



CharMeck Softball

THIRTEEN ASSOCIATIONS > ONE MISSION

Fall 2026



MISSION

The Char Meck Girls Softball Association (CM) is a non-profit association, operated by volunteers, and dedicated to providing both recreational and competitive fastpitch softball programs for girls around the Charlotte area.

“Our overall mission is to provide an environment whereby each player can improve their skills in softball, have fun, learn the importance of competing and participating on a team, develop the art of good sportsmanship and obtain a more rounded and complete sense of well being.”

Through the cooperation and participation of our board of directors, association commissioners, parents, coaches and other volunteers we will achieve these goals.

“THANK YOU”

Thank you for volunteering your time to be a coach. As a fellow volunteer and coach, I understand and appreciate your commitment to the kids. Please do everything you can to help these kids enjoy their time playing softball. Most kids stop playing sports at age twelve, so we have a very small window to impact their lives in a positive way. Few things, if any, are more productive in society than developing our children. The impact you have on your players will last long after they stop playing the game. So, because you don't hear it nearly enough...

- Thank you for leaving work early and showing up an hour before practice and games to set up
- Thank you for being patient when parents don't get their kids to practices or games on time
- Thank you for staying an hour after to clean up or work with that one player that needed a little extra help
- Thank you for pushing them just hard enough without knocking them down
- Thank you for building them back up when they strike out or make an error
- Thank you for focusing on the positive even when their parents might be too focused on the negative
- Thank you for turning failures into teaching moments and for using successes as building blocks
- Thank you for sticking with that player that no matter how hard you worked with them just couldn't hit the ball, because when she finally did it was amazing

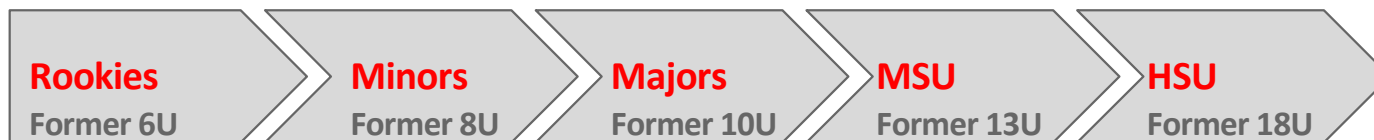
Without you, recreational softball does not exist and there is one less option for girls to learn valuable life lessons, get exercise and make lasting friendships. You may not hear it every day, but it is important for you to know how appreciated you are.

Introduction

Char Meck Softball provides the framework and governance coordinating 13 member associations to allow girls an athletic and competitive outlet through softball.

Founded in the early 1990s, the association typically supports more than 80 softball teams and over 900 players per season for young women ages 4 to 18.

CURRENT DIVISION STRUCTURE



FALL 2026 STATISTICS

13

ASSOCIATIONS

95

TEAMS

467

GAMES

1,000+

PLAYERS



Team Counts

Association	Rookies	Minors	Majors	MSU	HSU	Total
DYSA - Dilworth	0	1	2	3	0	6
ITAA – Indian Trail	0	1	2	1	0	4
MARA	1	3	3	4	1	12
MHAA – Mint Hill	2	2	2	2	1	9
MP – Myers Park	0	3	2	1	2	8
PCAA - Pineville	1	1	1	1	1	5
PRAA – Porter Ridge	0	0	1	2	2	5
PSAA – Park Sharon	0	2	2	1	0	5
SCAA – Steele Creek	1	0	1	0	0	2
SCRA – South CLT	0	3	3	3	0	9
SPYA – South Park	1	1	3	2	1	8
WAA – Waxhaw	0	1	3	3	2	9
WCWAA - Weddington	2	3	3	4	1	13
Total	8	21	28	27	11	95

Challenge Softball

The goal is to introduce more competitive play to our recreational players without the commitment and expense of a full-time travel program.

This program allows our recreational players looking to take their play to the next level an opportunity to advance their skills and play in a tournament environment with elevated competition.

RULE DIFFERENCES

Minors

- Pitcher inning restrictions increased - 5 innings over 2 games
- NO overthrow rule – advance at own risk

Majors

- Pitcher inning restrictions increased - 7 innings over 2 games
- NO limit to stolen bases – advance at own risk

MSU/HSU

- No additional modifications

2

TOURNAMENTS

- Sunday, 9/27
- Sunday, 10/18

\$225

Minors

COST

\$300

Majors +

- Metro Team -

Associations with only one team at a particular level can join with one or more other associations to form a Metro team.

**“ ACCOUNTABILITY
BREEDS
RESPONSIBILITY
- Stephen Covey**

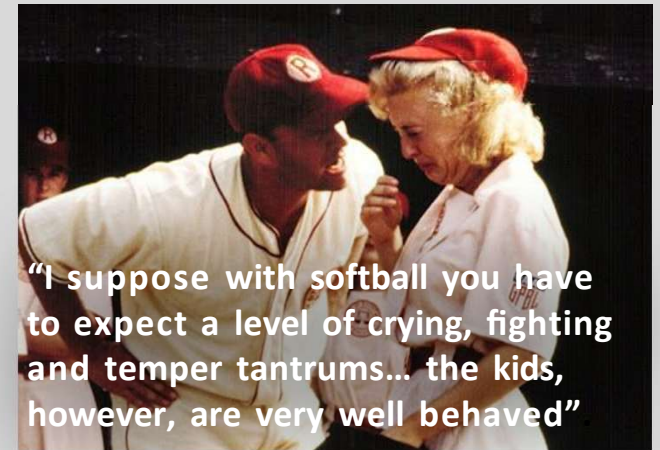
THINGS THAT SHOULDN'T OCCUR

- **Coaches being ejected**
- **Anyone saying, “She can’t hit” (or catch, field, pitch, etc.!)**
- **Anyone disparaging or arguing with the umpires**
- **Excessive baserunning /stealing**
- **Running up the score when the game is decided**

RESPONSIBILITY

Behavior

- We are a RECREATION league made up of neighbors, friends, family (children, parents, aunts, uncles, grandparents, etc.)
- We are a professional organization expecting professional behavior
- Coaching in CharMeck is a privilege - not a right!
- The Executive Board deals with and makes decisions on behavior issues/rule infractions



Responsibility

As a coach, who are you responsible for?



