

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