

# MSA Youth League Rules 2018

We use USSSA rules unless otherwise noted by the following local rules.

## **T-Ball**

**Age:** 5-6

**Time limit:** 60 min.

**Ball:** T-Ball

**Field:** 50ft bases

30ft Pitching Rubber

Ball is still live if it hits power lines in fair territory.

Home team uses 3<sup>rd</sup> base dugout

### **Players and coaches;**

Only the manager, coaches, scorekeeper, and players allowed in dugout

Up to 2 coaches may be on the field at anytime to help with players, a third coach may come to plate to assist the batter at the tee (tee coach).

Coaches must remain in outfield when their team is on defense.

A player can only play the pitcher position 1 inning per game. The player playing in pitcher position must stay on pitching rubber until the ball has been hit.

### **Coaches may not touch or physically assist players during a live ball play.**

A team must have a minimum of 6 players to begin game.

### **Batting:**

**Masked helmets are required in T-Ball**

**An inning is over when 9 players have batted or 3 outs are made.**

All players are in the batting lineup

If a player is unable to continue the game, everyone in the batting order moves up in the batting order. Player may return to batting order next time through. No out is accessed.

No on deck circle

No infield fly rule

Tee can only be adjusted by umpire or tee coach

If a batted ball does not pass the foul ball arc in front of plate, a foul ball is called.

A swing that misses the ball is a strike. If it hits the tee it is a strike. 3 swings that miss the ball equals a strike out.

### **Base runners:**

The umpire will signal a dead ball by raising their hands and calling dead ball. Upon Dead Ball being signaled, a runner that has begun advancing towards next base may proceed to that base with the risk of being put out.

A Dead Ball is when:

- a defensive player throws the ball to or towards the pitcher
- a defensive player throws the ball to or towards the catcher/umpire
- when a ball (hit to outfield) is thrown back across baseline by outfielder
- ball becomes dead if thrown into foul territory, this includes an overthrow of any base.

If a defensive player fields a ball, and attempts to chase down base runners, a dead ball will not be signaled until fielder meets the criteria above.

### **Equipment:**

All batters and base runners must keep helmet on outside of the dugout.

Catchers must wear masked batting helmet, or catcher's helmet.

### **Scoring:**

Home team will keep the official scorebook.

Standings are kept.

**NO TIE BREAKER IN T-BALL.** If regulation play ends in a tie, that is final score.

## **8U Girls Softball**

**Age:** 6-8 (6yr. olds may play in this div. if they have played at least one year of MSA T-Ball)

**Time limit:** 75 minutes (No new inning will begin after time unless ending in a tie. At that time, International Tie Breaker Rules will apply)

A game can only start with a minimum of 7 players of which 5 have to be from the registered team. Maximum of 4 subs can be used.

A team may field 10 defensive players (4 must be positioned in grass until ball is hit)

**Ball:** RIF-10 10-inch

**Field:** 60ft bases

30ft Pitching Rubber

Home team uses 3<sup>rd</sup> base dugout

**Pitching:** Pitcher must wear face mask.

Pitcher is limited 2 innings per game.

No walk on balls. The coach will deliver 6 total pitches. 3 strikes equal an out. Exception to the 6 pitch total is: a) at bat cannot end in foul ball; b) batter strikes out. Instruction players are encouraged to take an aggressive approach to the plate; therefore any hittable pitch will be considered a strike. Coach must pitch from the pitching mound. When the coach is pitching, the opposing pitcher must stand within the pitching circle, as long as it does not interfere with the coach's pitch. Ball is live if it hits coach. Batter is out, if Umpire calls obstruction on coach-pitcher. No pick off attempts by pitcher, coach-pitcher or catcher.

***Team at bat will station pitching coach behind pitcher, to assist on overthrows and speed up game.***

**Batting and base running:**

Masked batting helmets are required for batting and running bases.

If a player is unable to continue the game due to illness or injury, everyone in batting order moves up. Managers must report to the umpire if a player is unable to continue play before their next at bat, likewise if they are able to return later in the game the umpire must be notified. No out is accessed.

Misuse of this rule by coach to gain an unfair advantage will result in forfeiture of game.

