball.
- g) The batter will not be allowed to bunt and may not take a half swing or swing bunt. If, in the judgment of the umpire, the batter does not take a full swing, the coach may be warned with runners returning to their previous bases. If the batter persists in bunting, she will be called out.
- h) If the batter positions herself outside the batter's box, it will be the responsibility of the offensive coach to reposition the batter in the box. The offensive coach cannot physically position the batter in the batter's box.
- i) If a player throws the bat during the game, the first offense shall result in a team warning. Each offense for that team thereafter shall result in the player being called out.
- j) The infield fly rule does not apply in T-Ball.

7. BASE RUNNERS:

- a) Runners must stay in contact with the base until the ball is hit. Once a runner is detected as being not in contact with the base, she will be called out.
- b) When the ball is thrown back to the pitcher and the pitcher has control of the ball with both feet inside the circle, the play is stopped by the umpire. At this time runner will go to the nearest base (the base paths are marked designating a halfway point).
- c) The runner is also out by running out of the path to avoid a tag.
- d) There will be no stealing or sliding.
- e) If a base runner intentionally tries to run forcefully through a fielder, the base runner is out, regardless if the fielder is in possession of the ball or not
- f) An errant throw is one in which one fielder throws the ball past the intended receiving fielder. **Base runners are not allowed to advance on errant throws.**