

2010 Moon Area Softball Modified Pitch League Rules

(The modified age group is both instructional and competitive)

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NOTE: Umpires must wear protective face mask at all time while behind the plate.

Responsibilities of the HOME team manager	<ul style="list-style-type: none"> • Prepare the field for the game. Preparation includes positioning the bases and lining the field with base lines, batter's boxes and pitcher's circle. • Return bases, lime, lining equipment to lock box and make sure it is locked properly. • Determine whether or not the game will be played. If the game is "rained out", the manager of the home team must notify the umpire, the concession stand and the opposing coach of the game cancellation at least 60 minutes prior to the scheduled start. • In the event of "rain outs" the manager of the home team should contact the league commissioner to arrange a make-up game within 10 days of the originally scheduled game.
Layout of Field	<ul style="list-style-type: none"> • Pitching distances are permitted 35 feet (the distance is measured from the rear corner of home plate to the pitcher's mound) • Construct an 8-foot radius "pitcher's circle" with the 35 foot rubber in the middle of the circle • 60 feet between rear corner of home plate and 1st and 3rd bases • 84 feet, 10 inches from the back of home plate to 2nd base
Bases	<ul style="list-style-type: none"> • Use the "double-base" at first base whenever available at your field. • Runner touches the orange safety base • First baseman touches the white base
Defensive positions	<ul style="list-style-type: none"> • 10 players, consisting of a pitcher, catcher, 1st base, 2nd base, 3rd base and shortstop will play the infield. Four (4) players will play the outfield (left field, left center, right center and right field). • Outfielders must start the play in the grass • Outfielders cannot cover a base during a routine infield play except for a bunt. • Outfielders CAN in the course of a routine outfield play make a out by fielding a ball and beating a runner to a base.
Pitching	<ul style="list-style-type: none"> • Pitch shall be delivered underhand with no arch • Pitcher will deliver the pitch from the center of the "pitcher's circle" with at least one foot on the rubber to start the delivery • A pitcher must be removed if she hits two batters in an inning. She may re-enter the game the following inning. • Player will pitch until they have 3 balls on a batter, at that time a coach will come into pitch a maximum of 3 pitches – <ul style="list-style-type: none"> ○ Balls and strikes will continue to be called ○ There are no walks when the coach is pitching ○ If the batter does not hit the third pitch from the coach she is

	<p>declared out unless it is a foul tip or foul ball</p> <ul style="list-style-type: none"> • <i>**Umpires will be instructed to enforce a flat pitch with the proper speed when a coach is pitching. A coach will receive one warning, and after that, if in the umpire's opinion the pitches are not thrown properly, they will be called strikes regardless of location and batter may be called out. If the batter hits an improperly thrown pitch by the coach it will be declared a dead ball and a strike will be recorded.</i> • Crow hopping will be called by the umpire. It is not the intent to slow down the game but to teach the girls how to pitch properly.
Balls	<ul style="list-style-type: none"> • 11-inch (circumference) ASA certified softball, provided by home team
Players	<ul style="list-style-type: none"> • In every game, each player must play at least one (1) inning at an infield position, and one (1) inning in an outfield position. • Every player must play at least 3 innings in every game • Any player playing pitcher, 1st base and 3rd base must wear protective face guards. • No cross rostering of players. Players must be called up from the 8 and under league to complete a roster. • No jewelry is to be worn by any player; this includes earrings, necklaces, rings and watches. • Plastic and rubber wristbands are not to be worn either
Batting	<ul style="list-style-type: none"> • Roster batting (i.e., all girls will bat in order) • All batters and base runners must have an ASA certified helmet with face guard and chin strap. • Girls showing up late to a game will be added to the end of the batting order. • Batter will receive a warning the first time she throws her bat. If she throws her bat a second time in the same game, she will be called out and runners may not advance.
Game Rules	<ul style="list-style-type: none"> • All ASA rules apply except where superseded by these MASL rules <ul style="list-style-type: none"> ○ Infield fly rule does not apply ○ Third dropped strike does not apply ○ Runners will be advanced one base in the case of an overthrow that goes out of play ○ Base runners must remain on the base until either: <ul style="list-style-type: none"> ▪ The batter makes contact with the ball – OR ▪ The ball makes contact with the ground – OR ▪ The ball reaches home plate ❖ Base runner will be called out if the base runner leaves the base early ○ Base runner will be called out if, in the opinion of the umpire, the base runner intentionally discards her helmet while running the bases ○ Base stealing – 3rd base only – stealing 2nd base and home is not permitted. ○ Bunting is permitted ○ Game shall be started no later than 10 minutes after the scheduled start time, even if the umpire has not arrived.

