

Muscatine Girls' Softball Association

LOCAL LEAGUE RULES

All rules as stated in the current USSA rulebook shall apply, except as amended by these Local League Rules.

PHILOSOPHY

This league's philosophy is to develop the fundamental skills of beginning ball players. The focus of this league should be to foster the girls' love and enjoyment of the game of softball. Competitiveness and who wins or loses should be secondary to having fun and enjoying the experience.

ORGANIZATION RULES

1. The ruling body of the Muscatine Girls Softball Association (MGSA) league will consist of a minimum of five members and a maximum of thirteen.
 - 1.1. The Board of Directors will always have an odd number and a quorum will be one more than half of current members.
 - 1.2. The members of the Board will be elected to two-year terms
 - 1.2.1. Four elected on one-year and three elected the next year.
 - 1.3. The Board will choose the President, Vice-President, Secretary and Treasurer.
2. The annual Meeting and election of Board Members will be in September/October (depending on the end of the fall ball season) as designated by the President.
3. The first Annual Meeting of the year will be posted on the Official MGSA website two weeks prior to the meeting date.
 - 3.1. Meeting notice will also be shared on Facebook.
4. Any person present at the fall meeting, who is eighteen years or older and out of high school is eligible to vote and hold office in the MGSA.
5. Any member of the MGSA Board of Directors who misses three meetings in a twelve-month period starting with the September/October annual meeting will be reviewed by the Board of Directors and may be removed from the Board of Directors by a 60% majority vote by the remaining Directors.
6. Any person who has been removed or resigned from the MGSA Board of Directors or Coaches, shall be ineligible for election or appointment to the Board of Directors for a minimum of 3 years from the date of their removal. (Effective November 30, 2021)
7. At all subsequent meetings after that Annual Meeting, only the Board of Directors will vote. All team representatives will be notified of these meetings and are encouraged to participate in all discussions. All meeting agendas will be published before the date of the meeting, and anyone interested in the items to be discussed should arrange to be at the meeting. A quorum must be present at all meetings other than the annual meeting where motions are made, voted, and adopted.
8. There is to be a league organizational meeting held the Sunday night prior to the city tournament to discuss the business at hand and to distribute necessary information. This meeting may be replaced with a mid-season meeting with Coaches.

OPERATING RULES

1. Each member of the Coaching staff must return to the Board of Directors a copy of this CODE OF CONDUCT AND BACKGROUND CHECKS before the first game of the season.
2. A Coach refusing to play for any reason, other than not having enough players or the conditions of the field is questionable, is suspended immediately and is up for review by the Board of Directors and game will be automatically forfeited.
3. The outcome of the regular season play will determine the Tournament bracket. The league will give first through third place awards based on the number of teams in the league
 - 3.1. Three teams or less will receive only 1st place awards
 - 3.2. Four to five teams will receive 1st and 2nd place awards
 - 3.3. Six or more teams will receive 1st through 3rd placed awards.
4. The MGSA will conduct a Double Elimination City Tournament at the end of the season for the Bantam, Junior, and Senior Leagues.
 - 4.1. There will be a single elimination tournament for the starter Division.
5. The Board of Directors has the power to change or cancel the city tournament as they see fit if necessary due to unforeseen circumstances such as weather, emergency, etc.

Coach Selection Procedure

1. Coaches, new or replacement, will be selected and screened by a selection committee. The committee shall consist of the President, Vice-President, Secretary, Treasurer, and any available Board Members. The committee will use the following guidelines to determine their selection.
 - 1.1. Be eighteen years of age or older
 - 1.1.1. Senior Division Coaches must be older than twenty-five and at the discretion of the Board of Directors
 - 1.2. Have a general knowledge of softball
 - 1.3. Be sensitive to the mental and physical limitations of young athletes
 - 1.4. Realize that they are helping to shape the physical, mental, and emotional development of young athletes
 - 1.5. Have understanding, patience and the capacity to work with young athletes
 - 1.6. Be a leader
 - 1.7. Be a source to inspire respect
 - 1.8. Maintain a position of trust and responsibility
 - 1.9. Recognize that the game of softball is a vehicle of training and enjoyment
 - 1.10. Coaching Priority: Head Coaches
 - 1.11. Named Assistant of previous year
 - 1.12. Coaches changing divisions
 - 1.13. Assistants with the League
 - 1.14. Relatives on team (returning)
 - 1.15. Totally New individuals to program
 - 1.16. Someone wanting to return to program

