

# OFFICIAL RULES METROWEST GIRLS SOFTBALL

MINORS DIVISION

Grades 3 and 4

Updated Aug 2024

To develop and maintain consistency in the operation of the Metrowest Girls Softball League, a statement of League Philosophy, Rules and Regulations has been put together based upon a consensus of representatives from the participating towns.

## PHILOSOPHY

Metrowest Softball is not in existence to promote competitive play. Every child who wishes and can commit to play for the season will have a place on a team roster and will be provided equitable opportunity to play. The primary goal of the league is to promote a love for the sport while developing the skills of young players. In that spirit, roster moves and coaching decisions should align with providing opportunities to develop rather than winning or losing games. Our collective efforts to support this philosophy offer all players an opportunity to develop and improve as they consider participation in more competitive settings elsewhere.

## RULES AND REGULATIONS

If rules are not specifically covered, USA Softball U10 rules shall govern play. The table below summarizes the key rules, for more details see Sections A - G below.

<b>Rule #</b>	<b>Rule</b>	<b>Explanation</b>
C1	Pitching Distance	35 feet
C4	Pitching Limit	<b>3 innings</b>
D5	Ball	11" FLEXI Softball
E6	Dropped 3 <sup>rd</sup> Strike	Batter does NOT advance to 1B
E7	Infield Fly Rule	Infield Fly is NOT in effect
E8	Bunting	Allowed only once per half inning
E9	Slashing	Is NOT allowed
E10	Stealing	Stealing 2nd base is prohibited. Stealing home is prohibited. Stealing 3rd base is allowed upon release, no more than 2 times per half inning.
E11	Bunting/Stealing Run Limit	Bunting and stealing are NOT allowed when the team at bat is ahead by 8 or more runs. Runners are only allowed to advance on a batted ball.

F1	Inning Run Limit	4 runs per half inning
F2 & F3	Game Time Limit	6 complete innings or 1 hour and 45 minutes from the start of the game, whichever comes first
F4	Mercy Rule	15 or more runs after team that's behind has batted at least 4 times

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**A. Scheduling**

1. A league representative should be consulted to confirm postponement or rescheduling of a game (there are **no** make ups games for **fall softball**).
2. The visiting coach and the umpire must be notified at least 2 hours prior to game time if a game is to be postponed due to weather conditions.
3. The umpire will use his/her discretion in deciding if a game is to be postponed due to weather conditions at the beginning of or during the game.
4. Games must be stopped immediately upon sighting of lightning or upon hearing thunder. Fields must be cleared for at least 30 minutes AFTER the last time thunder is heard or lightning is seen.
5. *Each game is 6 innings.*

**B. Players**

1. Each team will play up to 10 players in the field at a time.
2. There will be no substitutions allowed using players from higher divisions. Registered players from the same town, but different teams (including 2nd graders), may be used to play a game only as a last effort to get enough players to prevent forfeiting a game.
3. Added players must be placed at the end of the batting order and regular team players must get their first choice of field position.
4. Added players are not allowed to pitch.
5. Coaches should do everything they can to play the game as scheduled even if they are short-handed. If one team is short-handed the opposing team is strongly encouraged to send players to the short handed team to increase opportunities for balanced play and playing time for players.
6. A team expecting to have fewer than 7 players is obligated to contact the opposing coach at least 24 hours before game time to reschedule the game.
7. All players will be included in a continuous batting order. The initial batting order reflects those players ready to play at game time. Late arrivals must be placed at the end of the batting order, not inserted in the middle of the line-up as they arrive. If an injured player in the continuous batting order is unable to play she will be skipped in the order and the opposing team will not get an automatic out.
8. Each player must play 2 complete innings in the field unless the coach has a valid reason for not playing her.
9. Free defensive substitution rules are in effect.
10. Defensively a coach will position players in the following universally accepted infield positions: pitcher, catcher, first base, second base, third base and shortstop. Additional defensive players are outfielders. All outfielders must start each pitch with both feet on the outfield grass

**C. Pitching**

1. The pitcher's plate will be 35 feet from the apex (point) of the plate. To ensure the safety of the pitcher, the pitcher is not allowed to pitch from less than 35 feet. The pitcher's feet always must start

from the pitching rubber.

