

**Mountain Park
Athletic Association
2009**



**Softball
Rulebook
Inter-Park Play**

Revised 2/24/2010

**MPAA Softball (Inter-Park Play)
Rules and Procedures**

1.0 General Rules of the Park:

1.01 **HOME TEAM** will be responsible for obtaining and setting up the bases, score brains and official score book prior to the start of the game. Home team is also responsible for lining the field.

1.02 **HOME TEAM** will furnish an adult (18 years or older) scorekeeper to keep the official scorebook for each game.

1.03 **VISITING TEAM** will furnish an adult(18 or older) to operate the score board.

1.04 **HOME TEAM** is responsible for putting away the bases and equipment needed for the game (if another game does not follow). This includes taking the score brains to the concession stand.

1.05 Failure to comply with rule 1.04 could result in a forfeit for the game.

1.06 Each team roster shall be filled out in triplicate. A copy of the roster is to be given to the opposing team, the official scorekeeper and the third copy is given to the umpire if needed. This should be done **at least 10 minutes prior** to the start of the game.

1.07 The use of any tobacco is prohibited in the park.

1.08 Games will not be cancelled due to bad weather earlier than 3 hours prior to game time. Games can be called at game time. Rain outs will be called by the Board Member on duty and posted on the rainout number and web site as soon as possible. Make up games will be scheduled as soon as possible. End of season, Wednesdays and Sundays are possible make up times.

1.09 Any call by an umpire that is solely a matter of judgment is final and is not subject to protest. Only rule interpretation and player eligibility questions are subject to protest.

1.10 All protests concerning player eligibility or rule interpretation must be in writing and be accompanied by a \$50 CASH protest fee. The protest must be received within 24 hours of the occurrence. This fee will be returned if the protest is upheld.

1.11 Rule interpretation protests will be made to the home plate umpire at the time of the occurrence and before play is resumed. The home plate umpire will notify the official scorekeeper who will notify the Board Member on duty or his or her appointee. The protest committee will rule on the protest. The protest committee will be composed of 2 members, including 1 umpire not participating in the game, 1 member of the board and 1 individual not associated with either team, chosen at random. All rulings by the committee are final.

1.12 During the Spring Season, team trophies will be given to the league champions for 1st place. Trophies shall be a reasonable size. Post season tournament trophies will be given for 1st and 2nd place teams. Trophies shall be a reasonable size. If two teams are tied for the regular season championship, the first tiebreaker will be head to head competition. If still a tie, the second tie breaker will be head to head run differential. If still a tie, we will calculate the differences between total runs scored minus runs allowed in ALL games. The team with the largest differential is the league champion. During Fall Season, trophies for division winners and if a tournament is to be held is to be decided by the Director of Softball and the board of softball commissioners. This decision will be announced at the beginning of season coaches meeting.

1.13 Any manager or coach that is ejected from a game will not be allowed in the dugout or on the playing field for the next game. A second ejection will result in a hearing with the board before being allowed to coach again.

1.14 It is the responsibility of the Softball Board (comprised of all age level commissioners, the Softball Assistant Director and the Softball Director) to address all disciplinary action against a coach or a player. Disciplinary Consequences will be issued by the Softball Director. The consequence issued to a coach or player is subject to appeal within 5 days of the incident to the MPAA Board.

1.15 In Tee Ball, Pee Wee and Minor, all pitchers will be required to wear protective face and heart gear. Each team will be issued one set of protective face gear.

1.16 Unless specifically stated, the rules of the Amateur Softball Association currently in effect will be used to govern all games in the scheduled season.

2.0 PLAYER AND TEAM ELIGIBILITY

2.01 Each player's age shall be the age she was as of December 31st, the year before the season.

2.02 The leagues shall be divided into the following age classifications:

Tee Ball	6 years and younger
Peewee	8 years and younger
Minor	10 years and younger
Major	12 years and younger
Junior	14 years and younger
Senior	18 years and younger

2.03 Any player may play in a higher age classification, but may not play in a lower age group. Players may not play in more than one (1) age group during the season.

2.03a Players must participate in the same age bracket in which they played during the regular recreational season for All Stars. If a player has four (4) or more games in an older age bracket during the regular season, she will have to play in the older age level for the All Stars.

2.04 Teams will be limited to a maximum of fifteen (15) players. Teams must bat their entire roster. Tee Ball and Pee Wee teams will be limited to a maximum of 12 defensive players. Minor, Major, Junior and Senior teams will be limited to a maximum of 10 defensive players.

