

2023

SOFTBALL RULES BOOK



Menifee Girls Softball Association
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menifeegirlsoftball.com

MENIFEE GIRLS SOFTBALL

2023 Official Rule Book



MENIFEE GIRLS SOFTBALL ASSOCIATION ASA

The Menifee Girls Softball Association has adopted these rules pursuant to the Amateur Softball Association (ASA) Rules and Regulations and are subject to future policies that may be adopted by Amateur Softball Association.

TABLE OF CONTENTS

1	Objective	1
2	General Rules	1
3	Coaching Staff	2
4	Divisions	4
5	Evaluations and Draft	4
6	Playing Rules	8
7	Protests	9
8	6U Division Rules	9
9	8U Division Rules	10
10	10U, 12U, 14U, and 18U Division Rules	11
11	Post Season Tournament Rules	12
12	Definitions	14
13	Summary of Changes	15

1 Objective

Menifee Girls Softball (hereinafter known as MGS) strives to be a premier recreational softball organization by facilitating a positive and competitive environment to the girls of the Menifee community (ages 4 - 18) to learn and develop skills in the game of fastpitch softball, through friendship, teamwork, and community involvement.

Through the work and dedication of volunteers, MGS will operate as a non-profit educational organization within the meaning of Section 501(c)(3) of Internal Revenue Code as a member of ASA softball. MGS aims to provide and maintain a safe, competitive, and educational experience to all its members. All league activities shall take place under the guidance of responsible adult supervision in a safe and friendly environment with an emphasis on education, skill development, equal participation, teamwork, good sportsmanship, community involvement, positive self-image, and healthy competition. MGS relies on league fees, sponsorship, fundraising, and donations to maintain and advance all league activities, participation, and competitiveness in the world of fastpitch softball.

MGS upholds and enforces a zero-tolerance policy on bullying and discrimination. At no time will a player, coach, member of Board of Directors, or any other league member be selected or discriminated against regardless of race, color, age, creed, religion, sex, sexual orientation, gender identification, disability, veteran status, national origin, or ancestry, except as may be required to ensure a safe environment to its participants.

2 General Rules

The Menifee Girls Softball (MGS) Board of Directors (BOD) has established the following rules and policies to work in conjunction with the “Official Rules of Softball” ASA Code. Any rule not covered within this policy will be governed by the ASA “Official Rules of Softball” current year release. In the event that there is a conflict between the ASA Rule book and these ground rules, MGS Ground Rules shall take precedence. These rules and regulations can only be amended, omitted, or changed through the approval of the BOD before Opening Day (either Fall or Spring Season). Any concerns or suggestions regarding these rules must be made in writing to the BOD or in person by appointment at a scheduled BOD meeting.

It is the policy of MGS BOD to provide a safe environment for ALL those participating in MGS programs. It is the responsibility of every member to ensure facilities and equipment used, as well as conduct during participation is kept in a safe and appropriate manner. Any individual who has knowledge of unsafe equipment, facilities, or conduct has an obligation to report such incidents to the MGS BOD or individual board member.

All conduct matters and penalties are governed by the MGS By-Laws and the signed Code of Conduct Agreement.

2.1. Possession of alcoholic beverages, illegal narcotics, and tobacco products including e-cigarettes, vapes etc. at games or practice fields or any MGS function is strictly prohibited. This includes the park grounds and the parking lot. (Riverside County Code Section 9.08.140) Anyone caught using tobacco products will be asked to stop immediately or will be subject to removal from the premises.

2.2. A registration fee is required before any child can participate in ANY MGS activities. A limited number of Financial Aid/Scholarships are available for those that meet the requirements. A Scholarship application must be presented and approved by the BOD at a given date each season for approval. Any past due or unpaid balance from previous season(s) must be paid before participating in current year/season MGS activities.

2.3. Upon registration, each player must provide necessary and acceptable documentation as to the player's age. Any and all documentation will be for official MGS/ASA use only. A player who does not provide MGS/ASA with a copy of a certified birth certificate will NOT be eligible to participate in All Stars.

2.4. Any action taken in the name of MGS must have prior board approval. Any money solicited or collected by any member of the organization belongs to MGS. The board must approve any fundraising conducted by an individual or team (Recreation, Select, or AllStar) in advance.

