

MJBSA / FSBA Unified Rules

MJBSA / FSBA Unified Baseball Rules

Player Participation

- Each player in attendance of any game must play two continuous innings of defense and bat at least once.
- The entire roster will be the batting order. All batters must follow the batting order as established by the coach. If there are only eight players the ninth position will not be an out.
- If a player is placed on disciplinary restriction by the coach, notice must be given to the umpire staff and the opposing coach prior to the start of the game.
- The two inning participation rule can and should be waived in event of injury.
- Players who are not under restriction but not allowed to play innings due to a shortened game will start the next game and play the entire game.
- **Travel ball players are allowed to participate.**

Insufficient Number of Players

- A team may start and play with a minimum of 8 players without penalty. No outs will be given for absent batters.
- If a team has an insufficient number of players at game start time or after the game starts (7 or less), no more than 15 minutes will be given to find eligible pickup player(s). At the end of 15 minutes, the team short of players will automatically forfeit.
- If a base runner is injured on the field and cannot continue and player number drops below 9, the player who made the last offensive out will pinch run for the injured runner.
- Teams are allowed to finish a game with 7 players in the event of an injury and there are no eligible pickup players to be found. No outs will be issued if the injured player is due to bat.
- Pickup players are permitted to be used throughout the regular season and tournaments as long as the following stipulations are met:
 - The opposing coach and the umpire are notified prior to the start of the game.
 - *The Pick-up player may play any position on the field and bat in any order in the line-up.*
 - Pickup players must be from the league lower league. (ie: 12U (American) picks up from 10U (National))
 - Pick-up players must be current members of the MJBSA or FSBA, in good standing
 - Players that choose to “play up” as regular players on the roster of a MJBSA or FSBA in an older age league are ineligible to play as a pickup player in the lower age group even though they are age eligible.
 - No more than (2) pickup players can play per team, not to exceed a starting lineup. (ie: 13U (American) League can pick up two players to a maximum of 9 players)
- Coaches do not have to play late arriving player(s), if the player(s) arrive after the 3rd inning has been completed.
- Late arriving team player(s) that have been substituted by a pickup player(s), must replace the pickup player(s) upon arrival, unless the late arriving player(s) have already been suspended due to disciplinary action. All disciplinary actions must follow the guidelines as stated in Article IX; Formal Hearings of the MJBSA Constitution.

Equipment

- Baseball cleats are restricted to rubber only.
- The home team will be responsible for providing (2) new game balls, made of leather, at the start of each game.
- MJBSA/FSBA will provide game balls which shall be issued the beginning of the season
- Each player must wear a baseball glove. A first baseman may use a glove designed specifically for that position. The catcher's position glove will be used at the catcher position only.
- Bats may be made of wood, aluminum, and other materials manufactured specifically for baseball play.
 - Bats used shall not have a diameter greater than 2 5/8".

- Bats that meet "USA Baseball" or BBCOR standards are strongly recommended



Figure 1 USA Baseball Stamp



Figure 2 BBCOR Stamp

- USSSA Bats are not permitted



Figure 3 USSSA Logo - Bats that have this stamp are not permitted

- Any player that walks onto the field with the purpose of using a bat in a game that does not meet MJBSA requirements will be called out immediately.
- Safety items. Both coaches and the umpire staff must be notified of all medical protective items prior to the start of the game. Prior release from the attending physician must be available for review.

Offense

- There should be 2 umpires supplied for every game.
- A complete game is 6 innings with all games being official after 4 innings.
- The offensive side is retired after 3 defensive outs have been recorded.
- The run rule is in effect . A run spread of 13 runs after 4 innings and 7 runs after 5 innings of play.
- *Run Rule: A maximum of 6 runs can be scored per inning during a game.*

- ***If a Run rule has occurred (coaches can have options to continue to play) If you decide to continue play please continue to score for pitch count and let your commissioner know so he can correct the score back to where the run rule occurred.***
- Bunting is permitted.
- Slug bunting (squaring to bunt, pulling back to a full swing position and hitting) is prohibited. The batter will be declared out and a dead ball will result with all runners returning to the base (s) they started from.

Safety Concerns & Equipment Abuse

- Any player identified as throwing or abusing any equipment, be it accidental or intentional, will be issued a team violation as follows:
 - FIRST OFFENSE Team Warning. Both head coaches will be notified.
 - SECOND OFFENSE Offending player will be called out.
 - THIRD OFFENSE Offending player will be ejected from the game.
- Penalties will be assessed to each team independent of any violations by the opposing team. Exception to the above is a player who intentionally throws a bat. This player may be ejected from the game at the discretion of the umpire.
- A player can be called out and or ejected from the game if the player's action(s) is to intentionally harm another player, coach or fan.

