

## MINOOKA SOFTBALL- MUSTANG GIRLS (AGE 9&10) RULES

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### 2016 SEASON

#### **ASA rules will be in effect with the following adaptations, exceptions & clarifications.**

1. All teams will bat a continuous line-up. A five (5) run limit per half inning is in place. Up to 8 runs may be scored in a half inning if a batter hits a home run with runners on the bases after 4 runs have been scored.
2. All teams may field ten players with the tenth player an outfielder. None of the four outfielders may cover 2<sup>nd</sup> base or stand directly behind it prior to the pitch. Outfielders shall be positioned on the outfield grass before each play begins and cannot be used as a 5<sup>th</sup> infielder. A team playing with 9 players may play with 3 outfielders.
3. Teams must field 8 players or a forfeit will be declared. Players may be borrowed from another team in the same level but only to fill a roster to 9 players and the borrowed players must play the outfield the entire game.
4. All players must play defense a minimum of 3 innings and 1 of the innings must be at an infield position. Coaches are encouraged to move players from position to position.
  - a. Each team must pitch 2-3 different pitchers, with one being a 9 year old (A 1<sup>st</sup> year Mustang player)
  - b. A 9 year old must pitch one of the first three innings. (This is due to the fact that most games only last 3-4 innings due to time limits.)
  - c. Any one pitcher may be used 3 innings per game with a maximum of 2 consecutive innings. That pitcher must be removed for a full inning (three outs).
  - d. 1 pitch constitutes an inning pitched. (not intended to let team use a 9 year old for 1 (single) pitch and think that equals an inning pitched for your 9 year old)
  - e. A pitcher must face five batters or record 3 outs to be counted toward your 2-3 pitcher requirements.
  - f. All pitchers may be removed and reentered any number of times up to the 3 inning limit so as she has not pitched in more than two consecutive innings.
5. Bases will be set at 60 ft. Pitching rubber will be set at 35 ft.
6. An 11 inch yellow ball will be used.
7. The batting team will be declared out and ½ inning over if
  - a. 3 outs are achieved by the defense
  - b. The offensive team has scored 5 runs (8 max see rule #1)

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8. No new inning shall start after 1 hour 45 min elapsed from the starting time of the game. All games not affected by the time limit will be 6 innings in length. If time permits, the visiting team is encouraged to allow the home team to bat, even if the home team is ahead going into the bottom of the inning. Runs scored during this ½ inning will not be added to the final score. Innings should change over quickly (<2 minutes should be norm). Coaches should have a line-up as well as position assignments determined prior to the game.
  - A. An official game shall be after 1 hour of play if game needs to be postponed for any reason. If the game is to be made up or resumed, it will continue per ASA rules. (Revert back to last full inning played)
9. A courtesy runner is encouraged to be used for the pitcher and catcher with 2 outs.
10. Slaughter rule will be used and is a 15 run lead in the 3<sup>rd</sup> inning and a 10 run lead in the 4<sup>th</sup> inning.
11. Stealing is allowed upon the release of the ball from the pitchers hand. Base runners may not leave the base until the ball leaves the pitcher's hand or an out will be called. Stealing home is not allowed. Runners may advance only one base per pitch.
12. After a pitcher hits 4 batters in one inning or 7 during a game, she must be removed from pitching the remainder of the game.
13. Walks are allowed. Intentional walks are not allowed. A run can not be scored on a walk. With bases loaded, if a batter receives ball 4, the coach will enter the field, and deliver 2 pitches. If the batter fouls off the coach's last pitch, the batter will continue to bat until they swing and miss the ball or hit the ball into play. A batter hit by a player's pitch is allowed first base even in a bases loaded situation. A run can be scored if a batter is hit by a player's pitch. Batter must make a reasonable attempt to avoid being hit by a pitch.
14. Base runners must make every possible attempt to avoid unnecessary physical contact. Base runners must slide to avoid contact with the fielders on any play at a base or home plate. If the base runner fails to slide and comes into physical contact with a fielder, the base runner will be called out. It is the responsibility of the defensive player to not interfere with the base runner when not involved in the play.
15. No runners may advance on an overthrow (throw that gets past fielder) to first base from a batted ball in play. Runners on base need to return to previous base if they did not advance more than half way before the

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overthrow occurred. A wild pitch is not considered an overthrow. **The umpire shall rule upon whether a throw is an overthrow.**

- a. If an overthrow occurs on an attempted pick-off, any runner may advance one base, even if it is home. It does not matter which runner was trying to be picked off. Any runner can advance on a pick-off attempt.

16. Bunting and slap hitting are allowed.
17. No infield fly rule.
18. No dropped third strike rule.
19. No metal cleats are allowed. The umpire will warn the player one time per game and call the player out on all subsequent infractions.
20. No bat throwing is allowed. The umpire will warn the player one time per game and call the player out on subsequent infractions.
21. Catcher will wear full protective gear which includes a mask with throat protector, chest protector, and shin guards.
22. Batters and base runners are to keep helmets on at all times they are inside the fence line of the playing field.
23. Any player or coach who is bleeding or who has an open wound shall be prohibited from participating further in the game until appropriate treatment has been administered. Check concession stand for first aid kit.
24. Both coaches shall confer at game's end to write up a media report, which will include every player's name at least once through the season. The winning coach is responsible for submitting the game report.