

MAGSA 8U Rules--2012

MAGSA

8U GIRL'S MACHINE PITCH LEAGUE LOCAL RULES

The girl's 8U machine pitch league is a training process by which girls 7-8 years old can learn, develop and practice fundamental softball skills in a more demanding environment than 6U T-Ball. The idea is to provide a more game like situation while accommodating the skill level of the players to provide maximum enjoyment and a positive learning experience.

The manager and coaches' goal should be to develop fundamental skills of hitting, throwing, fielding and base running. Team concept and player development should be stressed at all times.

- The team manager will be solely responsible for the conduct of his/her team and its followers. In his/her absence, a designated team manager shall assume the responsibility. The manager or the designated manager is the only member of the team or coaching staff that can protest any umpire ruling.
- Managers and coaches will conduct themselves in a sportsmanlike manner at all times on or near any practice or playing field.
- The use of obscene or abusive language or the use of intoxicating beverages or drugs on or near the practice or playing field is prohibited.
- Smoking by any manager, coach, umpire, or player inside the fence is prohibited.

These rules should be distributed to each player's parents and should be read and understood to make 8U Machine Pitch more enjoyable to watch. All managers, coaches, and umpires who volunteer must have read these rules and thoroughly understand the differences in 8U Machine Pitch softball rules and other fast pitch softball league rules as well as baseball rules.

All games will be played under the ASA rules with the exception of the following local rules adopted by the Board of Directors.

Thank for your time in reviewing these rules. MAGSA hopes that you have a season that enriches you and your daughter and most of all is FUN!!!!

Index

8U Girl's Machine Pitch Rules

- 1.0 Game Preliminaries
- 2.0 Numbers and Rotation of Players
- 3.0 Bench Rules
- 4.0 Defense Rules
- 5.0 Batting Rules

- 6.0 Overthrow Rules
- 7.0 Base Running Rules
- 8.0 Umpires
- 9.0 Post Game Duties
- 10.0 Definition of Terms
- 11.0 Assignment of Players to Teams
- 12.0 Official Uniform

1.00 Game Preliminaries

1.01 The manager of the home team shall be responsible for preparation of the playing field including:

- a) Installation of bases
- b) Removal of foreign and unsafe objects
- c) Raking of the playing field, if necessary
- d) Marking of the playing field

1.02 The field will have 60 feet base paths with a dugout/bench area for each team-subject to change based on input from last year. The Pitcher Circle should be 7 feet diameter, centered on a point 35' away from Home Plate and on a straight line between Home Plate and 2nd base.

1.03 The speed for the machine should be as flat as possible, 28-35 mph. The machine will be placed inside the pitching circle at a distance of 35 feet. The Home Team Manager should set up the machine and test.

1.04 A game will consist of no more than 6 innings. There will be a 1 hour 15 minute time limit. No inning will be started after the time limit. After a game has been played for 1 hour and 30 minutes the game will be over, with the score reverting to that of the last full inning completed.

1.05 There will be a maximum of five runs scored per inning. After the fifth run is scored the inning is over. The 3 outs or 5 runs shall apply to the first 4 innings. After the first four innings are completed, all additional innings shall be unlimited runs until 3 outs are obtained, i.e., the fifth and six innings are unlimited runs. If time is called before both halves of the inning can be completed, the final score shall remain as the score of the last fully completed inning.

1.06 On game day, if the field needs preparation because of bad weather, both managers will help in putting the field into a playable and safe condition. The Board Member on Duty (usually the League Agent or Director of League Operations) will determine whether or not the field is in a safe condition. The manager of the visiting team shall be responsible for returning the bases to the storage shed at the end of the game and any pick up of foreign and unsafe objects including trash from the playing field and stands. The manager of the visiting team must leave the field raked and dragged and ready for

marking for the next game.

MAGSA encourages a cooperative effort among managers and coaches of both teams in the handling of pre and post game duties.

1.07 A manager must prior to the beginning of the game furnish a copy of his batting order and his fielding rotation to the opposing manager and the official scorekeeper.

The batting order must have:

Player's number,

Position in order,

And first and last name.

The fielding rotation must have:

Player's number

Player's defensive position by inning

And First and Last name

If a player arrives late her name shall be added to the bottom of the batting order and she shall be allowed to bat when her name next appears in order regardless if she was not present or did not play in the previous inning. The manager shall inform the Official Scorer, Head umpire and other manager of any changes or additions to the batting order.

1.08 All games should start at the time set. If a team does not have the required seven players to begin the game within 5 minutes of the start time the game may be forfeited. Managers are encouraged to have the field set up and get their players to the games on time.

1.09 The MAGSA league will provide (at a minimum) an ASA approved Head umpire behind the plate who will call the whole field. Before the game the umpires and managers should discuss the purpose of the game (to teach softball and have fun!) and review any questions on the rules.