SUGGESTIONS FROM EXPERIENCE

- Get an extra set of ears
- Talk with your assistants and parents ahead of time
- Set the expectation that your team will display good sportsmanship

Responsibility

- Please remind your players, coaches, and family that behavior extends beyond the field
- Postings on Facebook, Instagram, Twitter, and other social media sites should always be positive

SOCIAL MEDIA



“ When in doubt,
don't post it

An aerial photograph of a city skyline, likely Chicago, featuring prominent skyscrapers like the Willis Tower. The image is overlaid with a dark blue gradient that fades from the top left towards the bottom right. White text is centered on the image.

Same web address. Way better experience.

www.charmecksoftball.org



Coaches' Corner



Go to our Website, then Coaches' Corner tab to find:

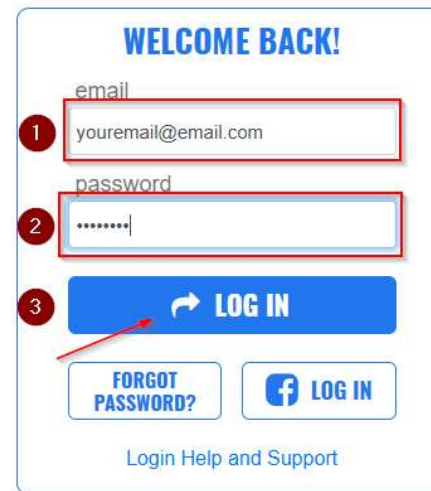
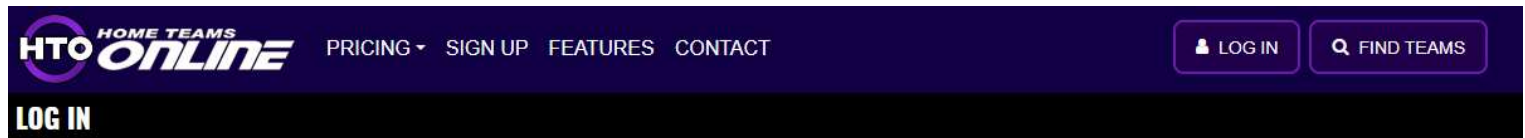
- Important Dates
- Playing Rules
- Coaching Deck
- Challenge Tournament Rules
- Code of Conduct

Website - Login

1. Navigate to www.charmecksoftball.org on your phone, tablet, or computer.
2. Click on Coaches Login.



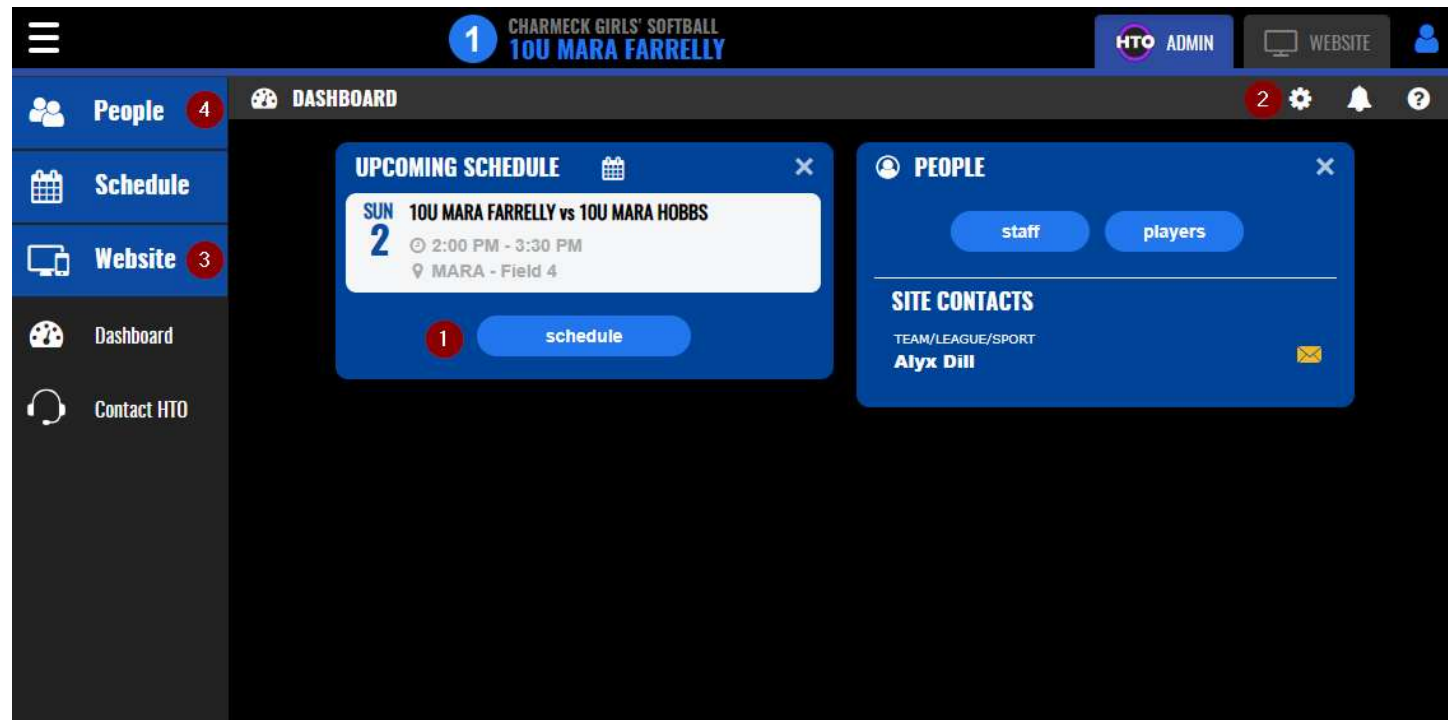
3. This will bring you to the login page. Enter your email address and password, then click LOG IN.

