

MOYSC Complex and Baseball/Softball Rules & Guidelines

The MOYSC Board of Directors will rule on special circumstances as they pertain to individuals, teams, rules or the Complex as they arise. No circumstance will be allowed that unfairly impacts the competitiveness of the league's teams or the Complex regardless of the situation. Special conditions approved by the Board of Directors do not set precedent for future decisions and will not be reflected in these rules and guidelines.

Contents

Complex Director.....	2
League Commissioner	2
Registration	3
Coaches	4
Teams	7
Player Skill Assessment	7
Drafting/Team Formation Rules	8
Uniforms and Equipment	9
Field Maintenance.....	11
<i>Practice Fields at MOYSC</i>	11
Scheduling of Games	12
Playing Rules.....	13
Ejections and Penalties.....	16
Mics Rules	17
Trophies and Awards.....	18
Standings and Seeding.....	18
Appeals.....	19
Protests	20
BASEBALL All-Star Guidelines	21
SOFTBALL All-Star Guidelines.....	24
MOYSC Baseball 5U and 6U League Rules.....	26
MOYSC Baseball 8U League Rules	28
MOYSC Baseball 10U League Rules	30
MOYSC Baseball 12U League Rules	32
MOYSC Baseball 14U League Rules	34
MOYSC SOFTBALL 5U and 6U LEAGUE RULES.....	36
MOYSC SOFTBALL 8U LEAGUE RULES.....	38
MOYSC SOFTBALL 10U League Rules.....	40
MOYSC SOFTBALL 12U League Rules.....	41
MOYSC SOFTBALL 14U League Rules.....	42

Complex Director

1. Complex Director is appointed and serves at the will of the Manchaca Optimist Board of Directors.
2. Complex Director will administer the rules stated within this document.
3. The Manchaca Optimist Board of Directors consist of the following individuals
 - a. Complex Director
 - b. Registrar
 - c. Financial Director
 - d. Baseball Director
 - e. Softball Director

League Commissioner

1. League Commissioners are appointed by the Complex Director and approved by the complex board of directors. Commissioners are responsible for adhering and administering all rules stated in this document.
2. League Commissioners may not be a head coach in the same league that they are commissioner unless given special approval by Complex Director.
3. League Commissioners are asked to join the Manchaca Optimist club and be active members.
4. Board Members will receive the scholarship of one child for each season he/she oversees.

Registration

1. All players must submit an application before placed on a team and a copy of their birth certificate upon request. Birth Certificates will be required prior to being placed on any MOYSC All-Star Team.
2. All players must play within their assigned age group as per MOYSC rules. If a player has a mental or physical handicap that would prevent them from playing within their assigned age group, upon written request from the parents and approval of MOYSC, that player may be assigned to an appropriate age group.
3. All debts to MOYSC must be resolved before registering players for a new season.
4. We reserve the right to refuse service to anyone
5. Payments referred to herein shall not be refundable after January 25, 2026

Coaches

1. All head coaches must be recommended by the League Commissioner and approved by the Complex Board.
2. All coaches must submit an application consenting to a background check and pay required fee.
3. All head coaches must attend Positive Coaching Alliance workshop.
4. No coach may be a head coach in more than one league. Coaches may be a head coach in one league and an assistant coach in another, unless approved by the MOYSC Board of Directors
5. If a coach (head or assistant) is officially removed from a coaching position in any league for any reason, he/she will be removed from any and all coaching positions in all Leagues for the remainder of the season.
6. All head coaches are responsible for the following:
 - a) Contacting all parents/players as soon as possible after rosters go live in SportsEngine.
 - b) Reading MOYSC's rules and regulations, the Centex Series Rules (Baseball)/Texas Diamond Softball Rules.
 - c) Communicating practice and game times with players and parents.
 - d) Obtaining and return equipment from the Equipment Manager
 - e) Securing an offsite practice field to hold team practices.
 - f) Practice Balls and Equipment
 - g) All Coaches have completed Background Check by the start of first team event
 - h) Securing team parent
 - i) Coaches are to limit team events to 4 per week in the Spring and 3 in the Fall. League recommends a minimum of 2 to 3 events a week. League recommends 1 practice per week once games begin.
 - j) Coach Review Concussion and Safe Sport Act - Protecting Young Victims from Sexual Abuse set forth by MOYSC.

MOYSC Coach Selection Guidelines

Coaching at Manchaca is a privilege, not a “right”. Persons not selected to be head coaches or not allowed to be assistant coaches, may still participate in numerous way unless otherwise barred because of criminal background check or disciplinary issues. Persons should be content in giving to the players regardless of title.

Coach at MOYSC cannot be a current coach, representative, or director of a Select Organization without approval from the MOYSC Board of Directors.

Initial Rank Criteria (if more coaches are available than teams, rank is not an issue)

- First rank situation: Head coach player was registered one week before registration closes
- Second rank situation: Person was head coach on the same division the previous spring year
- Third rank situation: Person was head coach in different division the previous spring year
- Fourth rank situation: Person was “priority” pick assistant on same division previous spring year
- Fifth rank situation: Person was assistant coach on the same division previous spring year
- Sixth rank situation: Person was “priority” pick assistant in different division the previous spring year

Additional Criteria (to be used when two persons have the same initial ranking above):

- Has the person regularly paid for registration fees in a timely manner?
- Has the person regularly assisted with field maintenance? To what extent?
- Has the person delivered requests for rosters, auction baskets, bbq tickets, concession stand assistance, etc., in a timely and dependable manner?

Tie breaker criteria:

In the event that the items above do not finalize a decision when more head coaches are available than teams, the following tie-breaker criteria should be used:

- 1st- Did the person serve as a head coach the previous fall or as an All-Star coach in the previous All-Star season?
- 2nd- Does the person contribute to ball park construction efforts? To what extent?
- 3rd- How many years has the person participated at Manchaca as a coach?
- 4th -How many years has the person participated elsewhere as a coach?
- 5th-Is the person a current member of the Manchaca Optimist Club? Are dues up-to-date?

- 6th- Verbal/written request date (if commissioner had not already approved coaching spot)
- 7th - What is the baseball/softball knowledge level of coach?

League Commissioner will submit coaches to Baseball/Softball Director for review and approval. Baseball/Softball director will solicit ballpark board vote in situations that are not clear or when a person requests an appeal. Board of Directors can override director/board if director/board did not have correct information or did not follow the guidelines above.

Teams

1. The number of players registered at MOYSC will determine both the number of teams in each league and the number of teams in each division within a league.
2. Each team will consist of 10 to 13 players (except FunBall and TBall Minors). Each team will have one head coach and four assistant coaches in uniform. Coaches uniform will be assigned after the coach has completed and passed a background check.
3. The number of teams and the head coaches will be determined by the Board of Directors prior to close of registration .

Player Skill Assessment (Spring Season Only)

1. With the exception of the 4U, 5U and 6U divisions, all players must attend Player Skill Assessment and enter the draft.
2. If player fails to attend Player Skill Assessment he/she will be placed in a pool (hat pick) for team assignment.
3. Player Skill Assessments are normally scheduled in early February. If the Player Skill Assessment are cancelled due to weather conditions, they will be rescheduled ASAP.
4. All players registered will make a team.

Drafting/Team Formation Rules

Selection of Players

4U, 5U, and 6U – Players are selected at random. The league will evenly distribute with kids of the same ages.

8U Teams and Higher - Players will be selected according to the draft procedures as detailed below.

Protection of Players

The head coach may pick three priority assistant coaches for the purpose of developing coaching staffs at the recreational level.

