

Monroeville Baseball & Softball Association

Girls Fast Pitch League



RULES: Tournament Play

last revised 05/09/2023

Monroeville Baseball & Softball Association (MBSA) Girls Fastpitch Softball Tournaments will follow current-year ASA/USA Softball rules except as modified herein.

GENERAL RULES

1. ROSTERS ARE FINAL

Team rosters are required to be submitted to the MBSA Tournament Director, MBSA Softball Commissioner (or designee) before the first game of the tournament. That roster is final for all games in the tournament.

2. SPORTSMANSHIP

For the health and promotion of tournament play, individual player and/or coach activity and team activity must be controlled and limited to encouragement, cheering, and good sportsmanship. BE SUPPORTIVE! THE UMPIRES SHALL CONTROL SPECTATOR ACTIVITY.

3. PERMITTED INDIVIDUALS

Only team members, coaches, managers, and official scorekeepers for the team are permitted on the team bench and in the playing area. There is to be NO use of tobacco products on any team bench in any community. Monroeville Community Park (turf fields) will also prohibit gum and sunflower seeds of any kind.

If a team is seen to be using gum/seeds the team will be given a warning and must clean all remnants of the gum/seeds from all surfaces. A second infraction will result in automatic elimination from the tournament and no refund will be given. Each manager is expected to make this rule clear with their spectators and fans. These infractions will be enforced with all players, coaches, and fans.

4. DECISION OF THE UMPIRE

The decision of the umpire is final. Umpires may eject players, coaches, spectators, and managers from the game for unsportsmanlike conduct, foul language, continuous arguing and/or harassment of the umpire. All in attendance must always conduct themselves in a civil manner. Violation of this rule may result in game forfeiture, tournament forfeiture and/or disciplinary action. Any ejected manager, coach, spectator and/or player from a game will be suspended from the next game played. The ejected person(s) may also be subject to disciplinary actions by the MBSA Disciplinary Committee and risk forfeiture of the entire tournament.

5. SCORE BOOKS

Score books should be checked by both teams periodically throughout the game. The home team score book is final.

6. BLOOD RULE

A player, coach, or umpire who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical

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care or treatment is administered in a reasonable length of time, the individual will not have to leave the game.

7. GAME TIME LIMIT

All pool-play and non-championship bracket games will have a 90-minute time limit, finish the inning. If both teams are tied at the end of regulation, and the Time Limit has not expired, proceed to extra innings. If the home team is winning after the top half of the inning, the game is over. Pool-Play games can end in a Tie! There will be no time limit in the Championship game only.

8. BATS

MBSA Tournaments are USA Softball Bats only. All bats must have the USA or ASA certification mark. Bat throwing is dangerous and can cause injury. Each team is allowed 1 warning for throwing the bat. For all subsequent offenses, the batter will be called out and dead ball will be called. (ie. no base runner can advance)

GENERALPLAYING RULES

1. The umpire shall notify each coach/manager at the top of the inning that it is the last inning.
2. Teams will be comprised of up to 15 players. Girls may only be rostered for one team regardless of age category. Teams with 15 or more players will be allowed to play with the MBSA Executive Board approval.
3. COURTESY RUNNER - a courtesy runner (the last out made) may be used for the pitcher or catcher at any time during the game. Other position players may use a pinch runner only once and must notify the umpire and other manager/coach.
4. Continuous Batting Order will be used for all age groups. If a player becomes injured during the game and does not play the rest of the game no out will be recorded in her spot in the batting order however, she cannot reenter the game unless an out was taken in her spot in the batting order. If the girl leaves a game for any other reason than injury, when it is her turn to bat, an out will be taken (unless her departure was discussed and agreed by opposing coaches prior to the games start).

Note: A continuous batting order allows for free substitution, however, the exception is a pitcher that is removed from the defensive lineup can only return to the pitching position once.