A screenshot of a login form titled 'WELCOME BACK!'. It contains two input fields: 'email' and 'password'. The 'email' field is pre-filled with 'youremail@email.com' and is marked with a red circle and the number '1'. The 'password' field is pre-filled with '.....' and is marked with a red circle and the number '2'. Below these fields is a blue 'LOG IN' button with a right-pointing arrow, marked with a red circle and the number '3'. Below the 'LOG IN' button are two links: 'FORGOT PASSWORD?' and a Facebook 'LOG IN' button. At the bottom of the form is a link for 'Login Help and Support'.

Website - Dashboard

Once logged in, you'll arrive at your Dashboard. From here, you can do several things:

1. View your upcoming schedule.
2. Customize your dashboard.
3. Customize your team's individual website! (New Feature)
4. View your Staff and Roster.



Website - Schedule

- **Guiding principles set for schedule:**
 - Number of games:
 - 10 games (Spring)
 - 10 games (Fall)
 - Even split of home and away games
 - Limit distance traveled on weeknights
- **Difficulties:** The presence of field restrictions (due to baseball, no lights, etc.) and umpire shortages makes scheduling difficult
- **When can games be changed?**
 - Scheduling error
 - Weather (field conditions)
 - *Mandatory school function that causes a large portion of the team to miss

**Requires - Commissioner and EB approval*

CharMeck Website > Schedule

You can filter by:

- Week
- Location
- Division
- Season

CharMeck Girls' Softball Spring 2025 Schedule

CharMeck Girls' Softball: all

Current Week

Entire Schedule

Calendar View

Locations: all

Sort: Division

Spring 2025

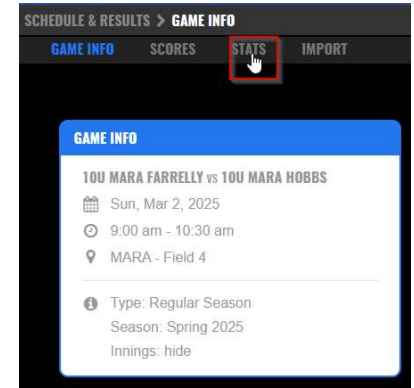
Time	Away	Home	Location
Mon, 2/24/25 to Sun, 3/2/25 < Week 1 >			
Sunday, March 2, 2025			
10U			
2:00 pm	10U MARA Farrelly	vs. 10U MARA Hobbs	MARA - Field 4
Showing 1 Games			

View in Calendar or List styles.

Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
Sun	Mon	Tue	Wed	Thu	Fri	Sat					
						1					
2 10U 10U MARA Farrelly vs. 10U MARA Hobbs 2:00 PM at MARA - Field 4	3	4	5	6	7	8					

Website - Game Stats

1. From your Dashboard or from the Schedule page, select the game for which you want to enter stats, then click on the STATS tab.
2. Go to the **Fielding** tab, then
3. Indicate which players participated by checking the box in the G column. You can also choose the button at the bottom to mark G for all players.
4. Indicate the number of innings pitched by each player in the INN column. Use whole numbers only. Remember, one pitch (not a warm-up) counts as an inning.
5. Click Save.



SCHEDULE & RESULTS > GAME STATS (FIELDING)

1 STATS IMPORT

10U MARA Farrelly vs. 10U MARA Hobbs
Sunday, Mar 2, 2025 • 9:00 AM - 10:30 AM • MARA - Field 4

batting pitching fielding 2

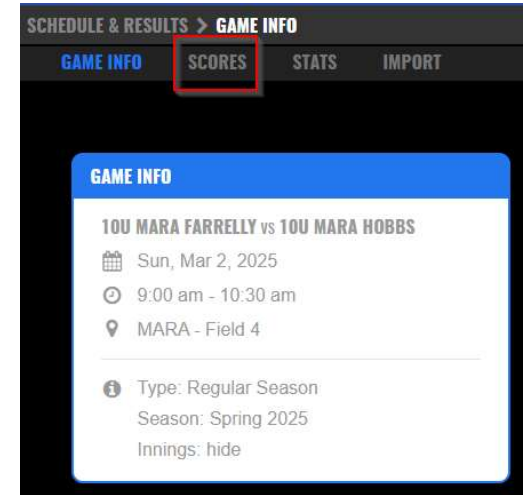
#	LAST NAME	FIRST NAME	POSN	3	4	G	GS	INN	PO	A	E	DP	TP	CS	SBA	PB	DELETE
14	Brundage	Piper	Did Not Play			☒	☐										
19	Conneen	Samantha	Did Not Play			☒	☐										
47	Dill	Maggie	Did Not Play			☒	☐										
7	Farrelly	Isabella	Did Not Play			☒	☐										
13	Holloman	Piper	Did Not Play			☒	☐	2									
2	Johnson	Dakota	Did Not Play			☒	☐										
17	Lawson	Zoe	Did Not Play			☒	☐	2									
11	McGovern	Rosetta	Did Not Play			☒	☐										
6	Moore	London	Did Not Play			☒	☐										
#	LAST NAME	FIRST NAME	POSN			G	GS	INN	PO	A	E	DP	TP	CS	SBA	PB	DELETE
27	Paynter	Sloane	Did Not Play			☒	☐										
1	Proctor	Juliet	Did Not Play			☒	☐										
5	Stamper	Evelyn	Did Not Play			☒	☐										
15	Sykes	Olivia	Did Not Play			☒	☐										

save

Stats Glossary Check G for all players Switch to Season Totals Stat Entry View

Website - Scores

- **Enter game results within 24 hours**
1. From your Dashboard or from the Schedule page, select the game for which you want to enter scores, then click on the SCORES tab.
 2. On the Game Scores page, enter the total number of runs for **each team**, then click Save.