Other General Baseball Rules

- Coaches must remain in the dugout during play unless they are designated base coaches (1st or 3rd base coach).
- Only the Head Coach may approach the umpire to clarify a call and ask a question.
- Players should remain in the dugout except when they are playing. Players should not be standing in the dugout opening where they could be hit by a foul ball or errant throw.
- Time limits:
 - **No new inning will commence after 1 hour 45 mins from the start of the game**, which will begin when the home team takes the field to start the 1st inning. The start time of the game shall be observed by the head umpire and noted in the scorebook by the home team. The umpire will notify the coaches of the last inning if near the time limit and the visiting team is preparing to bat. **If the 3rd out recorded within time, you MUST immediately start the next inning**
- Games ending in a tie will be recorded as a tie.
- Situations where dictated by back to back scheduling of games, in which case the umpire will inform both coaches prior to game start time that a time limit is in effect. In this situation no new inning will start within 15 minutes of the scheduled start time of the subsequent game.
- At the umpire's discretion, it may be necessary to call a game for safety reasons due to impending weather or darkness. If a game has not gone long enough to be called official (4 innings for 13U American), the game will be rescheduled to resume play to completion at the next convenient opportunity. If a game was official in length at the time play was suspended AND the bottom half of the inning has been reached AND the home team is in the lead, the current score is the official ending score and the game will not be rescheduled for completion. For this purpose 3.5 (13U American) innings are sufficient for an official game. Otherwise, games suspended prior to the Completion of a full inning, will revert to the score at the end of the last complete inning unless the

last inning resulted in a tie, in which case the game will be rescheduled to resume play to completion at the next convenient opportunity. **Infielders and Outfielders shall not bring "warm up" balls into the field after the 1st inning.**

- Games tied at the end of regulation will play a maximum of 3 extra innings as necessary to determine a winner.
- Games tied after 3 extra innings will be recorded as a tie.
- Within three minutes of the recording of a 3rd out of any at bat, all players from both teams must be in position and ready to resume play. If, in the umpire's opinion, resumption of game play is excessively delayed, a team warning will be issued at first offense. At each subsequent offense, the first batter will be awarded first base if it is the defensive team responsible for the delay. Alternatively, the first batter will be declared out if it is the offensive team responsible for the delay. Each team is allowed one warning before penalties will be invoked. When the catcher is on base when the 3rd out occurs, some leniency may be granted by the umpire. However, if the catcher is on base when the 2nd out occurs, a courtesy runner is encouraged to help avoid potential delays in the game. The Courtesy runner must be the player that was recorded as the last out.
- All Disciplinary actions will be brought before FSBA/MJBSA Joint Disciplinary Review Committee

Tournament

- **Single Elimination**
- **High seed will be home team & will report final score to there commissioner**
- **All players must play in 60 percent of its games in the season to participate in tournament**
- **No time limit you must play 6 innings unless run rule takes effect**
- **10U/12U winning coach must report how many innings and pitches their pitchers threw at the end of the game to the commissioner. failure to do so will be considered for a forfeit**

8U Baseball Specific rules

8U Minor League Baseball Rules

Age Qualifications

- The 8U Minor League is open to boys or girls who are between the ages of 7-8 as of January 1st of the current registration year.

Field Dimensions

- Pitching rubber: 46 feet from the back of home plate
- Basepath: 60 feet
- Distance from home to 2nd base: 85 feet

Equipment

- All batters must wear NOCSAE (National Operating Committee on Standards for Athletic Equipment) approved batting helmets with NOCSAE approved face guard.
- Chin straps are optional
- **Defense**
 - There will be 10 defensive players allowed on the field. They are to be positioned as follows:
 - 4 must be positioned in the outfield
 - 4 must be positioned in the infield
 - 1 must be positioned at the pitcher's mound
 - 1 must be positioned at the catcher's position
 - 2 coaches are permitted in Outfield when the team is on defense.
 - There will be open substitutions.
 - The Catcher Position is considered an "infield" position
 - Defensive players in the infield, except the pitcher and catcher, must not be more than 5 feet in front of the baseline until the ball is hit.
 - Defensive players in the outfield, **MUST** start 5 feet behind the line.
 - Outfielder **MUST** throw the ball in to the infield to be able to record an out on a tag at a base
 - The infield fly rule will not be enforced in 8U Minor league.

Coach Pitching

- Coaches pitch in this league. A chalk mark or pitching plate will be used to mark thirty five (35) feet and forty six (46) feet from the back edge of home plate. The coach must pitch overhand only. (The chalk mark can be a DOT or a line equal in width to the width of the pitching plate.)
- The coach must release the ball from behind the front 35ft line.
- 1st offense dead ball no pitch warning (1 warning per team, per game)
- 2nd offense umpire calls it a dead ball and strike
- **Once ball is in play coach must leave field of play as quickly as possible**
- The player playing the pitching position must be even with the pitching rubber (46 foot mark) when the ball is pitched.
- **defensive pitcher on their teams must wear a face guard**

- Each batter has Seven (7) pitches or three (3) swings to hit the ball. If the ball is not hit by the 7th pitch then the bat is recorded as an out. If on the last pitch the ball is fouled off an additional pitch is awarded.
 - If batter is hit by coach pitched ball then batter will receive another pitch
- The coach who is pitching may not coach any players once the ball is pitched.
 - 1st offense: warning
 - 2nd offense: out for the game
- If a batted ball hits a coach/pitcher the ball is declared dead, all runners return to their positions and the pitcher may re-pitch the ball (the original pitch that was hit will not be counted against the batter's count).

