

Mokena Baseball/Softball Association - MBSA Softball Rules and Regulations Divisions – 8U Pinto Updated February 2020

All play will be judged according to the rules set down by the Amateur Softball Association (ASA) with the following exceptions, variations, etc. A situation not specifically covered in these local rules will be governed by ASA rules.

Eligibility Only those girls properly registered with the Mokena Baseball/Softball Association (MBSA) will be eligible to participate in association activities and game play. All fees must be paid and a completed registration form must be on file. Any team using a player who is not registered with MBSA will automatically forfeit the game in which the action occurred.

Age determination is based upon the player's age as of December 31st of the year preceding play for spring season. If a player wishes to play in a division other than their age level, the parent(s) of the player must formally petition the MBSA board following MBSA guidelines for this procedure. • 8u Pinto – 7 – 8-year-old Age determination for the fall season is based upon the division that the player's age will place them into for the spring season proceeding the fall season.

Uniforms Each player must be in proper uniform to participate. A players' uniform consists of the standard team uniform shirt, shorts, and safety equipment. Uniform shirts should be tucked into the player's shorts or pants.

No jewelry or hair combs are allowed to be worn during game play.

Equipment Bats – Only official softball bats will be allowed. Bats made of aluminum, graphite, or ceramic materials must have an official softball insignia on it or have had it before such an insignia wore off. T-ball, little league, and baseball bats are prohibited. Balls – Only softballs with the official softball insignia are to be used for game play. All game balls are supplied by MBSA at the beginning of the season. •

Pinto – 11" softie ball **Batting Helmets** – All batters, on-deck batters, and base runners are required to wear protective batting helmets at all time. It is mandatory for all batting helmets to be equipped with a face mask. A player may wear their own batting helmet only if it is equipped with the mandatory face mask. A player who in the judgment of the umpire intentionally removes a helmet while base running during a live play will be called out. **Pitchers Equipment** – Any player occupying the pitcher's position are required to wear a protective pitchers mask. Any pitcher refusing to wear such protective gear will not be allowed to occupy the pitchers position. **Catcher's Equipment** - Catchers must wear a catcher's helmet, face mask, throat guard, chest protector, and shin guards. **Face Masks**- Face Masks must be worn by every player in the field.

Game Cancellation Games cannot be cancelled and rescheduled for any reason except adverse weather conditions or unplayable fields. Only MBSA can make this determination prior to the scheduled start time of a game.

The MBSA President will make all decisions pertaining to game cancellation due to adverse weather conditions or unplayable fields. Managers can confirm game cancellations through the MBSA Weather Hotline 708-260-9411.

If games have not been officially cancelled, managers should proceed with the scheduled start time. Managers must arrive at the scheduled field at the time they requested their team to arrive. Games cannot be called beforehand in anticipation of adverse weather conditions or the assumption that the field is unplayable. All reasonable attempts should be made to play scheduled games.

The umpire has the authority to cancel a game before one is started, if adverse weather conditions exist. If both managers agree before the start of the game that adverse weather conditions exist, the game can be cancelled. These games will be rescheduled.

The umpire will have general responsibility for calling games due to weather conditions. If lightning and/or thunder is observed and the umpire has not elected to call the game, the managers of the teams will be empowered to make a joint decision to remove his/her players from the field. If there is a disagreement as to the merits of this action it must be reported by the disagreeing party to the Grievance Committee within 48 hours.

If for any reason other than adverse weather, a game cannot be played, it will be forfeited by the team, which cannot play.

Adverse Weather If lightning is observed, the game should be halted immediately and the players should be removed from the field. If the field is equipped with lightning detection equipment, all warnings from such equipment are to be strictly and absolutely obeyed, in spite of any observation of weather conditions to the contrary. Safety of all participants and spectators is the priority.

Disciplinary Actions All players, parents, coaches, and managers must adhere to the Code of Conduct, to which they signed at the beginning of the season. Disputes should first be discussed by managers and umpires with the umpire holding discretion in enforcement. If disputes cannot be settled at the game, complaints must be submitted on an Incident Report form to the division coordinator who will forward the report to the Grievance Committee.