10U MARA Farrelly vs. 10U MARA Hobbs

Sunday, Mar 2, 2025 • 9:00 AM - 10:30 AM • MARA - Field 4

Scoreboard

save

	1	2	3	4	5	6	7	8	9	10	11	12	R	H	E
10U MARA Farrelly													4		
10U MARA Hobbs															

Hey You!

24 Hour Rule:

- Wait 24 hours before submitting a complaint against an umpire, coach or player
- Ask yourself:
 1. Am I just unhappy that the game/call/etc. did not go my way?
 2. Is this a problem that needs to be addressed by multiple people and associations, or should I just go to my commissioner?



Hey You!

Hey You! (formerly Hey Blue!) is your direct line to the CharMeck Softball Board of Directors. Whether you're a coach, commissioner, spectator, or just someone with a question or concern, we're here to listen. Use this form to share feedback, report an issue, or ask for assistance—we'll get back to you as soon as possible!

Feedback Type

- | | | |
|--------------------------------------|---|---|
| ☐ Umpire Concern | ☐ Coach or Player Concern | ☐ Spectator Concern |
| ☐ Venue Concern | ☐ Good News! | ☐ Other |

Website – New Hey You! (Part 2)

Describe Your Feedback: *

Name *

First Name

Last Name

Your Team or Association *

E-mail *

example@example.com

Submit

Umpire Issues

Reporting Umpire Issues:

- Only to be submitted by Head Coach or Commissioner
- If you don't tell us an umpire didn't come, WE ALL PAY THE BILL

Legitimate Issues are:

- No umpire
- Umpire arrived late
- Umpire arrived without proper gear
- Umpire interpreted a CM rule incorrectly

Non-legitimate Issues are:

- Judgement calls (balls, strikes, missed calls, etc.)

Feedback Type

☒ Umpire Concern ☐ Coach or Player Concern ☐ Spectator Concern

☐ Venue Concern ☐ Good News! ☐ Other

Describe Your Feedback: *

Our umpire is not here for our 6:00 game and it's 5:55!

Name *

Alyx Dill

First Name Last Name

Your Team or Association *

MARA

E-mail *

softball@marasports.net

example@example.com

Submit

Char-Meck follows the general rules of the North Carolina High School Athletic Association (NCHSAA), which has adopted the rules of the National Federation of State High School Associations, www.nfhs.org.



Exceptions and clarifications are included in the specific Char-Meck rules on our website: charmecksoftball.org

RULES



Coaching Points

GENERAL EXPECTATIONS

- Make it fun
- No one game is more important than doing the right thing
- Everybody sits once before somebody sits twice.
- Don't bat the same girl last every single game.
- Everyone plays at least one inning per game in the infield.
- Stall or hurry-up tactics have no place in youth softball and especially not in recreational softball.
- Be patient
- Be prepared
- Have a plan (for games and practices)
- Keep the girls busy. Parents notice when girls are standing around
- Use technology to make your life easier (excel/apps). Excel spreadsheet or an App that will keep track of batting lineup and positions



GAME BALL

-Recognize as many players as you can throughout the season-

! PLAYERS KEEP GAME BALLS LONG AFTER THE SEASON IS DONE !

Coaching Points By Age Group

BY DIVISION

Minors

- **Encourage pitchers and catchers as they are in short supply at valuable at the next level**
- Coach pitching should be flat and relatively fast (must have an arc of less than 4'). This is not slow-pitch softball.
- **RULE: Not allowed to switch the pitcher with another position player** when the coach pitcher comes in.

Majors

- **Encourage pitchers and catchers as they are in short supply at the next level**
- All player pitching = lots of walks (keep encouraging your pitchers and provide game opportunities)
- Please remember that aggressive base-running and excessive base-running are two different things.

MSU / HSU

- Keep them playing and encourage new players (70% of kids stop playing sports by their teens)
- MSU is the first level for full stealing, but don't forget....aggressive and excessive base-running are two different things.
- HSU has no inning restrictions for pitchers but keep giving players opportunities to pitch

Coaching Points - No Umpire

What happens when umpires are late / don't show up

1. Check your phone - Umpires should contact the coaches if they are running late/cancel
 2. Home team - contact your association commissioner
 3. Contact the head of umpires
(Jon Hill - jonathanhill81361@yahoo.com)
 4. If the umpire has not arrived after 10 min; play the game with coach/parent umpires
 5. Nominate one adult from each team to umpire (*if a coach is selected; they cannot coach while actively umpiring*)
- Both nominees start a timer to monitor the official game clock and announce the ending game time (based on the division).
 - Each inning one nominee will call balls & strikes (from behind the pitcher) for the opposing pitcher and the other will make safe/out calls on the bases (standing behind the infielders).
 - Trade positions each inning
 - All judgement calls are final! (ie - ball vs strike and safe vs out)