FIELD REQUIREMENTS

1. Measurements of field:
 - a) 8 & Under: 35-foot pitching distance
 - b) 10 & Under: 35-foot pitching distance
 - c) 12 & Under: 40-foot pitching distance
 - d) 16-foot circle around mound (8 ft. radius)
 - e) Bases: 60 feet distance apart w/Running Lane for 1st Base
 - f) Batter's box shall measure 3 feet by 7 feet, inside line shall be 6 inches from home plate. The front line shall be 4 feet to the front and the rear line shall be 3 feet to the back of the obtuse corner of home plate

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2. All ground rules should be clearly defined and agreed upon (by umpires and coaches/managers) prior to the start of each game.

PLAY OFF TIE BREAKER RULES

1. First tie breaker is head-to-head play
2. Second tie breaker will be runs allowed
3. Total runs scored
4. Run differential

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8 & Under League

EQUIPMENT

1. The official softball to be used in the 8 & under division will be any approved USA Softball 11-inch softball.
2. Shoes with rubber cleats may be worn, no metal or hard cleats will be allowed.
3. Batting helmets with faceguard must be always worn by batters and base runners.
4. Catchers must wear helmet with faceguard.
5. All players must have a heart-guard on when at the pitching position.

PITCHING

- Pitching distance will be 35 feet within a circle of 16 feet diameter.
- Team coaches will be utilized as pitchers but may not make any defensive plays.
- A pitcher-coach will pitch to his/her own batter and must start within the 16 feet circle. The player-pitcher in the 8u division must start with at least one foot within the circle.
- Batters will get a maximum of 7 pitches to hit a fair ball. If on the 7th pitch and subsequent pitches, the batter continues to hit foul balls, that batter remains at bat until a swing-and-miss or no-swing. There are no walks in this division and after the final pitch if the batter has not hit a fair ball, the batter will take an out.

GAME RULES

1. Teams field 10 players only
 1. Only one player is allowed in each of following positions: P, C 1B, 2B, SS, 3B. All other players must be positioned in the outfield.
 1. No shifts are allowed.
2. **BUNTING - No bunting allowed in 8U division.**
3. Games are 5 innings. If a game is terminated for darkness, weather, field conditions, or umpire calls the game (not including time limit stoppage), 3 complete innings (2 1/2 where applicable) will determine a regulation game.
4. In pool play, runs per inning shall be limited to (5) five. The run limit will be waived in the last inning of pool play. In bracket play there will be no run limit. The inning will end when 3 outs have been recorded.
5. The infield fly rule **does not** apply.
6. On a ball hit in the infield (ie. does not get to the grass or an infielder picks up the ball before it gets to the grass) the runners may advance only 1 base.
 1. Runners can advance only one (1) additional base on an overthrow from an infielder at any base. *For example, if the ball is overthrown to first base, the runner may advance to second base at their own risk. If the ball is then overthrown to second base, the runner may advance to third base at their own risk. Runners are allowed to advance to home on an infield overthrow to third base at their own risk.*

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7. A player will be positioned beside the pitcher/coach for fielding but may not interfere with the delivery of the pitch and must be within the 16' circle.
8. If a pitcher-coach is struck by a batted ball, the ball becomes an immediate dead ball and is considered no pitch, and all runners return to their base. That pitch does not count as of the seven (7).
9. **Play stops once an infielder has possession of the ball with both feet within the infield area (infield turf).** This will be umpire's discretion. Base runners may advance to the base they were advancing to prior to infield possession, at their own risk.
10. The position of the infielder may not be more than 10 feet in front of or behind the base, but not directly on the baseline.
11. The position of the outfielder must start 10 feet beyond the baselines.
12. A baserunner is not permitted to leave any base (during the pitch), prior to the batter hitting the ball. A team warning will be given on the first offense, on the second offense, the baserunner will be called out.