The ball is live and runners may advance until an attempt to throw the ball to the pitcher in the circle has occurred in the umpire's judgment. If the ball is overthrown on a play to first base, there is a one base advance that is allowed on an overthrow, but it is not awarded, runners advance at their own risk and can be put out.

There is a one base advance on all base runners. Regardless of number of over throws.

No infield fly rule.

**Stealing is not permitted.**

Runner may not leave base until ball has crossed home plate.

Batter may **NOT** advance on dropped third strike.

Bunting is not allowed

***Team in field will station coach behind umpire at backstop to assist catcher on pitched passed balls only.***

All players are in the batting lineup

**Fielding:**

Instructional players must not play the complete game at the same defensive position (outfield constitutes one position). This does not include the pitchers; they have their own inning limitations.

**Substitution:** Subs may not pitch or catch

**Scoring and complete game:**

A game consist of 6 innings (exceptions; time limit)

Tie game; refer to international tie breaker format

5 run cap on each inning.

Home team is official scorekeeper.

Visiting team provides a responsible scoreboard operator.

## **10U Girls Softball**

**Age:** 9-10

**Ball:** 11 inch

**Time limit:** 75min.

A game can start with no less than 7 players of which 5 have to be from the registered team.

A maximum of 4 subs can be used

A team may field 10 defensive players (4 must be positioned in grass till ball is hit)

**Field:** 60ft bases

35ft Pitching Rubber

Home team uses 3<sup>rd</sup> base dugout

**Pitching:** Pitcher must wear face mask.

Pitching limited to 2 innings per game.

No walk on balls. After a 4th ball delivered by team pitcher, the umpire will continue the count and call the batting teams coach to finish pitching. The coach will deliver the balance of 6 total pitches (so if the pitcher delivered 4 pitches, the coach would be able to deliver up to 2 more pitches before the batter is called out). Exception to the 6 pitch total is: a) at bat cannot end in foul ball b) batter strikes out. Players are encouraged to take an aggressive approach to the plate; therefore any hittable pitch will be considered a strike. Walks are only awarded on hit by pitch by a player pitcher. Coach must pitch from the pitching rubber. When a coach is pitching, the opposing pitcher may stand anywhere within the marked pitching circle, as long as it does not interfere with the coach's pitch. Ball is live if it hits coach. Batter is out, if Umpire calls obstruction on coach-pitcher

***Team at bat will station pitching coach behind circle, to assist on overthrows and speed up game.***

**Batting and base running:**

Masked batting helmets are required.

If a player is unable to continue the game due to illness or injury, everyone in batting order moves up.

Managers must report to the umpire if a player is unable to continue play before their next at bat, likewise if they are able to return later in the game the umpire must be notified. No out is accessed.

Misuse of this rule by coach to gain an unfair advantage will result in forfeiture of game.

Batter may **NOT** advance on dropped third strike

Stealing is **NOT** allowed

Bunting is only allowed when kid pitcher is pitching

All players are in the batting lineup

**Scoring and complete game:**

A game consists of 6 innings (exception; time limit).

5 run cap per inning

Tie game; refer to international tie breaker format

Home team will be official scorekeeper

Visiting team provides scoreboard operator.

## **12U Girls Softball**

**Age:** 11-12

**Ball:** 12 inch

**Time limit:** 75min

A game can start with no less than 7 players of which 5 have to be from the registered team. A maximum of 4 subs may be used.

**Field:** 60ft bases

40ft Pitching Rubber

Home team uses 3<sup>rd</sup> base dugout

**Batting and base running:**

Masked batting helmets required in softball  
Stealing permitted on release of pitch  
The batter may advance on dropped third strike 6.09b  
All players are in the batting lineup

**Pitching:**

Substitutes may not pitch or catch

**Scoring and complete game:**

A game consists of 6 innings (exceptions; time limit)  
Tie game; refer to universal tie breaker format  
5 run cap on all innings  
Home team is official scorekeeper Visiting  
team provides scoreboard operator

**14U/16U/18U Girls Softball**

**Age:** 13-14

**Time limit:** 90min

A game can start with no less than 7 players of which 4 have to be from the registered team.