Catchers

- Catchers are required to wear the following:
 - NOCSAE protective head gear and face protection with throat protection
 - Chest protector
 - Shin guards
 - A gender appropriate athletic supporter and protection

Base Stealing, Running & Sliding

- The Minor league is an instructional league and therefore must be played to promote skill development. All fair-batted balls will be defined as an infield or outfield ball. An infield ball is defined as a ball that stays on the infield area of the playing surface, regardless of whether it is fielded by an infielder or an outfielder. An outfield ball is defined as a ball that reaches the outfield area of the playing surface, again regardless of whether fielded by an infielder or an outfielder
- The intent of this rule is to allow and encourage the defense to attempt the correct defensive play. On an outfield ball, runners may advance at will. Once the ball reaches the infield area and is controlled by an infielder within the infield area, the player may continue to the next base with the liability of being out. If the grass outfield is within a reasonable distance (appr 10 feet) it should be used as the dividing mark. If not the coaches and umpire need to agree upon a reasonable distance. 10 feet behind the baselines and marked with a chalk line. Outfielders must be a minimum of 5 feet behind the line at the time of each pitch. Infield/outfield and runner location at the time the ball is controlled is a judgment call by the umpire and will not be debated.
- **Infield batted ball runners can advance 1 base liability of being out.**
- **Once the ball is controlled in the infield, Runners CAN NOT Advance an extra base on a over throw.**
- **All runners must stay on base until the ball crosses the plate. If runners leave early, warning will be given to that team. If runners continue leaving early, runner will be called out at Umpire's discretion. There is no leading off or stealing.**
- There will be no head first sliding in the 8U Minor league while trying to advance to another base. Any player sliding head first while advancing a base will be called out. Head first sliding is permitted when attempted to return to a base that has already been achieved.
- Base runners must avoid interference with a fielder in the process of fielding a ball or making a play at a base. OFFENSIVE INTERFERENCE is an act by the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play.
- Base runners approaching 2nd, 3rd, or home plate, when a play is imminent, will be declared out if there is a collision between the runner and the fielder attempting to catch the ball or making a tag or force out if no attempt to slide is made.
- Fielders may not obstruct a base runner in the process of running the bases. If the fielder is not in the process of fielding the ball or making an out attempt directly at a base. OBSTRUCTION is

the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner. The runner will be awarded the base they were advancing to in the event of obstruction..

10U Baseball Specific rules

10U National League Baseball Rules

Age Qualifications

- The 10U National League is open to boys or girls who are 9-10 years of age as of January 1st of the current registration year.

Field Dimensions

- Pitching rubber: 46 feet from the back of home plate
- Basepath: 60 feet
- Distance from home to 2nd base: 85 feet

Equipment

- All batters must wear NOCSAE (National Operating Committee on Standards for Athletic Equipment) approved batting helmets. NOCSAE approved face guard shall be used based on the requirement of the participating organization.
- Chin straps on helmets are optional

Defense

- There will be 9 defensive players allowed on the field. They are to be positioned as follows:
 - 3 must be positioned in the outfield
 - 4 must be positioned in the infield
 - 1 must be positioned at the pitcher's mound
 - 1 must be positioned at the catcher's position
- There will be open substitutions.

Pitchers

- The elevated pitcher's mound **WILL NOT BE USED IN THE 10U National league.**
- Pitchers have a max of 3 innings per game or max of 75 pitches. (pitcher can finish the at bat if he is in the middle of a count)
- Travel Ball Pitchers CAN pitch 2 innings per game, but you only can pitch 1 travel ball pitcher per game
- Below are USA Pitch Smart Guidelines. These are suggested rest periods to keep in mind. THE REST DAYS ARE NOT REQUIRED IN MJBSA/FBSA

AGE	DAILY MAX (PITCHES IN GAME)	REQUIRED REST (PITCHES)					
		0 Days	1 Days	2 Days	3 Days	4 Days	5 Days
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-60	61-75	76+	N/A
17-18	105	1-30	31-45	46-60	61-80	81+	N/A
19-22	120	1-30	31-45	46-60	61-80	81-105	106+

- On the second visit to the mound by the coach in any inning, the pitcher must be removed from the position. Any pitcher removed by the coach on the second visit to the mound in the same inning may not return to the pitching position for the remainder of the game. Visits to the mound by the coaches will not be charged in the event of injury. Crossing the baseline and changing the pitchers from the dugout are both considered trips to the mound. If not removed by the second visit rule, pitchers may return to the pitching position in the same game as long as they had remained on the field in another defensive position until at least 1 batter has batted. ***To speed up the game, the coach will be allowed to remove a pitcher that is under major strain from the mound and place that player directly on the bench to recompose. The pitcher in question will not be able to return to the mound for the rest of the inning but to continue pitching in the present game, must return the next inning or be done pitching for the day. If the first pitcher does return the next inning, they may complete the game if they have enough innings to use. These will not void the relief pitcher's chance to return to the mound but their innings will count toward their totals for the game/week. The intention of this rule is to maintain the safety of the players so they can recover to a playable condition.
- Each pitcher will be limited to a maximum of 3 innings per game and 9 innings per week. Although innings are not required to be consecutive, pitchers can only return to the pitching position once per game. The pitching week begins on Monday and ends on Sunday. This will not be adjusted in the event of "make-up" games. Note: 1 pitch thrown in an inning will count as a complete inning.
- The batter must make a reasonable effort to avoid being hit by errant pitches. Failure to do so in an attempt to "take one for the team" will result in a dead-ball.
- If a pitcher hits (3) batters in any game, or (2) batters in a single inning, the pitcher must be removed from the pitching position for the remainder of the game. The batter must make a reasonable effort to avoid being hit by errant pitches. Failure to do so in an attempt to "take one for the team" will result in a dead-ball. A dead-ball called due to failure of the batter to attempt to avoid the pitch will not count against the pitcher's hit batter total.
- Only obvious balks ("Illegal Pitch") will be called. After 2nd "Illegal Pitch" per pitcher (for duration of game) will result in a "BALL" being added to the count. Each additional offense will result in a

“BALL” being added to the count and will continue for the same pitcher until a pitching change has been made. Once a pitching change has been made, the rule will reset.

- The post season tournament will be treated as a week unto itself. The inning count for pitchers does NOT reset to zero for tournaments that continue into the following week.