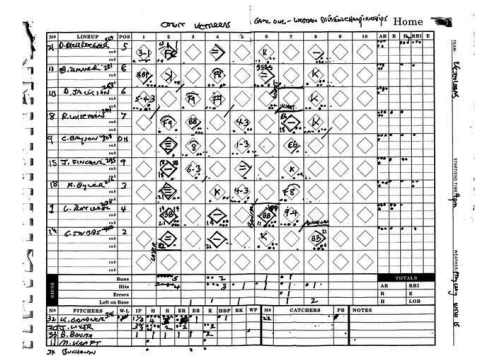
COACH TIP

HAVE 1 OR 2 ADULTS PREPARED FOR THIS ROLE AND MAKE SURE THEY KNOW THE RULES

Coaching Points - Scorebook

The scorer from each team should

1. Get the lineup card from the opposing team before the game and mark down **both names and numbers**
2. Verify all the girls are present and bat in the correct order during the game (noting any girls on the roster but not playing)
3. **Keep track of inning pitched for both teams** (It's important to keep track of opposing pitchers' innings in case of disputes)
4. Record the final score of the game
5. Sign the opposing team book after the game



- At the end of the game the scorer needs to verify the following before signing:
 - The opposing team's book has **all players are listed correctly**
 - **Innings pitched** for both teams are record in the book and innings counts are correct
 - The final **score is recorded correctly**



COACHES

ANY SCORING DISPUTES PLEASE CONTACT YOUR COMMISSIONER AND ESCALATE TO THE EB



Rules Updates for Spring 2026

SPRING 2026 RULE UPDATES

ALL AGE GROUPS:

1. Divisions defined by enrolled grade instead of Date of Birth
 - * Rookies – 1st Grade and Under
 - * Minors – 3rd Grade and Under
 - * Majors – 5th Grade and Under
 - * MSU – 8th Grade and Under
 - * HSU – 12th Grade and Under

BY DIVISION

Minors Changes

1. Removed Unlimited Runs in Innings 5+

Majors Changes

1. Removed Unlimited Runs in Innings 5+

MSU Changes

NO CHANGES.

HSU Changes

NO CHANGES.

CLARIFICATIONS

Made it easier to understand what happens when the time clock expires for each age group. Can be found in the Age Division rules for Minors section 3, and Majors and Older in Section 2

Rules - Field Setup

GENERAL SETUP / MARKINGS (ALL AGES)

- Base Length = 60ft
- Pitchers Circle = 8 ft Radius (40ft from back of home plate)
- Batters Box = 7 ft Length & 3ft width (6" away from plate)

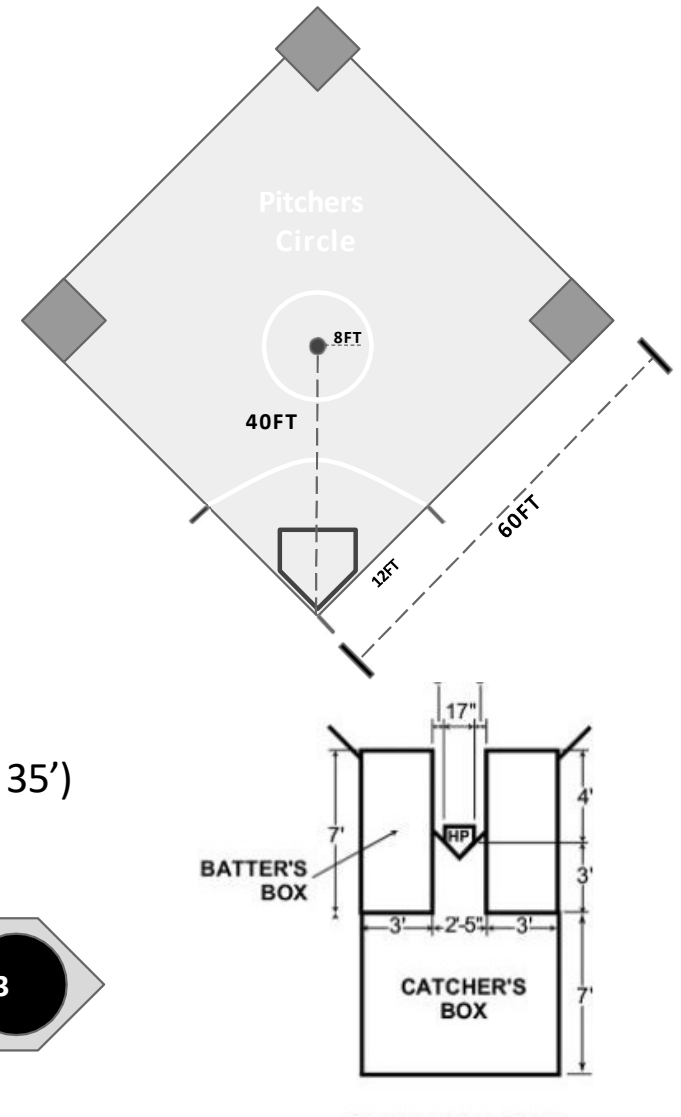
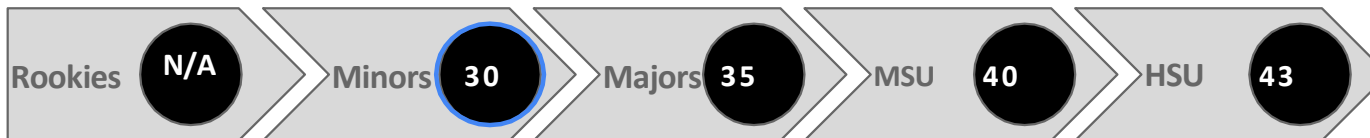
ADDITIONAL SETUP / MARKINGS - 6U

- 12' Radius line (ball must pass line to be fair)
- Pitching Rubber Distance - N/A (Coach Pitch/ Tee)

ADDITIONAL SETUP / MARKINGS - 8U

- 12' Radius line (ball must pass line to be fair)
- Pitching Rubber Distance - 30' (additional rubber/marking at 35')