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2. Balls and strikes will be called.
3. Players pitch the entire game.
4. **ANY player can be re-inserted as a pitcher** during a game if she hasn't pitched her maximum of 3 innings yet.
5. One pitch constitutes an inning pitched.
6. If a pitcher gets to **3 balls** on a batter a coach from the team that is batting will come in to finish that batter's at bat. (The number of strikes on the batter carries to the new pitcher).
7. Every at bat will end with a hit or a strike out.
8. Three strikes will constitute an out.
9. Batters are not allowed to walk. This is an attempt to speed up the game and prevent multiple walks.

### D. Equipment & Field of Play

1. The bases will be 60 feet apart.
2. Double safety base is required at 1st base.
3. Batting helmets with face masks are mandatory for batters, base runners and players waiting on deck.
4. Throat protectors, shin guards, chest protectors, and catcher's helmets with masks are required for catchers.
5. Eleven-inch FLEXI softballs will be used.
6. Fielding masks are strongly encouraged (they are mandatory for infielders at the Majors level)
7. All bats must visibly display an USA Softball approval stamp.



### E. Game Rules

1. Each team is allowed to have coaches on the field during the game to provide fielding instruction. The coach may not interfere with the play. This should be weaned as much as possible during the second half of the season.
2. The home team score book shall govern the score of the game.
3. The look back rule is in effect. When a pitcher has the ball within a 8-foot radius around the pitcher's rubber, the base runner is obligated to proceed in either direction to a base. Play freezes when the pitcher has control of the ball. Runners in between bases must go to the closest base.
4. Any tied games (at the end of playable conditions or 6 innings) are declared ties.

5. A **courtesy runner will be encouraged for the catcher** with 1 or more outs to allow for equipment change. The courtesy runner will be the latest recorded out.
6. A dropped 3rd strike by a catcher is a strike and an out.
7. The infield fly rule is not in effect.

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8. Bunting is permitted but only once per half inning. For additional bunt attempts, the ball is dead and the pitch is called a strike.
9. Slashing (i.e. squaring to bunt then pulling back and swinging away) **is not allowed**.  
The ball is dead and the batter is out.
10. Stealing 3rd base is allowed upon the pitcher's release, no more than 2 times per half inning. Stealing 2nd base and/or home plate are prohibited.
11. Base runners may only proceed home via a hit **or by tagging up**.
12. Bunting and stealing are NOT allowed when the team at bat is ahead by 8 or more runs.
13. If a thrown ball hits a base runner, that runner is safe.
14. Runners are allowed to tag up on fair and foul balls.
15. ASA umpires will be used for all league games.
16. **A ball will be declared to any batter that is hit by a pitch**. However, a batter will be awarded a walk if injured, or fears injury, upon the discretion of the umpire and coaches.

### F. Run/Time Limits

1. There is a **4 run per inning rule**. Once a team has scored 4 runs, the half inning will be terminated, regardless of the number of outs. This applies to all innings including the final one.
2. At the 1 hour and 20 minute mark of the game, you will finish the inning you are currently playing. The next inning will be your last inning. If the inning ends before the maximum time limit of 1 hour and 45 minutes, the game is over. If there's a batter up at the 1 hour and 45 minute mark, that batter may finish the at bat.
3. Games may end in a tie after 6 innings or 1 hour and 45 minutes.
4. *Mercy rule is in effect once the losing team has batted 4 times and they are down by 15 or more runs.*

### G. Safety Rules

1. Metrowest strongly recommends the use of fielding masks on the playing field and/or mouth guards for all players.
2. A batter that throws the bat will be given a warning (the umpire will inform the coaches and the player of the warning). The second time a batter throws the bat the player will be called out.
4. If the defensive player blocks the base path without possession of the ball, the runner will be safe. The defensive player is not allowed to stand on or straddle the base path, a base or home plate unless they have possession of the ball.

3. ASA rule on avoiding collisions states:

- i.* In an effort to prevent injury and protect a defensive player attempting to make a play on a runner, a runner must be called out when they remain on their feet and crash into a defensive player who is holding the ball and waiting to apply a tag. To prevent the out ruling, the runner may slide, jump over the defender holding the ball, go around the defender or return to the previous base touched.