

## **Mira Mesa Girls Softball Association**

### **PLAYING RULES AND REGULATIONS**

Revised and Updated December 26, 2023

#### **SECTION 1 OVERVIEW**

##### **A. Responsibility**

1. These Rules and Regulations are effective as of January 15, 2024 for all seasons of play (Spring Ball, Fall Ball, All-Stars, and any additional tournament play).
2. These rules and regulations may be amended as required by USA Softball and Mira Mesa Girls Softball By-Laws Rule Changes.
3. These Rules and Regulations will be reviewed by the Mira Mesa Girls Softball (MMGS) Player Agent and Umpire-in-Chief ("UIC") annually, with the assistance of a Rules and Regulations committee as they see fit and revised as needed with approval from the MMGS Board of Directors.
4. Any questions regarding these rules should be directed to the UIC or member of the MMGS Board of Directors

##### **B. Interpretations and Appeals of Rules and Regulations**

1. A request for an explanation or interpretation of a rule, or an appeal of a decision or interpretation of a rule made by a League representative, shall be made in writing and directed to the UIC, as chairperson of the Rules Committee. The request or appeal shall cite the relevant rule at issue and the specific concern of the requestor or appellant.
2. All rule explanations, interpretations and decisions on appeals made by the Rules Committee are final. In the case of a ruling on the appeal of a decision or interpretation made by a League representative, the Rules Committee shall forward a written response to the appellant and other parties involved and report their action to the Board.
3. In making rule interpretations and decisions, the Rules Committee shall consider and follow the intent of the rule in trying to reach a fair and equitable decision.

##### **C. Application of Rules and Regulations**

1. Sections 2 through 6 apply to the League's Spring Recreational Season. Section 7 applies to the League's All-Star Season. Section 8 applies to the League's Fall Ball Season.
2. All rules and regulations found in Sections 2 through 6 shall apply to the governing of the All-Star and Fall Ball programs unless superseded in Sections 7 or 8.

#### **SECTION 2 REGISTRATION**

##### **A. Responsibility**

1. The League's Player Agent has responsibility for conducting the League's registration process. The Player Agent shall act in accordance with the League By-Laws, the rules and regulations herein and at the direction of the Board or its designees. Any questions, comments, concerns, or other correspondence regarding registration should be directed to the Player Agent. In making any discretionary decisions, the Player Agent's primary duty shall be to act in the interest of fair play and team equity.

**B. Eligibility**

1. All interested youth.
2. A "Player" is a girl whose registration with the League is current and who is in good standing with the League, as determined by the Board.
3. If any Player, parent or guardian discloses the existence of a physical or medical condition that may create a safety risk, or if the existence of such condition is apparent or evident, the League may require that the Player provide a medical certification, to the Player Agent, clearing her to play before participating, or continuing to participate, in the League's activities.
4. Player eligibility is also governed by the USA Softball SoCal Yellow Book and covers eligibility issues regarding travel and high school players. Final Player eligibility is determined by the Player Agent.

**C. Divisions**

1. The League is separated into divisions in accordance with the USA SOFTBALL age guidelines.
2. Depending on the number of registrants, the League shall offer the following intramural divisions of play:
  - a. T-Ball: Ages 4 - 6
  - b. 8 and Under (8U): Ages 7-8
  - c. 10 and Under (10U): Ages 9-10
  - d. 12 and Under (12U): Ages 11-12
  - e. 14 and under\* (14U): Ages 13-14
  - f. 16 and under\* (16U): Ages 15-16
  - g. 18 and under\* (18U): Ages 17-18

**D. Registration Process**

1. Registration for the League's Spring Recreational Season shall start in October and run into January. Registrations shall be accepted in a manner prescribed by the Player Agent. The Player Agent shall determine the date, time, and location for registration and determine the date after which would constitute late registration. The League shall make every effort to place on a team every girl registering within the League's deadlines and meeting the League's eligibility requirements.
2. Special placement requests shall be submitted to the Player Agent in writing, along with an explanation for the request, at the time of registration, but no later than the end of the final Player skills evaluation. There is no guarantee that special requests outside of the League's rules and regulations described herein shall be granted. The Player Agent determines final Player placement.

3. Upon registration, each participant must provide documentation in a form acceptable to the Player Agent as to the Player's age. Non-siblings living in the same household must provide proof of legal guardianship in order to qualify as siblings. Any and all documents provided to the League shall only be disclosed to third parties as determined to be necessary.
4. The League shall accept late registration of Players until such date established by the Board, after which no registrations shall be accepted, nor team assignments allowed. Late registrants shall be assigned to a team in accordance with the rules and regulations described herein.
5. No Player shall be permitted to participate in any team function without a signed registration form and liability release, proof of age, or without being in good standing with the League, as determined by the Board.

**E. Fees and Refunds**

1. A registration fee is required to participate in the League. All such fees shall be approved by the Board and paid before a date established by the Player Agent.
2. The Player Agent shall forward requests for financial aid to the Treasurer's Committee for approval and notify requesters of the Treasurer Committee's decision.
3. A full refund shall be made to any Player that is not assigned to a team or a Player resigning prior to a team assignment. Upon written request and explanation by the parent or guardian of the Player, the Player Agent may elect to give a full or partial refund to a Player after a team assignment. A Player resigning from her assigned team will be ineligible for reinstatement to any team in any division for the remainder of that season. The Spring Recreational season and the Fall Ball season are considered separate seasons.
4. 14u, 16u, and 18u Players only: The League shall refund the registration fee of a 14u, 16u, 18u Player if she subsequently makes a high school team.

**SECTION 3 COACHING STAFF**

**A. Responsibility**

1. Any questions, comments, concerns, or other correspondence regarding coaches, assistants, or other team officials should be directed to the UIC. All decisions shall be made in the best interests of all participants within the League.

**B. Coach Selection**

1. The Board shall evaluate all coaching staff recommendations and appoint all coaches. The UIC shall communicate coaching appointments after receiving permission from the Board.
2. Opportunities to coach shall be advertised by the Board to attract as many well-qualified candidates as possible. All applicants for Head Coach or Assistant Coach must complete an application and deliver it to the Player Agent or any member of the Executive Board.
3. Head Coaches must be at least twenty-one (21) years of age; Assistant Coaches must be at least sixteen (16) years of age. Any assistant coaches under the age of twenty-one (21) must be approved by the Board. The primary qualities sought in coaches include the following:

- a. Dedication to providing a positive experience for all Players while stressing teamwork and personal responsibility;
  - b. Willingness to contribute to and support the League and the welfare of all its participants beyond coaching;
  - c. Ability to reflect a positive image of MMGS, its teams, and its Players; and
  - d. Knowledge of the game and the ability to teach the game.
4. UIC shall notify coaches immediately upon receiving permission from the Board. Any subsequent recommendations for the coaching staff shall be presented to the Board for approval.
5. Head Coaches in the T-Ball division are permitted to have one designated Assistant Coach. The daughter(s) of each coach shall be reserved to that team and known as a "Reserved Player" or "Reserved Players." In all other divisions, the Head Coach's daughter(s) only is/are a "Reserved Player" or "Reserved Players." Assistant Coaches for all other divisions must be approved by the Board. Parents of registered Players shall be given priority over adults without registered Players for Assistant Coaching positions.
6. Any adult who will assist in the dugout or on the field during practices or games will be required to have a background check as required by USA SOFTBALL guidelines. The League will pay for the background check for the Head Coach and up to three (3) Assistant Coaches. Any individual who refuses to sign the background check consent form is ineligible to hold a coaching position within the League. Once the background check has been successfully completed, and the coach is cleared to be a coach within MMGS, that coach will be declared "Certified" by the League. Such certification may be withdrawn by the Board in its sole discretion.
7. During games, no more than six (6) adults will be permitted in a dugout at one time except in T-Ball. Authorized adults are limited to head coaches, assistant coaches, team parents, and scorekeepers. Only USA Softball certified adults are allowed to assist Players on the field.

#### **C. Coaching Responsibilities and Conduct**

1. All Head Coaches, Assistant Coaches and their staffs are representatives of the League and, as such, are expected to support the League and the Board in the following manner:
  - a. Know the League Bylaws, the rules and regulations herein, and the USA SOFTBALL rules governing play;
  - b. Cooperate with Board members and their designees by responding promptly to inquiries or requests for information;
  - c. Support and implement all League objectives, policies, rules, and regulations regardless of personal views;
  - d. Communicate these objectives and policies to Players and their parents or guardians;
  - e. Communicate with the UIC regarding coaching-related issues; and
  - f. Maintain a positive, team-oriented approach to coaching and in working with Players and their parents or guardians.
2. The Head Coach is responsible for the overall operation of the team and is expected to be actively involved in a majority of the team's activities. Head Coaches who are not actively participating may be subject to disciplinary action and possible removal. The duties and responsibilities of the Head Coach include, but are not limited to, the following:
  - a. Evaluation of Players at skills evaluations;
  - b. Participating in the team selection process as required;
  - c. Picking up, maintaining and returning the League issued team equipment;