PITCHING PLATE DISTANCES (in feet)





Age Group Rules



	Rookies	Minors	Majors	MSU	HSU
Players	ANY	10 (8 minimum)	10 (8 minimum)	9 (8 minimum)	9 (8 minimum)
GAME RULE MODIFICATIONS					
Pitching Rubber	N/A	30' (coach at 35')	35'	40'	43'
Innings	N/A	6	6	7	7
Game Length	60 min	75 min	75 min	90 min	90 min
Run Limit	4 runs	4 runs	4 runs	5 runs (only for first 4 innings)	5 runs (only for first 4 innings)
Slaughter Rule - Runs(Innings)	N/A	N/A	15(4); 10(5)	15(3); 12(4); 8(5)	15(3); 12(4); 8(5)
GAME PLAY MODIFICATIONS					
Stealing	No	No	Yes - Ball Crosses plate (one base)	Yes - Ball released (unlimited bases)	Yes - Ball released (unlimited based)
Bunting	No	No	Yes (no pull back and swing)	Yes (no pull back and swing)	Yes (no restrictions)
Pitching Innings	N/A	4 (Over rolling 2 games)	5 (Over rolling 2 games)	7 (Over rolling 2 games)	No restrictions
Infield fly	No	No	No	Yes	Yes
Dropped 3rd Strike	No	No	No	Yes	Yes
Umpire(s)	0	1	1	2	2



Rules Continued

CONTINUOUS BATTING | UNLIMITED SUBSTITUTION

- All age groups will play continuous batting (all players bat)--thus unlimited fielding substitution shall be allowed
- Each player must bat in the lineup, regardless of how many players the other team has
- **No player shall sit on the bench defensively for two consecutive innings**

Note: Umpires will not interpret or rule on this subject. If a coach feels that another coach is not following these rules, they should report issues to their Commissioner (and Commissioners escalate).

JEWELRY

- Umpires will take action if a player is identified with earrings or necklaces that are deemed too long for play.

OPTIONAL RUNNER FOR THE CATCHER

- For speed and efficiency of the game, teams will have the option to employ a pinch runner for the catcher in the next inning
- Only allowed to swap with 2 outs
- Only the last batter out can be the pinch runner



Rules Continued

NUMBER OF PLAYERS

- In all divisions -

Games can be started with 8 players and finished with 8 players.

- If at any point in time during the game a team falls below 8 players for any reason, the game will continue but the team that fell below 8 players will forfeit the game (failure to complete the game by either team will result in the offending Head Coach being suspended).
- If a team begins with 8 players, they do not take an out each time the 9th batter was scheduled to bat. However, if the team has nine or more players any time during the game and falls to 8 players for any reason (other than injuries--see rule 11 for clarification), an out is issued each time the 9th player is due to bat.

Minors/Majors

If a team starts with more than 9 players and a girl(s) leaves the game for any reason, no out is taken by that team when that girl's turn to bat comes around, so long as the team has at least 9 remaining batters.

Rules - Borrowing Players

A team may pick-up players from other teams within their association to achieve a limit of 9 players for a game for MSU and HSU; Minors and Majors limit is 10 players, as they play with 10 fielders.

Teams may borrow players from 1 age group lower (e.g. a MSU team may borrow a Majors player, but not a Minors player.) A maximum of two substitutes may be used.

Any borrowed player must:

1. Play outfield only (if borrowing from same age group)
2. Bat last in the line-up (bottom two spots when 2 substitute players)

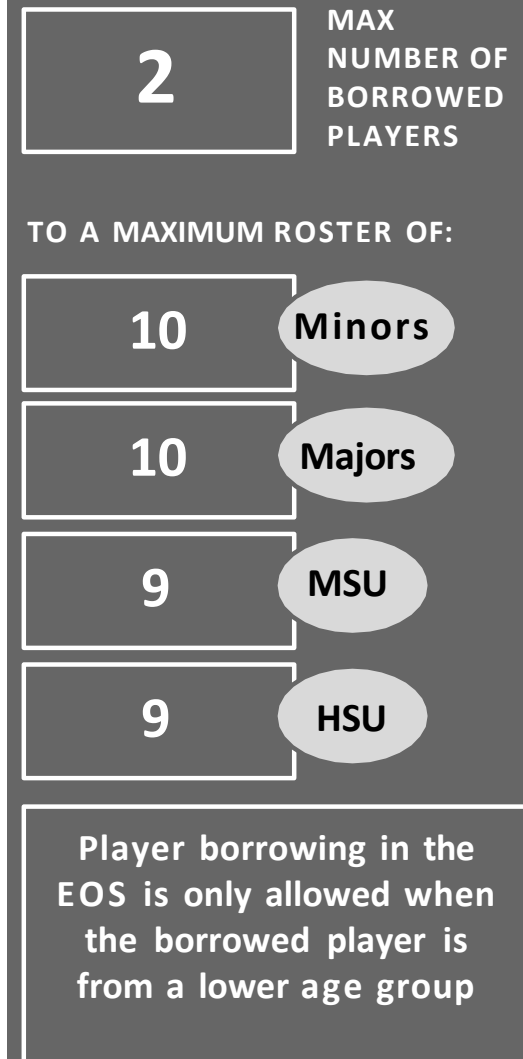
Coaches are responsible for using good judgment in using players who can play "up" to prevent injury. All players not on the regular roster must be identified to the opposing coach and their names are noted in the scorebook.

They must also wear their uniform from their team regardless of a conflicting number.

