



**Millard United Sports
In-House League
2019 Rule Book**





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1. Mission Statements

Millard United Sports (MUS) Softball is more than just a summer and fall softball league. MUS Softball provides opportunities for making friends, learning teamwork, developing confidence, and **Building Memories**. In an effort to further reach these goals, the MUS Softball Board of Directors and coaches continue to work to provide the best experience possible for all girls in the MUS Softball program. To that end, there are two mission statements that provide the framework for all decision making at the MUS E-board level and to that of the MUS Softball Board of Directors. These mission statements are:

Millard United Sports

The mission of Millard United Sports (MUS) is to provide the highest quality youth sports programs that serve players of all abilities in the metro area. Athletic competition helps young people grow in confidence, loyalty, teamwork, sportsmanship and skill. MUS is a not for profit, volunteer organization committed to promoting an appreciation for the programs offered through quality coaching, ethical conduct, and parental involvement.

In-House Softball

Millard United Sports (MUS) girls softball is dedicated to teaching softball fundamentals and life skills through good sportsmanship, leadership, positive coaching, and peer and parent communications. As part of the Millard community, we strive to contribute by providing the best athletic learning environment to the families of Millard and the surrounding communities. It is our goal to prepare girls to learn and play the game of softball in a fun, healthy, and safe environment. We not only strive to teach game skills, but life skills, as well as building lasting relationships. We want every player's experience to lead them back to play year after year with Millard United Sports.



2. MUS Softball Official Rules:

All games will be played under the following order of rules:

1. MUS League Rules
2. MUS Softball General Rules
3. USA Fast Pitch Softball Rules

All rules and guidelines may be changed upon approval of the MUS Softball Board of Directors.

3. MUS Softball General Rules:

A. TEAMS/PLAYERS

Players should play on teams in their age level. Divisions are determined based on the player's age as of the 12/31 of the previous year. Players are allowed to play up one age level from their current age. Any player wanting to move up more than one age level must get written approval from the MUS Softball President and the Softball Directors of the two leagues above that players' age level before registering for that league.

The following leagues are available in the MUS Softball Recreational League: 4/5U, 6U, 7U, 8U, 9U, 10U, 11U, 12U, 13-14U, 15-18U years old as of Dec.31st of the previous year. Players listed or participating on any Metro Class "A" or "B" rosters are not eligible to play on a recreational league team without the written approval of the MUS Softball President, Vice-President, and League Director. Violation of this rule will result in the head coach and ineligible player be ejected from game. The team will be allowed to finish the game with remaining eligible players and coaches.

B. PLAYER PARTICIPATION – ALL LEAGUES UP TO & INCLUDING 12U

The general spirit of MUS Softball participation rules is to ensure that each player has the opportunity to play multiple positions in order to learn to play & enjoy the game – not just the best players get to play the infield.

- Players may not sit the bench more than one inning in a row, nor shall a player sit the bench for a second inning until all other players present have also sat for one inning unless:
 - Player is injured or sick
 - Player is being disciplined by an MUS representative (League Director, Field Director, or Coach)
 - The field umpire & opposing coach must be notified prior to the start of the game of any players who are being disciplined for a league or team disciplinary rules violation.
 - Any team disciplinary rules that may result in a player's playing time being reduced, or the player being suspended, must be supplied in writing to all parents, and approved by the league director prior to the start of the season.
 - A pitcher that has not already sat one inning is excluded from this rule until the pitcher is removed from the mound.
 - Players may not play the same position for more than 2 innings per game.
- The batting order shall consist of all players on the roster. No changes may be made to the batting order once the game begins.
 - Any player not appearing in the starting defensive line-up must bat prior to any of the starting defensive line-up.
 - Players arriving late shall be added to the bottom of the line-up.
- All violations of player participation rules will result in no less than a warning to the coach by the League Director for the first offense & suspension of the coach there after.

C. BORROWING PLAYERS

Borrowed players must be MUS In House softball players and must wear their own team shirt when playing for another team.