- d. Holding a team meeting for parents and guardians to set expectations for the season before the second scheduled practice;
  - e. Holding regular post game/practice summary meetings;
  - f. Conducting practices and games;
  - g. Ensuring player safety before, during and after practices and games;
  - h. Attending coaching and Player training and clinics;
  - i. Ensuring that the coaching staff is properly trained;
  - j. Designating a team parent, scorekeeper, etc. to assist with League related team responsibilities; and
  - k. Preparing, maintaining and breaking down the fields before and after games and practices.
3. Head Coaches shall contact the UIC concerning questions about League rules, Player misconduct, parental problems, or any other matter pertaining to the operation of their team. Any matter that a Head Coach would like brought to the attention of the Board is to be reported to the UIC, who is responsible for placing the matter on the Board's agenda at their next regular meeting. Any matter that a Head Coach may have regarding the UIC can be reported to any member of the Executive Board.
  4. All coaching candidates shall sign the "Code of Conduct" in order to be eligible for appointment.
  5. Head Coaches and their coaching staff are to maintain professional conduct at all times and shall report all incidents of coaching misconduct as described herein to the UIC within twenty-four (24) hours.
  6. The Head Coach shall conduct at least one parent and guardian meeting before the team's second scheduled practice. The Head Coach shall explain, in detail, his or her coaching philosophy and his or her policies, team rules, and any other topics or League information as instructed by the League.
  7. Excessive physical exercise, mental, physical or verbal abuse, the use of profanity, or the unsportsmanlike conduct by any member of the coaching staff toward the Players, other coaches, parents or guardians, or umpires is strictly forbidden regardless of any personal relationships. If a coach cannot successfully deal with a Player, coach, or parent or guardian, the coach shall direct this issue to the UIC.
  8. The Head Coach may bench a Player for a specified period of time, exceeding the player participation rules, not to exceed one game, for failure to comply with League or team rules, chronic unexcused absences, unsportsmanlike conduct, or other action by the Player not in the best interest of the team, as further described herein. The benching shall be communicated to the Player and reported to the UIC and the Player Agent prior to imposing or the next day if the incident occurred on game day. The game umpire and the official scorekeeper shall be notified of any Players benched and the benching shall be noted in the scorebook.
  9. The Head Coach shall report any of the following within twenty-four (24) hours to the UIC and the Player Agent: poor attendance of a Player (three or more unexcused absences as described herein), a benching of a Player resulting from a game day incident, a resignation or anticipated resignation of a Player, a Player request to transfer to another team, severe injuries, Players chronically left unattended by parents, the physical, mental or verbal abuse of a Player on any team, or the ejection of a Player, member of the coaching staff, parent or guardian or spectator affiliated with the team from a game.
  10. The Head Coach shall report to the UIC and the Player Agent any action that may affect a change in the team roster, including requests for transfer, drops, disciplinary actions, etc. Roster changes

cannot be made by anyone other than the Player Agent, with approval of the Vice President. Any such roster change not made by the Player Agent and approved by the Vice President shall result in the subject Player being deemed an "Ineligible Player."

11. The Head Coach shall report to the UIC and the Player Agent any Player who has three unexcused absences (games and/or practices). Advanced planned family events, other sport activities, school or religious activities, and illnesses or injuries communicated to the Head Coach in advance of the absence are considered excused absences.
12. The Head Coach is responsible for ensuring the safety of the Players, and that Players shall not be left unattended before or after a practice or game. If a Player continually has a problem with parent drop-offs or pick-ups, the Head Coach shall report the situation to the UIC and the Player Agent.
13. The coaching staff is forbidden to use any tobacco products or the consumption of or being under the influence of alcoholic beverages or illegal drugs in the vicinity of the playing or practice fields, including parking areas.
14. Only coaches who are "Certified" (as described herein), or are in the process of becoming "Certified," with the League are permitted to conduct a practice. If a coach meeting either of these criteria is not available, for whatever reasons, no practice shall take place. Failure to abide by this rule may result in the removal of the Head Coach from the team.

#### **D. Disciplinary Action and Removal**

1. Coaching misconduct includes, but is not limited to, any of the following:
  - a. Poor sportsmanship;
  - b. Inappropriate cheers or comments that demean or otherwise make fun of girls on the opposing team;
  - c. Chronic absences from coaches meetings, clinics, team practices and/or games;
  - d. Foul and/or abusive language;
  - e. Use or influence of alcohol, tobacco products, or illegal drugs at or around any playing or practice facility, including parking areas;
  - f. Behavior displaying a lack of moral character;
  - g. Mental, verbal and/or physical abuse of a Player, parent, spectator, or game official;
  - h. Multiple ejections from games involving MMGS teams; and
  - i. Blatant, purposeful, or multiple violations of MMGS or USA SOFTBALL rules.
2. Allegations of coaching misconduct shall be made in writing to the Player Agent or to any member of the Executive Board. The Executive Board shall act upon allegations of misconduct within seven (7) days. Disciplinary action may include an oral or written reprimand, suspension, removal, or any other penalty the Executive Board might impose. Any decision of the Executive Board is final and cannot be appealed. A report of any action taken by the Executive Board shall be filed with the Secretary. In addition, the Executive Board may forward a recommendation to the Board for revocation of League membership in accordance with the League Bylaws.
3. Any member of the coaching staff who is ejected from a game involving any MMGS sanctioned team shall be suspended for the remainder of the game in progress and the following game. The ejected coach has one minute to leave the premises, removing himself or herself from sight and sound or the game shall be forfeited at the umpire's discretion. The ejected coach may have no contact with the members of the team during the pre- or post-game activities of either game for which he or she is suspended. It is the responsibility of the Head Coach, or acting Head Coach, or

his or her designee, to make sure the ejected party leaves the premises. The ejection shall be noted in the scorebook, the UIC and the Player Agent shall be notified by the Head Coach, and a report shall be made by the UIC to the Board.

4. Any member of the coaching staff ejected from a second game within the same season involving any MMGS sanctioned team, may, at the discretion of the Board, be removed from the coaching staff and/or suspended from attending any games in which a MMGS team is participating for the rest of the same season. The Spring Recreational season, the All-Star season, and the Fall Ball season are considered separate seasons.
5. Any Head Coach who resigns voluntarily shall not be reinstated in any division on any team for that season. The Spring Recreational season, the All-Star Season and the Fall Ball season are considered separate seasons.

#### **E. Training**

1. Head Coaches, and any other coaching staff members included by the Coaching and Training Committee, are required to attend meetings, clinics, and training programs conducted by the League or as directed by the League, unless excused by the Coaching and Training Committee. Failure to do so may result in removal from the coaching staff for that season. The Recreational season, the All-Star season and the Fall Ball season are considered separate seasons.

#### **F. Fields and Equipment**

1. Due to liability concerns and the limited number of fields, teams shall practice and play on assigned fields both during practices and regular season games. The Equipment Coordinator must approve any use of fields other than those assigned.
2. Any cancellation of practices or games shall be reported to the UIC and President at least forty-eight (48) hours prior to the use of such fields so that the city may be notified. Failure to do so may result in reimbursement by the Head Coach for any charges the League may incur.
3. Equipment for each team will be issued to the Head Coach at the beginning of the season via an Equipment Checkout Form. The Head Coach is financially responsible for his or her team equipment. All equipment issued to team officials or Players must be returned to the League at the conclusion of the last game or at any other such time as the Equipment Coordinator directs.
4. A deposit, in the form of a check and for an amount not to exceed two hundred fifty dollars (\$250), shall be required of each Head Coach upon issuance of equipment. If the equipment is returned complete and in satisfactory condition, the check will be returned to the Head Coach uncashed. If equipment is found missing or damaged beyond normal wear and tear, some or all of the deposit may be used to defray the cost of replacement or repair and the remainder, if any, will be returned.
5. Equipment must be issued to and returned by the Head Coach only; no designee shall be permitted for this task. If the Head Coach cannot be at the place and time designated by the Equipment Coordinator, other arrangements must be made.

#### **G. Safety**

1. The Player Agent and the coaching staff are responsible for the Players wearing proper clothing, using safety equipment properly, and using safe practices of play at all team functions to minimize chances of injury.

2. The Head Coach shall report to the Player Agent, who shall then timely report to the League Secretary, any injuries occurring during a team event which results in a missed game or practice or which requires a doctor's attention, within twenty-four (24) hours of the incident. The coaching staff shall also report any unsafe playing conditions to the Field Director immediately.

#### **SECTION 4 TEAM SELECTION AND PLAYER PLACEMENT**

##### **A. Responsibility**

1. The League's Player Agent has responsibility for conducting the League's team selection and Player placement process. The Player Agent shall act in accordance with the League Bylaws, the rules and regulations herein, and at the direction of the Board or its designees. Any questions, comments, concerns, or other correspondence regarding team selection and Player placement should be directed to the Player Agent. In making any discretionary decisions, the Player Agent's primary duty shall be to act in the interest of fair play and team equity.

##### **B. Team Selection and Player Placement Policies**

1. It is not the policy of MMGS to grant requests for placement with or within a specific division, team, coach, or other Player; nor are Players typically allowed to play outside of their age division. The League, however, may make certain limited exceptions to this policy using the guidelines established within the rules and regulations herein. Special placement requests shall be submitted to the Player Agent in writing, along with an explanation for the request, at the time of registration, but no later than the start of the first Player skills evaluation. This is NOT a guarantee that the request will be granted.
2. It may be necessary, in order to fill out teams or coaching positions in an upper age division, to allow a small number of qualified Players to be moved to a more advanced division. Placement in an upper division requires that all of the following criteria be met:
  - a. A Player must have the permission of the parent or guardian;
  - b. A Player can only play up one division from their assigned League age division;
  - c. A Player must have the consent of the Player Agent and Board majority approval, after consideration given to roster availability, Player skills and individual safety; and
  - d. A Player is encouraged to attend the Player skills evaluation in the upper division, and must be drafted or placed into the upper division (skill qualified). Failure to attend a scheduled Player skills evaluation for that division may prevent the Player Agent and/or Head Coaches from being able to assess whether the Player is skill qualified or to satisfy safety concerns.
3. It may be necessary, due to safety considerations, to allow Players lacking sufficient softball experience to be placed in a lower age division. Placement in a lower division requires that all of the following criteria be met:
  - a. A Player must have the permission of the parent or guardian;
  - b. A Player can only play down one division from their assigned League age division;
  - c. A notification from a League representative associated with the upper division that there is a safety concern; and
  - d. A Player must have the consent of the Player Agent and Board majority approval



4. The number of Players on each team shall vary by division according to the following:
  - a. T-Ball: 7–15 players
  - b. 8 and Under (8U): 9–15 players
  - c. 10 and Under (10U): 8–15 players
  - d. 12 and Under (12U): 8–15 players
  - e. 14 and under\* (14U): 8–15 players
  - f. 16 and under\* (16U): 8–15 players
  - g. 18 and under\* (18U): 8–15 players
5. The final number of players per team shall be determined by the Player Agent, with input from the Board. Extenuating circumstances may require that players per team outside the prescribed range be approved.

