

**SCOTTSDALE MISS SOFTBALL, INC.**  
**RULES & REGULATIONS**

The official rules for Scottsdale Miss Softball (“SMS”) are the current edition of the USA Softball (formerly Amateur Softball Association or ASA) fastpitch rules for women as modified and superseded by the following provisions. Where the GENERAL PROVISIONS conflict with the DIVISION SPECIFIC RULES, the DIVISION SPECIAL RULES take precedence. No coach or umpire has the authority to change the official rules of this league.

**A. GENERAL PROVISIONS**

**1. ROSTER SIZE**

Each team will have a minimum of 10 players and a maximum of 12 players with exceptions determined by the Board of Directors (“Board”). There will be no more than 13 players per team unless approved because of extenuating circumstances. Instructional Division teams shall have a minimum of 8 players and a maximum of 11 players. After Division play begins, a player may not be added.

**2. FIELD DIMENSIONS**

<u>DIVISION</u>	<u>BASE DISTANCE</u>	<u>PITCHING DISTANCE</u>
INSTRUCTIONAL	60 FEET	27 FEET
MINI-2	60 FEET	27 FEET
MINI-3	60 FEET	30 FEET
ROOKIE	60 FEET	35 FEET
JUNIOR	60 FEET	35 FEET
MINOR	60 FEET	40 FEET
MAJOR	60 FEET	40 FEET

**3. GAME SCHEDULES**

Game time/dates will be identified on the official league schedule. There will be no game swapping/switching or make ups other than for rain-outs or other weather cancellations. Head Coaches should use the call up rule (Article A.15) to prevent forfeits.

**4. END OF GAME**

a. The maximum number of innings in each Division will be in accordance with the following schedule:

Instructional	5 innings
Mini	5 innings
Rookie	5 innings
Junior	6 innings
Minor	6 innings
Major	6 innings

b. **No new inning may be started after 1 hour and 15 minutes.** Innings being played will be completed. A new inning will be started if the 3rd out of the previous inning is recorded before time expires.

# SCOTTSDALE MISS SOFTBALL, INC.

## RULES & REGULATIONS

- c. A tie in a regular season game is allowed. There is no International Tie-breaker in the regular season.
- d. In any game which is stopped due to darkness or weather, the score reverts to the last complete inning of play. A minimum of 3 innings need to be completed to constitute a game. If a game needs to be completed (less than 3 innings having been played), the game will begin *exactly* where the game was left as shown in the home team scorebook. Games will be rescheduled by the Schedule Coordinator subject to availability of fields, times and umpires.
- e. The umpire's time is official and should be recorded in both scorebooks at the beginning of each game.
- f. The Executive Board reserves the right to change the time limits in order to accommodate special circumstances at certain sites.
- g. Umpires WILL enforce the 1 minute rule between innings for JUNIOR, MINOR, and MAJOR DIVISIONS.

### **5. HOME TEAM DESIGNATION**

- a. Home teams will be identified on the official league schedule and will occupy the 3rd base dugout at all times.
- b. In the event no home team is designated, the home team will be determined by a coin flip.

### **6. SCOREKEEPING/REPORTING SCORES**

- a. Each team is responsible for keeping score in every game. The home team will maintain the "official" scorebook for each game. The visiting team is obligated to periodically check with the home team in order to maintain compatible scorebooks. Discrepancies should be resolved immediately. The home team scorebook is official unless the umpire has sufficient information to correct the score. The winning team is responsible texting or emailing the score of each game to the Division Coordinator within 24 hours after the scheduled time of the game. The Division Coordinator is authorized to waive the 24 hour requirement due to extenuating circumstances.
- b. In the event of a tie, the home team is responsible for reporting the score.
- c. Games not reported within the 24 hour period will be recorded as a loss for both teams.
- d. The umpire shall notify the home team scorekeeper of the time the game ended and shall sign the home team scorebook.

### **7. FORFEITS**

- a. A team that wins by forfeit is responsible for texting or emailing the forfeit to the Division Coordinator within 24 hours of game time.
- b. If a team is unable to field 7 players at game time, then the game will be declared a forfeit. No team is allowed to play with fewer than 7 players at any time during the game.
- c. If the umpire is present, forfeit time is game time. If the umpire is late, forfeit time is the umpire's arrival.
- d. A forfeit will be scored 7-0 in the Division records.
- e. A forfeit may be imposed by the SMS Board for any rule violation, including call-up procedure violations, when appropriate, as outlined in 9(i). A continued disregard of following the SMS rules may result in a coach and/or team suspension from the league, subject to a SMS Board vote.