**Field:** 60ft bases

43ft Pitching Rubber

Home team uses 3<sup>rd</sup> base dugout

**Pitching:**

Substitutes may not pitch or catch

**Batting and base running:**

All players are in batting lineup  
Masked batting helmet required in softball.

**Substitutes:**

Maximum of 4 subs may be used

**Scoring and complete game:**

A game consists of 7 innings (exceptions; time limit)  
5 run cap on all innings.  
Home team is official scorebook.  
Visiting team provides scoreboard operator.

**8U Boys Baseball**

**Age: 6-8 (6 year olds may play this division if they have played one yr of MSA T-Ball)**

**Time limit:** 75min

A game can start with no less than 7 players of which 5 have to be from the registered team. A team may start with 10 players on defense of which 4 must remain on grass until ball is hit. No new inning after 1 hour 10 minutes.

**Field:** 60ft bases

40ft Pitching Rubber

Home team uses 3<sup>rd</sup> base dugout

**Ball:** RIF-5

**Pitching:**

Pitcher is limited 2 innings per game.

No walk on balls. The coach will deliver 6 total pitches. 3 strikes equal an out. Exception to the 6 pitch total is: a) at bat cannot end in foul ball; b) batter strikes out. Instruction players are encouraged to take an aggressive approach to the plate; therefore any hittable pitch will be considered a strike. Coach must pitch from the pitching mound. When the coach is pitching, the opposing pitcher must stand within the pitching circle, as long as it does not interfere with the coach's pitch. Ball is live if it hits coach. Batter is out, if Umpire calls obstruction on coach-pitcher. No pick off attempts by pitcher, coach-pitcher or catcher.

*Team at bat will station pitching coach behind pitcher, to assist on overthrows and speed up game.*

**Batting and base running:**

If a player is unable to continue the game due to illness or injury, everyone in batting order moves up. Managers must report to the umpire if a player is unable to continue play before their next moves up. Likewise if they are able to return later in the game the umpire must be notified. No out is accessed. Misuse of this rule by coach to gain an unfair advantage will result in forfeiture of game. The ball is live until the pitcher has control of the ball in the pitching circle, or an attempt to throw the ball to the pitcher near the mound has occurred in the umpire's judgment from any position. If the ball is overthrown on a play to first base, there is a 1 base advance that is allowed on an overthrow, but it is not awarded. There is a one base advance on all base runners. If the player is tagged out when advancing they are out.

**Stealing is not permitted.**

No infield fly rule.

Batter may **NOT** advance on dropped third strike

*If batted ball strikes power line, ball is live.*

*Team in field will station coach behind umpire at backstop to assist catcher on pass balls.*

**Fielding:**

Instructional players must not play the complete game at the same defensive position (outfield constitutes one position). This does not include the pitcher, pitchers have their own inning limitations. Ball is still live if it hits power lines in fair territory.

**Substitutes:**

Subs may not pitch or catch

Maximum of 4 subs

**Scoring and complete game:**

A game consist of 6 innings (exceptions; time limit)

5 run cap on all innings

Home team is official scorekeeper

Home team uses 3<sup>rd</sup> base dugout

Visiting team must provide a responsible scoreboard operator

**10U Boys Baseball**

**Age: 9-10**

**Time limit:** 75min.

A game can start with no less than 7 players of which 5 have to be from the registered team.

**Field:** 65ft bases

40ft Pitching Rubber

Home team uses 3<sup>rd</sup> base dugout

**Pitching:**

Subs may not pitch or catch

Pitching position limited to 2 innings per game.

Each batter will receive 5 pitches or 3 strikes whichever occurs first will equal an out. The exception to this rule is that the bat shall not end on a foul ball. When the coach is pitching, the opposing pitcher must stand within the pitching circle, as long as it does not interfere with the coach's pitch.

Once ball is put into play, pitcher may leave the circle. Ball is live if it hits coach or pitching machine. Batter is out, if Umpire calls obstruction on coach-pitcher. No pick off attempts by pitcher, coach-pitcher or catcher.

A catcher must be in position with full equipment on.

There will be no warm-ups given in between innings.