**C. Player Evaluations**

1. The League shall conduct a skills evaluation for all Players eligible for the draft. The Player Agent, with the assistance of the Head Coaches, shall be responsible to organize and conduct the skills evaluation for their respective divisions.
2. All Players are encouraged to attend the skills evaluation session designated for their age group regardless of any pending request to play in another division. Any player who wishes to play in an age group other than her designated group is encouraged to attend the skills evaluation for the age group she desires to play in. EXCEPTION: Players approved to play in a lower division may attend the skills evaluation session for the lower division only.
3. T-Ball shall not use a draft for team selection and therefore shall not require a skills evaluation process.
4. Reserved Players are encouraged to participate in Player skills evaluation.
5. If a Player is not present for Player skills evaluation, and the Player Agent determines, in his or her sole discretion, that the Player's abilities are not sufficiently known to the majority of the Head Coaches for the division, that Player shall be selected for team assignment randomly, out of a hat, during the draft process and shall not be eligible for selection to an advanced division. In the case where a Player is determined to be sufficiently known to a majority of the Head Coaches for the division, that Player will be eligible for the draft, and that Player's abilities will be noted to all Head Coaches prior to the draft. No make-up skills evaluation shall be held unless approved by the Player Agent.

**D. Player Assignment Procedures for T-Ball Division**

1. Player assignments shall be conducted by the Player Agent and shall be finalized only after all other division drafts have taken place.
2. The Player Agent shall first assign the Reserved Players and make a best effort to grant special requests for team Player or coach assignments. Remaining Players shall be assigned either at random or by direct placement.
3. Siblings within the same division shall be placed together unless otherwise requested by the parent or guardian.

**E. Player Draft Rules and Procedures for 8u, 10u, & 12u Divisions**

1. Player assignments shall be determined by Player draft when there are enough players for two (2) or more teams. The Player Agent shall conduct the Player draft. The Player Agent shall appoint another Board member, who has no apparent conflict of interest (i.e. one in which a reasonable person could conclude that a Board member's judgment may be compromised, such as a coach or a parent or guardian of a Player in the division) in the draft in which they will preside, and with sufficient League rules and draft experience, to act as a third party mediator in case of a dispute.
2. Player drafts shall be conducted after the final Player skills evaluation at a time and place designated by the Player Agent.
3. Prior to the start of the draft the Player Agent must announce or provide the following:
  - a. The team representatives and other draft officials in attendance;
  - b. A complete draft roster of all eligible Players;
  - c. A listing of pitchers;
  - d. A listing of catchers for the 10u division and above
  - e. A listing of siblings to be drafted together; and
  - f. A listing of the Players and the number of available roster slots for Players requesting and eligible to move up or down.
4. The Player Agent shall appoint the UIC to draft for any team that does not have a representative present. If the UIC has a conflict of interest in the division, the Player Agent shall appoint an unconflicted Board Member to act as the team representative. The appointed representative shall not have an interest in the division. No other Players, parents or guardians, or spectators are permitted in the draft room except as permitted herein.
5. The Player Agent shall provide team representatives with a draft roster of eligible Players. It shall also include Players from other divisions that have been approved by the Board to participate in the subject division.
6. The Player Agent shall inform team representatives of all special requests and advise the representatives that they are not required to honor these requests during the draft.
7. Players eligible for the draft, but who did not appear at the Player skills evaluation and are not known to a majority of the Head Coaches for that division, shall have their names placed in a "hat." A team's representative may choose to draw from the hat at any time during the draft in lieu of making a draft choice. The Player Agent shall announce these Players prior to the start of the draft.
8. Siblings eligible for draft within the same division shall be drafted together unless otherwise requested by the parent or guardian. Prior to the draft, the coaches and team representatives in attendance and familiar with the siblings' skill sets will discuss the projected round of the draft in which each sibling is likely to be drafted so each coach/team representative can plan their draft accordingly. Any special requests that require any two or more players to be drafted together shall follow the same procedure. If coaches cannot reach an agreement about the draft order for Players related to a special request, the special request will be denied.
9. When there are only two teams in a division, draft order will be determined by a coin flip. The Player Agent will assign heads or tails to each of the two teams. When there are three or more teams in a division, a representative from each team shall draw numbers to determine the draft order for the First Round, as described below. There shall be no trading of draft order positions for any round of the draft.
10. The First Round of the draft shall be for the selection of pitchers only. Each team will select one (1) pitcher during the First Round and may not draft a non-pitcher. The intent of this First Round selection is to allocate the pitching talent among the teams and minimize the possibility that a

team will be fielded without a recognized pitcher; or a Player that is designated as of the time of the draft as a "Ranked" pitcher (as defined below).

11. Prior to starting the draft for each division, the Player Agent, with the help of the Board, shall determine the number of teams to be fielded in the division. The coaches/team representatives will then collectively rank, in the presence of the Player Agent, all pitchers eligible for the draft, with 1 being the highest ranked pitcher. The ranking given by any Coach for his/her own daughter will not be counted and all other rankings will be averaged to determine a pitcher's ranking ("Ranked" or "Ranking"). Those Rankings shall be shared with all Coaches and team representatives at the draft, and they may use those Rankings as a resource during the selection process. The Coach/team representative with the first selection may select any pitcher, regardless of the Ranking. The team with the second selection may then select any pitcher, regardless of the Ranking, and so on, until each team in the division has made their First-Round pitcher selection.
12. In the event a Coach has a daughter who is a League-recognized pitcher, the Coach must draft his/her daughter in the First Round, however, if the daughter/Player is Ranked lower than the total number of teams to be fielded for that division as determined at the time of the draft, Plus one (1), then the Coach is not required to draft his/her daughter in the First Round but must draft the daughter as a Reserved Player as defined below. For example, if a division is fielding 8 teams and the Coach's daughter is not Ranked as a top nine (9) pitcher (the total number of teams, plus one (1)), the Coach is not required to take his/her daughter in the First Round but must draft her no later than the Reserved Player round.
  - a. The intent of this section is to promote the likelihood that each team will receive at least one (1) pitcher that is considered to be a top pitcher during the First Round based on the overall pitchers available in the draft. It is not intended to promote Ranking of pitchers in a manner inconsistent with a pitcher's actual or projected abilities for the season, or to unduly benefit or harm a Coach's draft slot in the First Round. As a result, in the event a majority of the Division Director, Player Agent and those coaches/team representatives in attendance at the draft determine prior to the start of the First Round that because of the skillset of the Ranked pitchers, enforcing the Plus 1 rule would unduly harm a Coach's First Round selection and ability to draft a top pitcher, then the Plus 1 rule will not be enforced and the Coach may select any available pitcher when his/her First Round selection arises, and is only required to draft his/her daughter if she is Ranked equal to or better than the number of teams in the division.
13. The "snake" draft system shall be used in order drawn. No re-draws after pitcher.
14. Each team representative shall be given two (2) minutes to make his or her selection. During Round 1, if the team representative has not made a selection within the two (2) minutes, the representative will be deemed to have selected the pitcher Ranked with their corresponding draft position for that round (ex: the fourth team will received the fourth Ranked pitcher), and if that pitcher is no longer on the draft board then the team will received the next lowest Ranked pitcher still available that is not the daughter of another Coach (ex: if fourth is not available, then the next lowest Rank will be the fifth or sixth or seventh, etc.). This section shall not be used by a Coach to circumvent the rules set forth above in this Subsection E, regarding the drafting of his/her own daughter who is a pitcher. For all other rounds after the First Round, failing to make a timely selection will result in forfeiture of the pick for that round and the team representative must wait until the end of the draft to fill out the roster. The Player Agent enforces time limits and his or her decision is final.

15. Teams having a Reserved Player(s) not otherwise drafted in the First Round as a Ranked pitcher shall forfeit their selections in rounds based on the Reserved Player's League Age and pitching status accordingly:
  - a. If the Reserved Player is an 8, 10, or 12 year-old, Round 3 is forfeited.
  - b. If the Reserved Player is a 7, 9, or 11 year-old or is playing up, Round 4 is forfeited.
  - c. If any two conditions above apply, then non-consecutive, alternating rounds will both be forfeited (e.g., Round 3 and Round 5 or Round 4 and Round 6) based on the older Reserved Player.
16. The draft is completed when all eligible Players have been assigned to a team and each team has at least the minimum number of Players to form a roster.
17. Upon completion of the draft a five (5) minute break shall be given. Then a period of fifteen (15) minutes shall be allotted for trades among teams. All trades are subject to approval by the Player Agent. All trades will be final, and no trades shall be requested or accepted after this period unless directed by the Player Agent. Trades shall be fair and not be used to circumvent any of the procedures intended to provide equity and fairness during the draft.
18. Team representatives shall complete a roster for their team and turn it in to the Player Agent before leaving the draft. All team rosters are subject to approval by the Player Agent. Roster changes may be made if any clear and egregious imbalances occurred during the draft process, at the discretion of the Player Agent.
19. Under no circumstances shall Players be notified of their selection until the Player Agent has given approval and approved team rosters have been issued to the Head Coaches. Upon notification of roster approval, Head Coaches shall notify their Players within forty-eight (48) hours.

**F. Player Draft Rules and Procedures for 14u Division**

1. Player assignments for the 14u Division shall be determined by Player draft. Draft rules will be the same as those used in the preceding Subsection 4E except where noted below.
2. The draft shall consist of two separate procedures. The primary draft shall be conducted after Player skills evaluations at a time and place designated by the Player Agent. A supplemental draft shall be conducted after high school team selections are complete.

**G. Post-Draft Registrations and Roster Changes**

1. All Head Coaches within the division shall be notified when a Player registers for the League after the draft is complete. A Player registering after the draft is complete shall be offered to the Head Coach that would have had the next in the original draft order. That head coach may choose not to take the player, and then the player will be offered to the next Head Coach in the original draft order, and so on. Players who register after the draft is complete shall be placed in the order the registration forms were received by the Player Agent in this manner until the maximum number of Players per team has been met. The Player Agent shall determine whether assigning Players in this manner creates an imbalance of the team rosters for that division, keeping in mind such factors as the age, experience, years of experience, and positions played by the Player and may make roster adjustments accordingly. In making this determination, the Player Agent shall act in the interest of fair play and team equity.

2. The parents or guardians of a Player may submit a written request to the Player Agent, within one (1) week of notification of team assignment, requesting that the Player be placed on another team and providing a reason for the request. The Player Agent, assisted by the Board, shall determine whether the situation warrants reassignment, and if necessary, shall either arrange a trade with another team for a Player of equal skills or reassign said Player to another team. In the case of the latter, the team from which the Player was removed will be considered a team in line for Player placement, subject to the guidelines listed in the previous paragraph. In the event a team loses a Player to injury or resignation at any point in the season, that team shall become eligible for post-draft registration Player assignment, and considered a team in line for Player placement, subject to the guidelines listed in the previous paragraph.
3. The Player Agent must approve any roster change.
4. In the event that the League fails to obtain adequate coaching for any team in the League, that team shall be disbanded, and the Players placed on another team, or a refund given. The Player Agent, assisted by the coaches in the division, shall place Players wishing to continue to play on other teams, subject to roster availability and in the interest of fair play and team equity.