2.05 Defensive players may be substituted freely.

intentional (Failure to move promptly after one warning from the umpire could result in an out).

8.02 . There will be no bunting allowed while the coach pitcher is in the game.

8.03 Hit by Pitch (HBP) will still apply for the player pitcher only. If a HBP occurs by the coach pitcher that will count as their pitch and the batter will be out.

8.03 A coach pitched ball that is fouled will be considered a strike unless it is on the 3rd strike. A batter will not be called out on strikes as long as she is fouling the ball.

8.04 Stealing home is allowed whether on a passed or delayed ball.

8.05 No third dropped strike is in effect.

8.06 Only one base may be stolen by each base runner per pitch.

8.07 The 4th outfielder must begin each pitch on the outfield grass.

8.08 During coach pitch, the base runners may take a lead on the release of the ball, but cannot steal.

8.09 A fake bunt then a full swing is NOT allowed at this age group. A batter can act like they are going to bunt but can not pull the bat back and take a swing at the ball. If a batter performs this act then the batter will be called out and it will be recorded as a put out by the pitcher. A batter can still fake a bunt and not take a swing at the ball. Slap bunting is still allowed as long as they do not show a normal bunt first.

9.0 ALL OTHER AGE LEVEL LEAGUES

9.01 All rules are straight ASA with the exception of run rules and defensive participation outlined above.

play at first, the batter will advance to first base. No other runners may advance unless forced.

7.13 One (1) defensive coach is allowed outside the dugout within arm's length of the dugout area. One coach will be allowed in the outfield until spring break. After spring break no coach will be allowed inside the lines of fair play during defensive play.

7.14 Defensive players may not intentionally ground or roll the ball. The ball must be thrown overhand during live ball play. The umpire will not honor outs made by intentionally grounding or rolling the ball.

7.15 Players will wear full catcher's gear comprised of a catcher's helmet with approved mask and a chest protector.

7.16 Girl pitch will be in effect in the 3rd inning. The player pitcher will throw 5 pitches. On ball 4, the coach will enter and pitch 2 pitches. If the umpire **calls** a strike with the player pitcher, this strike will remain in the pitch count when the coach takes over the pitch count. If the player swings and misses, this will not be counted as a strike when the coach enters the game. This is to encourage the batter to swing at the girl pitch if possible. There will be unlimited foul attempts from the coach pitch.

8.0 Minor 10U DIVISION RULES

8.01 No walks will be allowed in the Minor (10U division). When a player pitcher has pitched a fourth ball to the batter, a coach pitcher from the batting team will enter the game to make a pitch the current batter. The coach is allowed to pitch two (2) pitches for the batter to attempt to put the ball into fair play. If the batter swings and misses or takes the pitch the batter is out and it is recorded as a strike out for the player pitcher. The coach pitcher must pitch from the rubber that the player pitcher is pitches from. If the ball is hit, the coach who is pitching to his/her player must exit the playing field so as not to be in the way of defensive plays. If the pitching coach is struck by a batted ball, the ball is dead, and the batter must bat again. This will count as a "no pitch" unless deemed by the umpire as

2.06 No player shall be benched for 2 consecutive defensive innings. Each team will have a continuous batting order. Batting does not change for defensive substitutes. If a player must miss a turn due to injury or other legitimate reasons (legitimate reasons to be determined by the umpire) there will be no penalty. Intentional violation of the rule will result in forfeit and the manager being placed on probation.

2.07 Legal line-up will consist of 6 players to start the game in Tee Ball and Senior league play. 7 players are required for Pee Wee, Minor, Major and Junior. If a Senior team starts with 6 players the coach of that team can fill in at catcher until the 7th player shows up. The coach can catch the pitched balls but cannot make plays on the field.

2.08 Three adults per team will be allowed in the dugout. Tee Ball and Pee Wee leagues allow for one additional adult or assistant coach in the dugout.

3.0 EQUIPMENT SPECIFICATIONS

3.01 MPAA shall furnish ASA approved softballs for each division level as follows:

11inch, yellow balls with red stitch, .47 core, .375 compression

Tee Ball
Peewee,
Minor

12inch, yellow ball with red stitch, .47 core, .375 compression

Major
Junior
Senior

3.02 All players must wear shoes and numbered jerseys. Team jerseys shall be the same color. 2 players on the same team cannot wear the same number.