2.5. Both teams are responsible for any necessary field maintenance prior to the start of the game; this may include dragging the fields and chalking the batters' boxes and foul lines. Teams are responsible for picking up trash and making sure the dugout is left clean. Teams that play in the first game of the day are responsible for putting up the dugout tarp(s). Teams that play in the last game of the day are responsible for removing and returning the tarps and field equipment to the storage unit.

3 Coaching Staff

3.1. Interested Managers must apply with Menifee Girls Softball by the deadline set by the MGS BOD. The MGS BOD will review the coaches' applications for each candidate and decide which potential Managers will receive a team based on previous coaching experience, rule infractions, status as league member, and any other criteria deemed pertinent by the MGS BOD.

3.2. MGS is committed to ensuring our league remains a cut above the rest and therefore, no coach, player or spectator shall vocally, mechanically or by any other means make noise, movements or acts to distract a player or disrupt the umpire from their purpose of the game. We do not allow the chanting of "SWING" as the batter is ready to swing.

3.3. Any manager, coach, player, or spectator ejected from the game will be removed from the facilities for the remainder of the game. Said ejected person will also serve a minimum one game suspension.

Ejected person will have no physical presence at game(s) in any capacity. A second offense in the same season will result in a suspension for the remainder of season and evaluation by BOD if said person will be allowed to participate in future MGS activities, per by-laws and code of conduct agreement.

3.4. All coaches are held responsible for the proper use, care, and return of ALL MGS supplied equipment, including balls and any unused uniforms. All managers will be required to submit a deposit in an amount to be designated by the equipment manager based on the value of items checked out before equipment will be provided. Deposit will be returned in full once ALL provided equipment is returned in good condition. Upon receiving equipment, it is the manager's responsibility to check the quality of equipment; once he/she accepts possession of the equipment he/she is responsible for the condition in which equipment is returned. Any lost or broken equipment issues should be brought to the attention of the appropriate Division Manager or Equipment Manager ASAP. Any equipment not returned, lost, broken, or returned in unsatisfactory condition will result in restitution of some or all deposit (dependent on cost of replacement). Failing to return equipment or adequately make restitution to MGS may result in suspension of the guilty party as a member of MGS. A manager can forgo the deposit if supplying his/her own equipment, as long as the equipment meets required safety and ASA standards with the approval of the Equipment manager.

3.5. There must be an adult female 18 years of age or older present at all practices, games or functions conducted by the team. Each team is required to have at least one female background checked and present for all games and in the dugout at all times. This may be a Team Mom or other background checked parent. Her duties will include but not limited to assisting girls with equipment, assuring proper batting order, and accompanying players in the 6U, 8U and 10U divisions to the restrooms. This includes staying until the last player has left the fields/function.

3.6. Each team(s) coaching staff and parents are expected to help MGS maintain financial stability through sponsorship and fundraising activities in accordance with MGS disclaimer agreed upon at time of registration.

3.7. ALL MGS volunteers must pay for and complete an ASA background check. Failure to pass and/or complete background check procedures will prohibit the requesting person from participating in on-field activities. ASA background approved badges must be worn and visible at all times while on the field during practices and games.

3.8 It is mandatory that badges be worn by all coaching staff/team moms while on the field in the dugout. If you do not have your badge you cannot be on the field or in the dugout.

3.9 If an Assistant coach is ejected from a game, they will not be allowed to coach the remainder of the season.

3.10 If sponsorships are not turned in by the due date, the team will not be eligible for playoffs.

4 Divisions

- 4.1. Teams in 6-Under Division shall be comprised of girls 4-6 years of age, as of January 1 of the playing season.
- 4.2. Teams in 8-Under Division shall be comprised of girls no older than 8 years of age, as of January 1 of the playing season.
- 4.3. Teams in the 10-Under Division shall be comprised of girls no older than 10 years of age, as of January 1 of the playing season.
- 4.4. Teams in the 12-Under Division shall be comprised of girls no older than 12 years of age, as of January 1 of the playing season.
- 4.5. Teams in the 14-Under Division shall be comprised of girls no older than 14 years of age, as of January 1 of the playing season.
- 4.6. If a minimum number of girls do not sign up to conduct a 14-Under Division, an 18-Under Division shall be comprised of girls no older than 18 years of age, as of January 1 of the playing season.
- 4.7. During the Fall Season it is highly encouraged, although NOT required, that players participate in the Division in which they are eligible during the following Spring Season.