PLAYER ELIGIBILITY

1. Any Girl from the Muscatine School District, or any girl living in the surrounding area, who meets the age restrictions, is eligible to play. The Board of Directors can make exceptions to this rule.
2. Any girl who misses three practices, without giving good reason prior to the start of such practices, should be reported to the Board of Directors. The coach should contact the player or parent and league rep by phone call, text message, email, or letter after second absence. The Board, after the third absence will meet with the girl and her parents and if an appropriate solution cannot be worked out, the player will be dropped from the team.
3. A player who is pregnant is not eligible to participate. Knowledge of such a situation should be promptly reported to the Board of Directors for immediate intervention. Any official who is pregnant should promptly report to the Board of Directors for a Modified Role.
4. The league will have four divisions as follows:
 - 4.1. **Starter League**
 - 4.1.1. Ages 6-7
 - 4.2. **Bantam League**
 - 4.2.1. Ages 8-10
 - 4.3. **Junior League**
 - 4.3.1. Ages 11-13
 - 4.4. **Senior League**
 - 4.4.1. Ages 14-18
- 4.5. Players must be six by August 31st prior to sign up and no older than eighteen by May 1st of the current season.
- 4.6. Players that have graduated are eligible to finish current season but are ineligible for the following softball season, regardless of age eligibility

BID OFF POLICY AND PROCEDURE

1. The MGSA understands that any time a group of people are picked as a team, the possibility is present for personality conflicts to happen. Our main interest is to provide girls, ages 6-18, with a place to play, learn, and enjoy the game of softball.
2. To avoid some of these conflicts, we will allow a player **ONCE** during her **entire** eligibility, the opportunity to bid off the team she played on the previous season. Since it is a one-time option, however, careful consideration should be given before using it.
3. This is not to be used because you feel your team will not be any good this year. This policy has been established for real conflicts between players and coaches.
4. A player wishing to “Bid Off” must submit a letter signed by their parent(s)/guardians(s) stating the reasons for wishing to “Bid Off.”
 - 4.1. This must be in the hands of the Board of Directors before player evaluations.

SIGN-UP AND DRAFT

1. Sign-up day for all girls will be the third Saturday in February.
 - 1.1. Online registration will be open for over two months starting January 1st.
 - 1.1.1. These dates may be changed or amended annually by the Board of Directors.
2. After sign-up is complete, a full roster of eligible players to be drafted will be available to each coach.
 - 2.1. Those girls who signed up and who make a high school team at any level will be allowed a full refund of their registration fees if their request is made before the first game of the regular league season.
3. Players will indicate at time of sign-up if they are a travel player. Travel players will be noted on the draft roster prior to tryouts.
 - 3.1. Depending on the number of travel players on teams, limits may be set by the board, to spread these players evenly through-out the division.
4. All Bantam, Junior and Senior girls not already assigned to a team must attend player evaluations.
 - 4.1. Player evaluation time may be amended by the Board to accommodate the number of girls needing to be evaluated.
 - 4.2. Players not in attendance at one of the player evaluation sessions will be picked at the end of the regular draft in order of the draft order. ***NO EXCEPTIONS***
 - 4.3. If there are more than one non-attending players, their names will be placed in a hat and drawn in order of draft.
5. The draft for all three divisions will be held after player evaluation sessions are complete.
6. Each team may have one assistant coach whose daughter will be an automatic first round selection in the draft.
 - 6.1. If that player or any of her sisters is a member of that team no other assistant coach's daughter will be allowed to be an automatic draft selection unless approved by the Board of Directors.
 - 6.2. Immediate family members include daughter, stepdaughter, granddaughter, or step-granddaughter.
 - 6.3. Immediate family members other than daughters of coaches will be automatic third round selections.
 - 6.4. If more than one family member is in the draft, they will be fourth, fifth, etc. selections.
7. Head coaches must declare their assistant coach before the draft begins.
 - 7.1. All coaches/helpers must be approved by the Board of Directors, criminal background checks before being allowed on the field.
 - 7.1.1. Assistant coaches' daughter is not an auto add to the team roster. They can be added to the team at the cost of the draft pick.
8. All sister combinations must be picked prior to the last round of the draft.
 - 8.1. **EXCEPTION**: If the parent/guardian requests that sisters be placed on separate teams, that request will be honored.
9. Sisters of returning roster players will be automatically assigned to the same team.
 - 9.1. This also applies to sisters in the draft. When one sister is picked, the other sister also goes to the picking team. The pick will also use the next round in the draft.
10. Daughters of sponsors are added to the team roster automatically with no draft penalty.