Umpires retain the authority to eject any offending party from the game and determine what is foul language and unsportsmanlike conduct. Ejected parties must leave the vicinity of the field until the completion of the game and shall not approach or otherwise attempt to communicate with the umpires or opposing team following the completion of the game.

Bats or any other equipment thrown in anger will result in the batter being declared out and dismissal from the game with the ball being declared dead.

A bat that slips from the batter's hand will result in a warning to the team for the first occurrence. The second team occurrence will result in the batter being declared out, the ball declared dead, and the runners unable to advance. This ruling is based on the judgment of the umpire and is a non-arguable judgment call.

Grievances the Grievance Committee will handle only the following matters: • Protests pertaining to lightning/thunder scenario. All other weather, darkness, curfew, etc. decisions are the sole responsibility of the umpire and will not be reviewed. • Reported incidents of improper conduct by team managers, coaches, players, or spectators that are of a nature that poses a threat to the health and wellbeing of the players and/or the league. • No other protests are allowed.

Umpires Each scheduled game shall be officiated by at least one umpire for all divisions.

If no umpire arrives within 15 minutes after the scheduled start of the game, the managers may, upon mutual agreement, select an umpire from available coaches and parents. If no agreement can be made, the game shall be considered canceled and will be rescheduled.

It is strictly the responsibility of the umpire to decide issues of the 90-Minute Rule, halt the game due to darkness, curfew, minimum number of players, etc. The umpire's decision on these matters is final and must be followed by both managers.

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Manager Only Rule - Only the team managers or the designated acting manager can approach the umpire (s) to discuss an issue. Coaches, players, and spectators are not allowed to approach the umpire(s) to discuss any issues. Coaches are not allowed to add their input in any consequential discussion between umpires and managers.

The only individuals allowed to approach and discuss matters with the umpire(s) are the team managers or the designated acting managers. Both team managers should participate in any conferences with the umpire(s).

It is the responsibility of team manager or designated acting manager to ensure that only they and the other manager engage in the discussions with the umpires. All discussions should be conducted in a respectful manner.

The manager only rule shall also be in effect for pre-game conferences with umpires.

Players A minimum of 8 players is required for a team to start a game. A team that cannot field the minimum number of players within 15 minutes after the scheduled start of the game will automatically forfeit and the game will not be rescheduled. The exception to this rule is if both managers agree to extend the 15-minute time period, if a late player arrival is expected.

If a manager has advance notice that their team will be short the minimum number of required players for a game, the manager has the option of calling a player up from a lower division to act as a substitute player for that game. Players can only be called up from a lower division; no player can play down from the current division that they are playing in as a substitute player. There are no restrictions as to what position the substitute player can play. Managers may arrange their own call ups but must notify their divisions' coordinator of such action.

A team that loses a player due to an injury that occurred during game play, and as a result no longer has the required minimum number of players to continue the game, may at the managers discretion continue to play with less than the minimum number of players or may ask for and be granted a forfeit. Pinto – 10 players on the field. The positions are pitcher, catcher, 1st, 2nd, 3rd, short stop, right field, center field, short center, and left field. Short Center has to be behind second base before the pitch crosses home plate.

Home Team Responsibilities It is the responsibility of the manager of the designated home team to set up the bases, pitching machine and pitching rubber prior to the start of the game. It is the responsibility of the manager of the designated home team to retrieve the items from the field and place them back in the lockbox after the game. Base pegs must be replaced on the field and the clean-out tool returned to the lockbox. It is the responsibility of the manager of the designated home team to make sure that the lock on the lockbox is securely locked before they leave a field.

The home team is responsible for supplying a new game ball at each game. These balls are supplied by MBSA to the manager at the beginning of the season.

It is the responsibility of the manager to go onto MBSA.org and fill-in the score as soon as possible after completion of the game.

Missing or damaged equipment should be reported to the division coordinator immediately after the game.