No Walk Rule

- Walks will not be issued. When ball four is called by the plate umpire, a coach from the offensive team will take the mound and will inherit the pitcher's strike count. The batter will be given up to 3 pitches to put the ball into play. The umpire will continue to call strikes for the coach's pitches. If the batter receives a third strike while the coach is on the mound (by swing or umpire call), the batter is recorded as an out. If the batter does not put a ball in play within the three pitches (irrespective of pitch location), the batter is recorded as an out. If the batter fouls off the third (and greater) pitch, the batter will receive another pitch until the ball is put in play or the batter is called out. If batter is hit by coach on third pitch (and greater), that pitch will be considered as a “No Pitch” and batter will receive another pitch.
- A hit batter is not considered a walk and he/she will be awarded first base.
- Bunting and stealing are not permitted while coach is on the mound.
- The coach must throw from the pitching rubber. No warm up pitches are permitted
- The defensive player at the pitcher's position shall remain beside or behind the pitching rubber until the ball is released by the coach, at which time the player may charge the plate if they so choose.
- If the coach who is pitching is hit by the ball or inadvertently catches the ball, a foul ball will be called.
- The coach pitching shall not provide any instruction, cheer, or yell while on the field of play. The coach shall quickly and safely exit the field without obstructing any play. The coaches may resume coaching as soon as they are no longer in the field of play. The field of play is defined as the area of the field between the first base and third base foul lines
- These rules have been put into place to speed up the game, increase competitive parity, encourage hits over walks, and allow coaches greater flexibility to develop additional pitchers.

Catchers

- Catchers are required to wear the following:
 - NOCSAE protective headgear and face protection with throat protector
 - Chest protector
 - Shin guards
 - A gender appropriate athletic supporter and protection
 - A mitt designed especially for the catching position

Base Running, Stealing & Sliding

- There will be no head first sliding in the 10U National league while trying to advance to another base. Any player sliding head first while advancing a base will be called out. Headfirst sliding is permitted when attempting to return to a base that has already been achieved.
- Stealing is allowed, but leading off is not permitted. Base runners may start only after the ball has left the pitcher's hand. If the runner leaves early, as determined by the umpiring crew, the ball is dead, play stops, and the runner returns to original base. A) First offense-team warning. B) Second offense-runner will be called out.

- A player may only steal (1) base at a time. A runner may not advance any additional bases, while attempting to steal, on an overthrow from the catcher to the base that is being stolen. No player is permitted to steal while the coach is pitching.
- A player may steal 2nd and 3rd base only.
- Home plate may be stolen ONLY if the catcher throws to anyone but the pitcher. Stealing Home plate is NOT permitted on an overthrow from the catcher to the pitcher, overthrow from catcher to third on a steal attempt or a passed ball from the pitcher to the catcher.
- Base runners must avoid interference with a fielder in the process of fielding a ball or making a play at a base. OFFENSIVE INTERFERENCE is an act by the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play.
- Base runners approaching 2nd, 3rd, or home plate, when a play is imminent, will be declared out if there is a collision between the runner and the fielder attempting to catch the ball or making a tag or force out if no attempt to slide is made.
- Fielders may not obstruct a base runner in the process of running the bases. If the fielder is not in the process of fielding the ball or making an out attempt directly at a base. OBSTRUCTION is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner. The runner will be awarded the base they were advancing to in the event of obstruction.

12U Baseball Specific rules

12U American League Baseball Rules

Age Qualifications

- The 12U American League is open to boys or girls who are between the ages of 11-12 as of January 1st of the current registration year.

Field Dimensions

- Pitching rubber: 50 feet from the back of home plate
- Basepath: 70 feet
- Distance from home to 2nd base: 99 feet

Equipment

- All batters must wear NOCSAE (National Operating Committee on Standards for Athletic Equipment) approved batting helmets.
- The use of a face guard/ chin strap is optional.

Defense

- There will be 9 defensive players allowed on the field. They are to be positioned as follows:
 - 3 must be positioned in the outfield
 - 4 must be positioned in the infield
 - 1 must be positioned at the pitcher's mound
 - 1 must be positioned at the catcher's position
- There will be open substitutions.
- The infield fly rule is **NOT** in effect.

Offense

- The dropped 3rd strike rule is in effect. On an uncaught third strike with no runner on first base (or with two outs regardless of whether there is a runner on first), the batter immediately becomes a runner. The strike is called, but the umpire does not call the batter out. The batter can then attempt to reach first base, and must be tagged or thrown out. If, at the time of the strike three pitch, first base is occupied with fewer than 2 outs, the batter is out and does not become a runner.

Pitchers

- The elevated pitcher's mound is optional in 12U (American) league. This must be agreed upon prior to game by both coaches
- Pitchers have a max of 3 innings per game or max of 85 pitches. (pitcher can finish the at bat if he is in the middle of a count)
- Travel Ball Pitchers CAN pitch 2 innings per game, but you only can pitch 1 travel ball pitcher per game
- Below are USA Pitch Smart Guidelines. These are suggested rest periods to keep in mind. THE REST DAYS ARE NOT REQUIRED IN MJBSA/FBSA

AGE	DAILY MAX (PITCHES IN GAME)	REQUIRED REST (PITCHES)					
		0 Days	1 Days	2 Days	3 Days	4 Days	5 Days
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-60	61-75	76+	N/A
17-18	105	1-30	31-45	46-60	61-80	81+	N/A
19-22	120	1-30	31-45	46-60	61-80	81-105	106+