- A team may borrow players from other teams in their own league or from the league one age level below them. (Example: A 13-14U team can borrow a 12U player.)
- Borrowed players must be placed in the last open positions of the batting order and are only allowed to play outfield positions on defense. Should regular team players arrive before the end of the game they must replace the borrowed players in the game.
- Violation of these rules may result in a forfeit
- **There is no automatic out for any teams that start the game with less than 9 players or scratch a player during the game due to injury or illness.**

D. GAMES

- **Plate agreements are not allowed. Any request for an exception to the rules must be sent in writing to the appropriate age director, the VP of Softball & opposing coach prior to the start of the game. If granted you must hand the umpire the written approval from your director at the plate meeting. All violations of this rule may result in forfeiture of the game & coach suspension.**
- For the 4/5U, 6U & 7U leagues, games will have a “drop dead” stop after 1 hour (60) even if the inning is not complete.
- Game clock will be set to 1 hour and 11 minutes (71) for teams in the 8U – 14U leagues. Teams will be allowed to finish the inning they are currently in when the game clock expires. However, once the game clock has expired, if either team leads the game by more than the maximum runs allowed per inning for that league, the game will be declared complete. No new inning will be started after the clock expires.
- Game clock will be set to 1 hour and 11 minutes (71) for the 15/18U league. No new inning will be started after the clock expires.
- The umpires’ timer shall be the official time & shall not start until the first warm up pitch is thrown.

E. A GAME IS CONSIDERED COMPLETE IF:

- The time limit has been reached, or a team leads by more than the run rule limit.
- 3 complete innings or 45 minutes of the game(s) have been played in all leagues.
- A forfeit has been declared. Game time is forfeit time.
- If the game is called due to weather or field conditions following completion of the 3rd inning in all grade levels it will be considered a complete game with no makeup. Otherwise it will resume from where it left off at the makeup date.

F. CANCELLATIONS/POSTPONEMENTS

Cancellations / Postponements are the responsibility of the League Director, the Schedule Director, and the Umpire Director. Coaches may not reschedule games on their own. Coaches who know they cannot field a team should contact their League Director as soon as possible and no later than 72 hours prior to the scheduled game time. Games will only be rescheduled for valid reasons to be approved by the League Director and MUS Softball President such as important school functions (graduation, awards night, etc.) or other emergency circumstances, and only if time permits to reschedule the game. All other games should be played as scheduled by using borrowed players or will be recorded as forfeits.

G. RAIN CANCELLATIONS/POSTPONEMENTS

Games cancelled due to rain will try to be rescheduled at the earliest convenient time. Please check website for makeup dates/times or schedule director. There is no guarantee a game will be made up.

H. EQUIPMENT- All players must wear a helmet with facemask while batting at practices, in warm-ups, in the batting cages, while in the on-deck area, and while on base. A player intentionally removing their helmet while running the bases will be called out. This is a judgment call by the umpire. Players warming up a pitcher must wear a catcher’s helmet with mask during all practices and prior to or during all games. In games, catchers must also wear shin guards and a chest protector. **Steel/metal cleats are prohibited** for all ages within the MUS In-house league. From the 11U age level and above pants are required, they are strongly suggested at the below levels, but not a requirement.



I. PROTESTS

All umpire calls involving judgment **CANNOT** be appealed. This includes calls on whether a ball is fair or foul, a strike or ball, a runner is safe or out, or any play involving judgment rules. If a coach seeks a reversal of a decision based on a point of rules, the umpire may confer with his/her partner or the MUS Director on duty before taking any action. Only a team coach (not spectators) may request a ruling be checked. Continuing a game under protest of an umpire's decision concerning the interpretation of rules must be done by performing the following steps:

- Prior to the next pitch, the protesting coach must inform the umpires and the opposing coach that the game is being played under protest.
- The umpire must make written notation of the protest in both teams score books and sign and mark the point and time remaining in the game at the time of the protested call.
- If possible, the game should continue under protest. A written protest must be submitted to the League Director or MUS Softball President with 48 hours of the game.
- A three-member Protest Committee will be formed to review any protest. That committee shall be selected from the following MUS personnel (President, Vice-President, Umpire Coordinator, League Directors or Board members.)
- The decision of the Protest Committee will be put in writing and shall be given to both coaches and the umpires involved in the game under protest.
- If the protest is upheld; the game will be rescheduled and will be completed from the point of the protest. If the protest is denied, the original game results shall stand.

J. CLOSE PLAYS/SLIDING – PLEASE READ CAREFULLY

In an effort to avoid collisions and injuries – on close plays at any base (except 1st) runners are required to avoid contact with a defensive player if the defensive player has possession of the ball. This does not mean the runner has to slide, just avoid contact. If a runner makes contact with a fielder who clearly has possession of the ball, and the runner does not attempt to avoid contact—either by stopping, running around the fielder or by sliding—the runner will be declared out. If the umpire rules that the collision was also malicious, then the player will be ejected. Fielders may not block the runner's path or they will be called for obstruction and the runner receives an additional base.