## **SECTION 5 NON-PLAYING RULES**

### **A. Responsibility**

1. The League's Board, and its selected designees, shall have responsibility for enforcement of the League's rules and regulations. Any questions, comments, concerns, or other correspondence regarding the rules, regulations, and policies should be first directed to the Player Agent or UIC. In making any discretionary decisions, the Board's primary duty shall be to act in the interest of sportsmanship, fair play, and team equity.

### **B. Player and Member Conduct and Behavior**

1. All Players and/or Members (as defined in the League's Bylaws) of the League are expected to support the League in the following manner:
  - a. Become familiar with the League Bylaws, rules and regulations, and USA SOFTBALL rules governing play;
  - b. Volunteer as a League representative (snack shack, scorekeeper, team parent, coach, fields maintenance, etc.);
  - c. Support League objectives, policies, rules, and regulations regardless of personal views;
  - d. Follow the League's Bylaws and rules and regulations to voice your concerns, objections, or opinions; and
  - e. Maintain a positive, team-oriented relationship with the coaches and other spectators, parents, and guardians.
2. The Board must approve any public actions or activities performed in the name of the League or any of its teams in advance by any of its Players or Members.
3. Players and Members are to contact their Player Agent concerning questions about League rules, regulations, policies, procedures, Player or Member misconduct, coaching concerns, or any other matter pertaining to the well-being of the League. Any matters that a Player or Member would like brought to the attention of the Board are to be reported to the Player Agent, who is

responsible for placing the item on the Board's agenda at their next regular meeting. Any matter that a Player or Member may have regarding the Player Agent can be reported to any member of the Executive Board.

4. Players, Members, and spectators are to maintain civil conduct at all times.
5. Excessive physical disciplining, mental, physical, or verbal abuse, the use of profanity, or the unsportsmanlike conduct by any Member or spectator is strictly forbidden regardless of the relationship to the Player.
6. A Player may be benched for failure to comply with League or team rules, chronic unexcused absences, unsportsmanlike conduct, and/or other action by the Player not in the best interest of the team. The Head Coach shall communicate with the Player and report the benching to the UIC and the Player Agent prior to imposing or the next day if the incident occurred on game day.
7. A Player who has three unexcused absences (games and/or practices) shall be reported by the Head Coach to the UIC and the Player Agent. Advanced planned family events, other sport activities, school or religious activities, and illnesses or injuries communicated to the Head Coach in advance of the absence are considered excused absences.
8. Players shall not be left unattended before or after a practice or game. If a Player continually has a problem with parent drop-offs or pick-ups, the Head Coach shall report the situation to the UIC and the Player Agent.
9. Players, Members, and spectators are forbidden to use any tobacco products or the consumption of or being under the influence of alcoholic beverages or illegal drugs in the vicinity of the playing or practice fields, including parking areas.
10. No dipping or vaping. Can result in the removal from the park.

#### **C. Disciplinary Action and Removal**

1. Player, Member, and spectator misconduct may be defined as, but is not limited to, any of the following:
  - a. Poor sportsmanship;
  - b. Inappropriate cheers or comments that demean or otherwise make fun of girls on the opposing team;
  - c. Chronic absences from team practices and/or games;
  - d. Foul and/or abusive language;
  - e. Use or influence of alcohol, tobacco products, or illegal drugs at or around any playing or practice facility, including parking areas;
  - f. Mental, verbal and/or physical abuse of a Player, parent, spectator, coach, or game official;
  - g. Multiple ejections from games involving MMGS teams; and
  - h. Blatant, purposeful, or multiple violations of MMGS or USA SOFTBALL rules.
2. Allegations of misconduct shall be made in writing to the appropriate Player Agent or to any member of the Executive Board. The Executive Board shall act upon allegations of misconduct within seven (7) days. Disciplinary action may include an oral or written reprimand, suspension, removal, or any other penalty the Executive Board might impose. Any decision made by the Executive Board is final and cannot be appealed. A report of the action taken by the Executive Board shall be filed with the Secretary. In addition, the Executive Board may forward a recommendation to the Board for revocation of League membership in accordance with the League Bylaws.

3. Any Member or spectator who is ejected from a game involving any MMGS sanctioned team shall be suspended for the remainder of the game in progress and the following game. The ejected party has one minute to leave the premises, removing himself or herself from sight and sound or the game shall be forfeited at the umpire's discretion. The ejected party may have no contact with the members of the team during the pre- or post-game activities of either game for which they are suspended. It is the responsibility of the Head Coach, or acting Head Coach, or his or her designee, to make sure the ejected party leaves the premises. The UIC and Player Agent shall be notified by the Head Coach, and a report shall be made by the UIC to the Board.
4. A Player who is ejected from a game will serve a "bench ejection." The Player will be removed from the lineup but may remain in the dugout at the discretion of the umpire. An out shall be recorded each time the ejected Player was to appear at the plate for the remainder of the game. The UIC and Player Agent shall be notified by the Head Coach, and a report shall be made by the Player Agent to the Board.
5. Any Player, Member, or spectator who is ejected from a second game involving any MMGS sanctioned team, may, at the discretion of the Division Director, be suspended from attending any games in which a MMGS team is participating for the rest of the season.
6. Any Player who resigns, after notification of team assignment, shall not be reinstated in any division on any team for that same season. The Recreational season, and the Fall Ball season are considered separate seasons.

## **SECTION 6 PLAYING RULES**

### **A. Responsibility**

1. The umpires have responsibility for the enforcement of the League's rules and regulations on the field of play. The umpires shall enforce all USA SOFTBALL playing rules as well as any general and special rules provided by the League. Any questions, comments, concerns, or other correspondence regarding the rules and regulations should be first directed to the UIC or Player Agent. Any comments or concerns regarding the umpiring shall be directed to the League's Umpire in Chief. In most cases, the field umpire's decisions are final; any appeal of these decisions must be made through the Protest Committee following the rules of protest (see Subsection F below).

### **B. Game Schedule, Cancellations, and Makeups**

1. Game and practice schedules are the responsibility of the League's President. Head Coaches shall notify the President of any request for a change in game or practice schedules.
2. In the event of rain or other occurrences that may affect the condition of the playing fields, the President and/or the city of San Diego shall determine whether the fields are playable. Once the decision to cancel games is made, the UIC and Head Coaches shall be notified. For city/college park fields, the city's Center Director determines whether the fields are playable. Joint-use Park (City of San Diego and Miramar College) "Hourglass Community Park" is where MMGS home fields are located.

3. If there is any question about field conditions, coaches must check the appropriate means of communication for field conditions. Coaches may NOT cancel a game, even when agreed upon by the other team's coach. Any team that cancels a game or fails to appear when the game was not officially canceled will forfeit that game.
4. Once a game has begun, the umpire shall have sole authority to suspend play if determined the field is unplayable or dangerous. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic, or other causes which compromise the safety of the Players. If the game is regulation, the game will be considered complete. Games that are not considered regulation shall be resumed at the exact point where they were stopped, if continued, subject to scheduling availability.
5. Games that are called or suspended shall be rescheduled, if possible. If games cannot be rescheduled, each team will be credited with one-half game won and one-half game lost. Teams with the highest number of rescheduled games will have first priority in rescheduling games. After that, games important to the final standings will get priority.

#### **C. Uniforms and Equipment**

1. During games all Players will wear uniforms as required by MMGS, which includes:
  - a. Shirt (provided by MMGS) with number on back (name optional);
  - b. Softball/Athletic Pants only (No denim or jeans). Team pant color will be determined by Uniform Coordinator with the recommendation of team coaching staff;
  - c. Shirts to be tucked in at all times;
  - d. Rubber cleats are strongly recommended however shoes must be athletic, slip resistant, and in compliance with USA softball guidelines;
  - e. Socks, visors/hats, jackets, sweatshirts, and/or undershirts may also be worn; and
  - f. When at bat, a Player's number must be visible.
2. Pitchers shall not use any glove which does not meet USA SOFTBALL standards. Pitchers wearing any garment or device of a color that, in the umpire's opinion, would conceal the ball or otherwise confuse the batter may be required to remove such garment or device. Failure to comply will cause the pitcher to be removed from that position.
3. Players may not wear exposed jewelry during games, pre-game warmups, or practices. Medical bracelets may be worn, taped to the body so the medical information remains visible, in accordance with USA SOFTBALL standards.
4. All bats shall comply with USA SOFTBALL standards; no baseball or wooden bats are permitted. All batting helmets, except for T-ball, must have a NOCSAE approved face mask/guard. All equipment must be in good working condition. Any equipment not meeting League or USA SOFTBALL standards shall be removed from the dugout.
5. All players must wear either a metal or plastic Protective Fielder's Mask. While not a USA SOFTBALL required equipment, all MMGS players will wear one while on the field.
6. All USA SOFTBALL protective equipment, including the fielder's mask, must be worn during practices and pre-game warm-ups.

#### **D. General Rules**

1. All games played within MMGS shall follow the rules set forth by USA SOFTBALL and any local playing rules approved by the Board. All rules as written in the USA SOFTBALL rulebook shall



apply, unless superseded by the MMGS rules found in the General Rules or Special Rules sections herein.