- On the second visit to the mound by the coach during any inning, the pitcher must be removed from the position. Any pitcher removed by the coach on the second visit to the mound in the same inning may not return to the pitching position for the remainder of the game. Visits to the mound by the coach will not be charged in the event of an injury.
- Crossing the baseline and changing pitchers from the dugout are both considered trips to the mound.**
- Each pitcher will be limited to a maximum of 3 innings per game and 9 innings per week. Innings are required to be consecutive, once a pitcher is pulled out of the pitching position they cannot return in a later inning.** The pitching week begins on Monday and ends on Sunday. This will not be adjusted in the event of "makeup" games. Note: 1 pitch thrown in an inning counts as a complete inning.
- The batter must make a reasonable effort to avoid being hit by errant pitches. Failure to do so in an attempt to "take one for the team" will result in a dead ball.
- If a pitcher hits 3 batters in any game or 2 batters in a single inning, the pitcher must be removed from the pitching position for the remainder of the game. Per item 12, a dead ball called due to failure of the batter to attempt to avoid the pitch will not count against the pitcher's hit batter total.
- Only obvious balks will be called.** There will be two warnings issued to each pitcher before a balk will be called and a penalty will be awarded. (Refer to Ohio High School Athletic Association Rulebook regarding balks).
- The post season tournament will be treated as a week unto itself. The inning count for pitchers does NOT reset to zero for tournaments that continue into the following week.

Catchers

- Catchers are required to wear the following:
- NOCSAE protective head gear and face protection with throat protection
- Chest protector

- Shin guards
- A gender appropriate athletic supporter and protection
- A mitt designed especially for the catching position
- **Catchers are required to be at their position ready to start the inning within 3 minutes. Failure to do so, the opposing team will put the last batter out on 1st as a runner.**

Base Running, Stealing & Sliding

- Runners are allowed to lead off and steal. If a catcher makes an attempt to throw out a runner attempting to steal, the ball will remain live and the runner may advance at his/her own risk.
- If a pitcher throws to any base, in an attempt to hold a runner, and the ball hits the fielder, the ball is live. If the ball is completely missed by the fielder (overthrow, wild throw), it is a dead ball and all base runners will be awarded one base. The intention of this rule is to develop the pitcher's pickoff move.
- Base runners must avoid interference with a fielder in the process of fielding a ball or making a play at a base.
- Offensive interference is an act by the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play.
- Base runners approaching 2nd, 3rd, or home plate, when a play is imminent, will be declared out if there is a collision between the runner and the fielder attempting to catch the ball or making a tag or force out if no attempt to slide is made.
- Fielders may not obstruct a base runner in the process of running the bases. If the fielder is not in the process of fielding the ball or making an out attempt directly at a base. OBSTRUCTION is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner. The runner will be awarded the base they were advancing to in the event of obstruction.

8U Softball Specific Rules

8U Softball Rules

Age Qualifications

1. Age shall be as of September 1 of the previous year.

o Playing Field

1. Pitching and base path distances

Pitching: 35ft. (or up to the front of the circle)

Base Path: 60ft.

2. Umpire is required: Shall not be a relative of a player. Umpire must be 12 years old or older.

o Equipment

1. Batting helmets with face guard are mandatory.

2. Will use an 11" softball. (Yellow in color).

3. Home team will provide (1) new and (1) good used ball for each home game.

4. Shoes are required equipment. Shoe sole or heel projection other than the standard shoe plate are prohibited. Metal toe plates and metal cleats are prohibited.

o Player Substitutions

1. Teams may borrow up to (3) players from a lower division. If an area does not have a lower division, they may borrow from another league's lower division team.

2. Borrowed players from a lower division must be on the Parent League roster (i.e. FSBA, MJBSA, etc). Games may be played with 8 players, without penalty. Five of those players must be on the team roster. Example: With (7) roster players you may borrow (3) players from lower division to make a team of (10). With (5) roster players you may still only borrow (3) players to make a team of (8).

3. No borrowed player will be permitted to play, if a full line up of roster players is present and able to play.

4. Borrowed players may play in any fielding position.

5. Must bat all available players, open substitutions will apply. If a player gets injured or has to leave the game for any reason while using continuous batting order, that player is then skipped in the batting order with no out taken. This player may also re-enter in a later inning.

o Games

1. Innings: 6; Official Game: 4

2. 6 runs per inning limit.

3. No new inning shall be started after 1 hour and 45 minutes from the start of the game, unless in the event of a tie.

4. In the event of a tie at the end of 6 innings or time limit, you will play until tie is broken or up to 2 extra innings, if at the end of the 2nd extra inning there is still a tie, it remains a tie.

5. No infield warm-up is permitted after the first inning.

6. Play with (6) infielders and (4) outfielders.

7. No coaching from the pitchers' mound, while the ball is in play.

o Official rosters

1. Official rosters must contain

Team name, Parent Organization, age division

Coaches name, phone number

Players name, DOB

2. Players may only be on (1) League roster.

3. Rosters must be presented to the opposing coach at the 1st scheduled game with that team. Players may be added to a roster up to the 3rd game of the season by contacting the association representative. Final rosters must be presented to the tournament director prior to the 1st game of the tournament.