Game duration	<ul style="list-style-type: none"> • Consist of 7 innings if time permits. • All 7 innings MUST be played if there is no game scheduled to follow and if sufficient lighting is available for safe play. • Should a game follow, a time limit of 1 hour, 45 minutes with no inning starting after 1 hour, 30 minutes • If you reach the 1 hour, 45 minute time limit, the game is over and it will revert back to the last completed inning. • Should there be a tie, you will go to the international tie breaker until you have a winner. If the time deadline is reached without a winner, the game is considered a tie. • The ten (10) run rule will be in effect beginning with the 5th inning. The game is over if a team falls behind by 10 or more runs after having batted in its half of the inning (beginning with the 5th inning)
Innings	<ul style="list-style-type: none"> • Except for the last inning, each half-inning shall consist of a maximum of 3 outs or 6 runs, whichever ever happens first. During the first six (6) innings, the maximum may NOT be exceeded during the routine course of play. • The last inning shall consist of 3 outs, no run limit • A new inning may not be started within 15 minutes of the game's scheduled end time if another game is scheduled to follow. With this in mind, the managers must agree to designate an inning as the "last inning" and the home team manager must declare "last inning" to the umpire, prior to the first pitch of the inning.
Players arriving late	<ul style="list-style-type: none"> • A player who shows up late for a game must be entered at the bottom of the batting order. A player's manager must inform the opposing manager and umpire immediately upon a player arriving late.
Player leaving early	<ul style="list-style-type: none"> • If a player leaves a game early, she will be scratched from the batting roster without penalty.
Forfeits	<ul style="list-style-type: none"> • A team forfeits the game if it cannot field at least 8 players • A team with 8 players cannot designate an adult as a catcher. The outfield will only have 2 fielders.
Playoffs	<ul style="list-style-type: none"> • A series of playoff games will be held at the end of the regular season to determine the first and second place teams. • Playoffs will be double elimination format. • Playoff seeds will be determined randomly • Trophies (or designated prizes) will be awarded to the 1st and 2nd place playoff finishers.
Miscellaneous rules	<ul style="list-style-type: none"> • If a pitched ball hits the batter, whether it hits the ground or not the batter is awarded first base. • A pitched ball is not dead when it hits the ground before getting to home plate • If a ball hits the batter's hands, the batter is awarded first base • If the ball hits the bat without the player swinging it is a strike or foul tip. • Runners are not permitted to run out of the base line, the runner will be called out when running outside the base line.
Protests	<ul style="list-style-type: none"> • If there is a discrepancy over interpretation of the game rules during

	<p>the course of the game, a team's manager may register a protest with the umpire at the point of infraction. The protesting manager must note the infraction in his/her scorebook, have this note signed by the umpire, and then present his/her protest to the league commissioner. The commissioner will bring to the MASL board of Directors for clarification and a ruling.</p>
Elections	<ul style="list-style-type: none">• If a player is ejected for any reason, they are suspended for one additional game and must come before a review board made up of the board of Directors, for a review of the incident and a decision will be rendered with regards to any additional suspensions or actions.• If a parent is ejected for any reason, the daughter is ejected as well and both will serve a one game suspension. Both will come before a review board made up of the board of directors, for a review of the incident and a decision will be rendered with regards to any additional suspensions or actions.