

2017 MGSA-Morton Area League

League & Tournament Guidelines

Level 1- (5 & 6 year olds)

Level 2 - (7 & 8 year olds)

Level 3 - (9 & 10 year olds)

Level 4 - (11-12 & 13 year olds)

All MGSA Divisions will follow the 2017 A.S.A Softball rules with the following exceptions

A. Exceptions for all divisions

1. The Home Plate Umpire will keep the official time with a timer provided by MGSA.
2. Free substitution on any dead ball. Players at any position may be removed from the field and reinserted at a later time.
3. All players on the team roster will bat in a rotation submitted by the coach at the beginning of a game. A player arriving late will be immediately inserted at the end of the original batting order. If a player becomes ill or injured, that player may be temporarily moved from the batting order without penalty.
4. Players must wear the uniform shirt provided by the league (unless prior approval has been granted). Shirts must be tucked in at all times. Black shorts (school-approved length) or softball pants are required for all divisions. Compression or sliding shorts and leg slider are highly recommended to be worn. No metal spikes are allowed.

B. MGSA League Rules:

1. For tournaments only: Each team shall designate an official scorekeeper. Both will compare scores at the end of each inning. In the event of a disagreement, the Home Team book will be the official score, unless protested by the visiting team within the inning. At the end of the game, the HOME TEAM shall turn in a copy of the score to the umpire to be filed in the concession stand. Both coaches shall sign the scorecard.
2. The Home Plate Umpire has final authority on all game situations and determine when to call a game due to darkness or weather. The umpires shall turn in the scorecard at the end of each game.
3. Harassment of any umpire by any coach, player, or spectator will not be tolerated. This behavior can and will result in ejection from the ball field or park.

4. Only coaches may question a ruling by an umpire. Judgment calls like balls/strikes or safe/out calls **cannot** be questioned or commented upon. If coaches would like to discuss an umpires judgment calls please contact the Umpire coordinator Jack Knight @ knightj71@gmail.com within 48 hours of your game.
5. Any coach or spectator that uses foul or abusive language or is under the influence of alcohol or any other controlled substance will be ejected from the park.
6. The MGSA Board has adopted a NO TOBACCO POLICY, this includes e-cigs & dip. Coaches are to refrain from using all tobacco products in the presence of our young athletes.
7. Any player or coach who throws equipment of any kind in a disrespectful manner is subject to ejection from the game.
8. Each coach is responsible for the conduct of his/her players and spectators. Unsportsmanlike conduct could result in either ejection from the field or forfeiture of the game.
9. PARK LITTER is the responsibility of all teams, players and parents. Trash barrels are located throughout the park. Each COACH is responsible for picking up the litter on their side of the diamond, in their dugout and sweeping out their dugout.
10. No one is allowed on the playing field during a game unless in a coaching capacity (or emergency situation). All spectators should be seated away from the bench and not in such a manner as to interfere with any other activities in the park. Coaches, Board Members & Umpires can enforce this.

C. Level 1 Rules Coordinator Angela Timmons antimmons@gmail.com

1. Level 1 will have a minimum number of 5 players present at game time or the game will need to be re-scheduled. Teams may share players if both coaches agree. If players arrive after the start of the game, they will be inserted into the game. If it is known in advance of game day that five players will not be present, the coaches are expected to contact the Scheduling Coordinator, Chris Sharp @ mortonmystics12u@gmail.com to reschedule.
2. There will be NO catchers.
3. There will be no base stealing. Runner can only advance when a ball has been hit. Only 1 base per hit or at bat.
4. An inning ends when everyone on the team has had an opportunity to bat.
5. The time limit for all games in Level 1 is 50 minutes.
6. Score is not kept.

7. A batting tee will be utilized for all players for the first 4 weeks of the season. During the last portion of the season coaches **may** pitch to players. Coach pitch rules will be sent to each Level 1 coach in the near future.

8. All team members will play in the field each inning. You can have up to 6 players (including pitcher) in the infield at a time. Outfielders will play behind the baseline.

9. Players will rotate positions every inning, unless circumstances deem impossible.

10. Coaches we would like you to start teaching the girls a basic understanding of softball rules & skills.

Basic Rules & Skills to be introduced at Level 1:

- How to throw a ball
- How to catch a ball
- How to swing the bat
- Names of positions and where they are on the field
- Where to run after you hit the ball
- Common softball rules, force outs, tag outs, not always throwing to first base

11. Participation awards will be given to each player at the end of the season.

12. Coaches are allowed to position themselves in the field to coach the girls on defense. This is to help the girls as to where to play the ball.