4. Final rosters must contain a minimum of (8) players and a maximum of (20).

5. No boys are permitted to play in the games or tournaments.

o No game shall be declared a forfeit because of a lack of players. The opposing coach will loan players.

o The offensive team's coach will pitch 7 pitches. The pitcher can only possess and pitch one ball at a time. A player's at bat cannot end on a foul ball. No base on balls is to be awarded. Umpire will not call balls and strikes. 3 swings of the girls' bat will count as an out.

o (1) Player shall stay, with one foot, in an 8-ft. pitching circle and no closer than the pitching plate until the ball is hit. A batted ball hitting the coach shall be declared a dead ball/foul ball.

o Stealing is not allowed under any circumstances. A player may take a lead off (3-5 steps from the base) when the ball crosses the plate. A player may not advance to the next base on a lead off unless the ball is batted in play. Taking more than 5 steps or leaving the base earlier will result in a warning for the first offense. The runner will be called out for any future violations in the inning.

o No bunting is allowed.

o Infield/Outfield "dividing" line will be established on all fields. The dividing line will either be the edge of the outfield grass or 10' behind the baseline if applicable whichever is closer to the baseline (i.e: UCJRD fields). Outfielders must start a minimum of 5' behind the dividing line. An outfielder can not make an out at a base or on a baserunner. The outfielder must transfer the ball to an infielder regardless of where it was fielded.

o INFIELD HIT BALL- This is defined as a batted ball that does not completely cross the dividing line. Base runners may advance a maximum of one base.

o OUTFIELD HIT BALL- This is defined as a batted ball that completely crosses the dividing line, regardless of who fields the ball. Base runners may advance at will, however once the ball reaches the infield area and is **CONTROLLED** by an infielder within the infield area, the player may continue only to the next base with the liability of being put out. If a base runner mistakenly continues to the next base on either an infield or outfield hit ball, they advance at their own risk. If they are put out advancing or retreating to any base, this will be considered as an out. Coaches should NOT attempt to correct the wrong while the play is still live. Once the infielder has control of the ball on the infield part of the field the runners must stop at the base they are on or be sent back to the base at the umpires discretion. Runner location at the time the ball is controlled is a judgement call by the umpire and will not be debated, the umpire's ruling is Final.

o OVERTHROWS- If an infielder overthrows a base making an attempt at an out, runners may not advance.

This rule is designed to promote teaching players to make the proper play.

o If an infielder fields the ball beyond the dividing line, then it will be considered an outfield hit ball (as stated above). Once the infielder has control of the ball on the infield part of the field, the runners must stop at the base they are on, or be sent back to the base at the umpires discretion
Examples of this rule:

a. No runners on, batter hits infield ball to shortstop, shortstop overthrows first:

i. Batter must stop at first base and cannot continue to second regardless of where the overthrow ends up

b. Runner on first, batter hits infield ball to shortstop, shortstop overthrows

Second:

i. Batter must stop at first base

ii. Runner from first must stop at second base

c. Batter hits infield or outfield ball to outfielder, outfielder throws ball to shortstop (and shortstop controls the ball) before batter reaches first:

i. Batter must stop at first base (batter may be put out if shortstop makes throw to first before batter reaches first)

d. Batter hits infield or outfield ball to right field, right field throws ball to first base before batter reaches first:

i. Batter is out

e. Batter hits outfield ball, outfielder throws ball to shortstop and shortstop controls the ball (after batter rounds first):

i. Batter may continue to second base with the liability of being put out by the shortstop.

ii. If the shortstop overthrows the second baseman, batter may not advance beyond second base. Batter must stop at second base regardless of where the ball ends up.

f. Batter hits outfield ball, outfield throws ball to shortstop, and shortstop controls the ball (prior to reaching first base):

i. Batter must stop at first base

ii. If shortstop makes throw to first base, batter cannot advance

o A team fielding 10 players must have each player in the normal playing position. Maximum of (6) players may be considered infielders. The (4) outfielders must be in a normal playing position at the start of the play, approximately 5ft beyond the dividing line. A team may field a minimum of 7 players w/ no out taken for vacant position(s) in the batting line up.

o Coaches may stand behind the catcher and in the outfield behind the players, but may not touch the ball if the ball is in play.

o If a player gets hurt on a batted ball, play stops and runner is awarded the next base.

o 8U pitcher position are required to wear a fielding mask

o Thrown Bat Rule - The first offense both teams will be warned, umpire will tell both head coaches, no matter which team was the offender, both teams get warned. Each offense after the first the batter is out and runners may advance at their own will.

o Any player that is unable to bat for any reason may skip her position in the batting order without an out being declared. MJBSA will monitor use of this rule to ensure coaches do not abuse the rule. The idea of this rule is to not penalize a team for a player who is afraid to bat or must leave before the game completes

o Coaches will be allowed to call time and to instruct players on the field when they see coaching points. This should be done in a way to better the player or team not to stall the game.

Tournament - Rules will be the same as league rules with the following exceptions.

1. In order to qualify for tournament play, a roster player must have participated in at least 50% of the

Marysville League game schedule. Injury exceptions will be determined by the league representatives.

Current season score books must be available upon request.

2. All protests are to refer to OHSAA and Marysville League rules and are to be resolved immediately. Home plate umpire's decision is final.

10U Softball Specific Rules

10U Softball Rules

League will follow OHSAA official fastpitch softball rules with the following exceptions:

- Age Qualifications

1. Age shall be as of September 1 of the previous year.

- Playing Field

1. Pitching and base path distances

- Pitching: 35ft.
- Base Path: 60ft.

2. Umpire is required: Shall not be a relative of a player. Umpire must be 13 years old or older.

- Equipment

1. Batting helmets with face guard are mandatory.
2. Will use an 11" softball. (Yellow in color).
3. Home team will provide (1) new and (1) good used ball for each home game.
4. Shoes are required equipment. Shoe sole or heel projection other than the standard shoe plate are prohibited. Metal toe plates and metal cleats are prohibited.