### **8. PROTESTS**

- a. Protests shall be per USA Softball RULE 9. Protests must be submitted by email to the appropriate Division Coordinator within 24 hours after the start of game which is being

# SCOTTSDALE MISS SOFTBALL, INC.

## RULES & REGULATIONS

protested.

**b.** The protest will be reviewed and adjudicated by the Executive Board.

**c.** Only those protests which concern the interpretation of rules will be considered. Protests concerning an umpire's judgment will not be accepted for review by the Executive Board.

### **9. DISCIPLINE**

**a.** A player may be dismissed from the league by the Board of Directors ("Board") if the player demonstrates unsportsmanlike behavior, insubordination, or misses 3 consecutive games, practices, team meetings or any combination thereof. Extenuating circumstances may be determined solely at the discretion of the Board.

**b.** A player may be suspended from play by the Head Coach or designee for one or more games whenever the player displays unsportsmanlike conduct, is insubordinate or regularly misses scheduled games, practices or team meetings. The name of the suspended player and reason shall be recorded in the team scorebook and the other team must be notified prior to the start of the game. A player may also be suspended (benched) for unsportsmanlike or insubordinate conduct during a game. In this event, the umpire and the other team are to be informed immediately.

**c.** Tobacco use, vaping, drug use, vulgar language, verbal abuse and unsportsmanlike conduct are strictly prohibited on the playing field, in the dugout and spectator areas. Any person serving in an official capacity with SMS (e.g. Board member, coach, manager or other designated person) who fails to abide by the leagues BY-LAWS and CODE OF CONDUCT may be dismissed from their position by the Board. A person so charged will receive a written notice of the offense and the Board shall conduct a hearing at which time the person may appear and present a defense. Subject to the findings at the hearing, the person may be warned, suspended or dismissed from the league.

**d.** If a Head Coach, member of the coaching staff or a player is ejected from a game, the umpire shall notify the umpire-in-chief who in turn shall notify the Board for review. Any player or coach who is ejected from a game by an umpire **regardless of circumstances** is automatically suspended from that team's next scheduled game. A suspended player or coach may not appear on the premises (which include spectator areas) before, during or after the game for which the suspension is in effect.

**e.** Any suspended coach or player appearing on the field for a game in which they have been suspended results in a game forfeit. If a forfeit occurs, reinstatement of the player or coach becomes subject to further review by the Board.

**f.** Any coach or player who is ejected twice during the season will be automatically suspended for the remainder of the season. The suspended coach or player may request a reinstatement hearing by the Board at the Board's convenience.

**g.** Any player or coach who was suspended in the previous season and wishes to participate in the following season is automatically on probation. Any ejection in the following season will result in being suspended for the remainder of the season. The suspended coach or player may request a reinstatement hearing by the Board at the Board's convenience.

**h.** There shall be no recruiting players from an existing SMS team, no tryouts to form teams and no pre-season practices. A person so charged will receive a written notice by email of the offense and the Board shall conduct a hearing at which time the person may appear and present a defense. Subject to the findings at the hearing that there was a violation, the offending person will not be allowed to coach or participate on a SMS team in any manner whatsoever.

**i.** A Coach that violates any rules in Provision 11, 13, 14, 19, 20, or any other provision in

# SCOTTSDALE MISS SOFTBALL, INC.

## RULES & REGULATIONS

these rules that does not already have a consequence attached to it, shall: 1) receive a warning that applies from that point through the end of the season; 2) if a second violation occurs, the Coach will receive a one-game suspension with the opportunity to meet with the Executive Board as outlined in the SMS By-Laws Article VII.A.3. Further violations may result in further suspension, forfeit, or removal from the league.

### **10. SAFETY REGULATIONS**

- a. Safety regulations shall be strictly enforced.
- b. All batters, baserunners and on-deck batters must wear USA Softball-approved helmets with ears covered, a chin safety strap and face mask. Shoes with metal cleats are prohibited. Catchers are required to wear USA Softball -approved catcher helmets with face masks at all times when playing and warming up a pitcher.
- c. All players while playing pitcher in Mini 3's, Rookies, Juniors, Minors and Majors Divisions must wear a face mask during practices, scrimmages, and games. Enforcement will be the responsibility of all coaches.
- d. Jewelry including recently pierced earrings may not be worn during practices, scrimmages and games.