K. PITCHING

USA pitching regulations will apply. Special rules apply for 9U - 14U leagues. Please refer to those pages.

- **For example if your pitcher throws one pitch it is deemed an inning.**

If a pitcher hits a batter the batter automatically takes a base. Please note once a pitcher hits the 5th batter of the game regardless of innings they will be removed for the remainder of the game.

If a pitcher is removed a 2nd time they may not pitch the rest of the game.

A maximum of one (3) warm up pitches may be taken between innings. When a pitching substitution is made a maximum of five (5) warm up pitches may be taken. The pitcher may play any other position on defense.

L. COURTESY RUNNERS

Coaches have the option (and are encouraged) to put in a courtesy runner for their catcher only so they are ready for the start of the next inning. The courtesy runner will be the batter who made the previous out. The only other time a courtesy runner may be used is when a player is injured while batting or running the bases. Again, the batter who made the last "batted out - will be the courtesy runner in any situation.



4. SOFTBALL COACHING NOTES

A. EQUIPMENT

The softball equipment provided for each team is the responsibility of the coach. The issued equipment should be turned in at the end of the season to the League Director or MUS Equipment Manager. Players are required to wear their issued jersey for all games.

B. CONDUCT

Conduct of the players, coaching staff, and parents is the responsibility of the coach. Individuals who display improper conduct will be asked to leave the game site by the game umpire or MUS Director on duty. This conduct will be reported to the MUS Board President and Umpire Director. The individual involved will also be suspended from that teams' next game. If any individual engages an umpire after the completion of a game their conduct will also be reported to the board. The matter will be reviewed and the individual or individuals may be subject to a one game suspension for their conduct by the board. Refusal to leave the area will result in a forfeit being declared against the violating team.

The use of tobacco, alcohol, or illegal drugs by players, coaches, or parents: in the dugout, on the field of play, or at any Softball Complexes we play at is STRICTLY PROHIBITED. The violated party will immediately be suspended for a game. If the individual is a Coach or Parent of a player in violation: BOTH the Coach/Parent and the player will be suspended for a game. If this matter happens a second time they will be required to appear before the Softball Ethics Committee to be reinstated to play / participate.

C. COACHES

Coaches must remain in the dugout except when coaching bases. A maximum of three coaches will be allowed in the dugouts during a game. Only two coaches are allowed on the field during a game, except to attend to an injured player, and must remain in the coaches' boxes. Special rules apply please see age league pages. Base coaches must be at least 16 years old and must wear a helmet if under 18. A coach may have one defensive conference and one offensive conference per inning. Each team is responsible for cleaning its dugout after each game. Please be courteous of the next team and exit the dugout promptly after your game.

D. GAME SCORES

The both teams are responsible for entering/checking the game score on the MUS Softball website **within 48 hours** after game completion. Failure to do so could result in a forfeit of tournament standings due to incorrect or incomplete information being used to create the brackets. Once completed, brackets will not be corrected due to incomplete or incorrect information that was provided by a team. This is required for all leagues except 4/5 & 6/7 in order to determine league standings.

E. DEAD BALL CIRCLE

The following rule will apply in all leagues: A 16-foot diameter circle will be drawn around the pitcher's mound. Play will cease once a live ball has been brought back into the infield and is in the possession of the pitcher within the confines of the 16-ft circle. All base runners must then either return to the base last touched or advance to the next base. Failure to do this will result in the runner being declared out. Once the pitcher has possession of the ball in the 16-ft circle, base runners legitimately off their base after a pitch, or upon completing their turn at bat, must immediately return to their base or attempt to the next base. They cannot remain off the base in an attempt to draw a play. Failure to either advance or return to the last base touched will result in the runner being declared out.



F. TOURNAMENTS

Tournaments will be held after the regular season if time permits for all leagues except 4/5U, 6U, & 7U. MUS Directors are responsible for the tournament format (single or double elimination, brackets, etc). MUS tournament games will use the same rules and time limits as those used during the regular season. In all first round games, the Home team will be the higher seed. After all first round games, the home team will be decided by a coin flip before each game.

If the number one team has a bye the first round, they will automatically be the home team for their first game of the tournament even though their opponent is playing their second game. Games will be limited as described in section C of MUS Softball general rules.

Regular season rules apply to tournament games unless otherwise noted.

G. TIEBREAKER

If the game is tied after the 6th or 7th innings, depending on the league, up to 2 innings of international tie-breaker can be used if time is still on the game clock. The international tie-breaker will be used during tournament play after the time limit or after the 6th or 7th inning depending on the league. The International Tie-Breaker Rule is: The offense starts with a runner at 2nd base with no outs. The runner at 2nd base is the person who made the last batted out of the previous inning. Both teams will have the opportunity to bat one inning until the tie is resolved.