11. Returning players are expected to play for the same team as the previous year with the subject to age restrictions unless they have met the requirements for “bidding off.”
 - 11.1. See Bidding Off Policy and Procedure
12. Players for the draft will be those players who have signed up as of the last designated sign-up date or as established by the league.
13. In case of an expansion team: The expansion team will first draft a number of players equal to 80% of the average number of returning players on team rosters in that division, but not more than the number of players on the returning team with the least number returning.
 - 13.1. The teams will have to draft three players from each age group before a fourth player from one age group may be drafted. The expansion team will then draft in the last position for the remainder of the draft.
14. The order of the draft will be figured on the percentage of the win-loss record of the season.
 - 14.1. Forfeits will be a 1-0 score with the forfeiting team receiving the loss.
 - 14.2. The draft will be held in reverse order of the team’s finish.
 - 14.2.1. Example: The team with the highest winning percentage will draft last. The team with the lowest winning percentage will draft first.
 - 14.2.1.1. In case of identical percentages, head-to-head runs given up, then coin toss for teams involved with identical percentages.
15. Drafting will only apply to Bantam, Junior and Senior divisions.
 - 15.1. The first round of drafts will be a pitchers draft, all teams will have a first round pick. This will be held in draft sequence.
 - 15.1.1. This is to ensure an even distribution of Pitchers to make a more competitive league.
16. Each team in all five divisions shall be limited to no more than five players of each age. The limit will be enforced with the following exceptions:
 - 16.1. Rosters of returning players, including automatic picks/assignments. Also, if division only has two ages in it.
 - 16.1.1. i.e., Starter League is 6 and 7 year olds.
 - 16.2. If during the draft, no players of the other ages are available.
 - 16.3. Players assigned randomly at the end of draft.
 - 16.4. New players assigned to teams after completion of the draft.
17. Bonus picks: Bonus picks are awarded in the draft sequence.
 - 17.1. After 2 complete rounds, a bonus pick will be awarded to each team that does not have at least ten players.
 - 17.2. After 3 complete rounds, a bonus pick will be awarded to each team that does not have at least eleven players.
 - 17.3. After 4 complete rounds, a bonus pick will be awarded to each team that does not have at least twelve players.
18. **“Swapping” of players after they have been drafted will not be allowed!**

Officials/Participants

1. There will be no more than one Head Coach and 2 Assistant Coaches in the dugout during all practices and games.
 - 1.1. Exception: **Starter League** may use 3 Assistant Coaches, and all be in the dugout to help the game flow quicker and smoother.
 - 1.2. Scorekeepers must remain outside of the dugout unless they are one of the Assistant Coaches.
 - 1.3. These Coaches are the only ones allowed in the dugout and able to participate in games and practices.
2. If any of the three Coaches are unavailable for a game, the Head Coach may contact the Board of Directors and a Board Member will fill in for the missing Coach(s).
3. Umpires must be fourteen or older for Starter, eighteen or older for Bantam, Junior and Senior. Ages will be at the discretion of the Board of Directors.
 - 3.1. The home plate Umpire is required to wear a facemask. The only exception to this will be in the Starter Division when the Umpire is not directly behind the batter.
 - 3.2. Umpires that are eighteen and still playing in the current season are unable to Umpire Senior Division.
4. Assistant Coaches must be present and assist at least 50% of the team games and practices and participate as a base Coach or Scorekeeper.
5. Anytime a Coach or Assistant Coach is ejected from a game by the Umpire, they will need to appear before the Board of Directors before resuming their coaching duties.
6. Only Coaches, Umpires and Players are allowed on the field at any given time. Absolutely no parents allowed on the field at any time.
7. Only players and Coaches may be in the dugout during the game.
 - 7.1. Players are to remain in the dugout during the ball game unless permission to leave is given by the Coach.
 - 7.2. Coaches **MUST** remain in the dugout during defensive play unless time has been called and granted or if they are warming-up a player (i.e., in batting cage, pitching)