3.03 No player may wear metal cleats, jewelry, metal hair clips, or hair beads.

3.04 The wearing of caps or visors will be optional for each player, not each team. Plastic visors are not allowed.

3.05 Batters may not sling the bat as they swing at the pitch. Batters will be warned once, after which, they will be called out at the discretion of the umpire and all runners must return to their last occupied base.

3.06 All batters, including on deck batters and base runners in all age divisions, must wear a batting helmet with chinstrap. All age divisions are also required to have a facemask on all helmets. The facemask will be required to have the NOCSAE stamp on the facemask itself.

3.06a a team will be issued one (1) warning for the first violation. A second team violation will result in the player being declared out. A third team violation will result in the player being ejected from the game.

3.07 Tee Ball and Pee Wee Catchers must wear an approved protective helmet and mask as well as wear a chest protector.

3.08 Minor, Major, Junior and Senior league catchers must wear an approved helmet and mask with throat guard, chest protector, and shin guards.

3.09 In Tee Ball, Pee Wee and Minor, all pitchers will be required to wear protective face and heart gear. Each team will be issued one set of protective face gear.

7.04 If the ball is hit, the coach who is pitching must **immediately** exit the playing field so as not to interfere with the defense and the umpire's line of sight. If the batted ball hits the pitching coach, the ball is called dead, and the batter must bat again.

7.05 If a base runner is past the halfway mark between the bases when time is called, the base runner is awarded the next base. If the base runner is not halfway, she must return to the last touched base.

7.06 There are no walks in this age division.

7.07 When a coach is pitching, the defensive player pitcher may stand anywhere within or directly behind the sixteen (16) foot pitching circle. Directly behind is defined as if there were two parallel lines running from the outside of the pitching circle and continuing toward the outfield. The player pitcher can stand anywhere between these two imaginary lines behind the pitching circle. She is the only player allowed in the circle prior to the ball being pitched.

7.08 No more than seven (7) defensive players will be allowed on the infield (including the catcher) prior to the ball being hit. No defensive player on the infield may stand closer to the batter than the player pitcher.

7.09 When the ball is in play, the umpire will call time when either a) the player pitcher has full control of the ball and is inside the pitcher's circle with both feet; or, b) when, in the judgment of the umpire, all runners have stopped advancing. If the player pitcher is attempting to make a play and runs through the circle, the umpire will not call time.

7.10 Any time players remain in jeopardy of being put out; umpires have the authority of not calling time.

7.11 If a player hits a fly ball to the player/pitcher and she catches it, it will be the umpire's judgment to call time.

7.12 If the batter hits a ground ball, which is fielded by the player pitcher inside the circle, and she makes no attempt to make a

overthrow. An overthrow will be defined as an attempted throw to 1st base that is not fielded correctly by the defensive player. This is not a Tri-County Rule; however, the intent of this rule is to promote making plays at the correct base vs. stopping play with the pitcher controlling the ball in the circle. This rule does NOT require that a throw to a base be made. Play will be stopped once the pitcher controls the ball in the circle. The overthrow rule does not apply to overthrows to the circle. The additional base is not automatically awarded upon an overthrow. The offensive runner must make an attempt for the next base and the runner is considered to be in jeopardy of being put out until time has been called by the umpire. During the entirety of fall instructional ball, one base on an overthrown ball to 1st base will be in effect. During spring season, this overthrow rule will be eliminated after spring break. After spring break, overthrown balls are live and the one base rule will be removed.

7.0 Pee Wee 8U DIVISION RULES

- 7.01 A maximum of twelve (12) players can play defense.
- 7.02 The playing field will be clearly marked as follows:
 - A. There will be a clearly visible mark halfway between the bases.
 - B. There will be a 16 foot diameter pitcher’s circle drawn on the infield. The center of the circle will be a point 36 feet from home plate on a direct line between home plate and second base
 - C. The pitching mark will be placed 30 feet from home plate on a direct line between home plate and second base. The pitching mark shall be no greater than 2 feet in width.
- 7.03 Each batter will receive a total of five (5) pitches or three (3) strikes from her adult coach. A foul ball will be considered a strike unless it is the third strike in which case the batter receives an additional pitch. A batter will not be called out on strikes as long as she is fouling the ball.

