

**2010 MCGSA**  
**LOCAL PLAYING RULES**  
**FOR 10U DIVISION**  
**AND**  
**LEAGUE REGULATIONS**  
**REVISED 2/2012 V1.3**

**2010 Murphey Candler Girls' Softball Association (MCGSA) Local Rules for Intramural Play as adopted by the MCGSA Board of Directors February 2011.**

It is the intent of this body to make the play as safe and competitive as possible. The rules and order of play is taken from the 2009 ASA Participant Manual. Any and all rules NOT listed below will be taken from the present year ASA Participant Manual. The umpires will be notified all play is based on ASA rules with the listed exceptions.

**I. Classification**

A. Each of the intramural divisions described below shall play by ASA rules with the exceptions of the following MCGSA intramural playing rules which shall apply:

1. 10U Division: Age 10 and under but not reaching 11 prior to January 1 of the current year.
2. 12U Division: Age 12 and under but not reaching age 13 prior to January 1 of the current year.
3. 14U Division: Age 14 and under but not reaching age 15 prior to January 1 of the current year.
4. 16U Division: \*\*\* Under Review \*\*\* Age 16 and under but not reaching age 17 prior to January 1 of the current year.

**II. Eligibility of players for league play**

- A. All players must be attending elementary, middle, junior high, high, or home school during the current year or must have graduated from high school.
- B. Expectant mothers may not participate.
- C. Exceptions may be granted by a majority vote of the MCGSA Board of Directors.

**III. Team Entry Requirements**

The MCGSA Board of Directors shall establish the opening date of league play each year. All teams should be assembled for league play approximately two weeks prior to the first official game.

**IV. Rosters and Player Pools**

A. All team rosters will be made by the league director and a committee composed of the team coaches. The players' skill levels will be distributed as equally as possible from the players' tryout scores. There are three exceptions to this rule:

1. Manager's and coach's daughter(s) will be assigned to their team.

2. Sister option: Sisters will be placed on the same team unless parents request separate teams, if they are in the same age bracket.
3. The Buddy system: If a player brings a friend to registration with her that did not play at MCGSA the previous year, they may play on the same team, provided they are in the same age bracket.

B. It is the intention of the Association that no game be forfeited due to the fact that a team does not have enough players for that game. In order to avoid future forfeitures, the association shall establish player pools for each age division made up of players from the next lower division, (i.e., 8U for 10U). Each league director shall provide a copy of the player pool for his/her league to the league director of the next higher league.

1. In the event a manager does not have ten players available for the game he/she may use a player(s) from the player pools.
2. The requesting manager shall be entitled to a maximum of 3 players from the player pool for any given game.
3. A player from the player pool shall not pitch nor catch while playing up.
4. The requesting manager shall put the player(s) from the player pool at the end of the line up.
5. In the event the original player(s) show up after the start of the game, they must be inserted at the end of the batting order. The player pool player(s) must play a minimum of two consecutive innings defensively and may not play defensively if there are 10 original players.
6. Before the start of play, a manager shall identify the player(s) from the player pool to the opposing team manager and indicate the assigned players on the line up given to the home plate umpire.

C. All travel team rostered players who wish to play in the intramural league program may play in the next highest intramural league age group. However should there be a conflict in a game between division "A" and intramural league, the intramural league has priority unless the player is excused by intramural league manager/coach.

D. Any team using an ineligible player will be subject to suspension and will forfeit all games in which the ineligible player appeared in the line up.

E. All players must be evaluated in their own age group.

F. No player shall play out of her age group without the MCGSA Board of Directors approval.

G. Teams playing shorthanded (i.e., fewer than the required starting number) will NOT be required to take an out when the vacant position(s) in the batting order appears.

## V. Equipment

A. The home team is responsible for retrieving the helmets and scoreboard controller from the equipment room twenty minutes prior to the start of the game and returning all equipment after the end of the last game of the day. ***The last home team playing for the day MUST return all equipment and scoreboard controller to the equipment room. The controllers ARE EXPENSIVE. Please have an adult run the controller instead of a child.***

B. Bats, balls, batting helmets, chest protectors, catcher's masks, throat guards and shin guards will be provided by the league. Requests for replacement of equipment shall be made through the director in charge of equipment.