If a team has 6 or more priority players due to siblings, the team will surrender the next round pick to the last round after the last priority player has been selected by that team, in hopes to keep all teams level with talent.

Protected players are the children of the head coach and priority assistant coaches.

Siblings will be placed on the same team unless requested otherwise by guardian.

Drafting Rules

1. The player draft will occur within a week following the Player Skill Assessment. The Board will determine the time and place.
2. All players, including protected players, will participate in the scheduled Player Skill Assessments. All coaches and evaluators will evaluate the players based on a uniform set of standards. Skill ranking will be determined by a third-party individual appointed by the league.
3. If the protected player(s) does not attend the Player Skill Assessment they will need to be taken in the first rounds. For Example, if two protected players don't attend they will be taken in round one and round two.
4. The draft order will be selected out of a hat draw at the time of the draft. The order of selection will follow in an up-and-down progression. (EXAMPLE with 5 teams: 1-2- 3-4-5-5-4-3-2-1-1-2-3-4-5, ext.)
5. The coach will need to select a player in the top (# of teams X 1.5) of available skill rankings of players available. If a protected player is a top fifteen players available, they must be selected by the coach in that round.
6. Non-Protected Players that don't attend the Player Skill Assessment will become a hat pick.

7. Trades will be allowed after all selections have been made, but the player has to be traded for a player drafted in the same round or within one round in either direction. Hat Picks cannot be traded.
8. CONFIDENTIALITY - The Draft is kept completely confidential, including Skills Evaluation results, player draft order, and trades. Each individual attending the draft is responsible for maintaining the confidentiality of the draft and draft materials. All draft materials must be returned to The Commissioner at the conclusion of the draft. Violation of this rule by a Manager is cause for one game suspension of the head coach.

Uniforms and Equipment

1. MOYSC will supply each coach and player a team hat (Baseball Only) and shirt. The team hat and shirt may not be altered in any way.
2. Only T-balls, baseballs, and softballs provided by MOYSC can be used during league play.
3. Players must provide their own pants, socks, belts, gloves, bats, and batting helmets. Teams should have the same color pants, socks and belts. Cleats and sliding shorts are recommended, but not mandatory.
4. Personal batting and/or catching helmets may have the players name, number, team name or complex decal placed on the helmet.
5. Players and coaches must be in full team uniform. Coaches may wear shorts instead of pants.
6. During the game and warmups, the players and coaches must be in full uniform provided by MOYSC. While in uniform, all players and coaches must have their shirts tucked inside their pants and their hats on straight at all times while on the playing field or at the complex. The only exception will be rally caps in the dugout during the game.
7. All players must wear a protective batting helmet while engaged in any type of batting warm-up activity while on the MOYSC complex or event.
8. All catchers must wear a helmet that provides protection to the ears and back of the head, a chest protector, shin guards, a protective cup, and a facemask with extension or a throat guard. Skullcaps are not permitted. All players warming up a pitcher before a game, or between innings, must wear protective headgear.
9. Players are prohibited from wearing metal cleats in all leagues except 14U. (Penalty: The player will be ejected from the game.) This rule also pertains to mid-season tournaments and All-Stars.
10. 14U can't wear metal cleats on the pitcher's mounds or turf surfaces. Player will need to wear turf shoes, rubber cleats, or tennis shoes.
11. *All softball players are required to play with a facemask in the field at MOYSC or MOYSC event.*

Field Maintenance

1. All coaches and parents are responsible for maintenance of the fields before and after practices and games.
2. Home plate and pitching mound areas are to be raked from the outside toward home. The base paths are to be raked in the direction of first to home and third to home. The rainbows should be raked from the grass areas toward the middle of the rainbows.
3. After the last game or practice of the day, rake home plate area, the base paths, rake and / or drag the rainbow and water the rainbow lightly. Pick up all trash, store all rakes and equipment in the storage area..
4. Prior to the day's first game, home team is responsible for lining the fields. There will be no infield practice.
5. Between games, the visiting team will be responsible for raking and/or dragging the rainbow. If necessary, the visiting team should lightly water the rainbow after raking and/or dragging. The home team is responsible for watering and raking home plate, the pitching mound and the base paths.
6. After each game, each team is responsible for picking up the trash on their side of the field and in the dugout.

Practice Fields at MOYSC

Each team is responsible for securing an offsite practice field to hold team practices.

Scheduling of Games

1. MOYSC is responsible for preparing the game schedule for their league. Game Schedule should not be distributed until the Board of Directors has approved.
2. The game schedule for each league will be prepared no later than two weeks prior to the start of the season. The schedule and results will be posted on SportsEngine.
3. MOYSC is responsible for scheduling makeup games or games needing to be completed. These games will be rescheduled as soon as practical. MOYSC will notify the Head Coach of each team and the Umpire Commissioner of any makeup games or games needed to be complete.
4. ***Any games, scrimmages, or tournaments outside of ones provided by MOYSC need to be approved by league commissioner***
 - a. ***Violation of this rule could warrant removal of head coach or suspension of head coach.***
 - b. ***Certain scrimmages could affect All-star eligibility***

Playing Rules

1. The official playing rules, with the exceptions and variations contained in the Centex Series (Baseball)/ Texas Diamond Softball (Softball) Rules & Regulations and those contained in the MOYSC Complex Rules, shall be the "Official Rules of Major League Baseball".
2. The following rules apply to all Leagues, unless specifically stated:
3. Game will not be started with fewer than 8 players (except TBall Minors and FunBall. A team with fewer than 8 players at the start or end of a game will automatically forfeit that game. Pickup players are not allowed. (This rule does not apply to the 5U and 6U League outside of the EOS Tournament for 6U) A 10-minute grace period will be allowed before forfeiting a game.
4. 8U, 10U, 12U and 14U leagues, the head coach is required to present two copies of his/her lineup to the home plate umpire 5 minutes prior to start of the game. The umpire will give one copy of the lineup to each coach and one copy to the scorekeeper. Players arriving after the presentation of the lineup to the home plate umpire will be moved to the bottom of the lineup. The home team will provide a competent score keeper to maintain the official scorebook. The visiting team will keep pitch count. In the event of lightning delay scorekeeper will record in the official scorebook the exact time the game began, the time the lighting occurred, the score, the number of outs, balls and strikes, who is pitching, who is batting and who was on base.
5. Once the game begins, if a team has fewer than 9 players, an automatic out will be recorded in the ninth position when the missing player's turn-at-bat occurs. Players arriving after the start of the game will be placed at the bottom of the lineup. If the player doesn't show he/she be removed from the lineup and not allowed to participate in the game.
6. 10U, 12U and 14U leagues, each team must use a courtesy runner for the catcher when there are 2 outs in any inning. The courtesy runner will be the player who made the last out. Courtesy runners will not be allowed for any other base runners, unless there is an injury to the base runner. Injured Player will be ineligible from the remainder of the game.
7. Runners should avoid contact, intentional contact, or malicious contact in the umpire's opinion can lead to player being called out and/or removed or ejected from the game.
8. Head-first slides are prohibited when advancing to a base. The only exception is when sliding back to a base. Any violation may result in the runner being called **out. A** squeeze is defined as a play where there is a runner on third base (this includes the situations where there are runners on base in addition to the runner on third) and in which the runner on third base starts home as the pitcher delivers the ball (this includes starting to advance home during the windup) and continues toward home, without stopping, while at the same time the batter attempts to put the ball in play via a bunt. This is NOT ALLOWED in order to protect the safety of the fielders, the runner, and the batter.