4.0 PLAYING FIELD SPECIFICATIONS

4.1 Tee Ball and Pee Wee

League	Pitching (Feet)	Bases (Feet)	Min. Fence (Feet)
Tee Ball 6U	25	50	125
Pee Wee 8U	30	55	150
Minor 10U	35	60	150
Major 12U	40	60	175
Junior 14U	40	60	175
Senior 18U	40	60	200

- 4.2 A 16’ diameter circle will be drawn around the pitching rubber in the infield. This circle will be used as outlined in the ASA Rule Book.
- 4.3 Tee Ball and Pee Wee base running marks will be drawn at the midway point (25 feet) between 1st and 2nd, 2nd and 3rd, and 3rd and home plate.
- 4.4 Tee Ball only- A semi-circular foul line will be drawn 10 feet from home plate between the 1st and 3rd base foul lines.

5.0 GENERAL PLAYING RULES

5.01 Regulation Game

Age League	Time Limit	# innings	Run Limit
Tee Ball 6U	1 hr. 15min.	5	5 runs, first 4 innings. 10 runs 5 th inning
Pee Wee 8U	1 hr. 15 min.	6	5 runs, first 5 innings, 10 runs 6 th inning and beyond
Minor 10U	1 hr. 30 min.	6	3 runs per inning, first 3 innings, 5 runs in the 4 th inning and beyond
Major 12U	1 hr. 30 min.	6	3 runs per inning, first 3 innings, 5 runs in the 4 th inning and beyond
Junior 14U	1 hr. 30 min.	7	3 runs per inning, first 3 innings, 5 runs in the 4 th inning and beyond
Senior 18U (Slow Pitch Rules)	1 hr. 30 min.	7	3 runs per inning, first 3 innings, 5 runs in the 4 th inning and beyond

6.13 When a ball is in play, the umpire will call time out when either a) the player pitcher has full control of the ball and is inside the pitcher's circle with both feet; Or b) when in the judgment of the umpire, all runners have stopped advancing. If the player pitcher is attempting to make a play and runs through the circle, the umpire will not call time.

6.14 If a player hits a fly ball to the player pitcher and she catches it, it will be the umpire's judgment whether to call time.

6.15 Any time players remain in jeopardy of being put out, umpires have the authority to not call time.

6.16 If the batter hits a ground ball that is fielded by the player pitcher inside the circle and she makes no attempt to make a play at first, the batter will advance to first base. No other runners may advance unless forced.

6.17 A batted ball fielded by the player pitcher in or around the circle must be thrown to first base to record an out. The player pitcher must make an overhand attempt and may not intentionally roll or ground the ball to the first baseman. The player pitcher may not run the batter down and apply a tag UNLESS in the umpire's judgement, that would have been the appropriate play at the more advanced levels of girls softball. Example: If a batted ball is fielded by the pitcher player in or near the base line and the pitcher player fields the ball, she may elect to tag the batter. Or, if the player pitcher fields a batted ball and her momentum generated while moving to field the ball carries her to the base line, she may then tag the batter. This call is left to the judgement of the umpire. The umpire's judgement should be governed by whether the play made by the pitcher player would have been the appropriate play at higher levels of competition. The player pitcher may run a tag any runners advancing to other bases (aside from first).

6.18 One (1) defensive coach will be allowed outside the dugout within arm's length of the dugout area.

6.19 When a throw is attempted to 1st base with the intent to make an out, all base runners may attempt to advance 1 base on an

defense and the umpire's line of sight. If the batted ball hits the pitching coach, the ball is dead and the batter must bat again **without** receiving penalty for a swing.

6.06 If the batter must hit from the tee, an offensive coach will adjust the tee for the batter, then move to the fence or backstop behind home plate. When the ball is hit off the tee, the coach will immediately remove the tee and bat. If the tee is not removed, any runner crossing home plate will be called out.

6.07 During spring season, coaches will not be allowed to place the batter or tee in such a manner that will dictate the direction of the batted ball. During fall instructional season, coaches may help players address the ball either verbally or using the toe to toe approach.

6.08 If the base runner is past the halfway mark between the bases when time is called, the base runner will be awarded the next base. If the base runner is not past the halfway mark, she must return to the base last touched.

6.09 There are no walks in this age division.

6.10 When a coach is pitching, the defensive player pitcher may stand anywhere within or directly behind the sixteen (16) foot pitching circle. Directly behind is defined as if there were two parallel lines running from the outside of the pitching circle and continuing toward the outfield. The player pitcher can stand anywhere between these two imaginary lines behind the pitching circle. She is the only player allowed in the circle prior to the ball being pitched.

6.11 No more than seven (7) defensive players will be allowed on the infield prior to the ball being hit. No defensive player on the infield may stand closer to the batter than the player pitcher.