BORROWED PLAYER - PITCHING EXEMPTION



1. ONLY players borrowed "UP" from lower age group may pitch
2. Innings pitched by a borrowed pitcher is not counted against the pitcher's innings pitched limits.
3. Player pitchers borrowed up may not pitch more than the following innings for the game they are borrowed:
 - a. Minors - No more than 1 inning pitching in a Majors game
 - b. Majors - No more than 2 innings pitching in a MSU game
 - c. MSU - No more than 3 innings in a HSU game





Rules - Pitching



! WE DO NOT FOLLOW ALL THE HIGH SCHOOL FEDERATION RULES FOR PITCHING !

- A. Prior to starting the delivery pitch, the pitcher shall take a position with the pivot foot in contact with the pitcher's plate and the non-pivot foot in contact or behind the pitcher's plate. Both feet must be on the ground within or partially within the 24 inch length of the pitcher's plate.
- B. After completing A, prior to pitching, you must present. The pitcher must take a position with shoulders in line with 1st and 3rd base with the ball in the glove or pitching hand with hands separated.
- C. After completing B above, the pitcher shall bring both hands together in front of the body for not less than 1 second and not more than 10 seconds before releasing the ball. The hands may be motionless or moving. Once you bring your hands together, your next step must be forward.
- D. The pitcher shall not be considered in the pitching position unless the catcher is within the lines of the catcher's box and in position to receive the pitch.
- E. The pitcher may not take the pitching position on or near the pitcher's plate without having possession of the ball.
- F. The pitcher may remove herself from the pitching position as follows:
 - a. before the hands come together, the pitcher may legally step back from the pitcher's plate with both feet;
 - b. when the hands come together and no part of the windup motion has been made, the pitcher may legally step back from the pitcher's plate with both feet;
 - c. either foot may be removed first.
- G. The pitch starts when the pitcher's hands separate after they have come together while the pivot foot is in contact with the pitcher's plate.
- H. Any step back with the non-pivot foot must begin before the pitch has started (the hands separate), the pitcher may not take more than one step which must be forward, toward the batter and simultaneous delivery of the pitch. It is an exception and is allowed when the pitcher removes herself from the pitcher's position.
- I. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.
- J. Crow hop **is an** illegal pitching motions. The pivot foot ~~must drag or~~ **does not need to** remain in contact with the ground during the leap. The pitcher can't make more than one revolution of the arm in the windmill pitch. A pitcher may drop the pitching arm to the side and to the rear before starting the windmill motion. The ball does not have to be released the first time past the hip.

Rules - Approved Bats

GENERAL RECOMMENDATIONS

- Coaches are responsible for their players' to be properly and legally equipped
- The bat shall meet the 2004 ASA Bat Performance Standard, bear either the 2000 or 2004 certification mark and not be listed on the ASA non-approved bat list found on www.asasoftball.com.

Approved
Bats List



Non-
Approved
Bats List



CERTIFICATION MARKS





Rules - Use of Non-Approved Bat

FIRST VIOLATION

- During an at-bat AND 1st time
 - Warning given to both teams
 - Player switches to an approved bat
 - Finishes the at-bat
- After the ball is put in play
 - Warning given to both teams
 - Batter is out
 - Runners return to the previous base prior to the at-bat

**Any team found to be using an illegal bat
Will be provided only one warning for the
entire season.**

Umpires will report team violations to the EB

**Subsequent violations on that team will
result in batter and respective coach
suspensions.**



Website - Enter Results

- All stats **MUST** be entered within 24 hours of game completion unless there are access issues.

If there are issues, you must immediately notify the CharMeck EB.

- **What if the team you are playing hasn't entered their pitching innings?**
 - Send them an e-mail or a text
 - At the game, ask to see their book - NICELY
- **What if a team asks to see your book?**
 - **NICELY** let them see it.



WWDD -

WHAT WOULD DALTON DO?



**ENSURE PITCH INNINGS ARE
RECORDED IN THE SCOREBOOK
BEFORE SIGNING THE OPPOSING
TEAM'S SCOREBOOK.**



Schedule - Rainouts

RAINOUTS

- Whose responsibility is it to cancel games?
 - Up to the game time – the **home association Commissioner**
 - We try to make the call early enough to avoid the drive
 - Home coach/commissioner needs to contact away coaches via email and call/text
- Please understand - rescheduling games is not easy, so we won't cancel based simply on a "60% chance of rain or projected radar"
- Once the Umpire arrives at the game - it's their job to make the decision.



MAKE UPS

- CharMeck Game Scheduler will reschedule all cancelled games
- Goal = Makeup games be played within 7 days from the originally scheduled date
- Can be played on any day, at any association
- **Rookies** – coaches coordinate your own make up games because no umpires are used

COACH TIP

Have a fast and easy way to contact families last minute for schedule changes (text, app, or email group)

Schedule - Forfeits/EOS Tourney

TEAM FORFEITS

- A team (excluding Rookies) that doesn't have 8 players after a 10-minute grace period from the scheduled game time will forfeit the game. The opposing coach may NOT waive the forfeit.
- Any team forfeiting more than 3 games during the regular season is disqualified from the EOS Tournament.
- Forfeits are scored 7-0

PLAYERS ATTENDANCE

- Player MUST play or attend
- 7 out of 10 games to be eligible for the EOS Tourney
- Medical Exemptions ONLY (Doctors Note required) no more than 3 games

DON'T FORGET TO RECORD PLAYERS FOR FORFEITED GAMES

Both teams MUST enter the players that attended into the stats in the system to ensure eligibility for the EOS tournament

QUESTIONS?



THANK YOU!