Base Lengths The distances between the bases are as follows: • Pinto – 50 feet

Pitching Distance, the distance for the placement of the pitching rubber will be the measurement from the back tip of home plate to the pitching rubber. • Pinto – 30 feet

Pitching Mound • Pinto – 16-foot diameter

Game Length • Pinto – Minimum 3 innings / 6 innings maximum play

Pre-game Conferences It is recommended that both managers or the designated acting manager(s) and the umpires have a conference prior to the start of the game to discuss:

- The Manager Only Rule
- Hit-by-Pitch
- Strike Zone
- Agreed upon number of defensive players that will play in the field
- Any other issue that is felt to be relevant to game play or the players

- PINTO - No new innings will begin after 1 hour and 45 minutes of play and all play will stop after 2 hours has elapsed regardless of the situation

Played Innings - • Pinto – after 4 innings have been completed, 3 ½ if the home team is leading

If a game becomes official but does not finish due to darkness or adverse weather conditions, the score that existed at the end of the last completed full inning will be the final score of the game.

If the required minimum number of innings for the division have not been played and the game was called for one of the following reasons – darkness, or adverse weather conditions and a team was leading by 15 or more runs, the game will be considered complete, over, and official. The score will be recorded and the results included in the division standings.

A game that is not official but is suspended due to weather shall be rescheduled and started from the top of the first as if the game had never been played.

Ties - If the game is halted due to darkness, or adverse weather conditions, the official result will be a tie. For the Pinto division only, if after the 6th inning of play, the score is tied, the game will not continue and be recorded as a tie.

Slaughter Rule – The Slaughter Rule can be enforced if a team is leading by 8 or more runs after • Pinto - 4 innings, 3 ½ if they are the home team.

The game will be considered official and the results will count. Slaughter Rule will be in effect from the above-mentioned inning until the end of the game. If a sufficient lead is established such that the trailing team cannot overtake the leading team, the game will not be halted unless by mutual agreement of both managers.

Players Played Innings • Pinto – Every player will have equal playing time and every player must sit out equally.

If a player has not played the required minimum number of innings due to a shorted game, the player must start defensive play in the next game.

Line-ups Lineups must be submitted to the opposing team manager for each game no later than 10 minutes prior to the start of the game. These lineups will include the name of the player, her number, and the continuous batting order that will be employed for the duration of the game.

Late players that arrive after the start of the game are to be placed as the bottom of the batting order.

Batting Order A continuous batting order including all team members must be employed. Late players that arrive after the start of the game must be placed in the bottom of the batting order. Players will bat in the order designated in the line-up regardless of whether they are employed in the field or not.

If the player who is listed in the batting order is not present, the batter will be skipped without penalty and they will bat the next time their turn comes up. The opposing manager should be informed immediately when this situation occurs. A courtesy runner cannot be used in this situation.

A team may not bat more than 9 batters for any one inning, regardless of the number of outs, except for the last inning.

5 Run Limit – A team may not bat after they have scored the fifth run for any inning, regardless of the number of outs. A team's half of an inning ends when the play during which the fifth run is scored. Play continues until the ball is dead by rule. No continuation runs will be allowed. For example, if 4 runs have already been scored, the bases are loaded and the batter hits a triple, only one run can count.

Last Inning – In the last inning, or the inning that the umpire declares will be the last inning (the umpire must declare this before the first pitch of that inning is thrown), the 9 batter rule and the 5 run limit are suspended. A team may score more than 5 runs and must obtain all 3 outs in order for their half an inning to be over. Unlimited batters and unlimited runs.

Base running- The batter may run all the way to third base on any hit at her own risk of being thrown out, however, if there is an attempted play at first base, the runner may not advance to second on an over throw. Runners on any base may advance all the way home on any hit. Runners may not advance on an attempted out of the lead runner. For example, there is a force out at second base and a fielder fields the ball and overthrows it to second base, the runners may not advance on that play. If there is a runner on second base only and the fielder overthrows the ball to first base, the runner may run all the way home and the batter will stay at first base.

Courtesy Runner If a player is injured and unable to run the bases to the fullest extent, the manager may request a courtesy runner through the umpire. The most recently retired batter will be the designated runner. If there are two outs and the catcher get on base, a courtesy runner should be used in the same manner to allow the catcher time to put on their protective gear.

