

Tri-County Baseball & Softball

Mustang Softball Rules

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Playing Field

- 1) Pitching Distance 35ft.
- 2) Base Lines 60ft.

Equipment

- 1) A standard 11in softball (guideline reference, maximum compression of 375 lbs. and a maximum COR of .47).
- 2) All players on a team shall wear uniforms alike in color and design.
- 3) Shoes with rubber cleats may be worn (metal cleats are not allowed).
- 4) All players must wear a protective helmet with face mask, double ear flaps when batting, base running, or in the on deck circle.
- 5) Catchers must wear masks with a throat protector, body protector, protective helmet, and shin guards.
- 6) No jewelry is allowed to be worn during the game.
- 7) Masks are highly recommended for all infielders.
- 8) All bats must be ASA fast pitch approved. The barrel may be no bigger than 2.25".

Players and Substitutions

- 1) Girls age is as of Jan 1 of current season's year.
- 2) Teams will field 9 players. Teams may play with 8 players without penalty, failure to field at least 9 players will result in a forfeit (7-0) after a fifteen-minute grace period.
- 3) All players must play at least 2 innings in the field on defense.
- 4) Players are not allowed to switch teams within the Tricounty Girls Softball conference. New players may be added to the roster only if the league president is notified in advance. Teams may use players from the division below them. This shall be the only team that player is allowed to play above her level with. This player is only allowed to pitch or catch at the level declared prior to the first game of the season. For purposes of playoff competition, a player may only play on one team.
- 5) Starting players may be taken out of the game and re-entered as many times deemed necessary. The starting pitcher may be taken out of the game and re-enter the game only one time as a pitcher. Non-starting pitchers may not re-enter the game as a pitcher once they are removed.
- 6) Unlimited defensive substitutions are allowed.

The Game

- 1) A regulation game will consist of seven innings. A game called by the umpire shall be regulation if four or more complete innings have been played. If four innings are not completed, the game is unofficial and treated as if the game was never started and must be rescheduled. All games have a 1hr 45min time limit, after which no new regulation inning may start. This time limit will be 2hr 15min for any playoff games. The last inning (if not the 7th) based on time must be declared by the umpire prior to the beginning of that inning or it is not the last inning when no run rule is in effect unless player safety due to darkness is a concern by umpire decision.
- 2) Team enthusiasm is encouraged. All player chatter must be positive and directed only towards their team and their teammates. If a team communicates negatively towards their opponent, the team Manager will be warned. If the issue occurs again, the team will forfeit the game and the League Director will address accordingly with the team Manager.
- 3) 15 run rule after 4 innings, 10 run rule after 5 innings.
- 4) Teams can score 5 runs per inning (with the potential for 8) until the final inning which will be unlimited. Prior to the final inning: if the batting team has a runner on base that will count as the 7th run and any runner that would score after her has a chance to score – the runners may advance as they wish. Once a player has possession of the ball inside the pitcher's circle, the play is dead in this instance and no other run following this counts.
- 5) The final inning will be the seventh inning unless the umpire declares another inning as the final inning due to time restrictions.

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- 6) A game that is tied at the end of the regulation game whether by time or 7 innings finished will be completed as follows (unless the game is ended due to darkness/weather/safety):
The visiting team will start a final inning with a runner on second base and two outs - the runner will be the last out from the last inning played. The home team will field a defense as normal, any pitcher situation remains for the extra inning. The visiting team will bat until the home team gets the third out of that inning, with any runs scored counting towards the visiting team score. The home team will then get the same opportunity for their half of the inning with the visiting team defending. The team with the most runs after this extra inning being the winner of the game. If this inning ends in a tie, then the game is officially a tie.
- 7) All other rules not addressed above are governed by *ASA rules*.
- 8) During Regular Season Games only, a player may be removed from the lineup due to illness or injury with no opportunity to return and not be an out every time up to bat in the lineup. If the player's absence causes her team to go below minimum players to start, then her team will forfeit the current game.