5 Evaluations and Draft

- 5.1. All divisions (exception of 6U) will be required to participate in an evaluation process for team selection on a date established by the current BOD prior to the start of games.
- 5.2. The evaluation will be conducted by selected board members for each division. It is preferred that every manager be present during the evaluation and participate in rating of each individual player in various skill assessments including but not limited to catching, throwing, fielding (ground and fly balls) and hitting. Pitchers for all divisions, and Catchers for Divisions 10U and up will be evaluated separately. At least two board members will participate in player evaluations and complete a player evaluation form.
- 5.3. Each player upon check-in at evaluations will be given a number. Each manager will be provided with a player evaluation form with corresponding numbers. NO player names will be provided on the evaluation form.
- 5.4. Upon completion of the evaluation process a draft will be conducted by the current league President and appropriate board members.
- 5.5. Managers must be present to perform the draft. If the Manager is unavailable to attend the draft, the absent manager's team will be drafted by the frozen player's authorized parent or appointed board

member. Unauthorized Assistant Coaches, Team-Moms or other individuals WILL NOT be allowed to participate in the draft.

5.6. Draft will be a Snake Draft. Draft position will be selected at random on the day of the draft by selecting a draft position out of a hat or other agreed upon means. Managers will NOT be allowed to trade draft positions. Each manager will have 1 minute to make a draft selection. If a selection is not made at a duration of 1 minute Manager will be given the next player listed numerically on the evaluation list.

5.7. Prior to the start of the draft manager's daughter(s) and all frozen players will be identified. Based on consensus of average ranking by managers during evaluations and BOD discretion, these players will be ranked on a 5 level scale. These levels include: Impact Pitcher, Impact Catcher, Impact Player, Impact 2 Player, or Non Impact Player (see definitions).

5.7.1. If a manager's daughter is a "No-Show" to evaluations she will automatically be taken 1st Round labeled as an Impact Pitcher, Impact Catcher or in the 1st non pitching round as an Impact Player, based on previous seasons.

5.7.2. If multiple players are graded the same then they will go in consecutive rounds.

5.7.3. All known pitchers and catchers that have pitched/caught in previous seasons will be identified prior to the start of the draft.

5.7.4. All known all stars from previous seasons within that division will also be identified prior to the start of the draft.

5.8. The draft will start with pitchers only. All pitchers who evaluated or have been identified as pitchers will be eligible to draft in the pitching rounds. The number of complete rounds will be based on the number of pitchers available and the number of teams (i.e., 20 pitchers, 6 teams we would have three complete rounds).

5.8.1. All known pitchers that wish to pitch must evaluate. Known pitchers that do not evaluate may not pitch. A known pitcher in the 8U division is defined as any player that has faced 45 batters in a single season at MGS. A known pitcher for 10U division & up is defined as any player that has faced at least 60 batters in a single season at MGS. All new and unknown pitchers may pitch within their division limits.

5.8.2. Pitchers that are not registered prior to the draft, will be placed on the team that was next in line for a player in the draft. They will be allowed to pitch a maximum of one inning per game.

5.8.3. Impact pitchers – Players that evaluate as pitchers will be ranked based on the previous season's strikeout percentage and innings pitched (provided the player pitched in 10 or more innings in the previous season). Players that are new to the league will be slotted into the rankings based on their evaluation. The number of teams will determine the number of impact pitchers (i.e., if there are 8 teams in a division, the top 8 pitchers will be considered impact). Managers cannot freeze more than one impact pitcher. Board approval required for rankings

5.9. After the pitcher's portion of the draft is complete, the draft will continue in the same order with a catchers draft. All catchers who evaluated or have been identified as catchers will be eligible to draft in the catching rounds. The number of complete rounds will be based on the number of catchers available and the number of teams (i.e., 20 catchers, 6 teams we would have three complete rounds).

5.9.1 All known catchers that wish to catch must evaluate. Players that do not evaluate may not catch. A known catcher in the 8U division is defined as any player that has caught 15 innings or more in a single season at MGS. A known catcher for 10U division & up is defined as any player that has caught 20 innings or more in a single season at MGS.

5.9.2. Players that identify as both pitcher and catcher will be ranked at each position to determine which draft they are eligible for.

