

FAST PITCH DIVISION RULES

(Rules include all divisions, unless otherwise noted.)

11U (Ages 9-11)**14U (Ages 12-14)****18U (Ages 15-18)**

All Fast Pitch players must play the age division according to MGSL rules. Exception is given only when there is a sibling playing for the next higher division.

MGSL reserves the right to change any divisions, playing fields, schedule times, or days of play in accordance with registrations received.

GENERAL RULES

1. Unless specifically changed by the following rules, USSSA Fast Pitch 2018 rules will prevail.
2. The distance between the bases shall be 60 feet.
3. The distance between the home plate and pitcher's plate shall be 43 feet.
Exception: 11-Under, pitching distance shall be 35 feet.
4. The game ball shall be an official USSSA 12 inch softball.
Exception: 11-Under, game ball shall be an official USSSA 11 inch softball.
5. The pitching circle shall have a diameter of 16 feet and a radius of 8 feet.
6. **11U:** Maximum of 6 teams playing on Monday and Wednesday at Orchard Hollow Elementary and any other fields deemed necessary.
14U: Maximum of 10 teams playing on Tuesday and Friday at Garfield Park, fields #5, #6, and any other fields deemed necessary.
18U: Maximum of 8 teams playing on Monday and Thursday at Garfield Park, fields #5, #6, and any other fields deemed necessary.
7. Each division team roster will be a maximum of 14 players per team.
8. There shall be a 12 game schedule played in all divisions plus end-of-season Playoff games.
9. Free substitution is permitted during all League games for all positions.
10. **INNINGS:** 11-Under will play 6 inning games.
14-U and 18-U divisions will play 7 inning games.

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11. **GAME TIME:** Game times shall be 6:00 P.M or 7:30 P.M. on the unlighted fields and at 6:00 P.M., 7:30 P.M. and 9:00 P.M. on the lighted fields. No new inning shall start 1 hour and 20 minutes after the start of the game. The Umpire will use his judgment in calling the game due to darkness or weather. Upon reaching the time limit, the game will be considered officially completed once the inning in progress has finished regardless of how many innings have been played. The official start time of the game begins at the end of the pre-game conference (by the Umpire's watch). A new inning begins as soon as the third out is recorded in the previous inning. The game may be ended if one team is leading by 12 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings.
12. **OFFICIAL GAME:** If rule # 11 was not completed or the Umpire calls a game due to weather or darkness, a game will be considered official if 1 hour and 10 minutes of the game has been played or 3 innings (2 ½, if home team is leading) were completed. Therefore, the score will be official as recorded by the Home Team at the time the game was called. If the game is tied and it can be called "official", it will be declared a tie. If the game needs to be rescheduled because it could not be declared "official", it will be according to the rescheduling procedures. Regular Season games will start from scratch when rescheduled. This "from scratch" rule does not apply to Playoff games.
13. **TIED GAME:** A tied game is a tied game. No extra innings will be played. If a game is declared a tied game, the record shall be listed as a half win/half loss. The Umpire will use his judgment in calling any game due to darkness or adverse weather.
14. **WARM-UPS:** For the first game, the team listed first on the schedule sheet (Home Team) will have warm-up time from 5:30 to 5:45 P.M. The second team listed (Visitor) will have warm-up time from 5:45-6:00 P.M. Teams for the second game will warm up on the side lines and be ready to play promptly at game time. There will be no leeway time called for the second game. If field time is available before the second game, it will be shared equally by both teams.
15. **PLAYER MINIMUM:** There shall be a minimum of eight (8) players by game time in order to play. If less than 8 players of one team are present at game time, then a forfeit shall be awarded to the opposing team. The forfeit score shall be 7 to 0. There shall be a 10 minute leeway time before the first game is called. No leeway time will be allowed for subsequent games.
16. **PLAYER MAXIMUM:** There shall be a maximum of 11 players on the field at any one time. Free substitution is allowed and every player will bat in regular rotation whether playing defensively at the time or not. **No player is to sit the bench for more than 2 consecutive innings.** Five players will play in the outfield. All outfielders must be positioned on the grass portion of the outfield prior to the release of the pitch. Outfielders may be positioned anywhere, as long as it is in the outfield!
17. **RAINOUTS:** Managers and players shall report to the field for scheduled games prepared to play regardless of the weather, unless the game is postponed in advance. Please check the flashing "Announcements" on our website (www.mentorgirlssoftball.org) for continuous updates or your Commissioner will contact you when he/she learns of a cancellation.
18. Once at the field, the Plate Umpire shall decide if games are to be played in adverse weather or field conditions before the start of a game or if the game is to continue once play has commenced.