C. Protective equipment

1. The catcher shall wear the chest protector, face mask, throat guard, and shin guards both in games and practice on defense.
2. Batting helmets shall be worn by batters, on deck batters, all base runners and player base coaches both in games and in practices and must have and use a chin strap and a face mask. If a batter or base runner

shall remove or cause her helmet to be removed without first calling time out, that batter or base runner shall be called "OUT".

3. All pitchers are required to wear an approved face mask while pitching.

D. All equipment must be approved by the MCGSA director of equipment.

## VI. Umpires

A. There shall be at least one certified umpire for all 10U Division games. Remember the umpires are using their best judgment when making calls. When challenging an umpire, be thoughtful and considerate.

B. Only the manager, or in the absence of the manager, the head coach may challenge an umpire's call. Don't challenge a judgment call.

## VII. Protests

Protests will follow ASA rules.

## VIII. Games Procedures

A. All teams must be ready for play at the scheduled starting time. Failure to be ready to play will result in forfeiture.

- a. All games have a 10-minute grace period. The game clock starts on time.
- b. The second scheduled game shall start fifteen minutes after the first game is complete or the scheduled starting time, whichever is later.
- c. The official starting time shall be determined and announced by the home plate umpire and recorded in the official home team scorebook by the official scorekeeper.

B. All games (except for the championship game) are limited to one hour and fifteen minutes playing time or six innings, whichever comes first. All innings starting 55 minutes after the official game start will be open with an 8 run max. No inning shall start after one hour and 15 minutes from the official start time. All innings must be played to conclusion unless the home team is ahead in the bottom half of the inning and game time has expired.

C. In all games but the championship game a nine run lead after the completion of three and a half innings of play shall constitute a complete game regardless of time.

D. If the game is tied after the game limit rule the ASA tiebreaker rule will be used (only applies in the playoffs or championship game) Regular season games may end in a tie.

E. In each of the first three innings, the team at bat is limited to a maximum of three (3) runs unless the third inning starts more than 55 minutes after the start of the game, in which case the third inning is an "open" inning. The fourth and later innings are always open innings. The "open" innings will have an eight (8) run limit.

F. A game is called due weather or some other issue it will be official after three and a half innings of play. If a game is called prior to three and a half innings being played the game will be scheduled to restart at the same point the game was called. Batting orders should be retained and used upon the restart.

G. In the event a game is suspended due to weather conditions, a Board Member or League Director shall have the final decision over whether a suspended game should be stopped or restarted. The maximum delay will be one hour, after which the game will be rescheduled for a later date. All parties will adhere to the DeKalb Parks and Recreation Department's Sports Association Policy and Procedures Manual regarding inclement weather procedures, as follows:

**Lightning Detection:** We have a lightning detection system in place at Murphey Candler Park. The system will detect the buildup of static electricity in the air, an alarm will sound when there is a high probability of a lightning strike. All

players and spectators should immediately go to their vehicle, or move indoors when the lightning siren is activated. The dugouts, concession stand, and the central pavilion are not to be used during a lightning warning. An all-clear siren will indicate when the threat has passed and we are ready to play again. At the announcement of a severe weather watch, the organization will prepare to stop play and secure the facilities, including: removing to storage all movable equipment i.e., bats, batting helmets, etc.

At the announcement of a severe weather warning — ALL PLAY WILL STOP — all players, spectators, coaches and league officials must leave the facility in an orderly manner. The facility will be closed for use.

H. All canceled or suspended games will be rescheduled as soon as possible by the 10U director and posted on the league calendar. Failure of any team to show up for a rescheduled game will result in forfeit.