9. A safety squeeze is defined as a play in which there is a runner on third base (including the situations where there are runners on base in addition to the runner on third) and in which the runner on third pauses his advancement toward home plate as the batter squares to bunt and

waits until the ball is in play before attempting to continue to advance toward home. This IS ALLOWED as it provides clear protection for the fielders and runner

10. Stealing home is defined as attempting to advance to home plate during the pitch. Under this narrow definition, the runner may not steal home; however, this definition is not intended to limit other plays at the plate, but rather to provide protection to the runner, batter, and fielders. Runners may attempt to advance from third base to home plate, at their own risk, after the ball has crossed home plate and between pitches, including, but not limited to, the following examples:
 - a. When the ball gets past the catcher, either as a passed ball or wild pitch.
 - b. When the catcher attempts to throw the ball back to the pitcher after a pitch.
 - c. When the catcher attempts to throw the ball to another fielder after a pitch.
 - d. When the pitcher is in possession of the ball on the mound, but has not yet begun the windup.
 - e. When the pitcher makes a pickoff move toward, third, second or first.
11. During league play, there will be free substitutions at the beginning of each half inning. No player may be substituted for another player in the middle of an inning, with the following exceptions:
 - a. The pitcher may be removed at the discretion of the Head Coach.
 - b. A player is sick or injured.
 - c. The Head Umpire gives a player permission to leave.
12. *If a substitution is made for a sick or injured player, or when the umpire gives a player permission to leave, only one defensive substitution is allowed.*
13. On defense the coach (or a non-playing assistant coach) is allowed three conferences per game and, if there are extra innings, he gets one and only one conference per inning. If a pitching change is made, the coach is not charged with a conference. If 2nd visit same pitcher, pitcher must be removed
14. During the course of the game, no one is allowed in dugouts, or on the field of play, except the players, coaches, umpires or League officials. All adults in direct conduct of a player must have completed and passed a background check.
15. All disputes will be administered by the Head Coach according to the Appeals and Protest rules. Assistant coaches may not question an umpire regarding a judgment call or a rule interpretation. Assistant Coaches questioning an umpire will be ejected from the game.
16. During the course of the game, nobody is allowed to interrupt or question the scorekeeper, except the

Head Umpire or League official. Questions about the score, the count, number of outs, or who is supposed to be at bat will be handled by the Head Coach through the Head Umpire whom will confer with the Scorekeeper.

17. Temper tantrums, including but not limited to throwing bats or helmets, yelling, use of profanity, or inappropriate verbal or non-verbal gestures—by players, coaches, or spectators are strictly prohibited. Any such behavior may result in immediate ejection from the game and/or facility without warning. Flagrant, repeated, or severe violations will result in automatic suspension and may lead to additional disciplinary action as determined by league officials

Ejections and Penalties

1. The Head Coach is fully responsible and accountable for the conduct of all players, assistant coaches, parents, and spectators associated with their team. Any violations of league rules or codes of conduct by these individuals may result in immediate disciplinary action against the Head Coach and/or team, including ejection, suspension, forfeiture of games, or additional sanctions as determined by league officials. Un-sportsman like behavior of any type by any manager, coach, player, parent or fan will not be tolerated. Profanity of any type will not be tolerated. Physical confrontations will not be tolerated. Arguing with the umpires will not be tolerated.
2. There will be no taunting or cheers directed at the other team or individual players allowed at any time. The head coach will receive one warning after which he or she will be ejected from the game. Any further violations will result in a forfeit by the team in violation.
3. If a player is ejected from a game by an Umpire or League official, he/she must leave the field and the dugout immediately; and may be asked to leave the MOYSC complex completely. Failure to do so may result in the player being prohibited from playing in future games or possibly the rest of the season.
4. If a manager, coach, parent or fan is ejected from a game by an Umpire or League official, he/she is required to leave the MOYSC complex, including the parking areas, immediately. Failure to do so will result in the individual from being prohibited from future games for the rest of the season.
5. Any player, manager, coach, parent, or spectator ejected from a game for any reason shall be subject to a mandatory minimum one-game suspension. Prior to returning to any MOYSC event, the individual must meet with league officials and receive formal approval to resume participation or attendance. Failure to comply will result in additional disciplinary action. Any player, manager, coach, parent or fan ejected twice during the season must receive permission from the League's Commissioner before returning to MOYSC.
6. If law enforcement officers are called to remove a player, manager, coach, parent or fan from the MOYSC complex, including the parking areas, that player, manager, coach, parent or fan will automatically be prohibited from returning to MOYSC for the rest of the season or indefinitely.
7. Any Umpire or League official who ejects a player, manager, coach, parent or fan from the complex must prepare an incident report describing the circumstances which led to the ejection and deliver the report to a Commissioner, or other League official, before leaving the complex.
8. Any player, manager, coach, parent or fan that is ejected from a game may prepare a written statement describing the circumstances, which led to his/her ejection. This statement should be forwarded to the League's Commissioner, or other League official, within 48 hours.

9. Any player, manager, coach, parent or fan who could be prohibited from returning to MOYSC for the remainder of the season may request a meeting with the League officials to resolve any disciplinary actions.

10. Any person that verbally attacks or insults a coach, player, parent, or league official on social media will be prohibited from future games or removal indefinitely

Mics Rules

1. There is no parking in front of any gate. Violators will be towed.
2. The consumption or possession of alcohol beverages and non-prescriptive drugs is strictly prohibited at MOYSC. If a coach has been determined to have been drinking or using drugs immediately prior to a game, or practice, the coach will not be allowed on the field or in the dugout. If a player, parent or guest has been determined to be intoxicated, he/she may be asked to leave the MOYSC complex.
3. The use of profanity, or other un-sportsman like behavior, is strictly prohibited.
4. Smoking, chewing tobacco, and/or Electronic Cigarettes (including Vaporizers and E-Liquid) by players and/or coaches is strictly prohibited on the Manchaca Optimist baseball/softball complex.
5. Soft-toss drills are prohibited against any fence on the MOYSC complex. Soft-toss nets are provided next to the batting cages.
6. Physical confrontations will not be tolerated. Any person assaulting another person will be prohibited from future games indefinitely.
7. Any person who verbally or physically assaults a league official will be prohibited from future games for the rest of the season or indefinitely.
8. There is no climbing on any fences, trees, dugouts, and structures or throwing rocks
9. No Pets allowed

Awards

1. EOS Tournament will determine the trophy, not the regular season record.
2. Trophies, Rings, or Metals will be awarded in the 6U, 8U, 10U, 12U and 14U divisions. Each player in the 4U, 5U and 6U division will receive a participation trophy.
3. Trophies, Rings, or Metals will be awarded in League play under the following format
 - a. Leagues/Divisions with six or more teams will receive 1st, 2nd, and 3rd place trophies.
 - b. Leagues/Divisions with four or five teams will 1st and 2nd place trophies.
 - c. Leagues/Divisions with three or less teams will receive 1st place trophies.
 - d. All 4U, 5U and 6U players will receive participation trophies.