- Player Substitutions

1. Teams may borrow up to (3) players from a lower division. If an area does not have a lower division, they may borrow from another league's lower division team.
2. Borrowed players from a lower division must be on a participating League roster. Games may be played with 8 players, without penalty. Five of those players must be on the team roster. Example: With (7) roster players you may borrow (3) players from lower division to make a team of (10). With (5) roster players you may still only borrow (3) players to make a team of (8).
3. No borrowed player will be permitted to play if a full line up of roster players is present and able to play.
4. Borrowed players may play in any fielding position.
5. Must bat all available players, open substitutions will apply. If a player gets injured or has to leave the game for any reason while using continuous batting order, that player is then skipped in the batting order with no out taken. This player may also re-enter in a later inning.
6. Play with (6) infielders and (4) outfielders.

- Games

1. Innings: 6; Official Game: 4

2. 6 runs per inning limit.

3. No new inning shall be started after 1 hour and 45 minutes from the start of the game,

unless in the event of a tie.

4. In the event of a tie at the end of 6 innings or time limit, you will play until tie is broken or up to 2 extra innings, if at the end of the 2nd extra inning there is still a tie, it remains a tie.

5. A pitcher entering the game for the 1st time will be allowed (5) warm up pitches. A pitcher re- entering will be allowed (3) warm up pitches. If the pitcher hits 2 girls in a row or 3 girls in an inning, she must be removed for that inning only and may return, however, if she hits a 4th in a game she must be removed from the pitching position for the remainder of the game.

6. Pitchers may pitch a maximum of 4 innings per game (free substitution). Any pitches thrown will constitute an inning. Travel Pitchers are limited to 2 innings per game. A travel pitcher is defined as anyone who has thrown 1 or more pitches in a travel game.

7. No coaching from the pitchers' mound, while the ball is in play.

- Official rosters

1. Official rosters must contain

- Team name, parent organization, age division
- Coaches name, phone number
- Players name, DOB

2. Rosters must be presented to the opposing coach at the 1st scheduled game with that team. Players may be added to a roster up to the 3rd game of the season by contacting the league president. Final rosters must be presented to the tournament director prior to the 1st game of the tournament.

3. Final rosters must contain a minimum of (8) players and a maximum of (20).

4. No boys are permitted to play in games or tournaments.

- Pitching Control/Hit Batter Rule: If a pitcher hits two (2) batters in a row or three (3) total in an inning they must exit the game as a pitcher for the remainder of that inning. They can re-enter to the pitching position and hit a max of four (4) batters in a game before being pulled for the remainder of the game from the pitching position.

- A player may steal any base/plate. A player may only steal (1) base at a time per pitched ball. No player is permitted to steal while the coach is pitching. A batter hit while the coach is pitching will not be awarded first base. No stealing ever on any throwback to the pitcher (throwback is considered anytime the catcher is returning the ball to the pitcher after a pitch).

- Base runners cannot advance once the pitcher has control of the ball inside the pitcher's circle.

- Bunting is permitted, except off of the coach pitching. However, a batter may not show bunt and draw defense up and then pull back and take a full swing, full power – sometimes referred to as a “slug bunt”. This will not be tolerated. A slap bunt is allowed. Separating the hands to bunt does this, then sliding the lower hand to meet the top hand where the top hand is when in the bunting position. The swing is taken from there. Not drawn back with full power swing, but

just the opposite – from the bunting position and no power. The idea is to move the defense and “slap it” where they are not.

- A runner may advance (1) base only on an overthrow from a ball that is in play by an infield player. Advance at your own risk. No additional bases will be granted on any additional overthrows per play. **An overthrow on a steal does not count as an overthrown ball and base runners may not advance an extra base.**
- The batter is out on a dropped 3rd strike. The ball is live and the runners may advance at their own risk.
- No illegal pitches shall be called. Coaches and/or umpires must address the illegal pitch immediately with the pitcher.
- Batters can not be walked. If a pitcher throws ball four the offensive coach will throw a max of three pitches from the pitcher's plate. Batters must hit one of the pitches or they will be recorded as an out. The ball and strike count will remain in effect and the umpire will call balls and strikes. If the third and final pitch is fouled off then the batter gets another pitch, this will be the case until a ball is put in play or the batter strikes out. If a coached pitched ball hits a batter, then the batter shall not get 1st base and the pitched ball will be considered one of the max three pitches.

Example 1: If a batter has 2 strikes when the coach comes in to pitch and throws a pitch that is a strike called or swinging, the batter is out after only 1 pitch.

Example 2: If a batter has 2 strikes when the coach comes in to pitch and throws a called ball, the batter has two remaining pitches to put the ball in play or be out.

Example 3: If a batter has 1 strike when the coach comes in to pitch and two swinging or called strikes then the batter is out.

Example 4: If a batter has 0 strikes when the coach comes in to pitch then the batter will get the maximum three pitches to put the ball in play.