#### **IX. Rescheduling Procedures**

After the official league schedule is published, only the following 2 reasons will be accepted to postpone or reschedule a game:

1. In the event of inclement weather rendering the fields unplayable, the Board, a Board Member, or the League Director will cancel the games. You may go to the website, [www.mcgsa.com](http://www.mcgsa.com) for weather conditions. The director of scheduling will post the rescheduled game dates on the bulletin board within one week. It is the manager's responsibility to get the rescheduled dates from the director.
2. Should an event occur (i.e., school trip) whereby a team will lose four or more players for a game, the manager of said team must contact the league director at least one week prior to the scheduled game. The league director will in turn immediately notify the manager of the other team and the director of scheduling. Failure to follow this procedure will result in a forfeit.

#### **X. Practices**

A. No intramural team shall practice more than three times per week. Each practice session will last no more than two hours. Once the official games begin there shall normally be one or two games scheduled per week, in which case practices are limited to one or two sessions per week, so long as the team does not meet more than three times per week including games.

B. No players shall be left at a practice or game without the supervision of an adult who is affiliated with MCGSA as coach, manager, or board member. If a player is not picked up within twenty minutes of the conclusion of practice or game the adult may take the player to the adults home where she will remain until picked up by her parents or guardians. Managers are responsible for notifying all parents of this rule and monitoring its enforcement.

#### **XI. Sportsmanship**

Good sportsmanship should be displayed by coaches and players at all times. No one (including spectators) will be allowed to use cheers that taunt or insult the opposing team.

#### **XII. MCGSA Alternative Rules to ASA**

A. The defensive team will consist of ten players on the field. If a team shall have only seven players available for any game, the game shall still be played with seven defensive players on the field. The opposing team shall not be restricted and may use ten defensive players on the field.

1. All team members attending the game must play a minimum of two consecutive innings defensively by the fourth inning. This rule may be waived in the case of a player disciplinary problem or an injury. If a player is disciplined by her manager, the manager must notify the opposing manager and the plate umpire prior to the start of the game. If the injury is during the game, a player may be removed from the game at any time.

B. The following rules apply:

1. No Walks - Coach Pitch

- a. When ball four is called on any batter, the pitcher gives way to a coach from the batter's team. The coach picks up the existing strike count. The coach, pitching underhanded and maintaining contact with the pitching rubber, throws up to four additional pitches to the batter. The coach while acting as pitcher may, before the pitch is thrown, verbally position the batter in the batter's box, but should otherwise be silent and positioned away from the play. A coach when acting as pitcher **MAY NOT** coach, cheerlead, encourage, touch, assist or instruct batters or runners during a play unless the coach has first returned to a coaching box in foul territory. If while pitching, a coach is hit by a batted ball or interferes with a fielder attempting to make a play, the batter/runner is out and the ball is dead.
- b. Any pitch by a coach that is deemed a strike by the umpire shall be called a strike, and if the strike is the third strike, the batter is out.
- c. If the batter does not reach base safely by the coach's fourth pitch, the batter is out, unless the fourth (or subsequent) pitch is a foul ball that does not result in the batter being out, in which case the coach throws another pitch. (As per normal rules, the batter is not retired on a foul ball unless the ball is a foul tip or otherwise caught for an out.)

2. Rotation.

There is free substitution of players on defense. Players must start at least every other game. In games lasting 3 innings or more, each player must play at least 1 inning in the infield (defined as P, C, 1B, 2B, 3B, or SS) during the first three innings of the game. No player shall sit out more than one inning in a game until all players have sat out one inning. No player shall play more than 2 innings in the infield during the first 3 innings of the game.

3. Limit on Innings Pitched

A pitcher may pitch in a maximum of three innings but not pitch in more than two innings in a row

4. Lead Offs and Stealing

Lead Offs and Stealing follow ASA rules except for the following:

- a. A runner on first may steal second base.
- b. A runner on second base may steal third base.
- c. A runner on third may not steal home.
- d. A pickoff attempt from either the catcher or pitcher is a ball in play and the runners may advance. This is called the Puckett ruling.
- e. There is no stealing of coach pitch.
- f. A runner may not lead off the bag until the pitched ball crosses the plate. Runners may not lead off on coach pitches.