Stealing – Will be allowed after 4 games have been played by all.

Lead offs- Will be 2-3 steps after the ball leaves the pitchers hands. NO STEALING WILL OCCUR FIRST HALF OF SEASON OR UNTIL 4 GAMES ARE COMPLETE WHICHEVER COMES FIRST. One base per batter may be stolen on any pitch. Stealing home or double steals are not allowed. Only the lead runner may steal and this will be limited from 1st to 2nd base. If a runner improperly attempts to steal a base because a base has already been stolen during the current at bat or she is not the lead runner, the runner will be returned to the proper base without risk of being put out. There is no walk continuation or walk into a deal allowed. Violation of this rule will result in the player will be called out. UMPIRES DISCRETION AND ALSO COACH RESPECT WILL BE UTILIZED AS PAST BALLS WILL NOT RESULT IN A STEAL. The fundamental goal behind this rule change is to prepare girls for the next level of play while remaining to have FUN playing the game.

Sliding – In all divisions, all players must make any attempt possible to avoid contact with other players.

Bunting - not allowed

Infield Fly Rule – not allowed

Dropped 3rd Strike – not allowed

Unlimited Fouls Balls

Defensive Substitutions Free defensive substitutions are permitted. A pitcher may not leave and re-enter as a pitcher in the same inning.

Pitching The pitcher shall take a position with both feet in contact with the pitching rubber. The pitcher may not step backwards at any time. The pitcher may only step into a pitch. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter. • Pinto – A pitcher cannot pitch more than 2 innings.

The above inning limits do not have to be consecutive innings. One pitch in an inning counts as a full inning pitched.

Pinto division only – A pitcher can pitch to one batter until • The ball is in play • The batter strikes out • The pitcher pitches three balls After the 4th ball, the offensive coach will pitch to the batter from the pitching rubber. The coach will follow the count on the batter. For example, if the count is 4-2, the coach will pitch only one ball.

Hit-by-Pitch – If a batter is hit by the ball, the hit must be a solid hit. If a batter is not solidly hit with the ball or the ball hits the ground before reaching home plate, the umpire will not consider a hit-by-pitch.

If a pitcher hits 2 batters in one inning, the pitcher must be replaced for the remainder of that inning. The pitcher may return to pitch subsequent innings if they have not fulfilled

the divisions pitching inning limit. If a pitcher hits three batters in a game, the pitcher may not pitch at any time during the remainder of the game.

If the home plate umpire rules that the batter did not attempt to avoid the pitch, and does not award the batter first base, then it will not count as a hit batter. The umpire will be solely responsible for this determination which is a non-arguable judgment call.

Before the game, the managers should discuss with the umpires the hit-by-pitch rule and make it clear that is a safety rule and that it is solely the umpires call. No one will discuss or attempt to influence the umpire's decision.

The strike zone will be defined as the area over home plate, between the armpit and the bottom of the knees. Managers should ask the umpire before the game what they intend to use as the strike zone. This serves to clarify the strike zone for all parties. If a manager feels that the umpire's strike zone has shifted during game play, the manger has a right to call a conference with the umpire and the other manager to discuss the situation.

Dead Ball The ball will be considered dead once there is an attempt to get the ball back to the pitcher. The ball should be within the designated pitching circle. (It will be up to the umpire's discretion on whether it was a true attempt to get the ball back to the pitcher.) Once the ball is dead, no runner may advance. Any runner who has not gone past the halfway point to the next base must go back to the preceding base.

In the event of an obvious injury to a player, the umpire may declare the ball dead and call a time out. The umpire will be responsible for the judgment as to the position of the runners.

1. No cheers will be allowed where they are calling to players on the opposing team either by name, number, or position. We are all part of the same organization. We cheer for our team, not against the other team. If excessive, the umpire can issue an out (or take one back) in favor of the non-cheering team, after a warning is given. Only one warning, to EITHER team, will be given. A team can lose an out even without warning if the other team was warned previously.

2. One mandatory practice will be scheduled per week per team.