2. All games shall start at the scheduled time. The umpire shall declare a forfeit if a team does not have the minimum required number of Players within ten (10) minutes of game time (see Special Rules). Forfeits shall be annotated in the official scorebook with a score of seven (7) (or one run for each inning in regulation play for that division) to zero (0). EXCEPTION: T-Ball has no minimum Player requirement to start a game nor do forfeits apply.
3. A regulation game shall consist of a maximum number of innings, or a maximum time limit specified for each division (see Special Rules), whichever occurs first. A new inning begins immediately after the final out of the previous inning.
4. No new inning shall start after time has expired. An inning in progress when time expires shall continue to completion, unless the home team is ahead and is up to bat or scheduled to bat, in which case the home team shall not bat, and the game will be complete.
5. A game called by the umpire, other than due to the expiration of the time limit, shall be regulation if the number of complete innings played is the number of regulation innings minus two (2). In this case, the score reverts to that of the last complete inning.
6. A late Player may be inserted into the lineup at any point during the game and shall be inserted at the end of the lineup. Position rotation rules in the Special Rules section are not in effect for a Player who arrives after the start of a game.
7. The score of a regulation tie game shall remain a tie. No tiebreaker shall be played except in tournament play.
8. If a maximum runs per inning rule is in force (see Special Rules), no additional runs beyond the maximum shall be counted and the at-bat shall be immediately terminated.
9. A Player that is injured and cannot play or must depart the game shall count as an out on her next plate appearance only. EXCEPTION: T-Ball has no penalty for departing Players.
10. All Players shall bat in the lineup and thus unlimited substitution shall be allowed. No Player shall sit on the bench defensively for two consecutive innings, except for disciplinary reasons described elsewhere herein (see Special Rules for participation rules).
11. Pitchers shall be subject to restrictions upon the number of innings pitched (see Special Rules). For the purpose of attributing innings, an inning shall be charged to any pitcher who throws a single pitch in any inning.
12. Rules regarding the participation and rotation of Players as described in the Special Rules shall be strictly adhered to regardless of the innings played in the game. A coach may protest a participation violation during or immediately after the game in accordance with Subsection F below. Umpires cannot enforce League participation rules.
13. Failure to follow any of the participation rules may result in (Forfeit of the game and one game suspension) of the offending Head Coach, at the discretion of the Protest Committee. If challenged, the Head Coach must provide sufficient evidence that participation rules have been followed.
14. Only the Head Coach or acting Head Coach may request a discussion with an umpire while an inning is in progress and shall not approach an umpire without permission.
15. The home team shall provide an "official scorekeeper," for games where the score will be counted for divisional standing purposes. The "official scorekeeper" shall keep an official scorebook and scorecard. The official scorekeeper shall not alert an umpire, player, coach, or spectator to an illegal player being used but shall answer an umpire's direct question regarding such matters. The

official scorecard, signed by the umpire and both coaches, shall be considered the official record of the game.

#### **E. Special Rules**

1. The Special Rules set forth in this section are specific to each division of play. They are referred to in the General Rules section and supersede those found in the USA SOFTBALL Rulebook.
2. T-Ball Division
  - a. Minimum Players to Start Game: No requirement.
  - b. Coaches: Three (3) offensive outside base paths, three (3) defensive inside base paths.
  - c. Game Time/Innings: One (1) hour, no inning limit or requirement.
  - d. Game Balls: 10" yellow, reduced injury factor.
  - e. Protective face mask/guard: Required for all players.
  - f. Batting Order: Bat once through lineup each inning and rotate order during season. Announce last batter.
  - g. Position Rotation: Player rotations through all positions throughout the season are mandatory. Any safety concerns shall be brought to the attention of the Safety Coordinator and/or Player Agent.
  - h. Player Participation: All Players play the field each inning.
  - i. Pitcher: No. With Head Coach and parent or guardian approval, individual Players may hit off a friendly pitcher after the midpoint of the season. Three (3) pitches only. If the Player is unsuccessful, the Player will hit from a tee. No strikeouts.
  - j. Putouts: A Player who is out on the base paths returns to the dugout.
  - k. Bunting: No.
  - l. Stealing: No.
  - m. Sliding: No.
  - n. Leadoffs: No.
  - o. Runners Advance: Only on a hit ball. Balls hit from a tee or a pitcher, ball must travel outside of 4' arc to be fair. All runners may advance home when the last batter puts ball in play.
  - p. Infield Fly: No.
  - q. Courtesy Runner: No.
  - r. Protests: No.
3. 8U Division
  - a. Minimum Players to Start Game: Eight (8).
  - b. Coaches: Two (2) offensive in the coaching boxes. Four (4) total coaches allowed in dugout.
  - c. Game Time/Innings: No new inning after 1 hour 20 minutes or five (5) innings.
  - d. Game Balls: 10" yellow, reduced injury factor.
  - e. Protective face mask/guard: Required for all players.
  - f. Maximum Runs Per Inning: Four (4).
  - g. Mercy Rule: No.
  - h. Pitching Rubber: Thirty (30') feet.
  - i. Position Rotation: Each Player shall play one full inning of infield and one full inning of outfield each game. Recommend full position rotations. Any safety concerns shall be brought to the attention of the Safety Coordinator and/or Player Agent.

- j. Player Participation: Must rotate Players to achieve equal playing time; i.e. no Player sits out two innings in a row, and no Player sits more than two innings per game, subject to disciplinary considerations described herein.
  - k. Fielders: Ten (10) Players may play the field, no more than six (6) in the infield. Outfielders must be positioned on the outfield grass, or a reasonable distance behind the infielders if no outfield grass.
  - l. Pitcher: Player pitchers will be used. Whenever there is at least one player on base, after a four (4) ball count a friendly coach will pitch, from the rubber, resuming the strike count, during which time the Player pitcher must keep at least one foot inside the pitching circle. Strikeouts by the friendly coach pitcher are allowed. Friendly pitcher assumes the number of strikes from player pitcher. A maximum of three pitches by the friendly coach will be allowed, except that an at-bat cannot end with a foul ball not recorded as an out. First batter goes to coach pitch and is not an automatic walk.
  - m. Maximum Innings for Pitcher and Catcher:
    - i. 1 game per week – 2 innings per calendar week
    - ii. 2 games per week – 4 innings per calendar week (2 max per game)
    - iii. 3 games per week – 6 innings per calendar week (2 max per game)
  - n. Bunting: Yes, against player pitching only. No bunting against the friendly pitcher.
  - o. Stealing: Yes. Only one base allowed per pitch. Home plate is COLD.
  - p. Sliding: Yes. Feet first is recommended.
  - q. Leadoffs: Yes. If runner leaves early, runner is returned to the base. Once a runner from a team leaves early and is returned to the base, all subsequent runners from that team who are deemed to have left early will be called out.
  - r. Errant throws: Runners may advance, at their own risk, on an errant throw a maximum of one additional base (beyond the base the runner is judged to have reached safely as a result of the play) after which the play will be ruled dead. A throw back to the pitcher who is in the circle that is overthrown is not considered an errant throw and runners may not advance. This includes throws from the catcher. Refer to the USA SOFTBALL rule for what constitutes an Overthrow, and for the application of that rule.
  - s. Courtesy Runner: For injured Players, Pitchers, and/or Catchers. Last Player out serves as courtesy runner.
  - t. Dropped Third Strike: No.
  - u. Infield Fly: No.
  - v. Protests: No.
  - w. Hit by Pitch: If a batter is hit by a pitch, by a player pitcher, and the ball hits the ground prior to hitting the batter, the batter will be provided up to three minutes to compose herself to continue her at-bat. If she is unable to continue her at-bat due to injury, 1st base will be awarded and the last player out will serve as a courtesy runner. The batter may re-enter the game. If the batter is hit by a pitch, by a player pitcher, the batter is given the option to continue their at bat or get awarded first base.
    - i. The intent of this rule is to develop the batter by encouraging her to continue the at bat. If the umpire believes any coach is utilizing this rule to gain a strategic advantage during the game, that coach will be subject to disciplinary action.
  - x. No coaches inside the chalk lines except for coach pitch.
4. 10U Division

- a. Minimum Players to Start Game: Eight (8).
  - b. Game Time/Innings: No new inning after 1 hour 30 minutes or six (6) innings.
  - c. Game Balls: 11" yellow, reduced injury factor.
  - d. Protective face mask / guard: Required for all players.
  - e. Maximum Runs Per Inning: Five (5).
  - f. Mercy Rule: No.
  - g. Pitching Rubber: Thirty-five (35') feet.
  - h. Position Rotation: Each Player shall play one full inning of infield. Recommend an inning of outfield for each player per game, with exceptions of pitchers and catchers. Any safety concerns shall be brought to the attention of the Safety Coordinator and/or Player Agent.
  - i. Player Participation: Must rotate Players to achieve equal playing time; i.e. no Player sits out two innings in a row and no one sits more than two innings per game, subject to disciplinary considerations described herein.
  - j. Fielders: Nine (9) Players may play the field, with no more than six (6) in the infield.
  - k. Pitcher: Player pitching only.
  - l. Maximum Innings for Pitcher and Catcher:
    - i. 1 game per week – 3 innings per calendar week
    - ii. 2 games per week – 6 innings per calendar week (3 max per game)
    - iii. 3 games per week – 9 innings per calendar week (3 max per game)
  - m. Bunting: Yes.
  - n. Stealing: Yes. Runner(s) may advance up to two (2) bases per pitch. Continuation to second base is allowed on a walk. Home plate is HOT.
  - o. Sliding: Yes.
  - p. Leadoffs: Yes. If runner leaves early, runner is returned to the base. Once a runner from a team leaves early and is returned to the base, all subsequent runners from that team who are deemed to have left early will be called out.
  - q. Courtesy Runner: For injured Players, Pitchers, and/or Catchers. Last Player out serves as courtesy runner.
  - r. Dropped Third Strike: Yes. Continuation to second base is allowed.
  - s. Infield Fly: Yes.
  - t. Protests: Yes.
5. 12U Division
- a. Minimum Players to Start Game: Eight (8).
  - b. Game Time/Innings: No new inning after 1 hour 30 minutes or seven (7) innings.
  - c. Game Balls: 12" yellow.
  - d. Protective face mask/guard: Required for all players.
  - e. Maximum runs per inning: Six (6).
  - f. Mercy Rule: No.
  - g. Pitching Rubber: Forty (40') feet.
  - h. Position Rotation: Each player shall play one full inning of infield. Recommend an inning of outfield for each player per game. Any safety concerns shall be brought to the attention of the Safety Coordinator and/or Player Agent.
  - i. Player Participation: Must rotate Players to achieve equal playing time; i.e., no Player sits out two innings in a row and no Player sits more than two innings per game, subject to the disciplinary considerations described herein.