Standings and Seeding

1. Standings will determine the seeding for the EOS Tournament
2. In the case of a regular season record tie, the following criteria (in order listed) will be used to determine end of season standings as well as tournament seeding where applicable:
 - a. Head to Head Play
 - b. Cumulative record against each team from the top down of those teams tied. (i.e. if two teams are tied and have split their doubleheader, the record against the #1 team will be considered. If teams are still tied, then record against the #2 team will be considered and so on until the tie is broken).
 - c. Record of those teams tied versus teams .500 and above at completion of regular season.
 - d. Coin Flip

Appeals

1. Only the head coach is allowed to appeal any disagreement on a rule interpretation. "Judgment calls" cannot be appealed or protested. The head coach may ask the umpire to explain his/her judgment call".
2. As soon as the infraction occurs and before the next pitch, the head coach must ask for time . Once time has been given, the head coach will ask the umpire who made the call for his ruling.
3. If the head coach disagrees with the ruling, he/she must notify the Head Umpire that he/she is appealing the umpire's decision. The Head Umpire will notify the opposing head coach that an appeal is being made. The Head Umpire will immediately notify the scorekeeper to stop the game clock.
4. The head coach will be given three (3) minutes to locate the appropriate rule in the Major League Official Baseball Rules, "The Sporting News" edition, the Centex Series (Baseball)/ Texas Diamond Softball (Softball) Rules and regulations, and/or MOYSC rules and regulations. During these three (3) minutes, the game clock will be suspended. Failure to locate the appropriate rule will automatically result in the umpire's decision being upheld and no protest can be made.
5. The head coach must show the umpire who made the ruling the appropriate rule. If the umpire agrees, he/she will reverse his/hers decision. The umpire will then notify the scorekeeper to resume the game clock and play will continue.
6. If the umpire disagrees with the rule shown to him/her, the umpire will notify the head coach and opposing head coach. The umpire will then notify the scorekeeper to resume the game clock and play will continue.
7. If the head coach still disagrees with the umpire's decision, the head coach must immediately notify the Head Umpire that a protest will be made. The Head Umpire will then notify the opposing head coach and the scorekeeper that the game is being played under protest from that point forward. (Note: Failure to notify the Head Umpire that a protest will be made will automatically result in the umpire's ruling being upheld.)
8. The scorekeeper will record in the official scorebook the exact time the game began, the time the protest occurred, the score, the number of outs, balls and strikes, who was pitching, who was batting, and who was on base.

Protests

1. A written protest can be made only if
 - a. the protesting team loses the game or ties, and
 - b. the protesting team followed all of the rules set out in the “Appeals” section.
2. A written protest, signed by the head coach, must be delivered to that League’s Commissioner within 48 hours of the completion of the game under protest. (Note: Failure to deliver the written protest to the League’s Commissioner within 48 hours of the completion of the game under protest will result in the protest being automatically denied.)
3. The letter of protest must contain the following:
 - a. The date, time and game under protest.
 - b. The time the protest occurred, the score, the number of outs, balls and strikes, who was pitching, who was batting, and who was on base.
 - c. A description of the exact play, which caused the protest.
 - d. A description of the umpire’s ruling on the field.
 - e. A description and citation of the appropriate rule shown to the umpire.
 - f. A description of the umpire’s ruling after shown the appropriate rule.
4. Once the letter of protest has been delivered to the League’s Commissioner, he/she will determine the appropriate action and forward his/her written recommendation to the League’s Board of Directors for concurrence. The League’s Commissioner will notify both head coaches in writing of the final decision.
5. The protest may result in the following actions
 - a. The protest may be denied. If the protest is denied, the game will be considered final.
 - b. The protest may be upheld, but the game will not be replayed. If the protest is upheld, but the appropriate ruling would not have affected the outcome of the game, the game will be considered final.
 - c. The protest may be upheld, and the game will be replayed from the point of protest until completion. If the game is to be replayed from the point of protest until completion, the game will be scheduled as soon as practical. With the exception of umpires, the game conditions must be exactly as they were when the original game was played.

BASEBALL All-Star Guidelines

1. Player Selection

- a. Head Coaches will nominate players they feel are all-star caliber players regardless of what team they play for.
- b. Each Head Coach makes reasonable effort to watch and take notes on each team's players during the season. If the commissioner feels that has not taken place the Head Coach will be ineligible to vote for All-Stars
- c. Each Coach will provide a rating to each player nominated for All-Stars
- d. A League Official, will collect the ratings from the coaches and for a total All-Star Rating
- e. Team will be formed based off ratings of players by all the head coaches

2. Head Coach Selection

- a. Head coaches nominate themselves to be All-Star Coaches.
- b. If Head Coaches are not available to coach an All-Star team, coaches will nominate assistant coaches.
- c. Head Coach of the All-Star team will be voted on by the division Head Coaches, Commissioner, Baseball Director, and Umpire in Charge. The vote percentage will be weighted the following:
 - i. 40% Head Coaches in that Division.
 - ii. 25% Commissioner (If not a coach in division)
 - iii. 25% Baseball Director
 - iv. 10% Umpire in Charge
- d. The MOYSC Board of Directors will vote to resolve any ties.
- e. The MOYSC Board of Directors has the ability to override the vote if they feels it may hurt the league and/or team.

3. All players must have been registered with the association they are planning to play for in Centex for the spring season of the current year. They must have played for a recreational team during the spring season at that associations and must have participated in at least half of their team events during that spring season.

4. If a player has played for an open, select or tournament team in a sanctioned tournament like Nations, Super Series, USSSA, Triple Crowne or other between March 1st 2026, and June 1st 2026 they are not eligible to be placed on a Centex All Star team.
5. If an association separates talent into an upper and lower division in an age group (like American and National) any team coming out of the upper division must enter as a D I team. If a team has a player from a "National" division or "AAA" division that team must play in Division I.
6. If an association is selecting a team from a pool of 4 teams or less and entering only one team that team will have the option to enter the series as either a division I or II team. If entering only one team in an age group from a pool larger than 4 teams that team must start play in Division I. If entering more than one team in an age group at least one team must be entered in the DI division. The Centex committee may move teams after pool play if requested by the association and approved by the committee.
7. Teams chosen from a pool of 4 teams or fewer may not have more than 5 players from any one team. Teams chosen from a pool of 5 or more teams may not have more than 4 players from any one team. No more than 6 players on the Centex roster can have played on the same team in any non league game between March 1, 2026 and May 13, 2026.
8. Any exception to the above team formation rules must be approved by the 3 person rules Centex Series committee prior to the beginning of pool play.
9. Teams, Coaches or Players found to be in violation of any of the above rules will be subject to penalties deemed appropriate by the 3-person rules committee which will include suspension and or exclusion from any or all Centex events and games.
10. Players must be listed on the team official registration form; coaches must have a copy at the game. Players may not switch teams and players cannot be added to the roster after turning in the form.
11. No Centex team can play or practice together before May 13th 2026
12. Each selected player will pay to participate in all-stars. Fee will include: all-star cap (1), jersey (2). Fee will determined at the time of All-Star selection
13. Each all-star team will be allowed to play in any MOYSC tournament at their league level, if offered, at no charge. Each team will be responsible for and provide concession stand and field workers as assigned, or will be charged the tournament entry and parking fees for the tournament.
14. Teams are encouraged to solicit donations or hold fundraisers to curb expenses. MOYSC IS A 501c3 ORGANIZATION AND CANNOT AND WILL NOT ACCEPT CHECKS MADE OUT TO MOYSC OR HANDLE ANY OF THE MONEY THAT IS RAISED BY AN ALL-STAR TEAM. Each team will be responsible for their expenses except those noted above and checks should be made out to the team treasurer or coach. The donor can write off donations as an advertisement. Each team will need to display a banner with their name or logo on it and display it at your games. All donors can be placed on one banner.

15. Any occurrence of unsportsmanlike behavior on the part of a player, coach, parent or fan can or will, at the discretion of the MOYSC Director or Centex Series, result in that person(s) being barred from participation at the team's future events regardless of the venue, barred from participation at MOYSC in the future and/or disbandment of the team.