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10 & Under League

PITCHING

1. Pitching distance will be 35 feet within a circle of 16 feet diameter.
2. Pitchers are permitted to pitch from the "L" position. The "L" position is defined as "starting the motion with the ball in the pitching hand above and behind the head, glove hand out, lead foot in front of the rubber, and back foot on the rubber."
3. Pitchers are permitted to pitch a maximum of 4 innings per game. One pitch constitutes an inning pitched. A pitcher's inning-count does not reset in extra innings.
4. Only the starting pitcher may re-enter into the pitching position, as long as the 4-inning limit has not been reached. Any subsequent pitcher may not re-enter to the pitching position once she has been removed from the circle.
5. Once the pitcher is removed from the pitching circle, she may not re-enter the pitching position for the remainder of that inning. Re-entry is allowed the following inning as long as that pitcher's inning limit has not been reached.
6. A pitcher will be forced to be removed from the pitcher position after 3 hit-batsmen for the remainder of the inning. They will be allowed to start the next inning at pitcher if they have not reached their inning limit. The pitcher will be removed from the pitcher position for the remainder of the game after a total of (6) six hit-batsmen.

GAME RULES

1. Games are 6 innings. If a game is terminated for darkness, weather, field conditions, or umpire calls the game (not including the time limit rule), 4 complete innings (3 1/2 where applicable) will determine a regulation game.
2. Teams field 10 players. Only one player is permitted in the following positions: P, C, 1B, 2B, SS, 3B. All other players must be positioned in the outfield.
3. BUNTING – bunting is permitted.
4. The infield fly rule **does not** apply.
5. In pool play, runs per inning shall be limited to (5) five. The 5-run rule is waived in the final inning. In bracket play there will be no run limit. The inning ends once 3 outs have been recorded.
6. The position of the outfielder must start 15 feet beyond the baselines.
7. **Stealing**
 - a) Base runners cannot leave the base until the pitched ball has **crossed home plate**.
 - b) Base runners starting at 1st or 2nd base are entitled to advance or steal only **one base per pitch**, with liability to be put out (no advancement on an overthrow to 2nd on a steal from 1st to 2nd). Runners starting from 3rd base may not steal or advance home on a passed ball, a wild pitch, or a bad throw back to the pitcher but are liable to be put out if they come off the base.
 - c) The runner at 3rd base can advance home **only** if the catcher makes a play on that runner at 3rd base.

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8. A runner attempting to advance beyond the one base they are entitled to advance or steal, may be put out while between bases.
9. After all play ceases and the ball becomes dead, if a runner occupies a base beyond the one the runner was entitled to, the runner will be returned to the correct base without liability to be put out.
10. If a batter strikes out and the ball is dropped, the batter is out and cannot advance to 1st base, but the ball remains live for the purpose of throwing any advancing runner out. **The dropped 3rd strike rule does not apply.**
11. A batter who receives a base on balls cannot advance past 1st base. If they advance further the batter/runner does so with liability to be put out. If they make the base safely, they will be returned to the previous base.
12. **Play stops once an infielder has possession of the ball with both feet within the infield area (infield turf).** This will be umpire's discretion. Base runners may advance to the base they were advancing to prior to infield possession, at their own risk.

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12 & Under League

GAME RULES

1. A regulation game will be 7 innings. A regulation game can be called by the umpire after 5 or more complete innings because of rain, darkness etc.
2. For pool play, runs per inning shall be limited to (5) five runs. The five-run rule is waived in the final inning. There will be no run-limit in bracket play. The inning ends when 3 outs have been recorded.
3. 12 & Under teams field 10 players. Only one player is permitted in the following positions: P, C, 1B, 2B, SS, 3B. All other players must be positioned in the outfield.
4. BUNTING – bunting is permitted.

PITCHING

1. 12 & Under Only: Pitchers are permitted to pitch from the "L" position. The "L" position is defined as "starting the motion with the ball in the pitching hand above and behind the head, glove handout, lead foot in front of the rubber, and back foot on the rubber."
2. Pitchers are permitted to pitch a maximum of 4 innings per game. One pitch constitutes an inning pitched. A pitcher's inning-count does not reset in extra innings.
3. Once the pitcher is removed from the pitching circle, she may not re-enter the pitching position for the remainder of that inning. Re-entry is allowed the following inning as long as that pitcher's inning limit has not been reached.
4. A pitcher will be forced to be removed from the pitcher position after 3 hit-batsmen for the remainder of the inning. They will be allowed to start the next inning at pitcher if they have not reached their inning limit. The pitcher will be removed from the pitcher position for the remainder of the game after a total of (6) six hit-batsmen.