H. FIELD SETUP/BASES

Initial field setup will be handled by the MUS groundskeepers and any changes that are needed between games will be handled by the MUS Director on duty.

I. BATTING CAGE

Signup sheets to reserve a batting cage are located at the Bulletin Board at the Concession Stand. ***Coaches are responsible for locking up the pitching machine and batting cage after use.*** Electrical power outlets for the pitching machines are located along the back wall of the garage. After use, the extension cords should also be locked up in the pitching machine lock boxes. There is no swinging of bats around the exterior of the batting cages. Coaches are responsible for their players' safety and those around them.

J. WEB SITE:

League and tournament schedules and league standings will be posted on the MUS Softball web site at:
www.millardunited.com



5. MUS SOFTBALL CODE OF CONDUCT

The mission of the Millard United Sports is to create positive environment for all players who participate in the in-house program. Sportsmanship is the highest priority. Please remember that winning is only one part of the game.

A. COACHES

Coaches are responsible for the conduct of the coaching staff, the players, and the team parents. Coaches should be a role model and maintain a professional integrity both on and off the field. Coaches must always remain in the dugout or in the appropriate area throughout the duration of the game. **Coaches are not allowed to question or challenge the judgment decisions of the umpires made during the game.** This includes questioning balls and strikes. Coaches are allowed to question possible rule violations and should do so in a professional manner when the play is dead. The use of foul language, inappropriate gestures or taunting will not be tolerated and are strictly prohibited. We request that coaches be sensitive to the other teams and refrain from large run totals that could be viewed by other coaches or parents as running up the score. In addition, coaches are responsible for the actions of all players and parents. Please keep the cheers positive and encourage good sportsmanship throughout the game.

B. PLAYERS

Players must respect all aspects of the game: including coaches, officials, teammates, opponents, and fans. Players should always uphold the highest standard of sportsmanship. The use of foul language, inappropriate gestures, or taunting will not be tolerated and are all strictly prohibited. Players are not allowed to throw any equipment in or out of the dugout; this would include bats, helmets, or gloves. Players are not allowed to question or challenge the judgment decisions of the umpire. As in all team sports, you win and lose as a team. Team members should continue to be positive and supportive of each other. Negative comments or attitudes will not be tolerated.

C. PARENTS

Remember that your children play for their own fun and enjoyment. Show appreciation and respect for your team's opponents for without them, there would not be a game. Leave the umpires out of it. They do not care who wins. Any mistakes are honest ones, and your children need to know that you believe this. Being an umpire is a difficult job-please respects this. Maintain self-control. Refrain from disrespectful conduct of any sort.

D. WARNINGS AND EJECTIONS

The MUS Board of Directors has adopted a **"ZERO TOLERANCE"** stance on these points. Umpires or League Directors will issue warnings to all coaches, players, or spectators whose behavior violates our code of conduct policy. If, in the opinion of the umpire or League Directors the actions do not warrant a warning, the individual may be ejected immediately. If any coach, player or fan is ejected from a game, they will automatically be suspended from the next scheduled game in which their team participates. If a coach, player, or spectator is ejected from a second game during the course of the season, they must appear before a panel and request to be reinstated. This panel will consist of the President, Vice-President, Umpire Director, and the League Director. All decisions reached by this panel are final.



6. Millard United Sports League Rules

A. 4/5U League

These are IN ADDITION to the MUS Softball General Rules starting on page 2

The 4/5U League is for girls ages 4 through 5 as of December 31 of the previous year. No player may play up in this league. This league plays on a smaller field with a base distance at 45 feet, and a distance from pitching plate to home plate of 25 feet. A **9-inch** reduced injury factor ball is used in this league. No umpires are provided in this league. This is a developmental league and no scores are kept. A coach or volunteer parent may be used as a base umpire if both coaches agree that it is necessary. **No outs will be called in 4/5u League.**

1. TEAM:

All players can play positions in the field with no players sitting on the bench. Coaches should place players at each infield position and evenly space the remainder of the players behind the base path. A team needs six players to field a team: they may borrow players from the opposing team to complete the field. The borrowed players will still bat on their own team.

2. GAME:

4/5U League: Each team will bat their full lineup every inning for two (2) innings or 1 hour (60). All players will bat then take the field while the opposing teams player's bat.