16. Team Treasurer - Teams are to appoint a team treasurer. The responsibility of this position includes being entrusted with the receipt, care, and disbursement of team funds. The team treasurer needs to complete a background check, must be confirmed by the Complex Director, and can't be the head coach or household of the head coach.

17. Manchaca All-Star teams, according to the MOYSC guidelines for number of teams allowed in each league, according to its bylaws, will be registered in the following manner:

- Manchaca Blue – 1st Team
- Manchaca Red – 2nd Team
- Manchaca Silver– 3rd Team
- Manchaca White – 4th Team
- Manchaca Light Blue – 5th Team

Only MOYSC-issued jerseys and caps are permitted to be worn during games and league events. Team nicknames must receive prior approval from the MOYSC Board and may be displayed only on banners and/or bat bags. If team helmets are purchased, they must be navy blue, gray, white, red or light blue and must either display the official MOYSC "M" logo or be plain with no additional markings.

18. MOYSC will pay for Centex all-star registration fees and registration fees required for any Centex sanctioned tournaments. (This does not include warm-up tournaments)

SOFTBALL All-Star Guidelines

1. Player Selection

- a. Head Coaches will nominate players they feel are all-star caliber players regardless of what team they play for.
- b. Each Head Coach is make reasonable effort to watch and take notes on each team's players during the season. If the commissioner feels that has not taken place the Head Coach will be ineligible to vote for All-Stars
- c. Each Coach will provide a rating to each player nominated for All-Stars
- d. League Official will collect the ratings from the coaches and for a total All-Star Rating
- e. Team will be formed based off ratings of players by all the head coaches

2. Head Coach Selection

- a. Head coaches nominate themselves to be All-Star Coaches.
- b. If Head Coaches are not available to coach an All-Star team, coaches will nominate assistant coaches.
- c. Head Coach of the All-Star team will be voted on by the division Head Coaches, Commissioner, Baseball Director, and Umpire in Charge. The vote percentage will be weighted the following:
 - i. 40% Head Coaches in that Division.
 - ii. 25% Softball Director (if no conflict in division)
 - iii. 25% Complex Director (if no conflict in division)
 - iv. 10% Umpire in Charge

3. The MOYSC Board of Directors will vote to resolve any ties.

4. The Complex Director has the ability to override the vote if he/she feels it may hurt the league and/or team.

5. Players are selected from the league teams using MOYSC All-Star selection guidelines.

6. Each selected player will pay to participate in all-stars. Fee will include: all-star visor (1), jersey (2). Fee will determined at the time of All-Star selection

7. Each all-star team will be allowed to play in any MOYSC tournament at their league level, if offered, at no charge. Each team will be responsible for and provide concession stand and field workers as assigned or will be charged the tournament entry and parking fees for the tournament.
8. MOYSC will pay for TEXAS DIAMOND all-star registration fees and registration fees required for TEXAS DIAMOND sanctioned tournaments (This does not include warm-up tournaments and the TEXAS DIAMOND Director's Tournament; only tournaments offered by TEXAS DIAMOND to advance to their State and National tournaments).
9. Teams are encouraged to solicit donations or hold fundraisers to curb expenses. MOYSC IS A 501c3 ORGANIZATION AND CANNOT AND WILL NOT ACCEPT CHECKS MADE OUT TO MOYSC OR HANDLE ANY OF THE MONEY THAT IS RAISED BY AN ALL-STAR TEAM. Each team will be responsible for their expenses except those noted above and checks should be made out to the team treasurer or coach. The donor can write off donations as an advertisement. Each team will need to display a banner with their name or logo on it and display it at your games. All donors can be placed on one banner.
10. All-Star players, coaches, parents and fans representing MOYSC must follow MOYSC and TEXAS DIAMOND dress code and behavior requirements at all times. For players and coaches this includes caps worn properly and jerseys tucked in at all times.
11. Any occurrence of unsportsmanlike behavior on the part of a player, coach, parent or fan can or will, at the discretion of the MOYSC Director or TEXAS DIAMOND Softball, result in that person(s) being barred from participation at the team's future events regardless of the venue, barred from participation at MOYSC in the future and/or disbandment of the team.
- 12. Team Treasurer - Teams are to appoint a team treasurer. The responsibility of this position includes being entrusted with the receipt, care, and disbursement of team funds. The team treasurer needs to complete a background check, must be confirmed by the Complex Director, and can't be the head coach or household of the head coach .**
13. Manchaca All-Star teams, according to the MOYSC guidelines for number of teams allowed in each league, according to its bylaws, will be registered in the following manner:
 - Manchaca Blue – 1st Team
 - Manchaca Red – 2nd Team
 - Manchaca Silver – 3rd Team

Only MOYSC-issued jerseys and caps are permitted to be worn during games and league events. Team nicknames must receive prior approval from the MOYSC Board and may be displayed only on banners and/or bat bags. If team helmets are purchased, they must be navy blue, gray, white, red or light blue and must either display the official MOYSC "M" logo or be plain with no additional markings.

14. **If a player has played for an open, select or tournament team in a sanctioned tournament or apperass on a roster between Jan 1, 2026 and June 1st 2026 they are not eligible to be placed on a Texas Diamond All Star team.**

MOYSC Baseball 5U and 6U League Rules

- **Pitcher Mound: NA**
- **Base Path: 55 Feet**
- **Time: No new Inning After 50 Minutes**

The following MOYSC complex rules will supersede any rule or regulation in the “Centex Series (Baseball) and the “USSSA OFFICIAL BASEBALL NATIONAL BY-LAWS & RULES”:

1. Games are a maximum of six innings in length. No inning will start after 50 minutes. Teams shall not score more than five runs per inning
2. Player must play a least one inning at an infield position in the first three innings of each game. Infield positions are the following: Cather, Pitcher, First Base, Second Base, Short Stop, and Third Base. Player must play a 2/3rd of the game in the field. Coaches that fail to meet this requirement will be disciplined by the MOYSC Board
3. Players may not play any position for two consecutive innings.
4. The entire roster of players present for the game shall bat in rotation. A game will not end unless every player on both Teams has had at least one chance to bat.
5. The batting tee shall be placed so that some part of the tee is touching home plate. It is recommended that the batting tee be turned around backwards and placed so that the ball is about 2 or 3 inches in front of home plate. The coach assisting the batter will be responsible for removing the tee after the batter has hit the ball.
6. While batting a player should not point their feet a certain direction in the batter’s box. The player should hit the ball with a natural regular, closed, or opened stance.
7. Neither the batting coach, nor the batter, will be allowed to adjust the tee after the pitcher has made the pitching motion.
8. Players must take a full swing at the ball. Half swings and bunting the ball is not allowed. The batter shall be called out after failing to hit the ball after six swings at the ball on the tee. The batter is not out on a foul ball unless it is the sixth swing.
9. The catcher must remain away from home plate until the batter makes contact with the ball, after which the catcher may assume their fielding position. When the batter is right-handed, the catcher must position themselves on the first-base side of home plate at a 45-degree angle. When the batter is left-handed, the catcher must position themselves on the third-base side at a 45-degree angle. The catcher is required to wear a batting helmet at all times while in position.