6.12 Two (2) defensive coaches will be allowed in the **outfield** at all times. They can not touch the ball or enter the infield playing area. If a coach touches or is struck by a ball, or enters the infield, the base runners will be awarded an additional base after play has been stopped.

5.02 The final inning of the game must be completed unless the home team is ahead at their time of bat.

5.02a No new inning will be started after the time limit has been completed. Any inning already started before the time limit has been reached will be completed.

5.03 Championship games will have no time limit; Mercy rule still applies.

5.03 In the event of a tie after regulation time or innings, 1 extra inning will be played using the "International Tie Breaker" rule. In the event you are still tied, a tie will be declared. For Tee Ball and Pee Wee, no additional innings will be played. The game will be declared a tie. In the fall season, games will be allowed to end in a tie and no international tie breaker rule will be used.

5.04 Mercy rule will stop the game if, after half of the game is played, any team is ahead by the following guidelines. Half game shall be:

The mercy rule will apply when the trailing team can no longer catch up (mathematically) as a result of the run limitation in the remaining innings. For example:

Tball & Pee Wee - 16 after 4 (or 16 after 3 in tball) and 11 after 5 (or 11 after 4 in tball)

Minor and Major - 11 runs after 4 innings or 6 runs after 5 innings

5.04a. In the case of inclement weather, at least ½ of the game would need to have been played to be considered a complete game.

5.04b Games that are not considered regulation shall be resumed at the exact point where they stopped.

5.05 The infield fly rule will not be applied to the Tee Ball, Pee Wee and Minor Age divisions. It will, however, apply to all other age divisions.

5.06 Conferences will be limited to 3 per regulation game with 1 additional for extra innings.

5.07 Minor, Major, Junior and Senior- Stealing will be allowed per the ASA rule book. *See Rules for 10U.

5.08 Sliding to reach a base safely will be allowed for all age groups. Players will be called out for a head first slide. Dive backs are not considered head first slides.

5.09 At least 7 players are required to start a game (6 for Tee Ball or Seniors). If a team has less than the required number of players available at the official start time (or within 15 minutes of the official start time of the first game scheduled for the day), the game will be forfeited. If a team begins a game with the required number of players, but loses a player due to injury or illness during the game, the game will not be forfeited.

5.10 An automatic out will not be scored for any missing player(s) if a team plays with less than nine (8) players (6 players in Tee ball and 7 players in Seniors).

5.11 Unlimited defensive substitution will apply to all positions, except the pitcher's position which will be governed by ASA rules concerning removal and reentry.

5.12 All players on the roster will bat in a rotating order. Any player who misses a turn at bat due to illness or injury will be out of the game. An offensive player, injured while a base runner, will be replaced by the offensive player making the last out. Batting order does not change for defensive substitutions. A maximum of ten (10) defensive players will be allowed for Minor age groups and up

5.13 Weekday games may begin at 6:00 PM. Saturday games may begin at 8:00 AM. and Sunday games will be played as field space allows in the fall season.

5.14 Teams should plan to arrive thirty (30) minutes prior to their scheduled game time to allow for warm ups. Teams who are not ready to play at their scheduled start time will risk forfeiture of the game.

5.15 Use of a double first base will be mandatory.

5.16 Rules not specifically covered herein will automatically revert to the most recent ASA Rule Book.

6.0 Tee Ball (6U) DIVISION RULES

6.01 A maximum of twelve (12) players can play defense.

6.02 The playing field will be marked as follows:

A. There will be a clearly visible mark halfway between the bases.

B. There will be a 16 foot diameter pitcher's circle drawn on the infield. The center of the circle will be a point 36 feet from home plate on a direct line between home and second base.

C. The pitching mark will be placed 25 feet from home plate on a direct line between home plate and second base.

D. A semicircular foul line will be drawn 10 feet from home plate between the first and third base foul lines.

6.03 Each batter will receive 3 pitches from her adult coach. An additional offensive coach will be permitted behind home plate to catch the pitched balls and return them to the pitching coach. If the batter fails to hit the ball into fair territory on any of these 3 pitches, she will be allowed to hit from a tee. The player will be allowed 2 swinging attempts from the tee to hit the ball into fair territory. During the fall, there will be no player designation for coach pitch only. In the spring, all teams will designate 4 players to hit only from the coach pitch after spring break.

6.04 If the ball stops inside the 10 foot area in front of home plate, it is a foul ball. If the ball is touched by a defensive player inside the 10 foot area, whether moving or not, it is foul.

6.05 If the ball is hit, the coach who is pitching must **immediately** exit the playing field so as not to interfere with the