5.9.2.1. Impact pitchers will be entered into the pitchers draft regardless of their ranking as catcher.

5.9.2.2. Impact catchers that are not considered impact pitchers will be entered into the catchers draft.

5.9.2.3. Players that are not considered impact at either position will be entered into the pitchers draft. If not selected in the pitchers draft, they will move to the catchers draft. If not selected in the pitchers draft, they will move into the general draft.

5.10. After the catcher's portion of the draft is complete, the draft will continue in the same order and all other players will be eligible to be selected.

5.11. Managers will be allotted an additional 5 minutes to initiate 1 trade per manager. Blind players cannot be traded. After the 5-minute allotment the rosters are final.

5.12. After the Evaluation and draft any new players registering or player movement after teams have been formed must be approved by the executive board. If approved; the player will be placed on the next team from the draft order board.

5.13. **Playing Up** – If, upon specific parent or guardian request, a player desires to play in a division older than her appropriate age division, the following rules shall apply: Parent/Guardian **MUST** complete the Move-Up Request form by the due date set by BOD for the requested season.

5.13.1 Player availability in requested Division.

5.13.2 Must participate in **BOTH** age appropriate and requested division evaluations. If a requesting move-up player is unable to attend Evaluations due extenuating circumstances, the BOD must be notified, and eligibility will be evaluated based on past skills and/or a separate evaluation may be agreed upon.

5.13.3 The player must be drafted by the 2nd round of the pitchers draft or the 6th round of the non pitching draft of the higher division. Exception, players who are allowed to play up into the 8U division can be drafted in any round

5.13.4 Approved by BOD evaluators based on safety, skill level, impact on both divisions, and any determined pertinent assessment.

5.13.5 Eligible to play in age-appropriate All-Star team.

5.14. **Playing Down** – A player shall only play in a division younger than her appropriate age, on a case-by-case basis, considering the safety or health of that player and the players in the younger division. This decision shall be made by the Rules & Regulations Committee. A player who plays down will not be eligible to play All-Stars per ASA rules.

5.15. A parent/guardian with a daughter Playing Up may request to manage a team in the higher division as long as the daughter/player meets all Playing Up rule requirements in Rule 5.13.

5.16. Once the draft is completed and the formation of teams has been established, there shall be NO REFUNDS. Any exceptions will be determined by the Player Agent and presented to BOD for approval.

5.17. Managers may select a maximum of 2 players to "freeze" for his/her team plus their daughter. If they do not have a daughter, then they may freeze an extra player.

5.17.1. Manager's daughter(s) will be evaluated according to Rule 5.8. If Managers daughter is rated as an Impact 1 Pitcher, Manager may NOT freeze another Impact 1 Pitcher as his/her Frozen Player. The Manager cannot freeze 2 Impact 1 Pitchers. If Managers daughter is rated as an Impact Catcher, the Manager may NOT freeze another Impact Catcher as his/her Frozen Player. The Manager cannot freeze 2 Impact Catchers.

5.17.2. The BOD must obtain a signed Frozen Player Permission form from the parent prior to leaving evaluations Frozen Player Permission form to be submitted at evaluations.

5.17.3. If the Manager chooses to freeze player(s), those player(s) will be ranked by division managers and BOD in accordance with rule 5.7 at post evaluation Managers meeting and placed in the appropriate round(s) of the draft as agreed upon by the majority.

5.17.4. If a Frozen Player is attached to a sister, the Manager will be required to use their second freeze option for the sister.

5.17.5. All Frozen Players must attend evaluations and if they do not attend evaluations they will be placed in the blind draft. Exceptions: 1) If they are a pitcher then they are placed in the pitching draft. 2) If they are a catcher then they are placed in the catchers draft.

5.17.6. BOD evaluators will determine eligibility to be frozen by the requested Manager based on previous season(s) experiences and could be denied due to pitching/catching experience, to help distribute talent fairly.

5.17.7 If a frozen player has a rideshare attached to them, this will be disclosed at the manager meeting after evaluations. If the rideshare is a coach's consensus first, second or third round player, that rideshare must be counted towards one of the coaches 3 freezes.

5.17.8 A coaches evaluation of their freeze does not count towards the ranking of that player.

6 Playing Rules

6.1. League will provide necessary training for GameChanger. It is the responsibility of both teams to provide scores on their designated teams GameChanger. Each team must select an Official Scorekeeper prior to the start of the season. Any team who fails to report score through Game Changer will be scored as a 7-0 forfeit. Each team must provide their own scorekeeper and the Official Scorekeeper will not be permitted on the field or in the dugout but must remain in proximity to the official plate umpire.

