



## 1. 9-10U LEAGUE RULES

*\*These are IN ADDITION to the MUS Softball General Rules below.*

The 10U league is for girls 9 years old as of December 31 of the previous year. This league plays on a field with a base distance of 60 feet, and distance from pitching plate to home plate of 35 feet. An 11-inch regulation (hard) ball is used in this league. Special rules apply to these leagues as follows:

### 1. TEAM:

Each team will field ten (10) players (4 outfielders that must lineup **at least 15' behind the base path**) when possible. A team must field a minimum of seven (7) of its own players or the game will be declared a forfeit. A team may borrow up to two players to field a 9-player roster (see borrowed player policy). No batting penalty for playing with less than 10 players.

### 2. GAME:

A game will consist of 1 hour & 5 min (65 min) **NO drop dead** & no inning limit. Teams are allowed to finish the inning unless the home team is batting and leading when time expires the game is over. Scores and standings will be kept. An inning will consist of three (3) outs or five (5) runs maximum, whichever comes first. Inning is over immediately when the 5<sup>th</sup> run scores. No new inning may start after time has expired. *Flip Flop rules do not apply.*

Games may end in a tie. There are no run rules in these leagues; however, after three (3) innings of play only the coach of the team that is behind by a significant amount may request the umpire to call the game.

### 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) innings in a game. Coaches are responsible for monitoring this. For purposes of enforcing this rule, an inning is defined as making an appearance at these positions during one turn of the team playing the defensive position. Unintentional violations of this may be corrected by substituting a player without penalty.

### 4. BATTING:

*Player pitch only & walks are allowed.* Batter is **out** on dropped 3rd strike. **Bunting is allowed.** All fair balls are played (no infield fly rule). Batters hit by the pitch will take first base. **Batter limit changed to five (5) runs maximum per inning.** Only five (5) runs count towards the total score, the inning concludes immediately when the 5<sup>th</sup> run scores.

### 5. BASE RUNNING:

*Base stealing is allowed. Home is open.* Once the ball is put into play by the batter, runners may only advance at their own risk when the ball is hit. After a play has been made, a runner between bases must immediately continue to the next base or return to the last base touched. **NO DELAY STEALING**

Play is dead when the catcher throws the ball to the pitcher or the pitcher has control of the ball inside the pitcher's circle.

### 6. MISC:

When on defense **in the 10U league only** a team may have one coach on the outfield to help their players with alignment and instruction. The coach must be on the grass during the play and not be within the base paths. The coaches can not touch any player or the ball. The coach also has no input on umpire calls. **No one is allowed at the backstop.**

## 3. MUS SOFTBALL GENERAL RULES:

### 3.3. BORROWING PLAYERS

Borrowed players must be MUS In House softball players and must wear their own team shirt when playing for another team.

- A team may borrow players from other teams in their own league or from the league one age level below them. (Example: A 13-14U team can borrow a 12U player.)
- Borrowed players must be placed in the last open positions of the batting order and are only allowed to play outfield positions on defense. Should regular team players arrive before the end of the game they must replace the borrowed players in the game.
- Violation of these rules may result in a forfeit





## **MUS SOFTBALL GENERAL RULES CONTINUED**

### **3. 4. GAMES**

- **Plate agreements are not allowed. Any request for an exception to the rules must be sent in writing to the appropriate age director, the VP of Softball & opposing coach prior to the start of the game. If granted you must hand the umpire the written approval from your director at the plate meeting. All violations of this rule may result in forfeiture of the game & coach suspension.**
- The **umpires'** timer shall be the official time & shall not start until the first warm up pitch is thrown.

### **3. 5. A GAME IS CONSIDERED COMPLETE IF:**

- The time limit has been reached, or a team leads by more than the run rule limit.
- Three (3) complete innings **or** 45 minutes of the game(s) have been played in all leagues.
- A forfeit has been declared. Game time is forfeit time.
- If the game is called due to weather or field conditions following completion of the 3<sup>rd</sup> inning in all age levels it will be considered a complete game with no makeup. Otherwise it will resume from where it left off at the makeup date.

### **3. 8. EQUIPMENT**

All players must wear a helmet with facemask while batting at practices, in warm-ups, in the batting cages, while in the on-deck area, and while on base. A player **intentionally removing** their helmet while running the bases will be called out. This is a judgment call by the umpire. Players warming up a pitcher must wear a catcher's helmet with mask during all practices and prior to or during all games. *All players playing the pitching position must wear a fielding mask at all times, NO EXCEPTIONS.* In games, catchers must also wear shin guards and a chest protector.

**Steel/metal cleats are prohibited for ages 4U-12U within the MUS In-house league. From the 9U age level & above pants are required, (strongly suggested at the below levels, but not a requirement.)**

### **3. 10. CLOSE PLAYS/SLIDING – PLEASE READ CAREFULLY**

*In an effort to avoid collisions and injuries – on close plays at any base (except 1<sup>st</sup>) runners are **required** to avoid contact with a defensive player if the defensive player has possession of the ball. This does not mean the runner has to slide, just avoid contact. If a runner makes contact with a fielder who clearly has possession of the ball, and the runner does not attempt to avoid contact—either by stopping, running around the fielder or by sliding—the runner will be declared out. If the umpire rules that the collision was also malicious, then the player will be ejected. Fielders may not block the runner's path, or they will be called for obstruction and the runner receives an additional base.*

### **3. 11. PITCHING**

USA pitching regulations will apply. For example, if your pitcher throws one pitch it is deemed an inning.

- (a) If a pitcher hits a batter the batter automatically takes a base. Please note once a pitcher hits the 5<sup>th</sup> batter of the game regardless of innings they will be removed for the remainder of the game.
- (b) If a pitcher is removed a 2<sup>nd</sup> time they may not pitch the rest of the game.
- (c) A maximum of three (3) warm up pitches may be taken between innings. When a pitching substitution is made a maximum of five (5) warm up pitches may be taken. The pitcher may play any other position on defense.

### **3. 12. COURTESY RUNNERS**

Coaches have the option (and are encouraged) to put in a courtesy runner for their catcher **only** so they are ready for the start of the next inning. The courtesy runner will be the batter who made the previous out. The only other time a courtesy runner may be used is when a player is injured while batting or running the bases. Again, the batter who made the last "batted out" will be the courtesy runner in any situation.