10. Teams are allowed five coaches in uniform. A maximum of three coaches are allowed outside the dugout during offense and defense. The other two coaches should remain in the dugout.
11. Three offensive coaches are allowed when a team is hitting. Two base coaches, who must remain in the coach's box, and a hitting coach. The hitting coach is allowed to:
 - a. Position the batter at home plate.
 - b. Adjust the batting tee for each batter prior to the pitcher making the pitching motion.
 - c. Pick up the bat and remove the tee off of home plate after the ball is hit.
12. Three defensive coaches are allowed when their team is on defense. Two outfield coaches and a catching coach. The outfield coaches must be in the outfield foul territory grass prior to the ball being hit and must remain there until play is called dead. The catching coach is allowed to verbally position the catcher/infield and must remain 3 feet from the dugout when the ball is in play.
13. The pitcher is not allowed to make the pitching motion until told to do so by the Umpire by gesture or verbal means.
14. If the pitcher fields the ball within the pitcher's circle they can't run a ball to a base or run to tag a player out. Pitcher's circle needs to be 10 feet in diameter.
15. Outfielders must stand at least 15 feet into the outfield grass. An outfielder may not make an out in the infield. This includes tagging a runner or a base.
16. Teams will switch out from offense to defense when:
 - a. The offensive team has scored five runs, or
 - b. The defensive team has made three outs.
17. The score is not kept for any reason other than to switch teams from offense to defense if five (5) runs have been scored before three (3) outs have been obtained. Team standings will not be kept.
18. Head-first slides are prohibited when advancing to a base. The only exception is when sliding back to a base. Any violation may result in the runner being called out.

MOYSC Baseball 8U League Rules

- **Pitcher Mound: 40 Feet**
- **Base Path: 60 Feet**
- **Time: No new Inning After 1 Hour and 15 Minutes**

The following MOYSC complex rules will supersede any rule or regulation in the “Centex Series (Baseball) and the “USSSA OFFICIAL BASEBALL NATIONAL BY-LAWS & RULES”:

1. Games are a maximum of six innings in length. No new Inning After 1 Hour and 15 Minutes
2. Player must play a least one inning at an infield position within the first three innings each game. Infield positions are the following: Cather, Pitcher, First Base, Second Base, Short Stop, and Third Base. Player can't sit more than two innings on the bench and can never sit the bench in consecutive innings. Coaches that fail to meet this requirement will be disciplined by the MOYSC Board.
3. Teams are allowed to score no more than 5 runs in any inning. Once 5 runs have been reached the teams shall switch sides.
4. 10-run rule. If a team is leading an opponent by at least 10 runs after four or more complete innings have been played, or after 3 & ½ innings if the home team is leading. The game shall be terminated and the team in the lead shall be declared the winner.
5. Batters receive 5 pitches or three strikes per at bat; if a foul ball occurs on the 5th pitch the batter will continue to hit until the ball is put in play, or the batter strikes out.
6. The pitching coach must remain in contact with the pitching rubber while pitching. He/she must throw overhand. No kneeling or pitching from the knee is allowed.
7. The pitching coach shall not direct or coach his/her team in any way while on offence. (Penalty: The pitching coach will receive one warning. After the second offense, he/she must be replaced.)
8. Once the ball has been put into play, the pitching coach must immediately go to home plate and remove the bat from the field of play.
9. If a batted ball hits the pitching coach, the ball is dead. The pitch is a foul strike and no runners may advance. If the pitching coach interferes with a fielder's attempt to field the ball or make a play, the ball is dead and the lead runner is out.
10. Ten players shall be used defensively, four in the outfield. No outfielder can be closer than 10 feet from the edge of the rainbow in the grass

11. The player fielding the pitcher position shall take a position always to the rear of the pitching plate and on the left or right side of the pitching coach. The player pitcher must have one foot inside the half circle placed on the pitcher mound.
12. The catcher may assume the catcher's normal position directly behind home plate in a squatting position. The catcher may also stand directly behind home plate as far back as the head coach wishes as long as he does not go outside the 20-foot circle. Once the batter swings the catcher may field his position defensively.
13. Base runners are not permitted to steal bases and shall remain in contact with the base until the ball is hit. If a runner is off the base and the ball is hit, the runner is out and the ball is in play. If the ball is not hit, the runner must return to the base and the ball is dead. Each team will receive one warning, before a runner is called out for leaving the base too soon.
14. Each team is allowed one Head Coach and three assistant coaches. One coach is required to be in the dugout at all times. When on offense there will be one coach each in the 1st and 3rd base coaching boxes and one coach pitching. . No other person shall be allowed in the dugout. Assistant coaches can have two additional substitute coaches in the event one of their assistants has to miss a game. These substitute coaches must undergo the criminal background check. MOYSC will not provide uniforms to the substitute coaches.
15. Pitcher and Catcher positions must always be fielded.
16. Only one defensive coach is allowed outside the dugout. The defensive coach must remain close to the dugout fence once the ball is put into play. This will be a judgment call by the umpire.
17. Line up card must be presented to the opposing head coach and head umpire prior to first pitch. This must also include what inning 1st-3rd each player will be playing the infield.
18. Head-first slides are prohibited when advancing to a base. The only exception is when sliding back to a base. Any violation may result in the runner being called out

MOYSC Baseball 10U League Rules

- **Pitcher Mound: 46 Feet**
- **Base Path: 65 Feet**
- **Time: No new Inning After 1 Hour and 25 Minutes**

The following MOYSC complex rules will supersede any rule or regulation in the “Centex Series (Baseball) and the “USSSA OFFICIAL BASEBALL NATIONAL BY-LAWS & RULES”:

1. Games are a maximum of six innings in length. No new Inning After 1 Hour and 25 Minutes.
2. Player must play a least one inning at an infield position within the first three innings each game. Infield positions are the following: Cather, Pitcher, First Base, Second Base, Short Stop, and Third Base. Player can't sit more than two innings on the bench and can never sit the bench in consecutive innings. Coaches that fail to meet this requirement will be disciplined by the MOYSC Board
3. A pitcher must be removed from the mound after hitting 4 batters in a single game
4. A fifteen-run rule is in effect after three innings.
5. A ten-run rule is in effect after four innings.
6. “Suicide squeeze” and “Slash” type plays are strictly prohibited. If, in the opinion of the umpire, a “suicide squeeze” or “slash” type play has occurred, the ball is immediately dead, and the runner shall be called out.
7. Teams are allowed to score no more than 5 runs in any inning. Once 5 runs have been reached the teams shall switch sides.
8. Only one defensive coach outside the dugout, the defensive coach must be in contact with the dugout fence once the ball is put into play.
9. A maximum of three conferences with the pitcher are allowed per game. Any additional conference after the third visit requires the immediate removal and replacement of the pitcher. Umpires and league officials will enforce this rule without exception.
10. Head-first slides are prohibited when advancing to a base. The only exception is when sliding back to a base. Any violation may result in the runner being called out
11. Line up card must be presented to the opposing head coach and head umpire prior to first pitch. This must also include what inning 1st-3rd each player will be playing the infield.

Pitch Count

75 pitches per day

(a) Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)

(b) A pitcher once removed from the mound cannot return as a pitcher.

(c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. Note 2: Any player who has played the position of catcher in four or more innings in a game is not eligible to pitch on that calendar day.