GENERAL PLAYING RULES

1. Heat Index Guidelines:
 - 1.1. 100-109: Use caution, monitor athletes, allow for water breaks, shorten game duration by 15 minutes.
 - 1.2. 110 or above games will be suspended and rescheduled.
 - 1.2.1. Parents' reserve the choice to send their child to play.
2. Weather Related Conditions: The Parks and Recreation Department reserves the right to cancel all reservations and activities on diamonds due to inclement weather and/or diamond conditions.
 - 2.1. You may call their office (563-263-0241) for the Diamond condition recording which will be available after 3:30pm.
 - 2.2. You may also sign up for email/text alerts regarding field conditions on the City's website www.muscatineiowa.gov.
 - 2.2.1. Go to 'Notify Me' on the home page and get registered from there. Emails/texts will be sent weekdays at 3:30pm during adverse weather conditions.

- 2.3. In case of late weather conditions after 3:30pm or throughout the evening hours, regardless of if the Parks and Recreation Department decides the ballpark is open for play, Board Members will function as field marshals to determine if diamonds and weather will permit games to be played.
 - 2.4. If field conditions are determined **NOT** playable, **NO GAMES WILL BE PLAYED**.
 - 2.4.1. Any games played after this decision will result in a forfeit for each Coach and their team.
3. Rainouts, ties, and postponements are defined in the USSA rulebook. Any game not considered regulation, which is five innings or less than 1 hour for Bantam and Starter or 1 hour 15 minutes Junior and Senior will start exactly where it is stopped. Any players that were not at the original game, will follow regular substitution rules or be added at the end of their respective line-ups.
 - 3.1. Games will be rescheduled by the President of the MGSA.
4. Failure to play at the assigned makeup time will result in a forfeit.
5. All games must be played by the start of the city tournament or will be forfeited.
6. Game times for all divisions will be determined by the league scheduler to best accommodate all teams.
 - 6.1. General start times may be;
 - 6.1.1. Starter and Bantam 5:30pm and 7:15pm
 - 6.1.2. Junior and Senior 5:30pm and 7:30pm.
7. **Time Limit**
 - 7.1. The time limit for games will be 1 hour and 15 minutes (75 mins) for Starter League
 - 7.2. 1 hour and 30 minutes (90 mins) for Bantam, Junior League and Senior League.
 - 7.2.1. No new innings will start after the time limit has expired except in the case of a tie in tournament play.
 - 7.3. For purposes of these rules, a new inning starts as soon as the third out of the preceding inning has been made.
 - 7.4. No time difference for games during school months of May which is when Spring Ball begins and in the months of August and September when Fall Ball is being played
 - 7.5. The home team will be allowed last at bat regardless of time, unless the home team is ahead, and time has expired.
 - 7.6. Time limit may be adjusted due to player numbers.
8. **City League Games CAN end in ties.**
 - 8.1. Tournament Games will **NOT** end in a tie.
 - 8.2. Games will end when there is a 15-run lead after 3 innings and/or a 10-run lead after 5 innings or there is no time/limit for the team to catch up.
9. **Time Outs/Water Breaks**
 - 9.1. Water breaks are only allowed for Pitchers or Catchers when a Coach calls a time-out.
 - 9.2. Water breaks are only allowed in excessive heat and must be limited to 20 seconds and only one per inning.
8. **Playing Time**
 - 8.1. Each girl present at the start of the game, must play 2 innings on the field in all Divisions, subject to the Run Rule. This rule applies to both the regular season and the city tournament. Notification of discipline must be conveyed to the league Representative.

- 8.1.1. Violation of this rule will result in disciplinary action against the offending coach by the Board of Directors.