Termination of play: Time will be called when the player pitcher has complete control of the ball inside the circle. Base runners may not continue to advance (they are entitled to continue to the base they were approaching when the pitcher gained control of the ball, but they must stop at that base). If the pitcher player attempts to make a play on a runner advancing to a base to which he is entitled, the

ball is again in play and the base runner may continue his advance. The burden of the play is on the runner; when the pitcher has the ball and the runner is not on base, the runner must make a move one way or the other. If the runner does not make a move, the umpire will call timeout and send the runner back to the previous base. If a team repeatedly delays the game by having runners remain stationary between bases, the umpire is empowered to call offending runners out.

**Batting and base running:**

All players are in batting line up.

If a player is unable to continue the game due to illness or injury, everyone in batting order moves up. Managers must report to the umpire if a player is unable to continue play before their next at bat, likewise if they are able to return later in the game the umpire must be notified. No out is accessed. Misuse of this rule by coach to gain an unfair advantage will result in forfeiture of game. Runners may not take leads or steal bases. Violators of this rule will be an automatic out.

Batter **May Not** advance on dropped third strike.

A batter will be awarded first base if hit by a pitch unless they have swung, is in the process of swinging, or is hit while in the strike zone. The batter does not have to make an attempt to avoid contact to be awarded first base.

If a pitching machine become inoperative, the game will be modified as follows: the coach of the team at bat will pitch to his own players from the mound at the same distance of the pitching machine. Coach pitcher must pitch the ball over hand. The batter will receive the same pitch count as with a pitching machine.

Bunting is allowed. Infield fly rule is enforced.

**Substitutes:**

Maximum of 4 subs.

**Scoring and complete game:**

A game consist of 6 innings (exceptions; time limit)

5 run cap on all innings

In case of tie refer to universal tie breaker format

Home team is official scorekeeper

Home team uses 3<sup>rd</sup> base dugout

Visiting team must provide scoreboard operator

**12U Boys Baseball**

**Age: 11-12**

**Time limit:** 90min

A game can start with no less than 7 players of which 5 have to be from the registered team.

**Field:** 70ft bases

43ft Pitching Rubber

Home team uses 3<sup>rd</sup> base dugout

**Pitching:** Subs may not pitch or catch

Pitch Limit 3 innings per game.

**Batting and base running:**

All players are in batting line up.

**Substitutes:**

Maximum of 4 subs.

**Scoring and complete game:**

A game consist of 6 innings (exceptions; time limit)

5 run cap on all innings

In case of tie refer to universal tie breaker format

Home team is official scorekeeper

Visiting team must provide a responsible scoreboard operator

## **Junior Boys Baseball**

**Age: 13-15**

**Time limit: 105min.**

A game can start with no less than 7 players of which 5 have to be from the registered team.

**Field:** 90ft bases

57ft Pitching Rubber

Home team uses 3<sup>rd</sup> base dugout

**Pitching:**

We will use MSHSAA pitch limits.

<b>Days in between games</b>	<b>Pitch count</b>
1	1-30
2	31-50
3	51-75
4	76-105

Subs may not pitch or catch

**Batting and base running:**

All players are in batting line up.

**Substitutes:**

Maximum of 4 subs

**Scoring and complete game:**

A game consist of 7 innings (exceptions; time limit)

5 run cap on all innings

In case of tie refer to universal tie breaker format

Home team is official scorekeeper

Visiting team must provide scoreboard operator

## **Major Boys Baseball**

**Age: 13-15**

**Time limit: 105min.**

A game can start with no less than 7 players of which 5 have to be from the registered team.

**Field:** 90ft bases

60ft 6in Pitching Rubber

Home team uses 3<sup>rd</sup> base dugout

**Pitching:**

We will use MSHSAA pitch limits.

<b>Days in between games</b>	<b>Pitch count</b>
1	1-30
2	31-50
3	51-75
4	76-105

Subs may not pitch or catch

**Batting and base running:**

All players are in batting line up.

