

McKinney Girls Softball Association
10U Rec Division
2009

A. Playing Field

1. Bases are set at 60 feet.
2. Pitching rubber is set at 35 feet.

B. Equipment

1. All players must wear chin straps on their helmets.
2. All defenders must wear a glove.
3. All players must wear helmets with face guards on them when batting.
4. Ball to be used will be an 11 inch softball, .47 core.
5. Girls must have their shirts tucked in at all times.

C. Players, Coaches, Subs

1. Three coaches and one scorekeeper will be allowed in the dugout and/or field. (4 Total in Dug-out)
2. The child's age must be 9 as of January 1st of that playing year to be eligible for this division. Players playing up 1 year over their age, must have signed permission by the guardian of that Player.
3. **8th Player Rule:** If both teams have only 8 players and the coaches agree upon this there will not be an out taken when the 9th batter comes up to bat. THIS WILL ONLY OCCUR WHEN THERE ARE ONLY 8 PLAYERS ON BOTH TEAMS. IF THERE ARE 9 OR MORE PLAYERS ON ONE TEAM, THIS RULE WILL NOT TAKE EFFECT AND THE TEAM WITH ONLY 8 PLAYERS WILL HAVE AN OUT FOR THE 9TH BATTER.
4. All teams will have free substitutions. Players that show up late will be written in on the bottom of the line-up.
5. All players will play 2 full innings provided 4 innings are played within the allotted time.
6. Rosters will be monitored closely for new players appearing on different nights. Once a roster is turned in, the roster is set. If you are caught playing with illegal players, the game will be forfeited.

D. The Game

1. Game will be 1 hour 10 minutes in duration or 7 innings. No new inning will begin after time expires.
2. **Rain Out:** A complete game is a game that has been played 60% of the time. In a 70 minute game, 45 minutes must have been played to consider it a complete game. The score of the game, if completed, will be the last full completed inning. If 60% of the game has not been played, the game will start at the point where it is stopped.
3. Games can end in a tie, when time limit expires or you have reached 7 innings. This will give the teams a ½ win and a ½ loss in the standings. The only time it will not end in a tie is when the game is a play-off situation or in a tournament.
4. Teams must have completed line ups five minutes prior to the game to exchange with opposing coach. Coaches must have a line up to give to the umpire and the score keeper from the opposing team

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5. Run rule will be 5 runs per inning.
6. Players cannot throw bats. One warning will be given to the coach and the player that throws the bat. The 2nd offense will result in an out to any player that throws their bat. The 3rd offense will be an ejection of the player.
7. 10 players take the field. The infield positions consist of a catcher, short stop, 2nd base, 1st base and 3rd base. All other players must remain at least 15 feet behind the baseline. Outfields must remain in the outfield to avoid clogging infield or base path.
8. All teams will have a continuous batting order.
9. Coach must make a conscious effort to move out of the way of a hit ball or a play that is being attempted.
10. Walks are not allowed.
11. Batter is required to swing or called out 1st, 2nd or 3rd pitch depending on pitch count.
12. There will be no strike outs awarded on a foul tip. Unlimited fouls.
13. Time is called and play is stopped when the ball is in control of the pitcher inside the circle.
14. No on field warm ups after game is scheduled to start. Warm ups must be on the grass.
15. All infielders will have free movement in between batter and bases, considering safety.
16. **Stealing is allowed** only with the player pitcher. Stealing is not allowed with the coach pitcher. Players may lead off only after the player pitcher releases the pitch.
17. Bases are wide open on an overthrow
18. Bunting is allowed only with the player pitcher.
19. Tournament play: Any game going into extra innings will be complete and full innings. No 3-2 count will apply. Double elimination bracket will be in effect.
20. Any playoff game will have time limit in effect.
21. There must be a pitcher and a catcher in their positions at all times on the field.
22. Coaches have 2 minutes to get the catcher ready. Penalty: The defending team will have an out when they come up to bat.
23. A defensive coach cannot be used to back up the catcher.

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E. Pitching

1. Pitchers can only pitch for 2 innings per game. A coach that is caught pitching a player for more than 2 innings will forfeit game. Opposing coach must report the incident at the time it happens. The umpire must sign the scorebook. Incident must be reported to the league director for appropriate action to be taken.
2. Pitchers must have both feet in contact with the rubber.
3. Coach pitcher must pitch underhand at 35 feet.
4. Player will pitch unless 4 balls are called on the batter by an umpire. After 4 balls, an offensive coach will take over the strike pitch count. If player pitcher has made no strikes, the coach gets 3 pitches. If player pitcher has made any strikes, the coach gets remaining strike count.
5. If a batted ball hits the coach pitching, no pitch will be called. The batter will hit again and all runners must return to their bases.
6. Offensive pitching coach may only work with the batter while on the field.
7. Offensive pitching coach must leave the field immediately when the ball is hit.
8. If batter is hit by the player pitcher, the batter will advance to 1st base. If batter is hit by the coach pitcher, it will be called no pitch, the batter will bat again, and no runners will advance.
9. If the player pitcher drops the ball once she begins her pitch motion, it is considered a ball.

F. Umpires

1. Umpires have official say over all game procedures.
2. Coaches cannot change rules at the plate.
3. Umpires have official say over weather issues when happening during games. Umpires have a 15 minute wait period to allow weather to pass, unless weather is viewed as dangerous. After the 15 minute period, umpires will consult and decide if the fields are playable or games need to be rescheduled. Umpires are the official time keeper.

G. Scoring

1. Runs are made by runners safely crossing the plate or by penalty runs awarded by the umpires for rules violations.
3. Standings will be kept. 1st & 2nd place trophies, Participation trophies will be given to all girls that did not place.
4. Rules for a play-off game if needed:
 - If teams are tied in the standings
 - Those teams have played head to head and tied
 - A play-off game will take place

*****The MGSA follows ASA guidelines. The rules stated above are modifications to the ASA rule book. If the rule is not modified, it is governed by ASA rules.***

Please check the MGSA by laws for other issues.