9. Uniforms

- 9.1. Players are not allowed to participate in any game unless they are wearing appropriate jerseys, black pants, long solid black socks, and shoes (cleats or tennis shoes). This is both a safety issue and a courtesy to our sponsors to keep professional appearances.
 - 9.1.1. Starter league may wear shorts
 - 9.1.2. **NO METAL ON CLEATS WILL BE ALLOWED**

10. Facemasks

- 10.1. Facemasks with NOCSAE certification are required for all infielders and recommended for all outfielders during defensive play.

11. Helmets

- 11.1. Helmets with NOCSAE approved face masks (chin straps optional) must be worn when on the field and the ball is in play. Failure to comply will result in the runner being called out. (This policy is in accordance with the USSA rulebook)

12. Pitching

- 12.1. A Pitcher can pitch for 2 consecutive innings per game (they do not need to be consecutive). They may pitch a 3rd inning after 2 other full innings have been pitched. The purpose of this rule is not to hinder teams, rather to encourage the development of more Pitchers. Please see Division specific rules for other inning limits.
 - 12.1.1. One batter constitutes an inning pitched.
- 12.2. No Intentional Walks Allowed. No Exceptions!

13. Catching

- 13.1. A Catcher can catch for 2 consecutive innings per game (they do not need to be consecutive). They may catch a 3rd inning after 2 other full innings have been caught. The purpose of this rule is not to hinder teams, rather to encourage the development of more Catchers. Please see Division specific rules for other inning limits.
 - 13.1.1. One batter constitutes an inning caught.

14. Substitution

- 14.1. Substitution of players is only allowed if a team has less than what it needs to cover the field in defensive play.
 - 14.1.1. Starter - 10 field players
 - 14.1.2. Bantam, Junior and Senior - 9 field players
- 14.2. Substitutes are allowed to play any defense position,
 - 14.2.1. Except pitcher or catcher.
- 14.3. Substitutes are allowed to play from other teams in the same age group.
 - 14.3.1. Players MUST be registered players of the current MGSA softball season.
 - 14.3.2. Only allowed 2 substitutions maximum per game.
 - 14.3.3. Only allowed to add substitutes to make 9 players for Junior and Senior and 10 players for Bantam and Starter.
- 14.4. Substitutes are only allowed to move up in leagues, not down.
 - 14.4.1. Only Bantam and Junior League players are allowed to play up as substitutes.

15. Run Rule

- 15.1. A team is allowed to score only 5 runs per inning. The fifth run in an inning ends the inning for the team at bat.
- 15.1.1. This rule applies to the first 4 innings of any game. The remaining innings (5-7) will have a 10-run rule per inning.

16. Hit by Pitch

- 16.1. If a player is hit by a pitched ball she will be allowed to take her base.
- 16.1.1. She will NOT be allowed to advance to 1st base IF she does not make a good faith attempt to move. The umpire will declare it a dead ball.

- 17. Teams will only be allowed to add players if they have notified the league prior to the start of games that they have lost a player before games start.

- 17.1. IF A PLAYER IS A NO CALL NO SHOW FOR 2 GAMES, THEY WILL BE BENCHED FOR AT LEAST 2 GAMES.

- 17.1.1. No substituting benched players.

18. Warm-ups

- 18.1. No Infield Practices are to be taken before any games.
- 18.2. All practices before the game must be in the grass.
- 18.3. The infield/outfield warm-up between innings is only allowed during the 3 pitches that the pitcher is allowed to have between innings.

- 19. Any player, who in the Umpire's judgement commits a flagrant act to intentionally hurt another player, will be ejected from the game, and will have to be brought with parents to the league's Board of Directors.

- 20. A maximum number of players per division allowed on the field during defensive play

- 20.1. Starter - 10 players
- 20.2. Bantam - 10 players
- 20.3. Junior - 9 players
- 20.4. Senior - 9 players.

- 21. A minimum of 8 players on the field is required to play.

- 21.1. A team with below the number of minimum players will forfeit.

- 21.1.1. Forfeits will be a 1-0 score with the forfeiting team receiving the loss.

- 22. The Home team is the team listed first on the league schedule and will occupy the third base dugout.

- 22.1. The Home Team is the official book and will turn in score and all game information using provided Score Sheets to the MGSA President. This applies to **ALL** divisions.

