

**MEDINA GIRLS SOFTBALL ASSOCIATION, INC.
DIVISION IV**

1. Division is determined by age.

A. Ages 18 and under. Can't be 19 before 8/1/06.

2. Play by A. S. A. rules.

A. The only exceptions are the following league stated changes.

3. Base Distances

A. Pitcher's Mound: 40 ft. from back of home plate (nearest catcher) to front of the pitcher's plate.

B. First/Third Bases: 60 ft. from back of home plate to middle of first and third bases.

C. Second Base: 84 ft. 10 in. from back of home plate to the center of second base. Second base will be 60 ft. from the outside corners of first and third bases.

4. Look Back Rule

A. Failure to immediately proceed to the next base or return to her base once the pitcher has the ball within the eight (8) foot radius of the pitcher's plate shall result in the base runner being declared out.

B. Once the runner returns to a base for any reason, she shall be declared out if she leaves said base, unless a play is made on her or another runner, (a fake throw is considered a play), the pitcher no longer has possession of the ball in the eight (8) foot radius, or the pitcher releases the ball by a pitch to the batter.

C. A base on balls is treated the same as a batted ball. The batter/runner may continue past 1st base and is entitled to run toward 2nd base as long as she does not stop at 1st base. If she stops as she rounds 1st, she must then comply with part (A) above.

5. Batters may run on a dropped 3rd strike

A. With less than 2 outs and 1st base unoccupied.

B. With 2 outs even if 1st base is occupied.

C. A ball hitting the ground (before it reaches the catcher) is not considered a catch and the batter may advance.

6. Stealing bases (including home) is permitted

A. Base runners may not leave their base until the ball is released by the pitcher.

B. Base runners who leave their bases before the pitcher releases the ball will be declared out.

7. Conduct

- A. No yelling at umpires and officials. Request time out and meet at home plate for a civilized discussion. If a manager or assistant consistently disputes calls or harasses the umpires, the umpires should bring the issue to the attention of the Board.**
- B. Any manager, coach, or team assistant being ejected from a game will be suspended for the following game.**

8. Scoring

- A. Team scorekeepers are to verify the score after each inning.
- B. Games will be 7 innings long. Five complete innings constitutes a complete game if it is called due to rain or darkness.
- C. Ties must be played out or suspended to another date.
- D. Twelve (12) run mercy rule will apply after 5 innings have been completed. (4 1/2 innings if home team is ahead by 12 runs).
- E. No new inning will be started after 2 hours of play as determined by the umpire, unless the score is tied. Any game reaching a duration of 2 hours shall be considered a complete game regardless of the number of innings played.
- F. There will be a 10 minute grace period for teams arriving late to a game.

9. Playing

- A. All players in attendance will bat in a continuous rotation until 3 outs have been made.
- B. Each player must play a fielding position a minimum of three (3) innings.
- C. No player, including the pitcher, may play the same position for more than four (4) innings per game.
- D. Nine (9) defensive players will be used. A minimum of seven (7) players are required to play a game (start to finish).

10. Equipment

- A. Jewelry---No jewelry or hard plastic headbands. If ears were pierced and earrings cannot be taken out, the player will not be permitted to participate in the game.
- B. Chin straps are to be on helmets and players may not remove their helmets until they are off the playing field.
- C. Throwing the bat is not allowed.

1. 1st time---warning.
2. 2nd time---player is out.
3. 3rd time---ejected.

- D. Catcher must wear complete set of catcher's equipment while on the field of play. This includes shin guards, chest protector, and helmet with throat guard.
- E. Twelve (12) inch balls will be used.
- F. Bats shall be marked OFFICIAL SOFTBALL if they are over 30 inches long.
- G. Mitts may be used at any position on the field.

11. Specific Rules

- A. Sliding is allowed.
- B. Play will stop upon injury, but only when the umpire calls time out.
- C. The pitcher must present the ball with her pivot foot on the pitcher's plate and the non-pivot foot either in contact with or behind the pitcher's late. Upon bringing her hands together, she may begin the wind up. She may step either forward or backward with the non-pivot foot while keeping the pivot foot in contact with the plate. Upon the release of the ball, the pivot foot must be in contact with the ground. Leaping or crow hopping off the pitcher's plate will constitute an illegal pitch. At all time during the pitching process, she must keep both feet within the width of the pitcher's plate.
- D. Infield fly rule is in effect.

12. Runners and Fielders

- A. Runner is out when running more than three (3) feet from the base path.
- B. Runner is out when struck with a fair untouched batted ball while not in contact with a base.
- C. Runner is out when she interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball.
- D. When a defensive player with the ball is between the runner and the base, the runner is out if she remains on her feet and deliberately collides with the fielder. The runner's options are to slide or run around the fielder (but must be within three (3) feet of base path).
- E. A fielder, without the ball, blocking a runner's path to a base is an "obstruction". The runner is not out and awarded the next base.
- F. A runner is not out when running behind or in front of the fielder and outside the base line in order to avoid interfering with the fielder attempting to field the ball in the base path.

ALL EQUIPMENT - (BATTERS AND CATCHERS) SHALL BE WORN AT ALL TIMES – PRACTICES, WARM-UPS AND GAMES