6.2. No player shall sit TWO innings unless every player has sat at least one. ****Substitution rules WILL APPLY to the End of Season Tournaments.** See coaches code of conduct for specific consequences.

6.3. If a pitcher is inserted into the game during an at bat after a ball/strike count has been established, the pitcher that completes the out will be credited as such. However, if a Coach attempts to manipulate the intention of the pitching limit rules by constantly replacing a pitcher in order to not have the outs recorded against a particular pitcher, then the umpire will issue a warning to the Coach. A further attempt will result in the coach being ejected from the game and the pitcher will not be eligible to re-enter the game as a pitcher. Pitcher will also not be eligible to pitch during the next game.

Example: A pitcher pitches 2 strikes and then is replaced by another pitcher to obtain the out. Then the original pitcher is brought back into the game to pitch to the next batter and obtains two strikes and then is replaced by another pitcher to obtain the out. This practice or any similar strategies would be considered illegal and an attempt to manipulate the Maximum/Minimum pitching rules.

6.4. A pitch must be thrown to a legal batter beyond allowed out maximum for a pitcher to be considered in violation of the pitching out rule. Said pitch will be considered an illegal pitch and all runners will be awarded a base. A pitcher that exceeds the out limitation due to the completion of a double or triple play will NOT be considered a pitching rules violation and no penalty will result.

6.5. If a pitcher hits 3 batters in one inning, that pitcher must be removed from pitching the remainder of that inning. If any 1 pitcher hits 4 batters during a game that pitcher must be removed from pitching the remainder of that game.

6.6. Teams will bat the entire line-up. There is no Flex/DP or other tournament style variation of line up.

6.7. Courtesy runner can be used for pitcher and catcher. The courtesy runner shall be the last out. In the event there has not been an out, the bottom of the line up will be the courtesy runner.

6.8. If a team does not have enough players to avoid a forfeit, they may borrow players utilizing the following guidelines:

6.8.1. They can only borrow up to two players to make them ASA eligible (i.e., 9 for 8U, 8 for 10U - Uppers).

6.8.2. The player(s) must be registered in our league.

6.8.3. They must be from the same division or the division below (upon board approval).

6.8.4. The player(s) must bat last in the lineup and play in the outfield.

6.8.5 All games must be played by MGS league rules. There will be no handshakes/gentlemen's agreement. If a handshake/gentlemen's agreement occurs, both coaches will serve a one (1) game suspension.

7 Protests

7.1. To file a protest, the Manager must submit a written protest via complaint form to a board member within forty- eight (48) hours of the game under protest. Said written protest must clearly describe the incident being protested as well as citing the MGS or ASA rule to which the play pertains. A \$35.00 protest fee must accompany the written protest. If the protest is found to be valid, the protest fee will be refunded. If the protest is found to be invalid, the league shall retain the fee.

7.2. The Protest Committee shall conduct a meeting to act on any protest properly submitted. The BOD is responsible to call the meeting and to provide written statements from the umpire in charge of the game, the Manager of the opposing team and any other individuals necessary to obtain a clear understanding of the situation. Additionally, the BOD shall obtain and provide to the committee the official scorebook of the game. Any Protest Committee member who has a child playing in the age division in which the protest is filed, shall be excluded from participating on the Committee for such protest.

8 6U Division Rules

8.1. 6U will play 3 innings or 1 hour whichever occurs 1st.

8.2. 6U teams do not record wins or loses, there are no standings and every team is tied for first place! Coaches will play all players on defense and will bat the entire batting order each inning. 6U will not play a catcher position. Encourage all players!

8.3. A batted ball must travel at least 6 feet to be considered fair.

8.4. Defensive outs will not be recorded; however, in the event that the defense makes an out, at any base, then the base runner will have to return to the dugout.

8.5. The last batter of the order will hit a home run or be tagged out. Coaches are encouraged to ensure that every player gets to hit the homerun.

8.6. 6U will utilize the Blue Flame pitching machine for the entire game and season. The coach will pitch three (3) pitches per batter, If the player does not hit the ball within three (3) pitches, the player will

then move to the Tee. The pitching distance will be 25', and the coach must pitch from the pitching plate and remain in the pitching circle.

8.7. 6U is allowed 4 outfielders.