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- 19. UNIFORMS:** All players will wear the team uniform which consists of team shirt, socks, and visor. The uniform color for bottoms will be **BLACK** for all competitive divisions; Juniors, Seniors, Adult Co-Ed, and all Fast Pitch divisions. All players will provide their own black shorts (appropriate length; not volleyball shorts) or black baseball pants. No numbers or names shall be placed on any League shirts. No one is allowed to change the shirt or sock colors, such as tie-dying, etc. Players will be warned when not in uniform and at the second violation, the **PLAYER WILL BE DISMISSED FROM THE GAME. NO METAL CLEATS/SPIKES PERMITTED AT ANY TIME!**
- 20. JEWELRY:** All exposed jewelry or items which include; rope jewelry, plastic jewelry, any type of earrings, etc. are not allowed to be worn during games (no tape over the jewelry). This is a safety rule and will be STRICTLY enforced by all Umpires. Plastic barrettes, bobby pins, and hair clips (all must be shorter than 2 inches), plus pro-wrap (not as a headband) may be worn to **control hair only**.
- 21. INFIELD FLY RULE:** Infield Fly Rule **IS** in effect.
Exception: 11-Under, Infield Fly Rule IS NOT in effect.
- 22. DROPPED-THIRD STRIKE:** The dropped-third strike-rule **IS** in effect.
Exception: 11-Under, the dropped-third strike rule IS NOT in effect.
- 23. SLIDING:** Sliding **IS** permitted. No head or hands first sliding is permitted but diving back to a base is allowed. A player does not have to slide to any infield base but must avoid contact, if at all possible.
- 24. STEALING:** Stealing is allowed in girls' fast pitch. A player may not steal (leave a base) until the pitcher releases the ball. No warning is given to the team if a player leaves early from a base; the runner will be called out.
Exception: 11-Under cannot steal (leave a base) until the ball crosses home plate. Plus, 11-Under can only steal 2nd and 3rd base once per inning. Cannot steal home plate.
- 25. LOOK-BACK-RULE:** When a runner is off her base after a pitch (or as a result of a batter completing her turn at bat) and is stationary when the pitcher has the ball in the circle, the runner must immediately attempt to advance to the next base or return to the base left. The responsibility is completely on the runner. Failure to immediately process to the next base (or return to her original base) after the pitcher has the ball within the circle, will result in the runner being declared out.
- 26. FOULS:** Unlimited fouls on the 3rd strike.
- 27. HOME TEAM/VISITOR:** The HOME TEAM shall be the team listed first on the schedule sheet and shall occupy the first base side. The team listed second on the schedule sheet shall be the VISITOR and shall occupy the third base side. **Only players of the team playing, Managers, Coaches, and Scorekeepers shall be permitted to occupy these benches.**

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28. **GAME BALLS:** The team listed first on the schedule (Home Team) will supply the game ball and the team listed second on the schedule (Visitor Team) will supply one good used ball for the back-up ball. Game balls should be picked up on Opening Day by each Team Manager while checking in at the Information Booth before team pictures. All game balls will be retrieved by your Commissioner at the end of the season to be used as practice balls for next year.
29. **UMPIRE FEE:** The Umpire fee is \$40 per game. The Manager of the team listed first on the schedule (Home Team) will pay the Umpire fee. Each Manager will receive the game balls and umpire fees when checking in at the Information Booth on Opening Day before team pictures.
30. **NEWS-HERALD SPORTS LINE REPORT:** The **WINNING TEAM** Manager from each game played will call, fax, or email the game's scores plus 3 players' names and stats from each team into the News-Herald. If it is past 10:00 P.M., you should call, fax, or email the scores in the next day. See the pink Sports Line Report from the Red Binder for contact information.
31. **PROTEST:** The Umpire must be notified immediately of any protest and a written protest must be submitted to Jackie Mone' for the Arbitration Committee within 24 hours after the game in protest.
32. **CALL-UPS:** See the attached Call-Up Policy Rule Sheet.
33. **CATCHERS:** Catchers must wear face masks with throat protector, chest protector, and shin guards. If a catcher wears a hockey-style helmet, a throat protector is not needed.
34. **BATTING HELMETS:** Batting helmets with face masks (does not need to be NOCSAE approved) will be worn by all batters, base runners, on-deck batters, and all player coaches. Any player who deliberately throws the batting helmets will be warned, second time, that player is out of the game.
35. **HITTING STICKS:** Non-competitive divisions (T-Ball and Pigtail) are NOT ALLOWED to use a hitting stick. Competitive divisions (Juniors, Seniors, Adult Co-Ed, and Fast Pitch) may use a hitting stick in PRACTICE ONLY. No hitting stick is allowed to be used at scheduled League games.
36. **THROWN BAT:** In the case of a thrown bat, it is the Umpire's decision to either give the player a warning or eject the player in the case of an intentionally thrown bat. For safety reasons, if a player continues to throw the bat unintentionally, the Umpire may remove them from the batting order but allow them to continue to play in the field. An out will not be taken in that position of the batting order for the balance of the game, **unless the player was ejected.** (Umpire's Discretion)
37. **COURTESY RUNNER:** If a courtesy runner is needed, it will be the last player batted out. Can freely be used for Pitcher and Catcher. The batter will need to make it to first base before a courtesy runner is granted for injury.