### **11. SUBSTITUTIONS**

- a. No player shall sit out 2 consecutive innings. No player may sit out 2 innings until all players have sat out 1 inning. No player shall sit out a 3rd inning until all players have sat out 2 innings. By the end of the 3rd inning, all players must have played one full inning in the infield. These rules shall be communicated to all coaches, managers, players and parents for enforcement. (see Majors Division rules for variation to this rule)
- b. USA Softball RULE 4 SECTION 5 – RE-ENTRY does not apply.
- c. Any pitcher who hits 3 batters in a single inning or 4 batters in a single game must be removed as pitcher immediately and may not pitch for the rest of the game but may play any other position.

### **12. 4-RUN and 6-RUN RULES**

- a. Mini-3, Rookie and Juniors teams may score a maximum of 4 runs in an inning except a team that is behind by 4 or more runs may score as many runs to tie the game in any inning.
- b. Minor and Major teams may score a maximum of 6 runs in an inning except a team that is behind 6 or more runs may score as many runs to tie the game in any inning.

### **13. BATTING ORDER**

- a. Batting in all Divisions shall be round-robin style.
- b. If a player is removed from the line-up because of sickness or injury, then the player is removed from the batting order for the remainder of the game and no out will be recorded at each subsequent time at bat.
- c. If a player is ejected by an umpire or benched from a game, then the player is removed from the batting order for the remainder of the game and no out will be recorded at each subsequent time at bat.
- d. If a player is late and the player's team has not batted through the order, the player must be added to the bottom of the batting order. If a player arrives after 3 complete innings of play or the team has gone through the batting order, the player may not play in the remainder of the game.

# SCOTTSDALE MISS SOFTBALL, INC.

## RULES & REGULATIONS

### **14. CALLING UP PLAYERS**

**a.** The intent of this rule is to prevent teams from forfeiting when players are missing. The Board may remove the privilege of using this rule for a team if, in the opinion of the Board, a team has abused the intent of the rule by gaining a competitive advantage.

**b.** If a team is not able to field 9 players or if they are unable to field enough pitchers for a game, then they must use the following procedure:

**1.** All teams must use players from the next lower division of play (i.e. only Instructional called up to Mini-2s, only Mini-2s called up to Mini-3s, only Mini-3s called up to Rookies, and so forth). There are no exceptions.

**2.** A team requesting a call-up player must contact the Division Coordinator a minimum of 24 hours prior to the game being played. The Division Coordinator will then contact the lower Division Coordinator. A list of call-up players will be kept by the Division Coordinators throughout the season with the goal of providing all call-up players the opportunity to play. No individual call-up player may be requested. A request for a call-up player who can pitch or play the catcher position is allowed.

**3.** A maximum of 6 call-up players are allowed to make a team total of 9 players during the regular season and a maximum of 3 call-up players during tournament.

**4.** Players who have games with their own team cannot be used as call-up players on the same day and time.

**5.** Any call-up player who appears for the game must follow the substitution rule 11a and by the end of the 3<sup>rd</sup> inning, the call up player must have played one full inning in the infield.

**6.** Call-up players will be permitted to pitch subject to the same pitching limitations for competitive and non-competitive players. A call-up pitcher may pitch for an individual team a maximum of 2 games per season.

**7.** Call-up players must wear their regular team uniforms. Call-up players not appearing in their own team uniforms will be declared illegal players.

### **15. CLINICS**

All SMS sanctioned clinics are open to all league players by division or totality.

### **16. UNIFORMS**

Only uniforms issued by SMS shall be worn in the usual and appropriate manner. Players must be in full uniform in order to play. An umpire shall request that a player change into their SMS issued uniform (jersey) before allowing the player to play in an SMS game. Shoes with metal cleats are prohibited.

### **17. NO SHOW UMPIRES**

**a.** If an umpire does not show up for a game, each team will select a representative (other than coaches) with one as the plate umpire positioned behind the pitcher and one positioned in the field.

**b.** If an umpire comes late or does not arrive, the home team shall notify the Division Coordinator immediately.

### **18. COURTESY RUNNER FOR CATCHER**

A courtesy runner for the catcher is allowed and encouraged when there are 2 outs. The courtesy runner shall be the player who made the prior out.