Pitching

- 1) Pitchers will be allowed five warm up pitches between innings. Substitute pitchers first entering the game, and re-entering starters shall be allowed ten pitches.
- 2) Both feet must be on the pitching mound rubber at all times during windup.
- 3) If a pitcher hits three batters in one inning or five batters in a game she must be removed from pitching for the rest of that game. The substitute pitcher at that time will be considered the starting pitcher for substitution purposes.
- 4) A manager or coach may only request a time out when the play is complete and the pitcher has possession of the ball in the 16 foot circle.

Batting

- 1) There will be a continuous batting order. Any late players are added to the bottom of the order.
- 2) If the batter throws her bat, the umpire will immediately warn her. If a warned batter throws her bat again she will be called out and there will be no advancement by any baserunner.
- 3) Any batter that throws her bat intentionally will be ejected from the game without a warning and there will be no advancement by any runners.
- 4) Bunting is allowed.
- 5) When a pitched ball, not struck at or called a strike, touches any part of the batter's person or clothing while she is in the batter's box she will be awarded first base, even if the ball touches the ground first.
- 6) Dropped Third Strike Rule is not played at this level.
- 7) Infield Fly Rule is not played at this level.

Base Running

- 1) All the defensive and offensive players must take every effort possible to avoid unnecessary physical contact. If any baserunner fails to slide and comes into contact with the fielder where there is a potential for being out, the base runner will be called out.
- 2) A runner on 1st or 2nd may steal at their own risk. The runner can only leave after the ball has crossed the plate. The base-runner cannot advance on an overthrow from the catcher. The runner cannot advance home on a wild pitch, passed ball. A baserunner cannot steal home. However, if the defense attempts to pick off the baserunner at 3rd, the baserunner may advance at her own risk. An attempt to pick off will be defined as an actual throw. A baserunner attempting to steal 3rd base from 2nd base may not advance home on an overthrow from the catcher attempting to throw the baserunner out. A baserunner attempting to steal 2nd while 3rd base is occupied may not advance past 2nd, even on an overthrow. In the previous situation, the runner on 3rd base may not advance home, unless a play is made on her as described above. A baserunner established at 3rd base may only advance home on a batted ball or being walked in. No stealing is allowed when the ball is thrown back to the pitcher and mishandled.
- 3) If the batter makes contact with the ball, then the runner can advance at their own discretion and take one base on an overthrow.
- 4) A courtesy runner will be allowed for the pitcher and catcher at any time. The courtesy runner must be the player who made the last out.

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Umpires

- 1) There must be at least one umpire on the field but two umpires are preferred. If only one umpire, umpire must be behind home plate. The umpire behind home plate must be badged and it is preferred the umpire to be badged ASA/USA Softball. If scheduled umpires do not show up, the game will be rescheduled at the visiting team's convenience. Any discrepancy will be brought before the league for resolution.
- 2) The umpire behind the plate must wear a protective facemask and have a ball and strike counter. All umpires must have a copy of the Tricounty Girls Softball Conference Rules.

Communicable Disease Procedures

- 1) While the risk of one athlete infecting another during competition is close to non-existent, there is a remote risk that blood borne infectious diseases can be transmitted. Procedures for reducing the potential for transmission of these infectious agents should include, but not be limited to, the following:
 - a) The bleeding must be stopped, the open wound covered and if there is an excessive amount of blood on the uniform it must be changed before the athlete may participate.
 - b) Clean all applicable contaminated surfaces and equipment with an appropriate disinfectant before competition continues.

Sportsmanship

Ultimately, not only is good sportsmanship necessary for a successful recreation activity, it is a character quality that contributes to successful life endeavors. Member organizations have a mission to provide a respectful environment for today's youth that fosters the development of tomorrow's leaders. The purpose of this organization is to project and influence honesty, loyalty, courage, and reverence so that they may be finer, stronger and happier young people who will grow to be good, clean, healthy adults. League officials shall bear in mind at all times that the attainment of exceptional athletic skill or the winning of games is secondary and that molding of future citizens is of prime importance.