9 8U Division Rules

Our 8U Division shall follow the ASA Official Rules for the current year except where specified in this section.

9.1. No new inning will start after 1 hour and 20 minutes and there will be a drop-dead time of 1 hour and 45 minutes. If, at this time, the home team is batting, & had gained a tie or the lead in the bottom of the incomplete inning, the score at the time play was stopped will be the final score. Otherwise, the final score will revert to the last completed inning.

9.2. During tournament play, the game will continue until the winner is determined.

9.3. The 8U Division will play with the same run/time limit to match all divisions.

9.4. Pitching distance is 30 feet.

9.5. ANY pitcher can record no more than TWO (2) innings or SIX (6) actual outs in the first 3 innings of any one game. If a game goes beyond 3 innings any pitcher will be allowed to record 3 additional outs. The three (3) run per inning rule constitutes 3 outs or a complete inning. If more than one pitcher is used, recording no outs in a three (3) run inning, the pitcher who started the inning will be charged with all three outs. In the event two or more pitchers are used to complete an inning, outs in the inning will be assessed to the pitcher of record.

Example: If the starting pitcher achieves one out and is replaced then the starting pitcher is credited for one out or 1/3 of an inning. The reliever is charged with two outs or 2/3 of an inning whether 2 outs achieved or run limit reached.

9.6. 8U will be modified Coach Pitch for the entire regular season. Coaches will pitch only when a batter is walked with the bases loaded. The batter will assume the strike count from the opposing pitcher.

9.6.1. If an 8U batter gets hit by a pitch the batter is awarded a base regardless of which bases are currently occupied.

9.7. Coaches will be allowed a maximum of 3 pitches per batter if the count permits. Foul Balls will keep the at bat alive.

9.8. The Coach that will be pitching will not be allowed to talk or motion to any players once that coach has crossed into the field of play.

9.9. The Coach must stand on the 30-foot pitching plate, and use a full softball windup when pitching to a player.

9.10. No base stealing allowed during coach pitch. The runner can still take their lead on the pitcher's release.

9.11. Coach must stay on the rubber until the play is called dead by the umpire.

9.12. If the coach is hit by a batted ball during coach pitch, the ball is live.

9.13. 8U is allowed 4 outfielders.

9.14. 8U runners may only steal one base per pitch, upon release of the pitch. Home plate is closed, and runners may only advance home on a batted ball, awarded base or an overthrow due to a batted ball. A batter who receives a walk cannot steal second base on the same pitch in which she is walked. A runner caught stealing more than one base will be returned to the base in which she was last legally determined safe. If a runner commits to steal an extra base, she is considered live and can be tagged or thrown out. However, upon reaching safely a dead ball will result and the runner will be returned to the base in which last legally determined safe.

9.15. Drop third strike and infield fly rule will not be applied.

9.16. If a stealing runner is caught leaving early, the runner will be sent back to the base in which they left and the coach will receive one team warning. In the event another runner leaves early from that team for the remainder of the game the runner(s) will be called out.

9.17 If you don't have 10 on the field you take an out everytime the 10th batter comes up.

10 10U, 12U, 14U, and 18U Division Rules

Our 10U - 18U Divisions shall follow the ASA Official Rules for the current year except where specified in this section.

10.1. ANY pitcher can record no more than the number of outs allowed by their division. The four run per inning (or up 1 for the losing team) rule constitutes 3 outs or a complete inning. If more than one pitcher is used, recording no outs in an inning, the pitcher who started the inning will be charged with all three outs. In the event two or more pitchers are used to complete an inning, outs in the inning will be assessed to the pitcher of record.

Example: If the starting pitcher achieves one out and is replaced then the starting pitcher is credited for one out or 1/3 of an inning. The reliever is charged with two outs or 2/3 of an inning whether 2 outs achieved or run limit reached.

10.2 10U/12U will play with a run limit rule: Allow 1 up for the losing team in all innings.

10.3 Pitchers can walk a batter automatically if there are no base runners.

	10U	12U	uppers
Game time limits	1 hr 20 min no new/ 1 hr 45 min drop dead	1 hr 20 min no new/ 1 hr 45 min drop dead	1 hr 20 min no new/ 1 hr 45 min drop dead
Run limit	4 runs or 1 up	4 runs or 1 up	None
Pitching Distance	35'	40'	43'
Pitching Limits (Outs)	9	12	None
Ball Size	11"	12"	12"

*At any time, the MGS Board of Directors can re-evaluate rules and on a case by case basis decide what is best for the player(s) and the league and make adjustments as needed.