(d) Pitchers must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

MOYSC Baseball 12U League Rules

- **Pitcher Mound: 50 Feet**
- **Base Path: 70 Feet**
- **Time: No new Inning After 1 Hour and 35 Minutes**

The following MOYSC complex rules will supersede any rule or regulation in the “Centex Series (Baseball) and the “USSSA OFFICIAL BASEBALL NATIONAL BY-LAWS & RULES”:

1. Games are a maximum of seven innings in length. No new Inning After 1 Hour and 35 Minutes.
2. A pitcher must be removed from the mound after hitting 3 batters in a single game
3. A fifteen-run rule is in effect after three innings.
4. A ten-run rule is in effect after four innings.
5. “Suicide squeeze” and “Slash” type plays are strictly prohibited. If, in the opinion of the umpire, a “suicide squeeze” or “slash” type play has occurred, the ball is immediately dead, and the runner shall be called out.
6. There will be no stealing of home. If in the umpires judgment the runner is over halfway home before the ball crosses home plate, the runner will be declared out.
7. Teams are allowed to score no more than 5 runs in any inning. Once 5 runs have been reached the teams shall switch sides.
8. Only one defensive coach outside the dugout, the defensive coach must be in contact with the dugout fence once the ball is put into play. A maximum of three conferences with the pitcher are allowed per game. Any additional conference after the third visit requires the immediate removal and replacement of the pitcher. Umpires and league officials will enforce this rule without exception.
9. Head-first slides are prohibited when advancing to a base. The only exception is when sliding back to a base. Any violation may result in the runner being called out

Pitch Count

85 pitches per day

(a) Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)

(b) A pitcher once removed from the mound cannot return as a pitcher.

(c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. Note 2: Any player who has played the position of catcher in four or more innings in a game is not eligible to pitch on that calendar day.

(d) Pitchers must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

MOYSC Baseball 14U League Rules

- **Pitcher Mound: 54 Feet**
- **Base Path: 80 Feet**
- **Time: No new Inning After 2 hours**

The following MOYSC complex rules will supersede any rule or regulation in the “Centex Series (Baseball) and the “USSSA OFFICIAL BASEBALL NATIONAL BY-LAWS & RULES”:

1. Games are a maximum of seven innings in length. No new Inning After 2 Hours
2. A pitcher must be removed from the mound after hitting 4 batters in a single game
3. Teams are allowed to score no more than 5 runs in any inning. Once 5 runs have been reached the teams shall switch sides.
4. A fifteen-run rule is in effect after three innings.
5. A ten-run rule is in effect after four innings.
6. “Suicide squeeze” and “Slash” type plays are strictly prohibited. If, in the opinion of the umpire, a “suicide squeeze” or “slash” type play has occurred, the ball is immediately dead, and the runner shall be called out.
7. Only one defensive coach outside the dugout, the defensive coach must be in contact with the dugout fence once the ball is put into play.
8. A maximum of three conferences with the pitcher are allowed per game. Any additional conference after the third visit requires the immediate removal and replacement of the pitcher. Umpires and league officials will enforce this rule without exception.
9. Head-first slides are prohibited when advancing to a base. The only exception is when sliding back to a base. Any violation may result in the runner being called out

Pitch Count

95 pitches per day

(a) Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)

(b) A pitcher once removed from the mound cannot return as a pitcher.

(c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. Note 2: Any player who has played the position of catcher in four or more innings in a game is not eligible to pitch on that calendar day.

(d) Pitchers must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

MOYSC SOFTBALL 5U and 6U LEAGUE RULES

- **Pitcher Rubber: 40 Feet**
- **Base Path: 55 Feet**
- **Time: No new Inning After 50 Minutes**

The following MOYSC complex rules will supersede any rule or regulation in the “Texas Diamond Softball (Softball) Rules & Regulations”:

1. Games are a maximum of six innings in length. No inning will start after 50 minutes. Teams shall not score more than five runs per inning.
2. Player must play a least one inning at an infield position each game. Infield positions are the following: Catcher, Pitcher, First Base, Second Base, Short Stop, and Third Base. Player must play a 2/3rd of the game in the field. Coaches that fail to meet this requirement will be disciplined by the MOYSC Board
3. The entire roster of players present for the game shall bat in rotation. A game will not end unless every player on both Teams has had at least one chance to bat.
4. The batting tee shall be placed according to TEXAS DIAMOND rules. The coach assisting the batter will be responsible for removing the tee after the batter has hit the ball.
5. Neither the batting coach, nor the batter, will be allowed to adjust the tee after the pitcher has made the pitching motion.
6. Players must take a full swing at the ball. Half swings and bunting the ball is not allowed. The batter shall be called out after failing to hit the ball after six swings at the ball on the tee. The batter is not out on a foul ball unless it is the final swing.
7. While batting a player should not point their feet a certain direction in the batter’s box. The player should hit the ball with a natural regular, closed, or opened stance.
8. The catcher shall stand away from home plate until the batter hits the ball, and then the catcher may field his/ her position. If the batter is right handed the catcher will stand on the first base side of home plate at a 45-degree angle. If the batter is left-handed the catcher will stand on the third base side of home plate at a 45-degree angle. Batting Helmet to be worn.
9. Teams are allowed five coaches in uniform. A maximum of three coaches are allowed outside the dugout during offense and defense. The other two coaches should remain in the dugout.
10. Three offensive coaches are allowed when a team is hitting. Two base coaches, who must remain in the coach’s box, and a hitting coach. The hitting coach is allowed to:
 - a. Position the batter at home plate.

- b. Adjust the batting tee for each batter prior to the pitcher making the pitching motion.
 - c. Pick up the bat and remove the tee off of home plate after the ball is hit.
- 11. Two defensive coaches are allowed when their team is on defense. The two outfield coaches are allowed to position themselves in the outfield foul territory grass prior to the ball being hit and must remain there until play is called dead.
- 12. The pitcher is not allowed to make the pitching motion until told to do so by the Coach or Umpire by gesture or verbal means.
- 13. Pitcher must perform pitching motion when directed and must keep both feet on the pitching rubber until the ball is put into play.
- 14. If the pitcher fields the ball within the pitcher's circle they can't run a ball to a base or run to tag a player out. Pitcher's circle needs to be 10 feet in diameter.**
- 15. Outfielders must stand in the outfield grass.
- 16. Teams will switch out from offense to defense when:
 - a. The offensive team has scored five runs, or
 - b. The defensive team has made three outs.
- 17. Home Team is required to provide a bookkeeper for each game. The bookkeeper will monitor whose turn it is to bat, and when five (5) runs have scored or three (3) outs have been made.
- 18. The score is not kept for any reason other than to switch teams from offense to defense if five (5) runs have been scored before three (3) outs have been obtained. Team standings will not be kept.
- 19. Head-first slides are prohibited when advancing to a base. The only exception is when sliding back to a base. Any violation may result in the runner being called out
- 20. Line up card must be presented to the opposing head coach and head umpire prior to first pitch. This must also include what inning 1st-3rd each player will be playing the infield.
- 21. 10 players should be used defensively

MOYSC SOFTBALL 8U LEAGUE RULES

- **Pitcher Rubber: 40 Feet**
- **Base Path: 55 Feet**
- **Time: No new Inning After 60 Minutes**

The following MOYSC complex rules will supersede any rule or regulation in the “Texas Diamond Softball (Softball) Rules & Regulations”:

1. Games are a maximum of six innings in length. No new Inning After 60 Minutes
2. Player must play a least one inning at an infield position within the first three innings each game. Infield positions are the following: Cather, Pitcher, First Base, Second Base, Short Stop, and Third Base. Player can't sit more than two innings on the bench and can never sit the bench in consecutive innings. Coaches that fail to meet this requirement will be disciplined by the MOYSC Board
3. Teams are allowed to score no more than 5 runs in any inning. Once 5 runs have been reached the teams shall switch sides.
4. 10-run rule. If a team is leading an opponent by at least 10 runs after four or more complete innings have been played, or after 3 & ½ innings if the home team is leading. The game shall be terminated and the team in the lead shall be declared the winner.
5. Each batter will receive a maximum of 4 pitches. A batter shall be declared out after failing to hit a fair ball after three strikes. There are unlimited foul balls on the final pitch.
6. The pitching coach must begin with both feet on the pitching rubber and remain in contact with the pitching rubber while pitching. He/she must throw underhand, no kneeling or pitching from the knee is allowed.
7. The pitching coach shall not direct or coach the batter or his/her team in any way while on offense. (Penalty: The pitching coach will receive one warning. After the second offense, he/she will be ejected.)
8. Once the ball has been put into play, the pitching coach must immediately go to home plate and remove the bat from the field of play.
9. If a batted ball hits the pitching coach, the play is dead. The pitch is a no pitch and no runners may advance. If the pitching coach interferes with a fielder's attempt to field the ball or make a play, the ball is dead and the lead runner is out.
10. Ten players shall be used defensively.