- 22.1.1. *Names (First and Last) of all Players

- 22.1.2. Starting Pitcher and Catcher

- 22.1.3. Anyone with two or more hits and all Home Runs.

- 22.2. Failure To report games by the home team will result in a reprimand by the league to the offending Coach.

- 22.3. Score Keepers from both teams should check at the end of each inning and compare books to ensure accuracy and to eliminate any confusion at the end of game as to actual score.

- 23. The Away or visiting team will occupy the first base dugout and will provide the Base Ump.

- 24. The team roster (line-up) will be given to the opposing coach prior to the start of the game. (Acceptable time is 15 minutes prior to first pitch) All girls present shall be listed on the roster.

Team rosters MUST include FIRST and LAST names, jersey numbers, starting Pitcher and starting Catcher noted. Girls showing up late to a game may be added at any time to the bottom of the batting order and must play at least one inning of defense.

25. Coaches should let the opposing Coach know if a girl may be late or may have to leave the game early prior to first pitch.

26. **In Field Fly**

- 26.1. The rule is NOT in effect.

27. **Tie Breaker Rule**

- 27.1. The International Tie Breaker Rule as defined by USSA will be used in all tournament games. The criteria for invoking the tie breaker rule are

- 27.1.1. Time Limit (Start in the top of the next inning after the time limit has been reached) or Completion of 7th inning (Start in the top of the 8th inning)

- 27.2. The International Tie Breaker Rule starts with:

- 27.2.1. Runner on 2nd base with no outs (Last Batter of previous inning)

- 27.2.2. Runner on 2nd and 3rd base with no outs (last 2 batters of previous inning)

28. There will be no warning given for leading off early. The girl will be called out- in all divisions.

29. Any Board Members not involved in the present game can eject a coach(s) or player(s) for breaking any League Rule.

Starter Division Rules

1. **Ball Size**

- 1.1. An 11 Inch Ball will be used

2. **Pitching**

- 2.1. A Coach Pitch will be used in the Starter League.

- 2.1.1. The Coach or designated Pitcher will have a bucket of 5 balls for each batter. The pitched ball not hit will be collected by the ump.

- 2.1.2. Each Batter will have 5 chances at hitting the ball.

- 2.1.3. The Coach/Pitcher must move quickly out of the way of a batted ball to not interfere with the defensive players.

- 2.1.4. The Coach/Pitcher may offer brief instruction to the batter from the Pitchers Circle (these instructions should not delay the game.)

- 2.1.5. For their safety, the defensive player in the pitching position will not play directly behind the Coach/Pitcher so that they will be able to see the batted ball. They should be positioned to either side and slightly behind the Coach/Pitcher within the Pitching Circle.

- 2.1.5.1. *Parents can Volunteer to be a Pitcher (for both teams).

- 2.1.6. If the Batter does not hit any coach pitched balls, she will then have **ONE** opportunity to swing at the ball on a Tee.

3. **Fielders**

- 3.1. Must rotate all players each inning (Infielders) With the exception of the pitcher, all infielders must be positioned in their appropriate locations on the field. Standard USSA measurements/positioning can be found in the USSA Rulebook.

- 3.2. Four Outfielders will be used.

- 3.2.1. All outfielders must be positioned in the grass, unless on Diamond #1 and #12. They may be positioned 2 steps (approx. 5ft.) in from the grass but must be positioned behind infielders.

4. Good Hit Rule

- 4.1. If Batter has a good hit, they have the option to run to 2nd base if possible (no play is being made). Once the ball is thrown into the infield (whether it is caught or not) the batter will stop at 2nd base. If the next batter up also has a good hit, the runner on 2nd base does have the opportunity to score (if possible).
- 4.2. A Runner or Runner/Batter may advance 2 bases on a hit ball considered a good hit.
 - 4.2.1. This rule is to encourage runners to begin to understand rounding bases and encouraging fielders to 'hustle' after a ball.
- 4.3. **Good Hit Definition**
 - 4.3.1. Any ball hit that gets past an infielder without being touched and enters the grass of the outfield.

5. Bunting

- 5.1. No bunting will be allowed.
 - 5.1.1. There is no minimum distance a ball must travel; however, the batter must take a full swing.