13. Players must rotate positions every inning unless circumstances deem impossible.

14. There will be no umpires at this level.

B. Level 2 play Coordinator Jason Dally jddally@hotmail.com

1. Level 2 will have a minimum number of 5 players present at game time or the game will need to be re-scheduled. If players arrive after the start of the game, they will be inserted into the game. Teams may share players if both coaches agree. If it is known in advance of game day that five players will not be present, the coaches are expected to contact the Scheduling Coordinator, Chris Sharp @ mortonmystics12u@gmail.com to reschedule.

2. All team members will play in the field each inning. You can have up to 5 players (including catcher) in the infield at a time. Outfielders will play behind the baseline. There will be **NO** girl playing in the pitcher position

3. There will be no base stealing. Runners can only advance when a ball has been hit.

4. There will be no walks issued. 3 swinging misses or 5 pitches from the pitching machine. We will **NOT** use the tee at Level 2

5. An inning ends when five runs are scored or three outs are made.
6. Time Limit for Level 2- No new inning will be started after 60 minutes but we will complete the full inning once started.
7. The pitching machine will be utilized at a distance of 35 feet from home plate. Coaches shall feed the machine for their own team. The speed of the machine will be set at the beginning of the game and may not be altered during the game unless special circumstances (wind speed/direction).
8. Runners may advance one base on hits to the infield. If the ball reaches the outfield, the runner may advance at their own risk. Runners may not advance on an overthrow, or any throw to 1st base. The runners will stop advancing once the ball is returned to the infield. The umpire shall rule whether the advancement was legal and shall send the runner back if necessary.
9. All team members shall play in the field each inning. No more than 7 players (including the catcher) can play in the infield at a time. Outfielders will play behind the baseline.
10. Participation awards will be given to each player at the end of the season.
11. Coaches shall be allowed on the field to help give instruction to the girls on defense
12. Players must rotate positions every inning, unless circumstance deem impossible.

C. Level 3- Coordinator Chris Jones chrisjones@theplate.com

1. Level 3 will have a minimum number of 6 players present at game time or the game will need to be re-scheduled. If players arrive after the start of the game, they will be inserted into the game. Teams may share players if both coaches agree. If it is known in advance of game day that six players will not be present, the coaches are expected to contact the Scheduling Coordinator, Chris Sharp @ mortonmystics12u@gmail.com to reschedule.
2. A complete team shall consist of 10 players. You can have a maximum of 6 players in an infield position. You can have a maximum of 4 players playing an outfield position. These outfield positions must be played behind the infield positions. All infield positions (except catcher) must be behind the pitcher.
3. Runners may only steal second and third base. Runners may steal second or third base once the pitcher releases the ball. To encourage catchers to make a play when a runner is attempting to steal, the runner may only steal that one base. Runners accidentally running beyond will result in an umpire call "dead ball" and sending the runner back to the appropriate base without being called out.
4. Only one base may be

taken on an overthrow. One overthrow shall be allowed per "hit ball". Once the ball is returned to the pitcher, no advancement will be allowed. The umpire shall rule whether the advancement was legal and shall send the runner back if necessary.

5. An inning ends when **five** runs are scored or 3 outs are made
6. Games shall be completed within the 90-minute limit. No new inning may be started after 70 minutes, unless the game is tied. A new inning begins when the third out of the previous inning is recorded, or the 5th run is scored. If a game is tied at the 70-minute mark, only one extra inning shall be played. The game CAN end in a tie.
7. This division will a 11" softball from a distance of 35 feet.
8. A player may pitch no more than 3 innings per game. One pitch in an inning counts as an inning pitched.
9. The strike-zone is determined as the area of a batters shoulders to their knees. This zone is determined while the batter is in a standing not crouching position.

D. Level 4 play- Brian Carpenter

1. Level 4 will have a minimum number of 6 players present at game time or the game will need to be re-scheduled. If players arrive after the start of the game, they will be inserted into the game. Teams may share players if both coaches agree. If it is known in advance of game day that six players will not be present, the coaches are expected to contact the Scheduling Coordinator, Chris Sharp @ mortonmystics12u@gmail.com to reschedule.
2. A complete team shall consist of 10 players. You can have a maximum of 6 players in an infield position. You can have a maximum of 4 players playing an outfield position. These outfield positions must be played behind the infield positions. All infield positions (except catcher) must be behind the pitcher.
3. An inning ends when 5 runs are scored or 3 outs are made.
4. Games shall be completed within the 90-minute limit. No new inning may be started after 75 minutes, unless the game is tied. If a game is tied at the 75 minute limit, only one extra inning shall be played. (A new inning begins when the third out is made or the 5th run is scored)
5. Players will pitch from a distance of 40 feet. A player may pitch no more than a total of 3 innings per game. One pitch in an inning counts as an inning pitched.