

# MGSL Coaches/Umpires Update

## Rule Changes for 2019

There are three changes to the rules for the 2019 season. A summary appears below, however please review the full set of rules for MGSL games to get full the context.

### 1. 10U AP Pitcher

**Effects:** 10U only

**New Rule:** Adult pitchers (AP) shall endeavor to throw representative pitches starting with one foot on the pitching rubber at the 10U designated distance of 35 feet. However, the pitch may be started from a shorter distance if necessary to throw a pitch that can be hit. **Both feet of the AP must remain inside the pitching circle throughout the pitch.**

**Intent:** Without question, it is in the best interest of the batter's development to see pitches from the mound. MGS strongly encourages all AP's to develop a consistent flat pitch to their batters, that is delivered with at least one foot starting on the pitching rubber. However, it is understood that some AP's may struggle to get the ball over the plate consistently. In these instances it is acceptable for the AP to move forward to start the pitch, while ensuring that at the completion of the pitch, both feet remain inside the pitching circle.

### 2. Umpire stops clock during timeouts called by coaches

**Effects:** 12U and 15U

**New Rule:** In 12u, & 15u games, the umpires will stop the game clock during timeouts to ensure that timeouts are not used to unfairly advantage one team. In the event that an umpire does not stop the clock or forgets to restart the clock during a timeout, the umpire will use their best judgment as to the amount of time added to the game.

**Intent:** **This is a trial for 2019 for 12U and 15U only.** Time outs called by coaches are an important opportunity for coaches to talk to their teams about specific situations. Unfortunately, they are also often used to delay a game, so that a team with a lead can ensure time ends before the opposing team has an opportunity to score more runs. While this strategy is common in travel ball, high school, and college programs, it is deemed by MGS to not be in the best interests of the goals and objectives of this program. As a result, to avoid coaches using this to an unfair competitive advantage in the MGS recreation program, the duration of the time out will be added back to the game clock, ensuring no team is unfairly treated.

### 3. “Runs against” added to the team standings

Effects: 10U, 12U, and 15U

#### **New Rule :**

**Standings**      The standings for the season will be determined by win/loss record for each team. In the event that at the end of the season, two or more teams have the same win/loss record, the order shall be determined by the following methodology:

1. Wins/losses.
2. Head to head.
3. Runs against.
4. Coin toss.

**Intent:**            MGSL voted to add runs against to help determine the standings at the end of the season. This addition ensures that teams are not incented to “run up” the score when playing less experienced or younger teams.

# Frequently Asked Questions by Age Group

## 12U & 15U

**Question:** Do pitchers have pitching limits:

**Answer:** During the regular season, pitchers will be limited to 4 innings per game.

The pitching limit will be waived in the event that the game goes to an extra inning. An extra inning is played if the game ends in a tie, either after the 90 minutes have elapsed, or after 7 innings have been completed prior to the expiration of the 90 minute time limit.

There are no pitching limits in the championship game.

**Question:** Can players wear metal cleats.

**Answer:** No. MGSL does not allow metal cleats at any age group.

**Question:** What is the time limit for games.

**Answer:** 90 minutes or 7 innings, whichever comes first. After time is up, the current innings will be completed. The start of the next innings is determined by the 3rd out of the previous innings.

## 10U

**Question:** Overthrow rules explanation “How many bases can a player take on an overthrow”.

**The answer to this question is varied depending on what type of overthrow is in question.**

**Overthrow on BATTED BALL.**

**Answer:** If the ball is put in play by the batter and an overthrow occurs in an attempt to get a runner out at a base or trying to get the ball back to the pitcher, the runners may continue to advance multiple bases until either the ball is declared “dead” or “out of play” by the umpire OR the ball is returned to and under control of the pitcher in the pitcher’s circle..

**Overthrow from catcher on a STEAL ATTEMPT**

**Answer:** Stealing 2nd base and stealing 3rd base are allowed. Stealing home is not allowed. A base runner cannot advance if the ball is thrown past the player covering the base on a steal attempt. You can be tagged out for overrunning or sliding past a base. A base runner may not advance on a pickoff attempt by the catcher. No stealing is allowed during change of pitcher or coach pitch.

### **Overthrow from a pitcher in the circle after the ball is “in control” of the pitcher**

**Answer:** When the ball is returned to the pitcher during play on a batted fair ball, as long as the ball remains in the control of the pitcher in the circle, a runner’s advance is stopped. A runner between bases is entitled to advance to the next base only, but is at risk for being put out. If a runner advances further return the runner(s) to the base(s) they were entitled to. The ball must be in the glove or hand to be considered “in control”. If a pitcher makes a throw from the circle in front of a runner trying to advance to a new base, before the ball has been called dead by the umpire, and throws the ball past the intended target, the runner is awarded the base they were running to but cannot advance any further. Any other runners can only advance one base. This advantage to the pitcher is the same as that given a catcher who is trying to throw a base runner out stealing.