# SCOTTSDALE MISS SOFTBALL, INC.

## RULES & REGULATIONS

### **19. COMPETITIVE PLAYER**

a. Players currently practicing or registered with a competitive team may play for SMS.

b. **Pitching Rule:** Competitive players are limited to pitch in 2 consecutive innings per game whether they pitch for their competitive team or not. Once substituted (for any reason) the competitive player cannot return to pitch, regardless of whether 2 consecutive innings were pitched. A competitive player who pitches in more than 2 consecutive innings during a regular season game will result in a forfeit of the game. A competitive player who pitches in more than 2 consecutive innings during a tournament game will result in a forfeit of the game and removal of the team from the tournament (see Major Division Special Rules for Pitchers). **A player is considered a Competitive Player if they pay participant dues to a Competitive or Club softball team at any point during the season in which they are registered to play for SMS.** Competitive or Club softball includes, but is not limited to, USA SOFTBALL, USSSA, TCS, PGF and High School programs. Middle School softball programs are not to be considered competitive by SMS rule. Any other programs not listed here will be subject to the review and decision of the Executive Board.

### **20. COACHES IN THE DUGOUT AND FIELD OF PLAY**

a. Unless otherwise provided in the DIVISION SPECIFIC RULES, defensive coaches are not allowed outside the dugout in the field of play.

b. Offensive coaches are allowed within the coach's box at 1<sup>st</sup> base and 3<sup>rd</sup> base.

c. Coaches whether in the field of play or dugout shall not instruct a batter to swing or notto swing at a pitched ball.

### **21. BALL CONSIDERED DEAD**

For Junior, Minor and Major Divisions, USA Softball Rules regarding the pitching circle will apply.

### **22. SPORTSMANSHIP**

SMS is a recreational program founded on the principles of good sportsmanship and mutual respect with positive modeling by its adult participants. Accordingly, there shall be NO negative cheers or comments directed at opposing teams, players, coaches and fans and it is the responsibility of the Head Coach to ensure compliance by its players, coaches and fans. This rule also applies to conduct with umpires. All questions and issues are to be calmly and respectfully discussed with the umpire by the HEAD COACHES ONLY. All assistant coaches, players and fans are required to address their questions, comments or concerns with their HEAD COACH ONLY.

**SCOTTSDALE MISS SOFTBALL, INC.**  
**RULES & REGULATIONS**

**B. DIVISION SPECIAL RULES**

**1. INSTRUCTIONAL SPECIAL RULES**

- a. The average youngster can learn to play and enjoy softball at an early age with the help of good instruction and day-to-day experience. For the beginner, the learning experience must be fun with ample opportunity to practice all the fundamentals of softball - batting, throwing, fielding and running.
- b. A 10-inch softie ball will be used which provides the players an opportunity to field and catch with less apprehension of being hurt. A batting tee is provided which can be set at different heights for different-sized players.
- c. A defensive team shall use all 11 players with a pitcher, 4 infielders, 6 outfielders but no catcher. The offensive team players will be listed in order and bat once each inning.
- d. During offensive play a maximum of 4 offensive coaches will be allowed on the field at one time - one coach will pitch; one coach will catch and assist the batter in hitting off the tee; and 1 coach each at 1<sup>st</sup> and 3<sup>rd</sup> base. A maximum of 2 defensive coaches are allowed on the field behind the infield players. The Instructional Coordinator and their staff may alter these rules as they see fit in order to facilitate the developmental goals of the SMS league.
- e. A coach or designated team representative (16 years or older) will pitch to their own batters. The coach-pitcher must begin their motion within the pitcher's circle and shall not field batted balls. A maximum of 6 pitches will be delivered to the batter. If a player is unable to hit the pitches from the coach, then a batting tee will be used, and the batter will continue to swing until the ball is hit into fair territory and beyond a line extending 15 feet from home plate.
- f. No score will be kept.
- g. There are no called strikes or balls.
- h. Play is dead when the ball is controlled by the pitcher within the pitching circle.
- i. The ball is live if hit fair and beyond a line extending 15 feet from home plate.
- j. There will be no umpires assigned to the Instructional Division. Coaches at 1<sup>st</sup> and 3<sup>rd</sup> base will umpire and call baserunners safe or out.
- k. The baserunner must stay in contact with the base until the ball is hit.
- l. The "Infield Fly Rule" does NOT apply.
- m. A baserunner may not advance on overthrows.