11. The player fielding the pitcher position shall take a position on an extended line 4 feet from the pitching plate and on the left or right side of the pitching coach.
12. The catcher may assume the catcher's normal position directly behind home plate. Once the batter swings the catcher may field his position defensively.
13. Base runners are not permitted to steal bases and shall remain in contact with the base until the ball is hit. If a runner leaves base early they will be declared out and the ball is dead.
14. No intentional walks are allowed.
15. Pitcher and Catcher positions must always be fielded.
16. Only one defensive coach outside the dugout, the defensive coach must be in contact with the dugout fence once the ball is put into play.
17. Head-first slides are prohibited when advancing to a base. The only exception is when sliding back to a base. Any violation may result in the runner being called out
18. Line up card must be presented to the opposing head coach and head umpire prior to first pitch. This must also include what inning 1st-3rd each player will be playing the infield.

MOYSC SOFTBALL 10U League Rules

- **Pitcher Rubber: 35 Feet**
- **Base Path: 60 Feet**
- **Time: No new Inning After 1 Hour and 10 Minutes**

The following MOYSC complex rules will supersede any rule or regulation in the “Texas Diamond Softball (Softball) Rules & Regulations”:

1. Games are a maximum of six innings in length. No new Inning After 1 Hour and 10 Minutes.
2. A fifteen-run rule is in effect after three innings. If a team is leading by 12 or more runs after four innings, or if the home team is leading by 12 runs after 3 & ½ innings, the game shall be terminated and the team in the lead declared the winner.
3. Player must play a least one inning at an infield position within the first three innings each game. Infield positions are the following: Cather, Pitcher, First Base, Second Base, Short Stop, and Third Base. Player can't sit more than two innings on the bench and can never sit the bench in consecutive innings. Coaches that fail to meet this requirement will be disciplined by the MOYSC Board
4. A ten-run rule is in effect after four innings. If a team is leading by 10 runs or more after five innings, or if the home team is leading by 10 runs after 4 & ½ innings, the game shall be terminated and the team in the lead declared the winner.
5. “Suicide squeeze” and “Slash” type plays are strictly prohibited. If, in the opinion of the umpire, a “suicide squeeze” or “slash” type play has occurred, the ball is immediately dead, and the runner shall be declared out.
6. Teams are allowed to score no more than 4 runs in any inning. Once 4 runs have been reached the teams shall switch sides.
7. Only one defensive coach outside the dugout, the defensive coach must be in contact with the dugout fence once the ball is put into play.
8. A maximum of three conferences with the pitcher are allowed per game. Any additional conference after the third visit requires the immediate removal and replacement of the pitcher. Umpires and league officials will enforce this rule without exception.
9. Head-first slides are prohibited when advancing to a base. The only exception is when sliding back to a base. Any violation may result in the runner being called out
10. Line up card must be presented to the opposing head coach and head umpire prior to first pitch. This must also include what inning 1st-3rd each player will be playing the infield.

Pitching

No pitcher may pitch more than two innings in a game unless the game reaches the fifth inning. The only pitcher permitted to return to the mound after being removed is the starting pitcher. Umpires will enforce TEXAS DIAMOND rules

MOYSC SOFTBALL 12U League Rules

- **Pitcher Rubber: 40 Feet**
- **Base Path: 60 Feet**
- **Time: No new Inning After 1 Hour and 20 Minutes**

The following MOYSC complex rules will supersede any rule or regulation in the “Texas Diamond Softball (Softball) Rules & Regulations”:

1. Games are a maximum of six innings in length. No new Inning After 1 Hour and 20 Minutes.
2. A fifteen-run rule is in effect after three innings. If a team is leading by 15 or more runs after four innings, or if the home team is leading by 15 runs after 3 & ½ innings, the game shall be terminated and the team in the lead declared the winner.
3. A ten-run rule is in effect after four innings. If a team is leading by 10 runs or more after five innings, or if the home team is leading by 10 runs after 4 & ½ innings, the game shall be terminated and the team in the lead declared the winner.
4. “Suicide squeeze” and “Slash” type plays are strictly prohibited. If, in the opinion of the umpire, a “suicide squeeze” or “slash” type play has occurred, the ball is immediately dead, and the runner shall be declared out.
5. Teams are allowed to score no more than 5 runs in any inning. Once 5 runs have been reached the teams shall switch sides.
6. Only one defensive coach outside the dugout, the defensive coach must be in contact with the dugout fence once the ball is put into play.
7. A maximum of three conferences with the pitcher are allowed per game. Any additional conference after the third visit requires the immediate removal and replacement of the pitcher. Umpires and league officials will enforce this rule without exception.
8. Head-first slides are prohibited when advancing to a base. The only exception is when sliding back to a base. Any violation may result in the runner being called out

Pitching

No pitcher may pitch more than two innings in a game unless the game reaches the fifth inning. The only pitcher permitted to return to the mound after being removed is the starting pitcher. Umpires will enforce TEXAS DIAMOND rules.

MOYSC SOFTBALL 14U League Rules

- **Pitcher Rubber: 43 Feet**
- **Base Path: 60 Feet**
- **Time: No new Inning After 1 Hour and 30 Minutes**

The following MOYSC complex rules will supersede any rule or regulation in the “Texas Diamond Softball (Softball) Rules & Regulations”:

1. Games are a maximum of six innings in length. No new Inning After 1 Hour and 20 Minutes.
2. A fifteen-run rule is in effect after three innings. If a team is leading by 15 or more runs after four innings, or if the home team is leading by 15 runs after 3 & ½ innings, the game shall be terminated and the team in the lead declared the winner.
3. A ten-run rule is in effect after four innings. If a team is leading by 10 runs or more after five innings, or if the home team is leading by 10 runs after 4 & ½ innings, the game shall be terminated and the team in the lead declared the winner.
4. “Suicide squeeze” and “Slash” type plays are strictly prohibited. If, in the opinion of the umpire, a “suicide squeeze” or “slash” type play has occurred, the ball is immediately dead, and the runner shall be declared out.
5. Teams are allowed to score no more than 5 runs in any inning. Once 5 runs have been reached the teams shall switch sides.
6. Only one defensive coach outside the dugout, the defensive coach must be in contact with the dugout fence once the ball is put into play.
7. A maximum of three conferences with the pitcher are allowed per game. Any additional conference after the third visit requires the immediate removal and replacement of the pitcher. Umpires and league officials will enforce this rule without exception.
8. Head-first slides are prohibited when advancing to a base. The only exception is when sliding back to a base. Any violation may result in the runner being called out

Pitching

Umpires will enforce TEXAS DIAMOND rules