3. PITCHING/CATCHING:

A player will be placed at the pitching and catching positions on the field for defensive purposes. The catcher can assist with providing the ball to the batter's coach.

4. BATTING:

4/5U League: A tee will be used for every batter until they put the ball into play off the tee. **Coach pitch is prohibited.**

5. BASE RUNNING:

No base stealing is allowed. The runner must hold base until the ball is hit. The runner may advance one base per ball in play.

6. MISC:

When on defense a team may have up to two coaches in the outfield to help their **players** with alignment and instruction. The coach must not be within the base paths and cannot touch any player or the ball.



B. 6U & 7U Leagues

****These are IN ADDITION to the MUS Softball General Rules starting on page 2***

The 6/7U league is for girls ages 6 through 7 as of December 31 of the previous year. No player may play up in this league. This league plays on a smaller field with a base distance at 45 feet, and a distance from pitching plate to home plate of 25 feet. A **9-inch** reduced injury factor ball is used in this league. No umpires are provided in this league. This is a developmental league and no scores are kept. A coach or volunteer parent may be used as a base umpire if both coaches agree that it is necessary. ***Coaches will call outs in the 6U & 7U Leagues and players will go to the dugout.***

1. TEAM:

All players can play positions in the field with no players sitting on the bench. Coaches should place players at each infield position and evenly space the remainder of the players behind the base path. A team needs six players to field a team: they may borrow players from the opposing team to complete the field. The borrowed players will still bat on their own team.

2. GAME:

A game will consist of 6 innings or 1 hour. Game scores and league standings are not kept in these leagues. ***INSTRUCTION*** and ***FUN*** are the goals. An inning will consist of 7 batters for each team. Inning is over when play on the 7th batter finishes her at bat. ***If the 7th batter makes an out the inning is over. They do not keep advancing around the base path.***

3. PITCHING/CATCHING:

A player will be placed at the pitching and catching positions on the field for defensive purposes. The catcher can assist with providing the ball to the batter's coach. The pitcher must remain in the pitching circle while the coach is pitching.

4. BATTING:

Coaches pitch (4) pitches maximum (This does not mean the batter gets 2 foul balls, 3 ball pitches and 2 strike pitches – ONLY 4 pitches total per batter). If the player does not hit the ball, a tee is placed on the home plate. The batters' coach should assist in placing the ball on the tee and helping the batter get positioned correctly. Once the ball is placed on the tee by the coach, the coach should move to a position behind the catcher where the umpire would normally be. Each batter will swing until they put the ball into play off the tee.

5. BASE RUNNING:

No base stealing is allowed. The runner must hold base until the ball is hit. The runner may advance one base per ball in play. ***A player called out on the bases must return to the dugout.***

6. MISC:

When on defense a team may have up to two coaches in the outfield to help their **players** with alignment and instruction. The coach must not be within the base paths and cannot touch any player or the ball.



C. 8U League Rules

These are IN ADDITION to the MUS Softball General Rules starting on page 2

The 8U league is for girls 8 years old as of December 31 of the previous year. This league plays on a smaller field with base distance at 45 feet, and distance from pitching plate to home plate of 25 feet. An **11-inch** reduced injury factor ball is used in this league. Special rules apply to this league as follows:

1. TEAM:

Each team will field 10 players (4 outfielders who must lineup outside the base path) when possible. A team may borrow players from the opposing team to field nine (9) players on defense. The borrowed players will bat with their own team. No batting penalty for playing with less than nine (9) players.

2. GAME:

A game will consist of six (6) innings or 1 hour & 11 minutes (71). Scores and standings will be kept. An inning will consist of three (3) outs or five (5) runs maximum, whichever comes first. Inning is over when the 5th run crosses the plate. Games may end in a tie, extra innings will not be allowed, except for tournament play.

3. CATCHING:

In an effort to develop more players in this position, the following rules will be used. Catchers will be allowed to catch no more than one (1) inning in a game. Coaches are responsible for monitoring this. Unintentional violations of this may be corrected by substituting a player without penalty.

4. BATTING:

Batter's coach will pitch four (4) pitches to the batter. Runners may only advance one base per ball in play. If the player has not put the ball into play after the fourth pitch, that batter will be considered out and return to the dugout. Bunting is not allowed.

5. BASE RUNNING:

No base stealing is allowed. Runner must hold base until the ball is hit. On any overthrow the play is dead—runners may not continue to advance. A player called out on the bases must return to the dugout.

