

OSAA MUSTANG LEAGUE (4TH AND 5TH Grades) RULES 2020

These are IN ADDITION to the OSAA Softball General Rules

The Mustang League is for girls in 4th grade and 5th gradeS as of the current school year. This league plays on a field with a base distance of 60 feet, and distance from pitching rubber to home plate of 35 feet. An 11-inch regulation ball is used in this league. Special rules apply to this league as follows:

1. TEAM:

Each team will field 10 players (4 outfielders that must play off the dirt in the outfield grass). A must have a minimum of 7 of their own players or the game will be declared a forfeit. A team may borrow up to two players to field a 9-player roster. There is no batting penalty for playing with less than 10 players. NOTE: For the post-season tournament, no borrowing of players is allowed.

2. GAME:

A game will consist of six (6) innings or 1 hour and 20 minutes (80 minutes) and finish the inning. No new inning may start after 80 minutes. The only time a game is called at 80 minutes drop-dead is if there is a game behind it and one of the teams is ahead by more than five (5) runs (which is the maximum runs you can score in one inning in Mustang Softball), or the home team is batting and they are ahead at the 80-minute time limit. Scores and standings will be kept. An inning will consist of 3 outs or 5 runs maximum, whichever comes first. Inning is over when 5th run crosses the plate. A new inning begins as soon as the third out is made or the 5th run is scored in an inning. Games may end in a tie, extra innings will not be allowed, except for tournament play or if the game is the final game on that field for the day and there is enough daylight for safe play. The 15-run rule after three innings and 10-run rule after four innings will be in effect. Teams may continue playing if the 80-minute limit has not been reached, but the game will end drop-dead at the 80-minute time limit.

3. PITCHING/CATCHING:

In an effort to develop more players in these positions, the following rules will be used: Pitchers and catchers will be allowed to pitch and catch no more than two (2) consecutive and a maximum of three (3) innings in a game. Coaches are responsible for monitoring this. For the purposes of enforcing this rule, an inning is defined as making an appearance at these positions during one turn of the team playing defense. Unintentional violations of this may be corrected by substituting a player without penalty.

4. BATTING:

A combination of player/coach pitching system will be used with NO WALKS. If the batter reaches ball four, then the batter's coach will assume the count and pitch until the batter either hits or strikes out. While a coach is pitching, the player-pitcher for the defensive team must play the pitching position inside the 16-foot pitcher's circle. Batter is out on dropped third strike. The umpire may call a batter out on a called third strike. Bunting is allowed in the Mustang League but only when the player is pitching. A batter may not bunt off coaches. All fair balls are played (no infield fly rule). Batters hit by the pitch will take first base, even if the ball hits the ground first. Only 5 runs count towards the total score per inning no matter if more runs score in the inning on the last hit. This will hopefully keep games moving quickly.

5. BASE RUNNING:

A base runner may only steal third base. Stealing of second base and home plate is not allowed. A runner may not leave her base until the ball leaves the pitcher's hand. Please do not allow girls to leave early. Opposing coaches will be asked to monitor this and a runner who leaves early will be required to return to their original base. If the umpire sees the offending runner leave early she will be

called out for leaving the base early. Stealing will only be allowed when a player is pitching! No stealing when the coach is pitching! Runners may only advance to the base they are taking on a steal attempt even on an overthrow. (EX. Runner on 2nd stealing 3rd may not advance past 3rd base even if ball is overthrown!) Home is closed. No advancing to home on passed balls, pick-off attempts, or stealing a base. The runner on 3rd may only advance home when the ball is put in play by the batter. A base runner may be picked off at any base by the catcher, but that runner may not advance on an overthrow. If a pick-off play is made on a base-runner, the runner must attempt to return to the base she holds. She cannot advance to the next base on the throw. On a batted ball, there is a one-base advance on an overthrow that leaves the field of play (this means in a dugout or over a fence). On any overthrow back to the pitcher in the circle runners may not advance. A runner may NOT steal a base during the return throw to the pitcher by the catcher.

A batter may advance past first base on a hit to the outfield at her own risk, except that on an overthrow at first base the batter cannot advance, even if that throw comes from the outfield. A base runner may only advance one base on an infield hit that does not leave the dirt area unless a play is made on any runner and an overthrow occurs at a base other than 1st base. **Example #1:** A runner on 2nd base with no outs. The batter hits the ball to the pitcher who overthrows the ball to 1st base but the ball does not leave the dirt area. Result: Batter must stay at 1st base, runner on second base may only advance to third base. **Example #2:** A runner on second base with no outs. Batter hits ball to shortstop who overthrows to 1st base and the ball goes into foul territory in the grass down the first base foul fence. Result: Batter must stay at first base, runner on 2nd may proceed home at her own risk. **Example #3:** A base runner is on 1st base. Batter hits a ball to the fence in right field. Result: Runner and Batter may advance as many bases as they can at their own risk UNTIL the ball is HELD by a defensive player on the infield dirt. The purpose of this rule is to encourage coaches to teach outfielders to get the ball into the infield as soon as possible. Again, the ball must be HELD by an infielder. If the ball is rolling around on the infield dirt and it is not the result of an overthrow back to the pitcher, runners may still advance at their own risk. **Example #4:** Base runner on 1st base with no outs. Ground ball hit to shortstop who throws wildly to second base for a force out and the ball goes into the outfield grass. Result: The runner from first may proceed to third and even home unless the ball is thrown into and held by an infielder on the dirt prior to the runner rounding third base. An infielder may also pick up a ball and run it onto the dirt from the grass. The batter may not advance to second base on an infield hit like this.

6. MISCELLANEOUS:

- 6-1. Coaches are not allowed on the field during the game except in the assigned coach's boxes at first and third bases when their team is batting. A defensive coach may stand outside the dugout next to the fence to provide instruction to defensive players. At no time may a coach touch a player or a batted ball.
- 6-2. Coach-pitchers should always try to move out of the way of a batted ball and keep from being in the way of the pitcher or other players making a play. If a coach-pitcher is hit by a batted ball, the ball is dead, runners must return to their base, and the batter's count will be what it was prior to batting the ball that struck the coach-pitcher.
- 6-3. There will be a post-season, double-elimination tournament beginning middle- to late-June. The Mustang softball season can be expected to run through the month of June and possibly as late as July 3rd. Coaches are encouraged to let all of their parents know this early in the season.