- j. Fielders: Nine (9) Players.
  - k. Maximum Innings for Pitcher and Catcher:
    - i. 1 game per week – 4 innings per calendar week
    - ii. 2 games per week – 8 innings per calendar week (4 max per game)
    - iii. 3 games per week – 12 innings per calendar week (4 max per game)
  - l. Courtesy Runner: For injured Players, Pitchers, and/or Catchers. Last Player out serves as courtesy runner.
  - m. Dropped Third Strike: Yes. Continuation to second base is allowed.
  - n. Infield Fly: Yes.
  - o. Protests: Yes.
6. 14U, 16U, and 18U Divisions
- a. Minimum Players to Start Game: Eight (8).
  - b. Game Time/Innings: No new inning after 1 hour 30 minutes or seven (7) innings.
  - c. Game Balls: 12" yellow.
  - d. Protective face mask / guard: Required for all players.
  - e. Mercy Rule: No.
  - f. Pitching Rubber: Forty-Three feet (43').
  - g. Fielders: Nine (9) Players.
  - h. Player Participation: Every other inning.
  - i. 14u, 16u, and 18u may play teams outside of the League and may be subject to rules different than those shown here, at coaches' discretion.
  - j. Metal cleats are allowed.
  - k. Position Rotation: Player rotations through all positions throughout the season are mandatory. Any safety concerns shall be brought to the attention of the Safety Coordinator and/or Player Agent.

## F. Protests

1. There are four types of protests:
  - a. Misinterpretation of a playing rule;
  - b. Illegal Player;
  - c. Ineligible Player; and
  - d. Illegal participation or rotation of players.
2. Protests based on rule interpretation, F1a, shall not be permitted during the Spring Rec Season. An official protest of Subsections F1b or F1c herein must be submitted to the UIC in writing within forty-eight (48) hours after the game began. An official protest of Subsection F1d must be submitted to the UIC in writing prior to the next game, or within forty-eight (48) hours of the final game of the season, including tournament play.
3. The President shall notify the Board at the time the protest is properly filed and appoint the members to a Protest Committee. Members shall include the President, Vice President (as chairman), the Player Agent, two members of the Rules Committee, and the Umpire in Chief to whom the protest was submitted. It shall be the duty of the Umpire in Chief to collect the facts regarding the protest and present them to the Protest Committee. The Protest Committee shall have discretion to fashion an appropriate remedy and shall render a decision within forty-eight (48) hours of having the facts presented to them. All decisions made by the Protest Committee are final and cannot be appealed.

4. USA SOFTBALL's illegal player rule does not apply to a Player deemed illegal by virtue of the League's participation rule requirements. Participation enforcement is not the responsibility of the umpire.
5. A Player who does not meet the requirements of USA SOFTBALL code or the League's eligibility criteria shall be considered ineligible. The determination of eligibility is not the responsibility of the umpire. The use of an ineligible Player will constitute a forfeit of all games in which that Player participated.
6. Failure to follow any of the participation rules may result in disciplinary action that could include a single or multiple game suspension of the offending Head Coach, at the discretion of the Protest Committee. If challenged, the Head Coach must provide sufficient evidence that participation rules have been followed.

**G. Scorekeeping, Season Standings, and Championship Tournament Rules**

1. The League's Head Scorekeeper (as assigned by the League) shall maintain each division's scores and season standings. Each Head Coach is responsible for making sure that the official scorecards are signed and properly submitted to the Head Scorekeeper immediately after each game.
2. Head Coaches are not required to keep their own scorebooks. However, home teams shall provide an "official scorekeeper", who shall keep both a scorebook and scorecard. All coaches are required to be able to show proof that they have met the League's participation requirements (typically done by a spreadsheet showing each player's position by inning).
3. T-Ball Division shall keep no score or standings, nor shall it participate in any post-season play.
4. 8U Division shall not keep official score or standings during the regular season; however, runs scored per inning and pitcher and catcher innings played shall be tracked in accordance with the Special Rules herein. A post-season round-robin or elimination tournament will determine the division champion and other placements.
5. 10U and 12U Divisions shall keep scores and standings during the regular season. The regular season final standings will determine the division champion. Standings at the end of the regular season shall determine the seeding for the post-season tournament. Ties will be broken first by head-to-head result, and then by fewest runs against, by total runs scored, and finally by coin flip.
6. Divisions may be divided into two (2) sections should the number of teams in a division reach twelve (12) or more. This shall be determined before the start of the season and each section will have a champion. In this case, the division tournament shall be cross seeded with ties to be broken first by head-to-head result, and then by fewest runs against, by total runs scored, and finally by coin flip.
7. 14U, 16U, and 18U Division shall keep scores and standings to the extent possible within the structure they are playing in. Champions and tournament play will be determined by the multi-League organization governing their play. Should 14U, 16U, and 18U Division play an intramural schedule within MMGS, they shall follow the rules and regulations herein for 10U and 12U Divisions.
8. All tournament play shall have a 1 hour and 30-minute time limit after which no new inning may start. No drop-dead time shall be used. The maximum number of innings for pitchers and catchers in tournament play shall be determined on a per game basis as listed below:
  - a. 8U: 3 inning max.
  - b. 10U: 4 inning max.
  - c. 12U: 4 inning max.

- d. 14U, 16U, and 18U: No limit.
- 9. All participation rules required during the regular season shall remain in force during tournament play.
- 10. If a tournament game is tied after regulation, the international tiebreaker rule shall be in effect. During the tiebreaker, each team's pitchers and catcher's inning counts shall revert to zero (0) and shall again be limited in the tiebreaker to the number of innings per game in the applicable division.
- 11. The championship game shall be a regulation game with no time limit.
- 12. The home team for all tournament games shall be as follows:
  - a. 8U Division shall be determined by coin toss;
  - b. 10U, 12U, 14U, 16U and 18U shall be determined by the highest seed;
  - c. Championship games at all divisions shall be determined by a coin toss.

## **SECTION 7 ALL-STAR PROGRAM**

### **A. Introduction**

- 1. Players and parents or guardians interested in the All-Star Program should carefully read this section to understand the requirements and expectations for participating in the All-Star Program. At the request of the Board, applicants and their parents or guardians may be asked to acknowledge this understanding through a signed letter as a requirement to participate in the All-Star Program.

### **B. Eligibility**

- 1. Player eligibility for the All-Star Program is based upon participation in the League's Spring Recreational Season. Only a Player who has participated in 75% or more of her League recreational team's regular season completed games may participate in the All-Star Program. The definition of participation is per the USA SOFTBALL of Southern California Junior Olympic 2024 Rules and Regulations (aka USA SOFTBALL SoCal Yellow Book Rules).
- 2. Any Player who plays or practices with any travel team or with a recreational team in any league other than MMGS on or after March 31<sup>st</sup> is ineligible for the All-Star Program. A high school player eligible to return to the League may be eligible to play only if she meets the USA SOFTBALL SoCal Yellow Book Rules.
- 3. Refer to the USA SOFTBALL SoCal Yellow Book Rules and those sections regarding Southern California USA SOFTBALL Player Eligibility Rules for further eligibility requirements. The foregoing sections are intended to complement, and not contradict, the USA SOFTBALL SoCal Yellow Book Rules. The USA SOFTBALL SoCal Yellow Book Rules shall control in the event there is a contradiction with the League's eligibility rules.

### **C. Divisions**

- 1. The All-Star Program offers competitive softball to girls who meet eligibility requirements and have participated in the League's 8U, 10U, 12U, or 14U Spring Recreational Season. The League does not require or make definite that teams will be fielded in all divisions, nor does it make definite the number of teams in each division.

**D. Applications and Participation**

1. The All-Star Program is competitive and there is no guarantee that all interested Players will participate. Players will be selected competitively in a manner described in Subsection G., herein. Players wishing to be considered for the All-Star Program must fill out an application form and submit it per league rules.
2. Players on an All-Star team will be playing against teams from other leagues and communities and, thus, are representatives of the League. Participation should be considered a privilege by parents, guardians, and Players, not a right, and those abusing that privilege or engaging in any behavior that in any way reflects poorly upon the League may be removed from the team in accordance with Section 5 above.
3. There are no minimum participation or rotation requirements or guarantees of playing time in the All-Star Program. Coaches are encouraged to make the best use of the Players on their roster, but there is no guarantee that Players will play for a specified amount of time, or at a specified position.

**E. Fees and Associated Costs**

1. There are no fees payable to the League for participation in the All-Star Program. However, the teams are responsible for paying for such expenses as uniforms, tournament fees, travel costs (which may include out-of-town travel and related costs), and other costs not paid for by the League. These costs are the responsibility of the individual Players and their parents or guardians and are due and payable at the direction of the League.
2. Teams are free to solicit team members' families, friends, and associates for funds to be applied towards that team's expenses not covered by the League. However, if the team solicits and receives funds on behalf of the League or payable to the League (i.e., the check is made out to Mira Mesa Girls Softball), any funds derived from those sources shall be turned over to the League for use in the General Fund.
3. The League will provide each Mira Mesa All-Star team with a paid entry into Mira Mesa's Runway Classic Tournament, if held. Provided the League hosts an All-Star Tournament, the League will pay one-half (1/2) of the entry fees for all other USA SOFTBALL sanctioned tournaments. In addition, the League will pay full entry fees for Districts, State, Regional, and National USA SOFTBALL sanctioned tournaments.
4. The League's participation in USA SOFTBALL sanctioned tournaments shall be recommended by the All-Star Committee to the Board for approval. Not all teams shall necessarily participate in all the same tournaments. In making this determination, the All-Star Committee and the Board should consider individual team competitiveness, location of the tournament, condition of the facilities, costs and such other factors that they deem necessary in the circumstances.

**F. Coach Selections**

1. Any Head Coach or Assistant Coach may submit an application to become an All-Star Head Coach. Eligibility is limited to Head Coaches and Assistant Coaches in good standing with the League. Should the League not receive suitable applicants, the League may solicit other coaches after the deadline. Applicants may also be asked to participate in an interview process with the All-Star Committee in order to answer any questions as well as to set forth the league's expectations regarding all-star head coaches.



2. The UIC shall forward the applications for All-Star coaches to the Board. The Board shall review all applicants, and is responsible for nominating Head Coaches for each of the All-Star teams supported by the League. The Board shall meet and approve, by majority vote, the All-Star coaches.
3. The All-Star coaches shall not be selected before April 24<sup>th</sup> or such other date as set out in the USA SOFTBALL SoCal Yellow Book Rules. Consideration shall be given to the potential placement of a candidate's daughter, where applicable, on the All-Star team. Candidates are cautioned that his/her potential selection to coach an All-Star team may be contingent on which All-Star team his/her daughter is selected to, and the daughter's potential team placement, if placed at all, may be different from the All-Star team the candidate wishes to coach. Coaching selections are conditional on team formation.
4. Prior to the All-Star season, a coaches meeting shall be held to discuss the coaches' responsibilities and expectations.