**2. MINI-2 DIVISION SPECIAL RULES**

- a. Mini-2 teams shall field 10 defensive players, the 10<sup>th</sup> being a short outfield position that must be played at least 15 feet beyond the baselines. Each team must field a minimum of 7 players or forfeit. The coach-pitcher must begin their motion with at least one foot in contact with the pitcher's rubber. Pitches should be flat (no slow pitch with an arch) for the benefit of the batters
- b. The Mini-2 Division will use a 10-inch softie ball.
- c. The "Infield Fly Rule" rule does NOT apply.
- d. A baserunner must stay in contact with the base and may not advance until the ball is hit. There is no stealing or attempting to advance on a wild pitch, passed ball or throwback to the pitcher. A baserunner may not advance on overthrows.
- e. There are no called strikes or balls. The batter must swing to be called a strike. A maximum of 9 pitches may be delivered to the batter.
- f. The USA Softball Drop 3<sup>rd</sup> Strike does NOT apply.
- g. A batter hit by a pitch will not be awarded 1st base.
- h. There are no walks.
- i. The coach-pitcher must begin their motion with at least one foot in contact with the pitcher's rubber and shall not field batted balls.

# SCOTTSDALE MISS SOFTBALL, INC.

## RULES & REGULATIONS

- j. In Mini-2 a coach from each team will umpire. The plate umpire-coach shall be from the fielding team and the field umpire-coach shall be from the batting team.
- k. There is no bunting. Any bunt will be considered a fouled strike. If the bunt occurs on the last allowable pitch, the batter is out.
- l. Score will be kept but not reported to the Division Coordinator. A coach or representative from the team FIELDING shall back up the catcher and throw back passed balls to the coach-pitcher but shall not provide any coaching to players.
- m. Should a batted ball off a coach pitch go past the reach of players (not by error) the batter will be allowed a maximum double.
- n. As a clarification when an out occurs in the field, the base runner will return to the dugout.

### **3. MINI-3 DIVISION SPECIAL RULES**

- a. Mini-3 teams shall field 10 defensive players, the 10<sup>th</sup> being a short outfield position that must be played at least 15 feet beyond the baselines. Each team must field a minimum of 7 players or forfeit.
- b. The Mini-3 Division will use an 11-inch hard ball.
- c. The "Infield Fly Rule" rule does NOT apply.
- d. A baserunner must stay in contact with the base and may not advance until the ball is hit. There is no stealing or attempting to advance on a wild pitch, passed ball or throwback to the pitcher. A baserunner may not advance on overthrows.
- e. There are no called strikes or balls. The batter must swing to be called a strike. A maximum of 9 pitches may be delivered to the batter.
- f. The USA Softball Drop 3<sup>rd</sup> Strike does NOT apply.
- g. A batter hit by a pitch will not be awarded 1st base.
- h. There are no walks.
- i. The coach-pitcher must begin their motion with at least one foot in contact with the pitcher's rubber and shall not field batted balls.
- j. In Mini-3 a coach from each team will umpire. The plate umpire-coach shall be from the fielding team and the field umpire-coach shall be from the batting team. In Mini-3 after Spring Break there will be an assigned umpire behind home plate (see Player/Coach Pitch Program).
- k. There is no bunting. Any bunt will be considered a fouled strike. If the bunt occurs on the last allowable pitch, the batter is out.
- l. Score will be kept but not reported to the Division Coordinator.
- m. A coach or representative from the team FIELDING shall back up the catcher and throw back passed balls to the coach-pitcher but shall not provide any coaching to players.
- n. Should a batted ball off a coach pitch go past the reach of players (not by error) the batter will be allowed a maximum double.
- o. As a clarification when an out occurs in the field, the base runner will return to the dugout.