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38. **CONTINUOUS BATTING:** All divisions have a continuous batting order. Your roster is your line up. If a player is late to the game, she is placed at the end of the batting order. If a player must drop out of the game, it is NOT an out. She may return to the game but will be placed at the bottom of the batting order. The same goes for a batter removed from the batting lineup for accidentally throwing the bat, it is NOT an out. The opposing team shall be notified of any change in the batting line-up immediately. The inning ends when the same number of batters (use the number of the team with the most players) have batted or after 3 outs whichever occurs first. This applies to all innings, including the last.
39. **SMOKING:** No smoking during any game by any Manager, Coach, Player, Parent or any person working with the team.
40. **MANAGERS:** No Manager is allowed to add a player without the proper registration regulations! All Managers and Coaches will dress properly for all League games. **No sandals, no cut-off shirts, sleeveless shirts, or tank tops will be permitted.** All Managers shall wear the League shirts provided by the League.
41. **SCOREBOOK:** The Home Team's scorebook will be used as the official scorebook and is responsible for recording the official start time from the Umpire's watch (see rule #8). Each team's scorers should check and agree on the score at the end of each inning. Once a new inning has begun, no appeal of a scoring decision may be made. In the case of a dispute, the decision of the official scorer is final.
42. **CELL PHONES:** During a game, players' cell phone use should be limited to emergency phone calls only and NEVER be brought onto the playing field.
43. **SPORTSMANSHIP:** Please exhibit appropriate behavior while representing Mentor Girls Softball. This includes, but not limited to: Any and all associations connected to Mentor Girls Softball League, during ALL League games, and ANYWHERE (in public, or any social media) while wearing M.G.S.L. uniforms (past or present).
- There is to be **NO** chanting, whooping, or loud distractions during a pitcher's wind up and release.
 - Teams are to line up on field to "shake" hands appropriately at the end of every game.
 - Respect and speak civilly to an Umpire, even if they have made a mistake.
 - Please know your rules. Follow the above listed rules first, then USSSA rules. The Umpires will count on you to know our League rules.
 - During a problem, **ONLY** Managers, Umps, Jackie, Kim, Division Commissioner and Scorekeeper (if needed) may participate in a discussion. Anyone asked to leave who does not comply, will be **SUSPENDED** from the game along with the next two games.
 - Remember that this is a recreational league and the players are here to enjoy playing softball. All are playing to their best ability and all abilities are not equal.
 - Try to pay attention to any disturbances that spectators may be creating. Try to stop the behavior as soon as possible.
 - Utilize your Division Commissioner for questions, complaints, and any other subject matter pertaining to M.G.S. L.

Mentor Girls Softball League **APPRECIATES** the time and effort you put into your teams!

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SCHEDULE

1. All games must be played as scheduled unless postponed for rain or wet grounds. **NO MANAGER HAS THE AUTHORITY TO CHANGE THE POSTED SCHEDULE.**
2. **MAKE-UP GAMES:** If a game is cancelled in advance (due to wet grounds or rain), the Team Manager will be contacted within 48 hours with information regarding the make-up game. If your game is cancelled during play and is not ruled as an "Official" game, please contact Tim McLaughlin @ (440) 477-5580 or timmclaughlin@live.com. All make-up games will be scheduled according to the availability of playing fields. MGSL will reschedule the Umpires (if needed) for all make-up games.