EXECUTIVE BOARD 2026

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- Roger Lapham, Vice President
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RULES APPENDIX by division



Age Group Rules

BY DIVISION

Rookies

- **Any number of defensive players (Only 5 infielders, No catcher)**
- **12' Foul Arc:** Balls hit by the batter must travel outside the 12' home plate arc to be considered a fair ball
- Coaches will be limited to three pitches prior to the ball being placed upon the tee for the player to hit.
- Runners only advance on a hit ball.
- Girls will be allowed to run on a ball hit until a fielder touches the ball (must stop at the base she was advancing to)
- Runners cannot advance on any overthrows
- Once there are 3 outs recorded or 4 runs cross home plate, sides will be changed. The last inning each team will bat through their entire lineup.
- **Defensive Coaches:** Teams may have 3 defensive coaches in the field (Coaches should not touch players and should remain a reasonable distance from the infielders)
- **Umpires:** There will be no umpires in Rookies. Head coaches will call safe or out. If it is a close of a play, the girl will ALWAYS be called safe.

Rookies



Players	ANY
GAME RULE MODIFICATIONS	
Pitching Rubber	N/A
Innings	N/A
Game Length	60 min
Run Limit	4 runs (inning)
Slaughter Rule	N/A
GAME PLAY MODIFICATIONS	
Stealing	No
Bunting	No
Pitching Innings	N/A
Infield fly	No
Dropped 3rd Strike	No
Umpire(s)	0

Age Group Rules

BY DIVISION

Minors (Former 8U)

- **8U and teams will field teams with 10 defensive players (4 outfielders)**
- **12' Foul Arc:** Balls hit by the batter must travel outside the 12' home plate arc to be considered a fair ball
- There must be a player in the pitching position (no closer than the coach pitcher (35 feet) and catching position during the entire game).
- **Overthrows:** All runners may advance one base on any balls overthrown in an attempt to register an out or hold a runner.
- **Stopping play:** The defensive team must stop the base runner(s) after a hit by having possession of the ball inside the pitcher's circle, in front of the lead runner and/or the runner(s) stop due to any play by the defensive team. If the lead runner is stopped by a defensive player, any other base runners must go back to the previous base if not more than halfway to the next base. NOTE: The umpire should call time when this occurs.
- **Defensive Coaches:** Teams may have 2 defensive coaches in the field (Coaches should not touch players and should remain a reasonable distance from the infielders)
- When the Minors coach pitcher is hit by a batted ball, the ball will be considered live and be played as such. However, if the coach pitcher catches the batted ball in defense of him or herself, the ball is dead and the batter gets another coach pitch.

Rule Change Spring 2026 – no Unlimited Runs innings. Each inning has a 4-run limit

Minors



Players	10 (4 Outfielders)
GAME RULE MODIFICATIONS	
Pitching Rubber	30' (coach at 35')
Innings	6
Game Length	75 min
Run Limit	4 runs
Slaughter Rule	N/A
GAME PLAY MODIFICATIONS	
Stealing	No
Bunting	No
Pitching Innings	4 (Over rolling 2 games)
Infield fly	No
Dropped 3rd Strike	No
Umpire(s)	1

Age Group Rules

BY DIVISION

Majors (Former 10U)

- **Majors teams will field teams with 10 defensive players (4 outfielders)**
- **Stealing:**
 - A player may steal after the ball passes the batter. The player may advance a maximum of (1) base even if there is an overthrow.
 - Catchers should be encouraged to throw to the bases on every steal.
- Pitchers in Majors may not pitch underhand in a “bowling” motion. It must be windmill
- A pitch cannot have an arc of more than 6 feet. This pitch would be called a ball.
- If a pitcher makes one pitch during an inning it counts as one inning (warming up before the inning begins is NOT considered to be an inning pitched).

Rule Change Spring 2026 – no Unlimited Runs innings. Each inning has a 4-run limit

Majors



Players	10 (4 Outfielders)
GAME RULE MODIFICATIONS	
Pitching Rubber	35'
Innings	6
Game Length	75 min
Run Limit	4 runs
Slaughter Rule	15(4); 10(5)
GAME PLAY MODIFICATIONS	
Stealing	Yes - Ball Crosses plate (one base)
Bunting	Yes (no pull back and swing)
Pitching Innings	5 (Over rolling 2 games)
Infield fly	No
Dropped 3rd Strike	No
Umpire(s)	1

Age Group Rules

BY DIVISION

MSU (Former 13U)

- **MSU teams will field teams with 9 defensive players (3 outfielders)**
- **Fake Bunt, Pull Back and Swing Away:** Teams may not use this play at MSU. It IS allowed at HSU, but this is not encouraged. Violation of this rule in MSU will result in the batter being called out.
- If a pitcher makes one pitch during an inning it counts as one inning (warming up before the inning begins is NOT considered to be an inning pitched).

MSU



Players	9 (3 Outfielders)
GAME RULE MODIFICATIONS	
Pitching Rubber	40'
Innings	7
Game Length	90 min
Run Limit (first 4 innings)	5 runs
Slaughter Rule	15(3); 12(4); 8(5)
GAME PLAY MODIFICATIONS	
Stealing (unlimited bases)	Yes - Ball released
Bunting	Yes (no pull back and swing)
Pitching Innings	7 (Over rolling 2 games)
Infield fly	Yes
Dropped 3rd Strike	Yes
Umpire(s)	2

Age Group Rules

BY DIVISION

HSU (Former 18U)

- HSU teams will field teams with 9 defensive players (3 outfielders)
- Metal cleats allowed
- Fake Bunt, Pull Back and Swing Away: It is allowed at 18U/High School, but this is not encouraged.

HSU



Players	9 (3 Outfielders)
GAME RULE MODIFICATIONS	
Pitching Rubber	43'
Innings	7
Game Length	90 min
Run Limit (first 4 innings)	5 runs
Slaughter Rule	15(3); 12(4); 8(5)
GAME PLAY MODIFICATIONS	
Stealing (unlimited bases)	Yes - Ball released
Bunting	Yes
Pitching Innings	No Restrictions
Infield fly	Yes
Dropped 3rd Strike	Yes
Umpire(s)	2