**Substitutes:**

Maximum of 4 subs

**Scoring and complete game:**

A game consist of 7 innings (exceptions; time limit)

5 run cap on all innings

In case of tie refer to universal tie breaker format

Home team is official scorekeeper

Visiting team must provide scoreboard operator

## **MSA Time Limit Policy**

When game timer expires the umpire will end the game by:

- A) Stopping game immediately if the home team is at bat and in the lead.
- B) Allowing home team to continue their at bat if trailing by less than 5 runs or tied.
- C) If the inning has begun and the visiting team is at bat, ***and has a chance to tie or win the game within the runs allowed by the inning cap***, the visiting team is allowed to complete at bat, and Home team will be allowed their at bat if needed.
- D) New inning begins when last out has been called.

## **MSA Tie Score Procedure**

When a regulation game ends in a tie, the International Tie Breaker rule will be used with one additional inning. At the beginning of each team's at-bat the last batter from the previous inning is placed on 2nd base. It is not sudden death. Each team has an opportunity to bat once. The game ends after the one additional inning. If the score is still a tie, the game ends in a tie.

**Unsportsmanlike Conduct** on the part of the players, coaches, or fans will not be tolerated this includes trash talking or taunting. Players may only direct their comments and chatter to their own teammates. Umpires may, but are not required to, warn players, coaches, or fans of unacceptable behavior. Unsportsmanlike conduct will result in ejection from the game. Any player, coach, or fan throwing any object on the field or in the dugout, will be warned for the first offense and ejected on the second offense. If a player or fan is ejected, the Head Coach may also be ejected at the discretion of the umpire. A second ejection of an offending fan, player or coach, will result in the suspension for the remainder of the season. MSA reserves the right to suspend a coach, player, parent or fan at any time during the season. As a coach, if you have a problem with a coach or player from the opposing team, discuss the problem with the umpire and let the umpire handle the problem. **Do not confront the opposing coach or player.** If the problem persists then contact your league president.

## **Miscellaneous Rules**

Substitute players must be a registered player with Mexico Sports Authority be eligible for that division.

The “home” team shall keep the official score book for the purpose of maintaining the correct batting order for each game and for letting the umpire know maximum number of runs/inning. If there is a discrepancy in the scoring their book will be viewed.

**Tournament Play:** If a team is under 7 players they can petition Mexico Sports Authority 24 hours before their tournament game to request a substitute player that will be provided by the league.

## **SLIDING RULE CLARIFICATION**

*To clarify, the rule says a runner must slide or attempt to avoid contact with a fielder at any base. This is the exact same rule that the high schools use. The intent of the rule is to avoid having a collision between the runner and the fielder where someone could get hurt.*

*If a runner crashes (collides with malicious intent) into a fielder, he is out and ejected, regardless of whether the fielder holds on to the ball. If the fielder does not have the ball and the runner crashes into him, the runner is safe on the obstruction but he is still ejected.*

*"Crashing" is an attempt by the runner to run into the fielder with the intent of making the fielder drop the ball. Examples are running hard into the fielder, lowering of the shoulder and running into the fielder, and raising the arms when running into the fielder.*

*If a runner comes into the plate standing up and is tagged by the catcher without the runner making an attempt to run into the catcher and dislodge the ball, that is a legal play even though there is minimal contact initiated by the catcher.*

*If the catcher drops the ball, the runner is safe. This would be the case if the catcher tags the runner on his side as the runner is running by. However, if the catcher is standing with the ball directly in the path of the runner, the runner cannot run into him even remotely hard. If the catcher is knocked down, it is definitely too hard, The runner can slide, he can attempt to go around the catcher, he can get in a run down, or he can give up and let himself be tagged. This is true even when the catcher is several feet up the line so that sliding is not really an option. It is a safety rule with the advantage going to the defense.*

*Whether to call the runner out and eject him is a judgment call by the umpire. Some calls are easy, some are not. For instance, if the runner is running hard toward the plate, and the catcher at the last moment runs into the runner's path up the line to catch an errant throw and there is a huge collision, that is a legal play. The umpire has to make a judgment as to the intent of the runner. If the runner slides, however hard, or if he makes an attempt to avoid the catcher, there is no automatic out and no ejection; and there is no obstruction, as the catcher ran into the path trying to catch the ball, which he is supposed to do.*

*The examples above talks about the plate, but the same rules apply on any base.*