6. Stealing

- 6.1. Starter League will use modified Stealing Rules.
 - 6.1.1. A Runner may advance ONLY ONE base as a result of a hit ball unless deemed a good hit.
 - 6.1.2. A Runner may not lead off until the ball is pitched. We highly encourage leading off in this League.
 - 6.1.3. Runner may advance one base on an overthrow.

7. Batting Order

- 7.1. Must be in alphabetical order (Last names) and rotate every game.

Bantam Division Rules

1. Ball Size

- 1.1. An 11 Inch Ball will be used.

2. Pitching

- 2.1. The Pitching Distance will be 35 feet.
 - 2.1.1. No pulling Pitcher unless injured.

3. Catching

- 3.1. No pulling Catcher unless injured.

4. Fielders

- 4.1. Must Rotate Players (Infield/Outfield)
 - 4.1.1. Four Outfielders will be used.
 - 4.1.1.1. All Outfielders must be positioned in the grass, unless on Diamond #1 and #12. They may be positioned 2 steps (approx. 5ft.) in from the grass but must be positioned behind infielders.

5. Courtesy Runner

- 5.1. The Bantam Division will use a modified courtesy runner rule.

- 5.1.1. The courtesy runner for the Pitcher and Catcher will be the previously available batter not on base, if it is not the Pitcher or Catcher.
 - 5.1.1.1. Used for catcher or pitcher on base with either 2 outs or 4 runs.
- 6. **Dropped Third Strike**
 - 6.1. **NOT in effect.** The Batter will be declared out after the third strike.
- 7. **Base on Balls**
 - 7.1. After a Batter receives four balls, no base will be taken.
 - 7.1.1. They will then receive 3 Coach pitches.
 - 7.1.2. The Umpire will not call Balls or Strikes when the Coach pitches, rather, the Umpire will only count 3 pitches after which the batter will be considered out if she does not hit.
 - 7.1.3. If the player is hit by a coach pitched ball, she will NOT be allowed to advance to first base. The pitch will count as one of the coach pitches. The Umpire will simply declare it a dead ball.
- 8. **Stealing**
 - 8.1. The Bantam Division will use modified Stealing Rules.
 - 8.1.1. Home plate IS available to steal.
 - 8.1.2. Runners may steal 1 base PER PITCH.
 - 8.1.3. If the Defense tries to make a play (Off A Batted Ball), the ball is then LIVE and the Batter/Runner may steal until she is either put out or an attempt is made to get the ball to the pitcher, even home plate.
 - 8.1.4. They may be put out in between bases.
 - 8.1.5. If they advance beyond the 1 base per pitch, they will be returned to the correct base after the Pitcher gets the ball back from the Catcher.
 - 8.1.6. During Coach Pitch, the players are not allowed to steal.
- 9. **Fair Play**
 - 9.1. There are no limits on how many bases a batter may take after hitting a fair ball.
 - 9.1.1. If there is an overthrow made to first base, the runner may only be able to advance to second base.

Junior Division Rules

- 1. **Ball Size**
 - 1.1. A 12 Inch Ball will be used
- 2. **Pitching**
 - 2.1. The Pitching distance will be 40 feet.
 - 2.1.1. No pulling Pitcher unless injured.
- 3. **Courtesy Runner**
 - 3.1. The Junior Division will use a modified courtesy runner rule. The courtesy runner for the Pitcher and Catcher will be the previously available Batter not on base, if it is not the Pitcher or Catcher.
 - 3.1.1. Used for catcher or pitcher on base with either 2 outs or 4 runs.
- 4. **Dropped Third Strike**
 - 4.1. Is in effect

Senior Division Rules

1. Ball Size

1.1. A 12 Inch Ball will be used.

2. Pitching

2.1. The pitching distance will be 43 feet.

2.1.1. A pitcher must pitch to 5 batters before being pulled/switched.

3. Courtesy Runner

3.1. The Senior Division will use a modified courtesy runner rule. The courtesy runner for the Pitcher and Catcher will be the previously available Batter not on base, if it is not the Pitcher or Catcher.

3.1.1. Used for catcher or pitcher on base with either 2 outs or 4 runs.

4. Dropped Third Strike

4.1. Is in effect.

Secretary Signature:

(Secretary's Name and Date)

President Signature:

(President's Name and Date)