#### **G. Team Selections**

1. The All-Star team selection committee ("Team Selection Committee") shall consist of all Head Coaches, the All-Star Coach(es) for the applicable divisions, the Player Agent and an At-Large Executive Board member. The Team Selection Committee shall determine the placement of players onto an All-Star team by majority vote. If more than one team is formed, the Team Selection Committee will place the players onto the Gold or Silver team, and if a third team is formed it will be designated as the Bronze team. The Team Selection Committee shall consider all available information in forming teams, including but not limited to, a Player's age, experience, skills, positions played, strength and balance of All-Star teams (if more than one team is expected to be fielded in a division), historical data such as statistics and scorekeeping records, behavior of Player and Player's family and any additional skill evaluation if deemed necessary. Previous All-Star and/or Select experience does not guarantee a spot on a current season's All-Star Roster.
2. Play ups – In order to provide current and future all-star teams with the greatest opportunity for success, there will be a deliberate effort to keep each school year together. As such and in a situation where at least two All-Star teams will be formed within a division, in order for a younger-aged player (7,9,11) to be considered seriously for a roster spot on the gold/older team, they must be a true "impact" player, where exclusion of said impact player would impact the success of the gold/older team materially.
3. Teams shall roster up to a maximum of twelve (12) Players. If any division forms only one (1) All-Star team, they shall roster up to a maximum of thirteen (13) Players. After district play has been completed, any team that advances to the State Tournament may expand their roster up to a maximum of fifteen (15) Players. The pool of available Players for roster expansion after district play shall be those Players who have applied and are eligible for All Stars and is subject to final approval by the All-Star Coordinator and the Player Agent.
4. Players will be evaluated during the spring rec season by their performance in games, team practices, league wide clinics, coach evaluations and any other available information as needed.
5. Tryout/evaluations can be used if it is deemed that more information is needed.
6. After team selections, should a team lose a Player to injury, resignation or any other reason, the team's coach may pick another Player from the list of eligible Players. It shall be solely at the All-Star Coordinator and Player Agent's discretion as to whether the lost Player's status is permanent or temporary (thus affecting the status of the replacement Player). All Player

replacements shall be conducted according to USA SOFTBALL SoCal Yellow Book Rules on supplementing All-Star Teams.

**H. Team Names and Uniforms**

1. Team uniform design is the responsibility of the Uniform Coordinator, with input from the Executive Board, if requested. Any deviation from the approved uniform design is not permitted.
2. Uniform numbers, names, and ordering shall be coordinated by the Uniform Coordinator. Numbers may be selected so that they will not conflict with the Players ahead or behind their age group so that the uniforms may be used in the future.
3. Only a Player's last name and number shall be displayed on the back of the uniform. No other names (including first names or nicknames), symbols or markings are permitted.

**I. Contingencies**

1. All situations pertaining to the All-Star Program not specifically covered in Section 7 All-Star Program herein, shall revert to Sections 1 through 6 of the rules and regulations herein.

**SECTION 8 FALL BALL SEASON**

**A. Eligibility**

1. Player eligibility for the Fall Ball Program is described in Section 2B with the following exceptions:
  - a. Fall Ball is open to girls with a "League Age" of 6-14.
  - b. Due to the limited number of teams, not everyone registering will be guaranteed placement with a team.

**B. Divisions**

1. The Fall Ball Program offers instructional softball in 8U, 10U, 12U, and 14U divisions. The League does not require or make definite that teams will be fielded in all divisions, nor does it make definite the number of teams in each division.

**C. Registration**

1. Registration for the Fall Ball Program is described in Section 2E with the following exceptions:
  - a. Registration for Fall Ball will run from April to July/August.
  - b. The late registration deadline is the second Saturday in September.

**D. Fees**

1. Fee and refund policies are described in Section 2F with the following exception: a. Any player not placed on a team by the league will receive a full refund of fees paid.

**E. Coach Selections**

1. Coaching selections for Fall Ball shall be made by a vote of the Board, from an approved list of candidates provided by the Executive Board.
2. No mandatory training is required for Fall Ball.
3. Coaching positions will be filled, and coaches will be notified as soon as it is feasible and practical to do so.
4. Head Coaches from the Spring recreational season need not fill out another application but must notify the Player Agent in writing (email is acceptable) of their desire to coach.

#### **F. Team Selections and Player Placement**

1. Team selections and player placement is described in Section 4 with the following exceptions:
  - a. If there is more than one team for an age division, one coach shall be designated by the Board to coach the "A" team. The "A" team shall be selected by the Team Selection Committee and the "A" team head coach in an open discussion in which each Team Selection Committee member and the "A" team head coach have an equal vote. In the event of a non-majority decision on a player the head coach shall be the tie breaker. If there are two teams in a division the same process will follow for selecting the "B" team. If there are more than two teams in an age division, after the "A" team has been selected, the remaining teams should be formed keeping in mind the League's objective of keeping Players of a similar age and skill level together.
  - b. In any draft, there will be no designation of Reserved Players or forfeiture of draft picks.
  - c. There will be no restrictions during any selection or draft based on a player's status as a pitcher.
  - d. Players may play in an older age division provided they are selected or drafted to do so. Players requesting to play up in an older age division may not displace a league age player. Players requesting to play up are encouraged, but not required, to attend evaluations. Players will not be permitted to play in a lower age division, except for special cases approved by the Board.
  - e. There will be no random selection of players not attending the player skill evaluations.
  - f. Eligible siblings are not required to be selected or drafted to the same team.

#### **G. Uniforms and Equipment**

1. Uniforms and equipment for Fall Ball are described in Section 6C.

#### **H. Playing and Special Rules**

1. Some or all of the MMGS playing rules may be superseded by the rules of the Fall Ball organization MMGS will be participating in. If there is no specific rule from that organization, then MMGS rules will prevail.
2. Participation and rotation rules will still be used during Fall Ball as described in Section 6D and 6E with the following exceptions:
  - a. 8U Division will not have a friendly pitcher.
  - b. Each 8U player will play at least two innings of infield and two innings of outfield per doubleheader.

- c. Each 10U and 12U player will play at least two innings of infield per doubleheader.
- d. Pitchers are limited to 8 innings per doubleheader for 10U and 12U and 6 innings for 8U.
- e. Starting pitchers ONLY are exempt from player participation and rotation rules for games in which they start. This exemption is valid for only one game per doubleheader.
- f. In the event a team participates in an end-of-season tournament, minimum participation and maximum innings rules shall not apply unless the tournament rules state otherwise.

### **SECTION 9 AMENDMENTS**

1. These rules and regulations may be amended by a majority vote of the Board at any meeting of the Board in accordance with the provisions noted below:
  - a. Rules and regulations governing the Spring Recreational Season (Sections 2 through 6) in place on January 1<sup>st</sup> of the playing year must remain in force until the season, including tournament play, is complete.
  - b. Rules and regulations governing the Summer All-Star Season (Section 7) in place on March 1<sup>st</sup> of the playing year must remain in force until the season is complete.
  - c. Rules and regulations governing the Fall Ball Season (Section 8) in place on July 1<sup>st</sup> of the playing year must remain in force until the season is complete.

### **SECTION 10 EXCEPTIONS**

1. The Board may make exceptions to these rules and regulations on a case-by-case basis by a two-thirds (2/3) vote of the Board at any meeting of the Board in accordance with the provisions noted below:
  - a. Exceptions made should be in the interest of fair play for all parties concerned.
  - b. Any exceptions made shall be reviewed during a subsequent meeting of the Rules Committee to be considered for a recommendation to the Board for a vote of an amendment to the rules and regulations as described herein.

### **SECTION 11 DEFINITIONS**

**ALTERED BAT:** When the physical structure of a legal softball bat has been changed.

**APPEAL PLAY:** A play or a rule violation on which an umpire may not make a decision until requested by a Head Coach, coach or player.

**BALL COMPRESSION:** The load force, in pounds, required to compress a softball 0.250 inches when measured in accordance with the ASTM test method for measuring compression-displacement of softballs.

**BALL COR:** The coefficient of restitution of a softball when measured in accordance with the ASTM test method for measuring coefficient of restitution of softballs.

**BASE ON BALLS:** Permits a batter to gain first base when four pitches are judged to be out of the strike zone.

**BASE LINE:** An imaginary line directly between bases.

**BASE PATH:** A line directly between a base and the runner's position at the time a defensive player is attempting to tag that runner.

**BATTED BALL:** Any pitched ball that hits the bat or is hit by the bat and lands either in fair territory or foul territory.

**BATTER'S BOX:** The area to which the batter is restricted when batting.

**BATTER-RUNNER:** A player who has completed a turn at bat but has not yet been put out or reached first base.

**BATTING ORDER:** The official listing of offensive players in the order in which they bat.

**BLOCKED BALL:** A batted, pitched or thrown ball that is touched, stopped or handled by a person not engaged in the game, or which touches loose equipment or any object that is not part of the official equipment or official playing area.

**BLOOD RULE:** Refers to a player, coach or umpire who is bleeding or who has blood on their uniform and treatment is required.

**BUNT:** A pitched ball that is intentionally tapped with the bat, slowly, within the infield.

**CATCH/NO CATCH:**

1. A catch is a legally caught ball, which occurs when the fielder catches a batted, pitched or thrown ball with the hand(s) or glove/mitt.
  - a. To establish a valid catch, the fielder shall hold the ball long enough to prove control of it and/or that the release of the ball is voluntary.
  - b. If the ball is merely held in the fielder's arm(s) or prevented from dropping to the ground by some part of the fielder's body, equipment or clothing, the catch is not completed until the ball is in the grasp of the fielder's hand(s) or glove/mitt.
  - c. The fielder's feet must be within the field of play, touching the "out of play" line or in the air after leaving live ball territory in order to have a valid catch. A player who is "out of play" and returns must have both feet touching live ball territory or one foot touching and the other in the air, for the catch to be legal.
2. It is not a catch:
  - a. If a fielder, while gaining control, collides with another player, umpire or a fence, or falls to the ground and drops the ball as a result of the collision or falling to the ground.
  - b. If a ball strikes anything other than a defensive player while it is in flight it is the same as if it struck the ground.
  - c. When a fielder catches a batted or thrown ball with anything other than the hand(s) or glove/mitt in its proper place.