### **MINI-3 PLAYER/COACH-PITCH PROGRAM**

- a. The Player-Pitch Program begins mid-season after the SUSD Spring Break typically in the middle of March.
- b. Group pitching lessons through SMS-sponsored clinics are offered at the beginning of the season in an effort to prepare player-pitchers. Players wishing to pitch are encouraged to take group and/or private lessons as the position requires specialized instruction outside of team practices.
- c. Player-pitchers may pitch a maximum of 6 outs per game. The Player Pitch Program is as follows:
  - 1. There are no walks. A batter hit by a player-pitch will be awarded 1<sup>st</sup> base only if hit with significant force as determined by the umpire. There are no walks or

# SCOTTSDALE MISS SOFTBALL, INC.

## RULES & REGULATIONS

advancement to 1<sup>st</sup> base if a batter is hit by a coach-pitch. All batters start with player-pitch. If the umpire calls BALL 4, the hitting team's coach completes pitching to the batter.

2. When the coach begins pitching, the batter retains the STRIKES from when the player-pitcher was pitching. For example, if there are 2 STRIKES on the batter when BALL 4 is called, the count is 0-2 (0 BALLS and 2 STRIKES) when the coach begins pitching. Additionally, when the coach begins pitching, the umpire shall continue to call balls and strikes that are pitched by the coach. For example, if the count is 0-2 when the coach starts pitching and the coach pitches a strike (by swing and miss or by a pitch in the strike zone) the umpire shall call a strike and in this example, the batter would be out. There are no limits to how many foul balls until the play results in a ball in play or strikeout.

3. A **player hitting a coach-pitch will be allowed a maximum double** (encouraging the batters to hit off of the player pitcher).

#### **4. ROOKIE DIVISION SPECIAL RULES**

- a. An 11-inch hard ball will be used.
- b. The USA SOFTBALL Drop 3<sup>rd</sup> Strike Rule does **NOT** apply.
- c. The "Infield Fly Rule" does **NOT** apply.
- d. A base runner may not leave a base until a pitched ball is hit. There is no stealing on a wild pitch, passed ball or throwback to the pitcher.
- e. Fair Batted Ball – Advancement Rules:

A batted ball that remains in front of the infielders with or without error, subject to the judgement of the umpire; the batter and any runners may advance a maximum of one base.

A batted ball beyond the infielders, to include by error, subject to the judgement of the umpire, the batter and runners may advance without limitation, unless the batter hit the ball of a coach pitch, in which case advancement is limited to a maximum of two bases.

If an overthrow occurs on the initial play of a fairly batted ball the batter/runner, and any other runners, may advance one additional base at the risk of being out. If the defensive player attempts another throw and a second overthrow occurs, no further advancement is allowed. Play is stopped at that point.

- f. Non-competitive players will be allowed to pitch a maximum of 6 outs per game.
- g. A coach or representative from team FIELDING may back up the catcher and throw past balls back to the pitcher but shall not provide coaching to any player.
- h. Rookie teams will field 9 players.
- i. **Pitching Rule:** Fall: Follow the Mini-3 Player/Coach pitch program (C1-3 above). Spring: Follow Mini-3 Player/Coach pitch program (C1-3 above) until Spring Break, then only player pitch.

#### **5. ROOKIE PLAYER-ONLY PITCH SPRING PROGRAM**

- a. The Player-Only Pitch Program begins after Spring Break
- b. Player-pitching shall be subject to the standard 4 balls and 3 strikes rule.
- c. Player pitchers may pitch a maximum of 6 outs per game.

#### **6. JUNIOR DIVISION SPECIAL RULES**

- a. An 11-inch hard ball will be used.
- b. Per USA Softball Rule the Drop 3<sup>rd</sup> Strike Rule **DOES** apply.
- c. The "Infield Fly Rule" does **NOT** apply.
- d. Non-competitive players and non-competitive call-up players are allowed to pitch a maximum of 6 outs per game.
- e. A baserunner may advance one additional base per batted ball when an overthrow on a fairly

# SCOTTSDALE MISS SOFTBALL, INC.

## RULES & REGULATIONS

batted ball occurs.

- f. A baserunner may attempt to steal a base, advance on a wild pitch, passed ball, or on a ball thrown back to the pitcher within an at bat.
- g. A baserunner may advance one base only (to 3rd base) on an overthrow to 2nd base of an attempted steal.
- h. A baserunner may NOT advance home on an overthrow of an attempted steal of 3rd base.
- i. A baserunner may NOT attempt to steal home or advance home on a wild pitch, passed ball, or on a ball thrown back to the pitcher within an at bat.
  - The only exception to this rule is when the bases are loaded, there are 2 outs, AND there is a dropped 3rd strike. In this instance, the runner at third must attempt to advance home.