6. MISC:

When on defense a team may have two coaches in the outfield to help their players with alignment and instruction. The coach must not be within the base paths and cannot touch any player or the ball. The coach also has no input on umpire calls. The team in the field is required to position a coach/parent at the backstop to field pitches missed by the catcher. This will help to move the games along.



D. 9U League Rules

****These are IN ADDITION to the MUS Softball General Rules starting on page 2****

The 9U League is for girls 9 years old as of December 31 of the previous year. This league plays on a field with base distance at 60 feet and distance from pitching plate to home plate of 30 feet. An 11-inch regulation (hard) ball is used in this league. Special rules apply to this league as follows:

1. TEAM:

Each team will field 10 players (4 outfielders who must lineup outside the base path) when possible. A minimum of seven (7) of a team's own players must play or the game will be declared a forfeit. A team may borrow up to two players to field a 9-player roster (see borrowed players policy. No batting penalty for playing with less than 10 players but a coach must bat their entire lineup.

2. GAME:

A game will consist of 6 innings or 1 hour & 11 min (71). Scores and standings will be kept. An inning will consist of three (3) outs or five (5) runs maximum, whichever comes first. Inning is over when the 5th run crosses the plate. Games may end in a tie, extra innings will not be allowed, except for tournament play.

3. PITCHING/CATCHING:

In an effort to develop more players in these positions, the following rules will be used. Pitchers and catchers will be allowed to pitch and catch no more than one (1) inning in a game. Coaches are responsible for monitoring this. For purposes of enforcing this rule, an inning is defined as making an appearance at these positions during one turn of the team playing the defensive position. Unintentional violations of this may be corrected by substituting a player without penalty.

4. BATTING:

Combination of player/coach pitching system will be used with **NO WALKS**. If the batter reaches ball four, then the batters coach will assume the current count and pitch until the batter either hits or strikes out. Batter is out on dropped 3rd strike. Bunting is not allowed. All fair balls are played (no infield fly rule). If a pitcher hits a batter the opposing coach will come in and resume the pitch count. A hit batter is defined as any ball that directly hits a player. The umpire has the authority to send the player to the base on a direct hit if they deem it necessary. The umpire can also request a pitcher be removed if they deem it necessary. **Batter limit changed to 5 runs maximum per inning.** Only five (5) runs count towards the total score—the inning concludes immediately when the 5th run scores.

5. BASE RUNNING:

No base stealing is allowed. Runner must hold their base until the ball is hit by the batter. Once the ball is put into play by the batter. Runners may only advance at their own risk when the ball is hit. On the first overthrow a player may advance one base at their own risk, on a second overthrow the play is dead—runners cannot continue to advance. After a play has been made, a runner between bases must immediately continue to the next base or return to the last base touched. Play is dead when the pitcher has control of the ball inside the pitcher's circle.

6. MISC:

When on defense a team may have one coach in the outfield to help their players with alignment and instruction. The coach must remain on the grass during the play and not be within the base paths. The coach in the field cannot touch any player or the ball. The coach also has no input on umpire calls. The offensive team is required to position a parent at the backstop to field pitches missed by the catcher. The **coaches are not allowed at the backstop**. This will help to move the games along.



E. 10U League

These are IN ADDITION to the MUS Softball General Rules starting on page 2

The 10U league is for girls 10 years old as of December 31 of the previous year. This league plays on a field with a base distance of 60 feet, and distance from pitching plate to home plate of 35 feet. An 11-inch regulation (hard) ball is used in this league. Special rules apply to these leagues as follows:

1. TEAM:

Each team will field 10 players (4 outfielders that must lineup outside the base path) when possible. A team must field a minimum of seven (7) of its own players or the game will be declared a forfeit. A team may borrow up to two players to field a 9 player roster (see borrowed player policy). No batting penalty for playing with less than 10 players.

2. GAME:

A game will consist of 6 innings or 1 hour & 11 min (71). Scores and standings will be kept. An inning will consist of three (3) outs or five (5) runs maximum, whichever comes first. Inning is over immediately when the 5th run scores. No new inning may start after time has expired.

Games may end in a tie, extra innings will not be allowed, except for tournament play. There are no run rules in these leagues; however, after three (3) innings of play only the coach of the team that is behind by a significant amount may request the umpire to call the game.

3. PITCHING/CATCHING:

In an effort to develop more players in these positions, the following rules will be used. Pitchers and catchers will be allowed to pitch and catch no more than two (2) innings in a game. Coaches are responsible for monitoring this. For purposes of enforcing this rule, an inning is defined as making an appearance at these positions during one turn of the team playing the defensive position. Unintentional violations of this may be corrected by substituting a player without penalty.

