MRYSC Softball Rules

Madison-Ridgeland Youth Softball Club

Use All Division Rules together with the applicable division section. Apply a division's specific rule where it differs from a shared rule, subject to the items marked for league confirmation. Where MRYSC has no local rule, apply USA Softball fastpitch rules.

All Division Rules

Eligibility and equipment

- Age divisions are determined by a player's age on September 1 of the year in which games begin. The league serves girls ages 4 to 18 and may include some 19-year-olds depending on birth date. See the eligibility item under League Decisions.
- Parents or legal guardians provide a batting helmet with face mask and chin strap, defensive fielding mask, fielding glove, bat and cleats.
- Bats must bear an ASA 2000, ASA Certified 2004, or USA Softball Certified fastpitch mark and comply with USA Softball's approved bat requirements. Composite bats, including hybrid bats with composite components, are prohibited except in the 14U–18U leagues. See the fall 14U exception under League Decisions.
- Steel cleats are permitted only in 18U.

Game time scoring and weather

- See the division section for the game clock. Where games are scored, finish the inning when time expires unless the home team is ahead or takes the lead. A tie at the end of play stands.
- In games that keep score, the limit is five runs per half inning. The run rule is 15 runs after three innings, 12 after four, or 10 after five.
- A game stopped due to weather is complete after four innings, after 3½ innings if the home team leads, or after 35 minutes have elapsed.
- Rainouts may be rescheduled.
- Overall win–loss record determines playoff seeding. Break ties by head-to-head result, then by coin toss. All teams in 8U-18U compete in the end-of-season tournament.

All Division Rules Continued

Lineups and participation

- Use 10 players on defense and include every player in the batting order. Make substitutions by the third inning. Each player must play at least two consecutive innings if time allows. The coach is responsible for making required substitutions.
- A team needs eight players to avoid forfeiting. If seven are present at game time, allow 10 minutes for the eighth. If the eighth player fails to arrive within that period, record a forfeit with no makeup. Coaches may still agree to play.
- With nine players in the lineup, there is no penalty. With eight, record an automatic out each time the ninth batting position comes up.
- Add a late arrival to the end of the batting order without penalty. The coach must notify the umpire and scorekeeper. If a player already listed on the official batting order is absent when her turn comes up, record an automatic out.

Throwing and end of play

- Players attempting an out at a base must attempt an overhand throw. An underhand toss or flip is allowed when reasonably consistent with a typical softball play. For a violation, the umpire awards the runner the base and each other runner the next base.
- On an overthrow to any base after a batted ball, runners may advance at their own risk except in 6U.
- Play ends when the pitcher controls the ball in the pitcher's circle and the lead runner has stopped advancing, subject to the 8U trailing-runner rule. Play also ends if a fielder with control of the ball requests time and the umpire grants it because no runners are still advancing.

Division Game Clocks

Division	Game time	New-inning cutoff
6U	60 minutes	—
8U	60 minutes	After 50 minutes when home team is ahead
10U	75 minutes	After 65 minutes when home team is ahead
12U and combined fall 14U	75 minutes	After 65 minutes when home team is ahead
18U	See League Decisions	After 75 minutes

Division Specific Rules

Shared Coach Pitch Rules for 6U and 8U

- A batted ball must travel at least eight feet from home plate to be fair. No walks or bunts.
- Before the hit, allow only six infielders, including the pitcher and catcher. One fielder must be in the pitcher's circle when the ball is hit. All other fielders start in the designated outfield.

6U Sweeties

- **Game format.** Every player bats and plays defense each inning. Rotate defensive positions so every player gets a chance to play in the infield.
- **Defensive alignment.** Before the hit, infielders must stay at least 40 feet from the batter. Outfielders must start on the grass, beyond the infield dirt.
- **At bat.** Deliver five coach pitches per batter. A batter who has trouble with coach pitching may hit from a tee.
- **Runners and dead ball.** Runners may not take an extra base on an overthrow. A runner must be more than halfway between bases to advance to the next base. A runner called out returns to the dugout. The ball is dead when the pitcher controls it inside the circle.
- **Last batter.** The offensive pitching coach tells the defensive coach when the last batter comes up. The half inning ends when that batter is out or touches home, or when the defense retires any runner attempting to advance.
- **Coaches.** Each team may have up to three coaches on the field. On offense, use a pitching coach, a first-base coach and a third-base coach. Defensive coaches may position themselves to instruct players without interfering. Keep at least one adult in the dugout while the team bats.
- **Interrupted games.** The commissioner decides whether a game called for rain, darkness or another reason will be rescheduled.