11 Post Season Tournament Rules

11.1 During tournament play regular season pitching rules apply except in the championship and if game. Pitchers will be allowed an additional 3 outs in the championship and if game.

11.2 BEFORE each game managers can report to the umpire and opposing coach a player who will be exempt from having to sit during that game.

11.3 During the end of season tournament the highest ranked team, based on regular season win/loss record, will be Home team. The home team shall occupy the 3 rd base dugout. During the Championship game the undefeated team will be the home team. If an if game is forced there will be a coin flip to determine Home team.

11.4 Normal time limits apply for each age division, except for the championship and if game. International Tie Breakers will be used in the event of a tie score at the end of regulation.

11.4.1 There is no drop dead in playoff games.

11.5 All championship games will be played with no time limit. All divisions will play 5 innings of regulation softball and will only go further in the event of a tie, where international tie breaker rules will apply.

11.6 Any further rule clarifications will adhere to the current year ASA/USA rule book.

11.7 Tiebreakers for seeding are as follows:

1. Head to head
2. Run differential
3. Runs scored
4. Runs allowed

11.8 During a championship game the 4th and 5th inning will be open, there is no run limit.

11.9 In 8u coach pitch is allowed during playoffs, but coach pitch will not be allowed during a championship game.

12 Definitions

BOD - Board of Directors.

Impact Pitcher - One of the top pitchers who would be a #1 pitcher on any of the teams in their division. Must be taken in the first round.

Impact Catcher - One of the top catchers who would be a #1 catcher on any of the teams in their division. Must be taken in the first round.

Impact Player - A player who does not pitch but is one of the top players in their division. Must be drafted in the first non-pitching round.

Impact 2 Player - An above average player. Must be drafted by the 3rd non pitching round based on consensus of average ranking by managers before draft.

Non-Impact Player - An average to below average player. Must be drafted by the 7th non pitching round based on consensus of average ranking by managers before draft.

13 Summary of Changes

3.9 If an Assistant coach is ejected from a game, they will not be allowed to coach the remainder of the season.

3.10 If sponsorships are not turned in by the due date, the team will not be eligible for playoffs.

5.8.1. All known pitchers that wish to pitch must evaluate. Known pitchers that do not evaluate may not pitch. A known pitcher in the 8U division is defined as any player that has faced 45 batters in a single season at MGS. A known pitcher for 10U division & up is defined as any player that has faced at least 60 batters in a single season at MGS. All new and unknown pitchers may pitch within their division limits.

5.9.1 All known catchers that wish to catch must evaluate. Players that do not evaluate may not catch. A known catcher in the 8U division is defined as any player that has caught 15 innings or more in a single season at MGS. A known catcher for 10U division & up is defined as any player that has caught 20 innings or more in a single season at MGS.

5.17.8 A coaches evaluation of their freeze does not count towards the ranking of that player.

5.13.3 The player must be drafted by the 2nd round of the pitchers draft or the 6th round of the non pitching draft of the higher division. Exception, players who are allowed to play up into the 8U division can be drafted in any round

6.8.5 All games must be played by MGS league rules. There will be no handshakes/gentlemen's agreement. If a handshake/gentlemen's agreement occurs, both coaches will serve a one (1) game suspension.

8.6. 6U will utilize the Blue Flame pitching machine for the entire game and season. The coach will pitch three (3) pitches per batter, If the player does not hit the ball within three (3) pitches, the player will then move to the Tee. The pitching distance will be 25', and the coach must pitch from the pitching plate and remain in the pitching circle.

9.3. The 8U Division will play with the same run/time limit to match all divisions.

9.1. No new inning will start after 1 hour and 20 minutes and there will be a drop-dead time of 1 hour and 45 minutes. If, at this time, the home team is batting, & had gained a tie or the lead in the bottom of the incomplete inning, the score at the time play was stopped will be the final score. Otherwise, the final score will revert to the last completed inning.

11.4.1 There is no drop dead in playoff games.

11.8 During a championship game the 4th & 5th inning will be open, there is no run limit.

11.9 In 8u coach pitch is allowed during playoffs, but coach pitch will not be allowed during a championship game.