5. Overthrows

- a. In order to encourage plays at first, the batter/runner may advance only to second on an overthrow to first, even if she has rounded first before the overthrown ball arrives. The runner will always be at risk. For example: a runner attempting to take more than second base on an overthrow will be returned to second base at the conclusion of the play but will be at risk while attempting to advance.

Runners on other bases may advance as far as they are able to go on the same play.

- b. On overthrows to any other base, runners may advance as far as they are able to go with the following exception: If a runner on first or second at the beginning of a play attempts to steal second or third, and the catcher or any other fielder overthrows the base in an effort to make the play, the runner may not advance past the base they were headed to when the steal attempt was made.

- c. Overthrow from catcher to pitcher during normal play with no attempt at getting a runner out is considered a dead ball.

6. Ball in Pitcher's Possession in the Pitcher's Circle

When the pitcher has the ball inside the eight-foot pitcher's circle during or after a play, base runners who are not then forced and either (a) have stopped their forward progress, (b) are stationary on a base, or (c) are attempting to return to a base, may not advance until the next pitch is thrown.

7. Runners At Risk

Runners are always at risk until they reach a base safely. If a runner safely reaches a base to which she is not entitled, she is not out but will be returned to the proper base by the umpire after play has stopped unless Rule XI.I.3 applies.

8. Bunting

Bunting is allowed but on player pitched balls only.

9. Balks and Illegal Pitches

Balks and/or illegal pitches will not be called unless the umpire deems that it is giving a competitive advantage to the pitcher. If a balk/illegal pitch is called it will be ruled as a "Ball" in the strike count and bases will not be awarded. The spirit of this rule is to encourage teaching moments, if necessary, for the coaches and umpires to have after each half inning is played so that the umpire can explain to the coach what needs to be changed. Changing slight faults in motion mid game will discourage the pitcher. It is not the best time to work on the change.

If a pitcher's motion is ruled as such to get a competitive advantage the umpire should issue a warning and explanation of the fault in the motion so that the coach can attempt to correct it with his/her pitcher. If the illegal motion continues the umpire may award a ball to the batter.

We need to remember this is "Rec" ball and that these kids are just now learning to pitch. No other rule will sap the fun out of the game than calling this one "by the book."

10. Third Strikes

No dropped third strike.

11. Pace

Pace of play can be helped along if your next inning's pitcher or catcher is on base with two outs. You are encouraged by MCGSA and the umpires to substitute the runner(s) with the last player(s) that was recorded as an out.

D. All injuries will be reported by the team manager to the Officer of the Day. MCGSA will furnish all the necessary insurance forms.

E. Managers are responsible for the clean up of the area immediately after games. Ask your parents in the stands to help with this. **ALL TRASH IS TO BE PICKED UP AND PLACED IN THE PROPER RECEPTACLES.**

F. A MCGSA Board Member shall have authority over all situations not covered by the ASA Rulebook or these Local Playing Rules. This authority includes, but is not limited to, removal of an umpire from a game due to his/her being incapacitated or appearing to be under the influence of alcohol or drugs; ejection of an individual from the park for inappropriate behavior; and closing the park due to severe weather.

### **XIII. REVISIONS TO RULES**

- A. No rules / regulations shall be implemented without the approval of the MCGSA Board of Directors.
- B. Suggested revisions may be made by players, parents, coaches, managers, directors, umpires, DeKalb County Parks & Recreation Department officials, and other interested parties.
- C. Revisions shall be submitted to the MCGSA Board of Directors for review and discussion. The Board shall convene periodically to vote on suggested revisions.
- D. For a revision to be incorporated into the Local Rules, it must receive a majority vote for inclusion by the Board of Directors.

### **XIV. PUBLICATION & DISTRIBUTION OF RULES**

- A. The Board of Directors shall provide the Local Playing Rules to each team manager, the umpires, and other interested parties. An "OD" copy of the Rules will be posted in the Boardroom, and an umpires' copy will be included in the umpires' book in the Boardroom.
- B. Local Playing Rules shall be made available in hardcopy printed format, as well as in electronic format for posting to the MCGSA website and distribution via e-mail, CD, or diskette as required.