8U Coach Pitch

- **At bat.** Each batter receives five pitches. Missed swings and foul balls count as strikes. A third missed swing is an out. A foul on pitch five extends the at-bat until the batter hits the ball in play or strikes out. If the batter fails to put the ball in play within five pitches, call her out unless the foul-ball extension applies.
- **Foul calls.** The umpire verbally declares foul balls only.
- **Pitching distance.** The offensive coach pitches from 30 feet.
- **Contact with pitching coach.** If a batted ball hits the pitching coach, call a dead ball and replay the pitch without penalty. If the pitching coach interferes with a defensive play, call a dead ball, call the runner involved out, and return other runners to their bases at the time of interference.

Division Specific Rules Continued

8U Coach Pitch Continued

- **Pitching coach exit.** The pitching coach must leave the field of play after a fair hit. Issue a warning on the first failure. On the second, the umpire removes that coach from the pitching circle and another offensive coach takes over pitching.
- **Defense.** Two defensive coaches may stand in the outfield. Before the hit, infielders must stay at least 35 feet from the batter. The infield fly rule is off.
- **Trailing runners.** A trailing runner who keeps moving may advance or return at her own risk while play continues. If a trailing runner stops between bases, the umpire calls time and uses judgment to award the next base or return the runner to the previous base.

10U Player Pitch With Coach Relief

- **Player pitching.** A pitcher may pitch a complete game. Coaches and parents must make pitcher health and safety their priority.
- **Coach relief.** After a player pitcher issues two consecutive walks, an offensive coach pitches until an out is recorded. The player pitcher then resumes. The coach delivers five pitches per batter with no walks. A batter who swings and misses three times is out and returns to the dugout. During coach pitching, the player pitcher must keep one foot inside the circle.
- **Coach-pitch restrictions.** No bunting or stealing. The dropped third strike rule is off. The infield fly rule applies.
- **Cleats.** Metal cleats or spikes are prohibited.
- **Bat inspection.** Display bats in front of the dugout before the game for umpire inspection. If an illegal bat is found during an at-bat, call the batter out and warn the coach. A second illegal bat discovered during the game results in the head coach's ejection.
- **Conduct.** Disputing balls and strikes or safe and out calls is grounds for ejection. Coaches are responsible for parents' conduct during the game.

12U

- Pitching distance is 40 feet.
- The division source prohibits composite bats in this combined division. See League Decisions for the general 14U exception.

18U or High School Division

- Pitching distance is 43 feet

Team Draft and Late Registration

Draft procedure

- Assign a head coach to each planned team. Each head coach may preselect up to two assistant coaches.
- Each team representative draws a number to establish the draft order. If a team has no representative, a draft facilitator selects its players.
- A team starting with more than three players waits until the draft catches up to its starting count. This can occur when a coach has multiple daughters in the division.
- Place sisters in the same division on the same team without exception. Count each sister as a separate pick.
- Teams have two minutes to pick and should aim for 30–60 seconds. At two minutes, issue a warning and allow 15 more seconds. If time expires without a pick, move the team to the end of the draft order before its next pick.
- Trades are permitted immediately following the end of the draft and must be completed before the coaches leave the draft meeting.

Late registrations

- Assign late registrants to the next eligible team in the original draft order, up to 12 players per team.
- Once every team has 12 players, use a waiting list until enough players are available to form another team.
- If the waiting list is too small to form a team, consult all head coaches about raising the limit to 13. If the league raises the limit, assign players in the original draft order.