4. BATTING:

A combination of player/coach pitching system will be used with **NO WALKS**. If the batter reaches ball four, then the batters coach will assume the count & pitch until the batter either hits or strikes out. Batter is out on dropped 3rd strike. **Bunting is allowed except when coaches are pitching**. All fair balls are played (no infield fly rule). Batters hit by the pitch will take first base. **Batter limit changed to five (5) runs maximum per inning**. Only five (5) runs count towards the total score, the inning concludes immediately when the 5th run scores.

5. BASE RUNNING: No base stealing is allowed. Runner must hold their base until the ball is hit by the batter. Once the ball is put into play by the batter. Runners may only advance at their own risk when the ball is hit. On the first overthrow a player may advance one base at their own risk, on a second overthrow the play is dead—runners cannot continue to advance. After a play has been made, a runner between bases must immediately continue to the next base or return to the last base touched. Play is dead when the pitcher has control of the ball inside the pitcher's circle.

6. MISC:

When on defense **in the 10U league only** a team may have one coach on the outfield to help their players with alignment and instruction. The coach must be on the grass during the play and not be within the base paths. The coaches can not touch any player or the ball. The coach also has no input on umpire calls. **In the 10U league only: A parent of the team on offense may be at the backstop to field pitches missed by the catcher. The coaches are not allowed at the backstop. This will help to move the games along.**



F. 11U League Rules

These are IN ADDITION to the MUS Softball General Rules starting on page 2

1. TEAM:

Each team will field 9 players when possible. A team must field a minimum of seven (7) of its own players or the game will be declared a forfeit. A team may borrow up to two players to field a 9-player roster (see borrowed players policy). No batting penalty for playing with less than 9 players.

2. GAME:

A game will consist of 6 innings or 1 hour & 11 min (71). **An inning will consist of three (3) outs or (five) 5 runs maximum, whichever comes first.** No new inning may start after time expires. The inning ends immediately when run No. 5 scores. Games tied at the end of the time limit will end in a tie. **Run rules will now apply and are as follows: 12 runs after 3 innings, 10 after 4 innings, and 8 after 5 innings.**

3. PITCHING/CATCHING:

In an effort to develop more players in these positions, the following rules will be used. Pitchers and catchers will be allowed to pitch and catch no more than two (2) innings in a game. For purposes of enforcing this rule, an inning is defined as making an appearance at these positions during one turn of the team playing the defensive position. Coaches are responsible for monitoring this. Unintentional violations of this may be corrected by substituting a player without penalty.

4. BATTING/BASE RUNNING:

The infield fly rule is not in effect. The dropped third strike is in effect. One base advance on an overthrow that leaves the field of play.

Stealing is allowed only after the ball leaves the pitchers hand. Please do not allow girls to leave early. Opposing coaches will be asked to monitor this and a runner who leaves early will be required to return to their original base. If the umpire sees the offending runner leave early she will be called out for leaving the base early.

Stealing home is permitted. The runner may be picked off at 3rd base by the catcher. One base advance on an overthrow that leaves the field of play. On any overthrow back to the pitcher in the circle runners may not advance. When the ball is thrown back to the pitcher, a runner between bases must immediately continue to the next base or return to the last base touched. Play is dead when the pitcher has control of the ball.



G. 12U League Rules

These are IN ADDITION to the MUS Softball General Rules starting on page 2

The 12U League is for girls that are 12 years old as of December 31 of the previous year. This league plays on a field with base distance of 60 feet, and distance from pitching plate to home plate of **40 feet**. A 12-inch regulation size softball is used in this league. Special rules apply to this league as follows:

1. TEAM:

Each team will field 9 players when possible. A team must field a minimum of seven (7) of its own players or the game will be declared a forfeit. A team may borrow up to two players to field a 9-player roster (see borrowed players policy). No batting penalty for playing with less than 9 players.

2. GAME:

A game will consist of 6 innings or 1 hour & 11 min (71). **An inning will consist of three (3) outs or (five) 5 runs maximum, whichever comes first.** No new inning may start after time expires. The inning ends immediately when run No. 5 scores. Games tied at the end of the time limit will end in a tie. **Run rules will now apply and are as follows: 12 runs after 3 innings, 10 after 4 innings, and 8 after 5 innings.**

3. PITCHING/CATCHING:

In an effort to develop more players in these positions, the following rules will be used. Pitchers and catchers will be allowed to pitch and catch no more than two (2) innings in a game. For purposes of enforcing this rule, an inning is defined as making an appearance at these positions during one turn of the team playing the defensive position. Coaches are responsible for monitoring this. Unintentional violations of this may be corrected by substituting a player without penalty.