### **Question: What is the rule on ALL players being in the infield by a certain inning?**

**Answer:** All players MUST play 1 full inning in the infield by the 3rd inning. One full inning is 3 consecutive outs in the infield in the same inning. The pitching rule of “one pitch in an inning equals a full inning pitched” DOES NOT COUNT as an inning played in the infield. The pitching rules are separate from an inning played in the infield. A violation of this rule can be grounds for a forfeit. If you notice that a player on an opposing team has not been in the infield by the start of the 3rd inning you should alert the opposing coach and give them time to rectify the problem rather than waiting for the inning to end and then calling for a forfeit.

### **Question: What are the pitching limits at 10u?**

**Answer:** At 10u pitchers are limited to 3 innings per game in the regular season and 4 innings per game in the playoffs. A single pitch in an inning counts as an inning pitched. If the game goes to an extra inning the pitchers are allotted 1 additional inning.

### **Question: After regulation time are there extra innings if the game is tied?**

**Answer:** If during the regular season, the game is tied at the end of regulation time, the rules call for 1 additional inning to be played. If the game is still tied at the end of the extra inning the game will be scored as a tie.

### **Question: How many players are in the field on defense?**

**Answer:** The defense shall be comprised of 10 players, 4 of whom are outfielders.

### **Question: How many players are in the batting lineup?**

**Answer:** All players shall bat in the order, whether or not they are playing defense.

**Question: How many batters may come to the plate in an inning?**

**Answer:** The maximum number of batters in any inning is the number of players who are present on the team with the most players. For example: Team A starts the game with 12 players and team B has 10 players. No more than 12 players may come to the plate in any inning unless one of the teams has a 13th player arrive late. If a player on Team A leaves the game for any reason other than being ejected, the maximum number of batters for either team becomes 11.

## 8U

**Question:** Where do 8u pitchers pitch from?

**Answer:** Pitchers and Adult Pitchers (AP) shall pitch to their own team on the rubber, 30 feet from home plate. If necessary, coaches may pitch from a closer distance, if they are struggling to throw a strike. Coaches are encouraged to throw a more level pitch, rather than a high slow pitch-type lob.

**Question:** Do 8u kids strike out?

**Answer:** There is some ambiguity in the MGSL rules regarding strike outs for 8U. We recognize this, and this will be reviewed for 2020. Here is how the rules read today:

1. If player is pitching, she gets 4 pitches; if coach comes in, coach gets 4 pitches before tee is used. If straight coach pitch, coach gets 4 pitches then tee is used.

and

5. At 8u, balls and strikes will be called and strikeouts may occur.

One could interpret these paragraphs a number of ways.

**We strongly recommend that coaches meet before the game to discuss whether they will be playing strikes, or simply allowing each batter to face up to 4 player pitches; up to 4 coach pitches, and then the tee. In the event that the two coaches cannot agree, the home team will make the final decision. Please use common sense here. If the game pace is slowing to a point that the experience of the players is effected, coaches should work together to provide the best possible experience for the players.**

**Question:** Can they run more than 2 bases?

**Answer:**

**RUNNERS:** There is no stealing allowed of any base. All runners are stopped from advancing beyond the base toward which they are running by any throw by:

- a. An infielder (including catcher and pitcher) or
- b. An outfielder if the throw reaches the infield dirt.

Note: There is no “halfway” rule. Runners may advance to the base toward which they were running at the moment the advance stopping throw occurred.

Note: A base runner is permitted to leave the base as the pitched ball leaves the pitcher's hand. Runners electing to take this type of "lead" are subject to being picked off.

## 6U

**Question:** There was some confusion amongst teams in 6U last year about how many bases a player could run on a hit. What is the rule?

**Answer:** Here's the rule per MGS: “11. RUNNERS: There is no stealing allowed of any base. Any throw by a defensive player stops the runner from advancing beyond the base toward which she was heading when the throw occurred. Note: There is no “halfway” rule. Runners may advance to the base toward which they were running at the moment the advance stopping throw occurred. Note: A base runner is permitted to leave the base as the pitched ball leaves the pitcher's hand. Runners electing to take this type of "lead" are subject to being picked off.”

So, the runner continues until a fielder throws the ball (anywhere - not necessarily to the base where the runner is headed). On a big hit, or if a defensive player freezes with the ball, the batter/runner would be able to continue to the base they are running to, until any attempt to throw is made.