TOURNAMENT PLAYOFF GAMES

There shall be a Tournament Playoff at the end of the season. Teams will be seeded according to their win/loss game standings. In the case of a tie, head-to-head competition (then a coin toss) will determine the seeding. Trophies will be awarded by Mentor Girls Softball League to the first and second placed teams for the Playoff Tournament only.

EQUIPMENT BOX

- The equipment box is to be locked during the game and all unused equipment is to be secured in the box.
- Bats will be furnished to non-competitive divisions; T-Ball and Pigtail. Competitive divisions; Juniors, Seniors, Adult Coed, and all Fast Pitch will supply their own USSA approved bats.
- No spectators are allowed in or on the equipment box. Each division has a varying amount of equipment. In any case, this equipment is valuable and represents a considerable investment by the Mentor Girls Softball League. It is imperative that lost, misplaced, and damaged equipment be held to a minimum.
- All Managers are responsible for our equipment. Please make sure you place all equipment back in the box and **KEEP THE LID CLOSED AND LOCKED AT ALL TIMES.**

Mentor Girls Softball League (M.G.S.L.)

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League Director

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MENTOR GIRLS SOFTBALL LEAGUE

CALL-UP POLICY

1. Call-Ups are never to be used instead of team members or share innings with team members. The only time a Call-Up is used is when your team cannot fill the maximum allowed positions with team members.
2. Call-Ups must be registered with M.G.S.L. and should wear their team shirt from their regular M.G.S.L. team.
3. Call-Ups must be identified to the opposing manager before the start of the game.
4. Call-Ups must bat at the end of the batting order and must be noted on all game score sheets.
5. Call-Ups must play outfield positions.
6. Call-Ups may be used in Play-Off games when your team cannot fill the maximum allowed positions with regular team members. All Call-Ups used in Play-Off games will play according to Call-Up policy. Trophies will be provided for Call-Up players.
7. **Slow Pitch:** You **MUST** call-up from divisions below yours and only from players on slow pitch division teams. Managers' names and numbers are on the website.
8. **Fast Pitch:** You may call-up from fast pitch divisions **below** yours. For example, a 12U team may not call-up a player from 14U even though that player may be 11 or 12 years old. You may call-up and **across** from slow pitch divisions that have ages the same or younger than your division. No player that plays on a M.G.S.L. fast pitch team may be a call-up for slow pitch. Managers' names and numbers are on the website.
9. **Slow Pitch & Fast Pitch:** No player that plays fast pitch may be a call-up for slow pitch even if the player is also on a slow pitch team!
10. **ALL CALL-UP POLICIES WILL BE ENFORCED.**

CLARIFICATION OF MENTOR GIRLS SOFTBALL LEAGUE “NO COLLISION” RULE

Pigtail: Sliding is NOT permitted. The runner will be called out but diving back to the base IS allowed.

The following is from the USSSA Head Fast Pitch Umpire:

“Sliding is never mandatory at any base including home plate. A runner must give up, avoid or slide. The runner is not out, if they do not slide. A runner may be called out if they crash into a player that is standing on a base with or without the ball. The runner must give up, avoid or slide. If the fielder does not have the ball and is blocking the plate, the runner still cannot intentionally crash into the defensive player. If while avoiding the defensive player who is illegally blocking the base, the runner misses the base, the Ump is to call the runner safe due to defensive obstruction....I cannot state it any simpler, do not call a runner out for not sliding.”

Al St. John

WHEN APPROACHING A BASE, THE RUNNER MUST:

1. When there is a play at home plate, slide OR avoid contact with the catcher or defensive player by side stepping, stopping, or moving around the defensive player.
2. Be in the act of sliding, if contact is unavoidable.
3. The slide must be a legal slide (ex: feet first unless diving back to base).

FAILURE TO ABIDE BY ANY OF THESE CONDITIONS WILL RESULT IN THE RUNNER BEING CALLED OUT AND EJECTED FROM THE GAME.

ANY BODILY CONTACT WITH THE CATCHER BY THE BASE RUNNER WILL RESULT IN THE RUNNER BEING CALLED OUT AND EJECTED FROM THE GAME, UNLESS THE RUNNER IS ATTEMPTING TO AVOID THE CONTACT OR IS IN THE ACT OF SLIDING.

**THIS RULE CLARIFICATION IS NECESSARY FOR OUR CONTINUING
COMMITMENT TO THE SAFETY AND PROTECTION OF ALL OUR PLAYERS.**

**Thank you for your help and support.
Mentor Girls Softball League**