



2016 TOU RULES

**BERRIEN SPRINGS-BRIDGMAN-BUCHANAN-EAU CLAIRE
NEW BUFFALO-RIVER VALLEY**

All MHSAA rules apply unless specified below:

Bases will be 60' and pitching machine distance at 35'. There will be a pitching circle measuring 16' diameter. There will be hash marks half way between first and second, second and third, and third and home. An 11" ball will be used. Live pitching will be used for 3 innings, there will be 3 innings using pitching machine. The first 3 innings of the game will be using pitching machine, the following 3 innings or remainder of the game will be live pitch. A pitcher may not exceed 9 outs in one game.

* Coaches may determine at the beginning of the game to modify this rule based on the experience level or competence of their pitching.

Pitching machine speeds will be 40 MPH for the whole season

A batter will be allowed three (3) swinging strikes or four (4) hittable pitches when using the pitching machine. Any swinging strike is considered a hittable pitch, or any pitch called a strike by the umpire is a hittable pitch. The batter is not out if the 4th hittable pitch is a foul ball. (Note: there are no walks when using the pitching machine).

Pitching Rules:

A pitcher is limited to three (3) innings or nine (9) outs per game. Only the starting pitcher may re-enter the game one (1) time as a pitcher, provided two innings or six outs have not been exceeded. At the beginning of each ½ inning or when a pitcher relieves another, not more than one (1) minute will be used to deliver no more than five (5) pitches. A pitcher must be removed after she hits five (5) batters. Batter must make an honest attempt to get out of the way.

Regulation game will consist of six (6) innings.

If 2 games are scheduled that evening the first game will begin at 5:45, and no new inning will begin after 1 ½ hour. The second game will begin no later than 7:30, and be limited to 1 hour and 30 minutes from the time it started. If one game is scheduled on that field that evening, it will be limited to 2 hours, with no inning starting after 1 hour and 30 minutes of play from the start time. The umpire or field supervisor may stop a game at anytime he/she believes conditions are unsafe for play. Coaches and parents need to have teams ready to start the game at the scheduled time!

Pitchers and batters must wear a protective face guard

1. A maximum of ten (10) players may be used for fielding purposes, 4 of which must be in the outfield and 6 in the infield. If not playing on a regulation size softball field, an arc measuring 20' from the back corner of all bases (except home plate) will must be drawn. All outfielders must be behind this arc at the time of the pitch, and can move forward after the release of the ball.

2. Every player is included in the batting order. The batting order will remain continuous throughout the game, and all players must play in the field at least two innings.

3. A five run rule will be enforced. An inning will consist of three outs or five runs, with the exception of the last inning (only the sixth inning), where both the home and visiting team can score unlimited runs.

4. A mercy rule is as follows:

If a team is leading by 15 or more runs after 4 complete innings, the mercy rule will be applied

If a team is leading by 10 or more runs after 5 complete innings, the mercy rule will be applied

5. Play stops once the pitcher has control of the ball and two feet inside the pitcher's (16' circle). The umpire shall determine the position of each runner. The runner will advance to the next base if more than half way or return to the previous base determined by the chalk marks between bases.

6. Bunting is allowed.

7. Teams may start a game with a minimum of 8 players. If a player arrives late for the game she must be entered last in the batting order.

8. If a player leaves, or is injured during the game and is unable to bat her position in the batting order she will be skipped with no out recorded.

9. In the event of a player shortage, girls from only the 7-8 age group are legal to participate. Girls from the other 9-10 girls team may also fill in the roster spot if needed. Any player addition must play the outfield and bat at the end of the line-up for the entire game. This should only take place if you have 8 or less players for a game.

10. Unlimited substitutions of defensive players are allowed, but the original batting order must remain the same.

11. If a ball is overthrown trying to make a play on a runner or batter/runner all runners may advance (at their own risk) to all bases. Play will be considered "live" until the pitcher has control of the ball and two feet inside the circle.

12. Runners are allowed to steal all bases during the entire game. The runner cannot leave the base until the pitched ball crosses home plate. If a runner leaves before the pitch is thrown the

ball will be called dead immediately, and is ruled a no pitch—runners may not advance, and must return to the base occupied before the pitch. The runner that left early will be called “out”. This rule also applies for runners that leave any other base early.

*First offense for leaving early will be a team warning

There will be a hash mark placed $\frac{1}{2}$ way between all bases. If the ball is returned to the pitcher while in the 16' circle, the runner must return to the base without penalty or a play being made on her.

13. Each team will receive one warning per game for throwing a bat. The second violation of any team member throwing the bat shall be called out. (This is a dead ball situation).

14. There is no infield fly rule.

15. If a fielder has the ball and is in position to make a play on a runner, the runner must avoid an intentional collision. If the runner, in the opinion of the umpire, intentionally or maliciously collides with the fielder, she will be called out.

16. In order to prevent delays, a courtesy runner for is required for the catcher which will be the last out recorded.

17. No dropped third strike. A batter may not advance to first base if the catcher fails to catch or hold onto a third strike.

18. No jewelry is to be worn during games. Starter earrings must be taped.

19. All uniforms provided by each organization must be worn. No sandals or metal cleats.

20. All equipment and teammates must remain inside the dugout, with the exception of the on deck batter. Batter and on deck batter must have helmets on until they reach the dugout.

21. Home team scorebook is official score.

22. Managers only may question an umpire's book rule interpretation--- NOT JUDGMENT CALLS.

The manager must question the call before the next pitch.

23. No harassment by coaches, spectators, or players will be permitted. Managers are responsible for conduct of coaches, spectators, and players. Unruly spectators may be asked to leave or cause forfeiture of the game.

24. You may have one coach on the field when your team is in the field.

25. No tee-ball bats are permitted. Only bats with the ASA symbol are legal bats for play.

26. NFHS rules are in place unless specified above. Refer to your latest edition of NFHS softball

rules for specific details.

27. Each player must play minimum of two (2) innings, at the coaches discretion, unless a player is unable to play due to injury, sickness, or disciplinary reasons.

* Only coaches and scorekeepers are allowed in the dugout during the game. Coaches must attempt to maintain an orderly and safe dugout environment at all times.

**Please make sure dugout is cleaned up after each game. Also, encourage your fans to pick up after themselves at all times.

Before each game discuss any roster changes that might have occurred and make it known to each coach what age girls are.