4. BATTING/BASE RUNNING:

The infield fly rule is not in effect. The dropped third strike is in effect. One base advance on an overthrow that leaves the field of play.

Stealing is allowed only after the ball leaves the pitchers hand. Please do not allow girls to leave early. Opposing coaches will be asked to monitor this and a runner who leaves early will be required to return to their original base. If the umpire sees the offending runner leave early she will be called out for leaving the base early.

Stealing home is permitted. The runner may be picked off at 3rd base by the catcher. One base advance on an overthrow that leaves the field of play. On any overthrow back to the pitcher in the circle runners may not advance. When the ball is thrown back to the pitcher, a runner between bases must immediately continue to the next base or return to the last base touched. Play is dead when the pitcher has control of the ball.



G. 13-14U League Rules

These are IN ADDITION to the MUS Softball General Rules starting on page 2

The 13-14U League is for girls that are 13 -14 years old as of December 31 of the previous year. This league plays on a field with base distance of 60 feet, and distance from pitching plate to home plate of **40 feet**. A 12-inch regulation size softball is used in this league. Special rules apply to this league as follows:

1. TEAM:

Each team will field 9 players (3 outfielders) when possible. A team must field a minimum of seven (7) of its own players or the game will be declared a forfeit. A team may borrow up to two players to field a 9-player roster (see borrowed players policy). No batting penalty for playing with less than 10 players.

2. GAME:

A game will consist of 6 innings or 1 hour & 11 min (71). **An inning will consist of three (3) outs or (six) 6 runs maximum, whichever comes first.** No new inning may start after time expires. The inning ends immediately when run No. 6 scores. Games tied at the end of the time limit will end in a tie. **Run rules will now apply and are as follows: 12 runs after 3 innings, 10 after 4 innings, and 8 after 5 innings.**

3. PITCHING/CATCHING:

In an effort to develop more players in these positions, the following rules will be used. Pitchers and catchers will be allowed to pitch and catch no more than two (2) innings in a game. For purposes of enforcing this rule, an inning is defined as making an appearance at these positions during one turn of the team playing the defensive position. Coaches are responsible for monitoring this. Unintentional violations of this may be corrected by substituting a player without penalty.

4. BATTING/BASE RUNNING:

The infield fly rule and dropped third strike are in effect. One base advance on an overthrow that leaves the field of play.

Stealing is allowed only after the ball leaves the pitchers hand. Please do not allow girls to leave early. Opposing coaches will be asked to monitor this and a runner who leaves early will be required to return to their original base. If the umpire sees the offending runner leave early she will be called out for leaving the base early. Runners may only advance to the base they are taking on a pickoff from catcher or steal attempt even on an overthrow. (EX. Runner on 1st either attempted to be picked off or stealing 2nd may not advance past 2nd base even if ball is overthrown.)

Stealing home is permitted. The runner may be picked off at 3rd base by the catcher. One base advance on an overthrow that leaves the field of play. On any overthrow back to the pitcher in the circle runners may not advance. When the ball is thrown back to the pitcher, a runner between bases must immediately continue to the next base or return to the last base touched. Play is dead when the pitcher has control of the ball.



I. 15-18U League Rules

****These are IN ADDITION to the MUS Softball General Rules starting on page 2****

The 15-18U League is for girls 15-18 years of age as of December 31 of the previous year. This league plays on a field with base distance of 60 feet, and distance from pitching plate to home plate of 43 feet. A 12-inch regulation size softball is used in this league. USA Fast Pitch Rules and Regulations will be followed with the following MUS League Exceptions:

1. TEAM:

Each team will field 9 players when possible. A team must field a minimum of seven (7) of its own players or the game will be declared a forfeit. A team may borrow up to two players to field a 9 player roster. Borrowed players must play in the outfield and bat at the bottom of the batting order (see borrowed player policy). Teams playing with less than nine (9) players will not be penalized with an automatic out at the open spots in the batting order.

2. GAME:

A game will consist of 7 innings or 1 hour & 11 min (71). ***Run rules of 12 after 3 innings, 10 after 4, and 8 after 5 innings will apply.*** Games tied at the end of the time limit will end in a tie. Free substitution will be utilized, however, a pitcher may not return to the mound in the same inning she is withdrawn. A removed pitcher may play another position or retire to the team bench. No new inning may be started after time has expired.