- The player playing pitcher position must stand on either side or behind the coach that is pitching with at least one foot in the circle.
 - No bunting, stealing, or advancing on passed balls when the coach is pitching. If a batted ball hits the coach then it is declared a dead ball/no pitch and does not count against the max three pitches.
 - A coach must throw a flat pitch from the pitching rubber that is consistent in speed with the pitches thrown by the players in the league. Each illegal pitch will count as one of the 3 pitches for each batter.
 - Infield fly rule does not apply
 - Runners may leave their base at the release of the pitch.
 - The 4 outfielders must be in a normal playing position. Depending on the size of the field it can be defined as the edge of the grass or an approximation of 15 ft. beyond the base paths.
 - If a player gets hurt on a batted ball, play stops and runner is awarded the next base.
 - o Thrown Bat Rule - The first offense both teams will be warned, umpire will tell both head coaches, no matter which team was the offender, both teams get warned. Each offense after the first the batter is out and runners may advance at their own will.
- Tournament - Rules will be the same as league rules with the following exceptions.

1. To qualify for tournament play, a roster player must have participated in at least 50% of the League games. Injury exceptions will be determined by the league representatives. Current season score books must be available upon request.

2. All protests are to refer to OHSAA and are to be resolved immediately. Home plate umpire's decision is final.

13U Softball Specific Rules

League will follow OHSAA official fast pitch softball rules with the following exceptions:

o Age Qualifications

1. Age shall be as of September 1 of the previous year.

o Playing Field

1. Pitching and base path distances

§ Pitching: 40ft.

§ Base Path: 60ft.

2. Umpire is required: Shall not be a relative of a player. Umpire must be 15 years old or older. 2 umpire system is preferred.

o Equipment

1. Batting helmets with face guard are mandatory.
2. Will use a 12" softball. (Yellow in color).
3. Home team will provide (1) new and (1) good used ball for each home game.
4. Shoes are required equipment. Shoe sole or heel projection other than the standard shoe plate are prohibited. Metal toe plates and metal cleats are prohibited.

o Player Substitutions

1. Teams may borrow up to (3) players from a lower division.
2. Borrowed players from a lower division must be on a Participating League roster. Games may be played with 8 players, without penalty. Five of those players must be on the team roster. Example: With (6) roster players you may borrow (3) players from lower division to make a team of (9). With (5) roster players you may still only borrow (3) players to make a team of (8).
3. No borrowed player will be permitted to play if a full line up of roster players is present and able to play.
4. Borrowed players may play in any fielding position.
5. Must bat all available players, open substitutions will apply. If a player gets injured or has to leave the game for any reason while using continuous batting order, that player is then skipped in the batting order with no out taken. This player may also re-enter in a later inning.

o Games

1. Innings: 6; Official Game: 4
2. 6 runs per inning limit.
3. No new inning shall be started after 1 hour and 45 minutes from the start of the game, unless in the event of a tie.

4. Run rule will occur with one team ahead by 13 runs after 4 innings or 7 runs after 5 innings. The score at the time of the run rule will be considered the final score. However, if time allows, the teams may continue to play out to the time limit for extra practice.
5. In the event of a tie at the end of 6 innings or time limit, you will play until tie is broken or up to 2 extra innings, if at the end of the 2nd extra inning there is still a tie, it remains a tie.
6. A pitcher entering the game for the 1st time will be allowed (5) warm up pitches. A pitcher re-entering will be allowed (3) warm up pitches. If the pitcher hits 2 girls in a row or 3 girls in an inning, she must be removed for that inning only and may return, however, if she hits a 4th in a game she must be removed from the pitching position for the remainder of the game.
7. Pitchers may pitch a maximum of 4 innings per game, any pitch thrown will constitute an inning. Travel pitchers (any player throwing a single pitch on a travel team), may only pitch 2 innings per game
8. No infield warm-up is permitted after the first inning.
9. Play with (6) infielders and (3) outfielders..

Additional Rules

1. Bunting is legal, slug bunting is prohibited
2. All players, parents, coaches and spectators will treat the umpire with respect. Arguing with the umpire will carry a zero tolerance policy. Umpire has the authority to eject any person from the game for violation
3. All team chants will be respectful to the opposing team. Foster a community of competition but also sportsmanship. Any chant that is aimed at the opposing team players is in violation of the sportsmanship rule. First offense is a warning. Second offense, the coach will be warned and required to remain in the dugout for the remainder of the game. Third offense, the coach will be ejected from the game. This will be at umpires discretion.
4. No stealing will be allowed at any time on throwbacks to the pitcher from the catcher (This begins when the catcher releases the ball. If you steal the base before the catcher throws the ball towards the pitcher, this is considered legal.)
5. Collisions at home plate are prohibited. If the runner causes a collision, the runner will be ruled out immediately. If the receiver blocks the plate and causes the collision, the runner will be ruled safe. Pitchers and catchers may not block the plate.

o Official rosters

1. Official rosters must contain
 - § Team name, area, age division
 - § Coaches name, phone number
 - § Players name, DOB
2. Players may only be on (1) League fast pitch roster.

3. Rosters must be presented to the opposing coach at the 1st scheduled game with that team. Players may be added to a roster up to the 3rd game of the season by contacting the league president. Final rosters must be presented to the tournament director prior to the 1st game of the tournament.
 4. Final rosters must contain a minimum of (8) players and a maximum of (20).
 5. No boys are permitted to play in the Marysville League games or tournaments.
- o If a player gets hurt on a batted ball, play stops and runner is awarded the next base.
- o **Thrown Bat Rule - The first offense both teams will be warned, umpire will tell both head coaches, no matter which team was the offender, both teams get warned. Each offense after the first the batter is out and runners may advance at their own will.**
1. In order to qualify for tournament play, a roster player must have participated in at least 50% of the League games. Injury exceptions will be determined by the league representatives. Current season score books must be available upon request.
 3. All protests are to refer to OHSA and are to be resolved immediately. Home plate umpire's decision is final.