**CATCH AND CARRY:** A legal catch followed by a defensive player carrying the ball into dead ball territory.

**CATCHER'S BOX:** The area to which the catcher is restricted while catching. The catcher must remain in the box until the pitch is released.

**CHAMPIONSHIP PLAY:** When used in the USA Softball Playing Rules, the term "Championship Play" shall have the same meaning as is assigned to such term by the USA Softball Code.

**CHARGED CONFERENCE:** When a team representative requests a suspension of play or delays the game for the purpose of delivering a message to another team member, unless the pitcher is removed from the pitching position.

**COACH:** A person who occupies the coach's box and/or assists in the direction of their team representatives on the field.

**COACH'S BOX:** The area in which the base coach is restricted to prior to the release of the pitch.

**COURTESY RUNNER:** Any player who runs for a runner without a charged substitution.

**CROW HOP:** (Fast Pitch) The act of a pitcher who steps, hops or drags off the front of the pitcher's plate, replants the pivot foot, thereby establishing a second impetus, or starting point, pushes off from the newly established starting point and completes the delivery.

**DEAD BALL:** A ball that is not in play.

**DEFENSIVE TEAM:** The team in the field.

**DESIGNATED PLAYER (DP):** (Fast Pitch) The player who is initially on the line-up card in the team's batting order but not in the defensive line-up.

**DISLODGED BASE:** A base displaced from its proper position.

**DISQUALIFIED PLAYER:** A player removed from the game for a rule violation.

**DOUBLE PLAY:** A play in which two offensive players are legally put out as a result of continuous action.

**DUGOUT/TEAM AREA:** An out-of-play area designated for players and team representatives.

**EJECTED PARTICIPANT:** A team representative removed from the game by the umpire, usually for an unsportsmanlike act or conduct.

**EXTRA PLAYER (EP):** (Slow Pitch and Junior Olympic Fast Pitch) An optional player(s) in these games.

**FAIR BALL:** A legally batted ball that:

- a. Settles or is touched on or over fair territory between home and first base or between home and third base.

- b. Bounds over or past first or third base, which is in fair territory, regardless of where the ball hits after going over the base.
- c. While on or over fair territory, touches the person, attached equipment or clothing of a player or an umpire.
- d. While over fair territory, an offensive player interferes with a defensive player attempting to field a batted ball.
- e. Touches first, second or third base.
- f. First falls or is first touched on or over fair territory beyond first, second or third base.
- g. While over fair territory, leaves the playing field beyond the outfield fence.
- h. Hits the foul pole.

**FAIR TERRITORY:** That part of the playing field within, and including, the first and third base foul lines from home plate to the bottom of the playing field fence and perpendicularly upwards.

**FAKE TAG:** A form of obstruction by a fielder who attempts to tag a runner without the ball and thereby impedes a runner advancing or returning to a base.

**FIELDER:** Any player of the team in the field.

**FLEX:** The player who is initially listed in the tenth spot or the last spot in JO Play when batting more than 9 on the line-up card, and may play any defensive position, and may enter the game on offense only in the Designated Player's (DP) batting position.

**FLY BALL:** A batted ball, fair or foul, that rises into the air.

**FORCE OUT:** An out which may be made only when a runner loses the right to the base that the runner is occupying because the batter becomes a batter-runner, and before the batter-runner or a trailing runner has been put out.

**FOUL BALL:** A batted ball that:

- a. Settles or is touched (not caught) on or over foul territory between home and first base or between home and third base.
- b. Bounds or rolls past first or third base on or over foul territory.
- c. While over foul territory, touches the person, attached or detached equipment or clothing of a player or an umpire, or any object foreign to the natural ground.
- d. While over foul territory, an offensive player interferes with a defensive player attempting to field a batted ball.
- e. First hits the ground over foul territory beyond first or third base.
- f. Touches the batter or the bat in the batter's hand(s) a second time while the batter is within the batter's box.
- g. Goes directly from the bat to any part of the catcher's body or equipment and is caught by another fielder.
- h. Hits the pitcher's plate and rolls untouched to foul territory before reaching first or third base.

**FOUL TIP:** A batted ball that goes sharply and directly from the bat to the catcher's hand(s) or glove/mitt and is legally caught by the catcher.

**HOME TEAM:** The team that starts the game on defense.

**ILLEGAL BAT:** A bat that does not meet the requirements of an official bat or warm-up bat.

**ILLEGALLY BATTED BALL:** Occurs when the batter hits the ball fair or foul and:

- a. At the time the bat makes contact with the ball, the entire foot is completely outside the lines of the batter's box and on the ground.
- b. At the time the bat makes contact with the ball, any part of the foot is touching home plate.
- c. An illegal, altered or non-approved bat is used.
- d. At the time the bat makes contact with the ball, the batter's entire foot has contacted the ground out of the batter's box and returned to hit the ball while inside the box.

**ILLEGAL PLAYER:** A player who takes a position in the line-up, either on offense or defense, who does not have a legal right to that position.

**IN FLIGHT:** The term used for any batted, thrown or pitched ball which has not yet touched the ground or some object or person other than a fielder.

**IN JEOPARDY:** A term indicating that the ball is in play and an offensive player may be put out.

**INELIGIBLE PLAYER:** A player who does not meet the requirements of the USA Softball Code.

**INFIELD:** That portion of the field in fair territory that includes areas normally covered by infielders.

**INFIELDER:** A fielder who defends the area of the field around first, second, third or shortstop areas.

**INFIELD FLY:** A fair fly ball, not including a line drive or an attempted bunt, which can be caught by an infielder, pitcher or catcher with ordinary effort when first and second or first, second and third bases are occupied with less than two outs.

**INNING:** That portion of a game within which the teams alternate on offense and defense and in which there are three outs for each team. A new inning or half inning begins immediately after the final out of the previous inning or half inning.

**INTERFERENCE:** The act of an offensive player or team member, umpire or spectator that impedes, hinders, or confuses a defensive player attempting to execute a play. Contact is not necessary.

**JUNIOR OLYMPIC PLAYER:** Any player eligible to participate in the Junior Olympic program. If Junior Olympic players play on an adult team, it is considered playing in an adult league and adult rules will be in effect.  
*Warning: If a Junior Olympic player elects to play on an adult team and be subject to adult rules, players may be subject to a heightened risk of injury because of: (A) a potential disparity in the skill level, weight and size of players; and/or (B) adult rules not mandating certain requirements or protective equipment.*

**LEAPING:** (Fast Pitch) An act by the pitcher when both feet become airborne on the initial move and push from the pitcher's plate.

**LINE DRIVE:** A batted ball that travels parallel or near the ground through most of its flight.



**LINE-UP CARD:** The official document listing starting players and substitutes of a given team.

**Head Coach:** The team representative that must have control of their team at all times on and off the field.

**NON-APPROVED BAT:** A bat that does not meet USA Softball specifications or is on the current USA Softball non-approved bat list with USA Softball Certification Marks.

**OBSTRUCTION:** The act of a defensive team member:

- a. Who hinders or impedes a batter from striking at or hitting a pitched ball.
- b. Who impedes the progress of a runner or batter-runner who is legally running the bases unless the fielder is:
  - i. in possession of the ball.
  - ii. in the act of fielding a batted ball.

*Note: Contact is not necessary to impede the progress of the batter-runner or a runner.*

**OFFENSIVE TEAM:** The team at bat.

**ON-DECK BATTER:** The offensive player who is scheduled to bat next.

**ON-DECK CIRCLE:** The area nearest the offensive team's dugout in which the next batter is restricted to before the release of the pitch.

**OUTFIELD:** That portion of the field in fair territory which is normally covered by outfielders.

**OUTFIELDER:** A fielder who defends the area of the field that the left, left-center, right-center, and right fielders normally play.

**OVER SLIDE:** The act of an offensive player when, as a runner, slides beyond or loses contact with a base the player is attempting to reach.

**OVERTHROW:** A thrown ball from a fielder that goes:

- a. Beyond the boundary lines of the playing field (dead ball territory), or
- b. Becomes a blocked ball.

**PARTICIPANT:** A starting player, substitute, Head Coach, coach or other team representative located in the dugout, team area or playing field.

**PASSED BALL:** A legally delivered pitch that should have been held or controlled by the catcher with ordinary effort.

**PIVOT FOOT:** The foot which (Fast Pitch) must remain in contact with the pitcher's plate prior to pushing off.

**PLAY:** An attempt by a defensive player to retire an offensive player. A pitch is not considered a play except as it relates to an appeal.

**PLAY BALL:** The term used by the plate umpire to indicate that play shall start.

**PROTEST:** A formal request to review the decision of an umpire's rule interpretation.

**QUICK PITCH:** A pitch made with the obvious attempt to catch the batter off balance.

**RUNNER:** An offensive player who has reached first base and has not yet been put out or scored.

**SACRIFICE FLY:** Scored when, with fewer than two outs, the batter scores a runner with a fly ball or line drive that is:

- a. Caught.
- b. Dropped by any fielder and, in the scorer's judgment, the runner could have scored after the catch had the fly ball or line drive been caught.

**STARTING PLAYER:** A player listed on the line-up card that is inspected and approved by the plate umpire.

**STEALING:** The act of a runner attempting to advance during a pitch: (Fast Pitch) Runners can advance once the pitched ball leaves the pitcher's hand.

**STRIKE MAT:** A Mat 24 inches long with a V shaped cut out with the edges 12 inches long to fit tight with the point of home plate.

**STRIKE ZONE:** That space over any part of home plate, when a batter assumes a natural batting stance adjacent to home plate: (Fast Pitch) Between the batter's arm pits and the top of the knees.

**SUBSTITUTE:** Any member of a team's roster who is not listed as a starting player, or a player who leaves and re-enters the game.

**TAG:** A legal tag is the act of a defensive player:

- a. Touching a base with any part of the body while holding the ball securely and firmly in the hand or glove or:
- b. Touching the runner or batter-runner with the ball while securely held in the hand or glove.

**TIME:** The term used by the umpire to suspend play.

**TRIPLE PLAY:** A play by the defense in which three offensive players are legally put out as a result of continuous action.

**TURN AT BAT:** When a player first enters the batter's box and continues until the player is substituted for, put out, or becomes a batter-runner.

**WILD PITCH:** A legally delivered pitch that the catcher cannot catch or stop and control with ordinary effort.