### **7. MINOR DIVISION SPECIAL RULES**

- a. Per USA Softball Rule a 12-inch hard ball will be used.
- b. Per USA Softball Rule the Drop 3<sup>rd</sup> Strike and Infield Fly DO apply.
- c. Per USA Softball Rule a baserunner may attempt to advance home on a wild pitch, passed ball or an error on the throw-back to the pitcher.
- d. Non-competitive players will be allowed to pitch a maximum of 9 outs per game.

### **8. MAJOR DIVISION SPECIAL RULES**

- a. Per USA Softball Rule a 12-inch hard ball will be used.
- b. Per USA Softball Rule the Drop 3<sup>rd</sup> Strike and Infield Fly DO apply.
- c. Per USA Softball Rule a baserunner may attempt to advance home on a wild pitch, passed ball or an error on the throw-back to the pitcher.
- d. Per USA Softball Rule there is no limitation on the number of innings pitched by non-competitive players. Competitive players who are pitching (whether they pitch for their competitive team or not) are allowed to pitch two consecutive innings. Competitive pitchers may also pitch one additional inning in the 5<sup>th</sup> or 6<sup>th</sup> provided that the pitchers did not pitch in the preceding inning.
- d. While Rule A.11.(a) outlines the rule regarding players playing the infield by the end of the 3<sup>rd</sup> inning, should the coach of a Majors team feel there is a concern for a player's safety by playing the infield, the Head Coach must: 1) notify the player, parents, and Division Coordinator; and 2) confirm approval from parents and Division Coordinator. That player would then be exempt from A.11.(a). The Head Coach must notify the umpire and opposing coach at the pre-game meeting of any player exempt from A.11.(a).

**SCOTTSDALE MISS SOFTBALL, INC.**  
**RULES & REGULATIONS**

**C. SMS TOURNAMENTS**

1. Tournaments will be held for Rookie, Junior, Minor and Major Divisions and could be in single or double elimination format.
2. The higher seeded team will be given the choice of whether to be the home or away team. Dugouts are available on a first-come-first-serve basis. The home team will not necessarily be in the 3rd base dugout.
3. Game duration remains the same as Division play with no new inning after 1 hour 15 minutes. All regular SMS rules will be in effect (including the 4-run and 6-run rule) with the following changes:
  - a. **A modified USA SOFTBALL mercy rule is in effect.** The game ends when a team is ahead according to the following schedule:
    - i. after 3 innings - 12 runs or more
    - ii. after 4 innings - 10 runs or more
    - iii. after 5 innings - 8 runs or more
  - b. There are no ties. If time has expired and the game is tied at the end of an inning, the **USA Softball Tie-breaker Rule will be used.** Under that rule, each offensive team starts the new inning with a runner on second base. The runner is the last batter of the prior inning.
  - c. **Rookies Spring Season** – If time has expired and the game is tied at the end of an inning, pitching reverts to Hybrid Kid Pitch/Coach Rescue to complete the tie-breaker.
  - d. Due to the progressive nature of the double-elimination format (i.e. participants in each succeeding game are dependent on the outcome of the prior games), field availability constraints and umpire scheduling, no make-ups or reschedules will be considered. A coach unable to field a team for a scheduled time is allowed to make use of the call-up rule in order to play the game.
  - e. When available, championship tournament games will utilize (2) two umpires with 1 in the field and 1 behind home plate.
4. A maximum of 3 call-up players are allowed to make a team total of 9.
5. Pitching rules are the same as the regular season. A competitive player who pitches in more than 2 consecutive innings during a tournament game will result in a forfeit of the game and removal of the team from the tournament.

**D. USA SOFTBALL TOURNAMENTS**

1. Any participating SMS team choosing to enter any USA Softball tournament may add no more than 2 extra players and must use registered SMS players.
2. The head coach shall inform the Division Coordinator of those players who are added to the tournament roster.
3. Teams using the SMS name may enter tournaments only with the permission of the Executive Board.
4. Players who are registered only with SMS and not registered/rostered with a competitive team may be allowed to participate in no more than 3 competitive tournaments between July 31<sup>st</sup> of the prior calendar year and May 31<sup>st</sup> of the current calendar year. They may do so only with the prior approval of the Division Coordinator and their coach. SMS pitchers will not lose their pitching eligibility if prior approval has been given.

**Last revised 1.5.2026**