1.10 Before a game begins the umpires shall:

a) Verify each team has at least seven players

b) Verify adequate equipment is provided and worn

c) Verify that players are wearing no rings, necklaces, bracelets or jewelry other than stud type pierced ear rings. It is required that these type earrings be covered with a band-aid.

d) Verify the field is safe, adequately prepared and marked

e) Receive a game ball from the home team manager

f) Verify the batting orders/positions have been exchanged

g) Identify the official scorer

h) Check and announce the official starting time of the game "play ball"!

1.10a) There will be a one hour and fifteen minute (1:15) time limit on each game, finish the inning. No inning will begin after one hour and fifteen minutes. Any inning in progress at the expiration of the time limit will be completed.

CLARIFICATION2-11-2012*** 10A. The official game time is 1 hour and 10 minutes. No new innings are to begin after that regardless of how many or few innings have already been played. During the regular season, an additional 10 minutes is allowed (for a total max. time of 1 hour and 20 minutes) to finish the inning. If the inning cannot be completed in that time, then the game is called and the game is over. The official score will be the score of the last completed inning unless the home team has brought the score to a tie in which the game will be scored a tie. Umpires may use discretion and allow a short amount of time to finish one more batter or one more out. A playoff game or a tournament game should be allowed to finish the inning without regard to time limit.

1.11 The Umpire determines darkness and will try to finish an inning; however safety of the players is of utmost consideration. If the game is called due to darkness it will revert back to the score of the last full inning completed, unless the home team is leading at the time the game is called, at which the score at the time of the called game shall become the official score. If the score is tied in any circumstance at the end of the called game, the game shall be so ruled as a tie.

2.00 Number and Rotation of Players

2.01 Each team must have at least seven players to begin a game. If playing with seven and a player gets injured or must leave, the game will be forfeited. Each team must have a pitcher and a catcher.

In the course of play, each manager may agree to furnish to the opposing team, outfielders as necessary to complete a team of fielders. The players should be selected from the bottom of the batting order and may be replaced by another player if the furnished player position in the batting order is reached. This is a courtesy and must be agreed to by both managers prior to the start of the game.

2.02.1 Each team may play no more than 10 players in the field in an inning. A player must play infield once during the first three innings of a game.

2.02.2 A player may not spend more than one inning on the bench.

2.02.3 A player cannot play in the infield more than 2 innings in a row.

2.02.4 The player may play in the same position of the infield while playing their 2 innings in the infield.

2.03 A defensive team playing with 10 players must play 6 infielders and 4 outfielders. If playing with less than 10 the pitcher and catcher are mandatory positions.

3.00 Bench Rules

3.01 Only players, manager and coaches are allowed in the dugout or on the bench. One dugout coach is allowed in addition to the manager, first base coach and pitching coach. No other persons are allowed in the dugout. If other than these authorized persons are in the dugout then the umpire shall give the Manager a warning.

Camera crews and/or official photographers authorized by the league (League Agent) may be located in the dugout but must not interfere with the conduct of the game. If photographers are authorized, the umpire must be informed before the game begins.

3.02 Managers are responsible for having his team ready to bat in order or to go into the field so as to keep the game moving fast. It is encouraged that the team have a dugout coach. The umpire may give timing warnings as appropriate.

3.03 Players, managers, coaches may not chatter or make any negative comments directed at the opposing team. To avoid ill feelings between teams, it is recommended to minimize team chants as well. Managers should encourage their spectators to remember why we are playing (to learn and have fun!). This league can get overly excited and parents that exhibit negative behavior will not be tolerated. If a spectator (parent or otherwise) is deemed by the umpire, League Agent, or MAGSA Board member to be disruptive to the game, the umpire shall be notified. The umpire shall then confer with the manager of the offender's team and request that the manager confer with that individual. If the offender again is disruptive, the umpire shall ask the manager of the offending team to ask that individual to leave the MAGSA premises. Two (2) removals of any individual during the season will result in that individual being disallowed on MAGSA premises for any future games during that season.

3.04 Only the batter and base coaches may be outside of the dugout/bench area when on offense. The pitching coach will be allowed on the field behind the pitching machine.

3.05 The on deck batter must remain in the dugout or designated enclosed on deck area until her time to bat. Bats must be hung up inside of the designated enclosed on deck area and may not be in the possession of the on deck batter when in the dugout bench area.

3.06 When on defense, the players on the field and two defensive fielding coaches may be outside of the dugout/bench area and positioned in the field of play. The dugout/bench area is defined as an area extending 6' from the front dugout fence. A coach/manager may coach defense from this area also.

4.00 OFFENSE Rules

4.0 The team at-bat is allowed 3 coaches on the field: 1st base Coach, 3rd Base Coach, and will supply an adult (preferably a team coach) to be the "pitcher" (feeds ball in the machine). Kids should never be allowed to feed balls into the machine. This "pitcher" coach may help the batter using only verbal encouragement and/or non-verbal signals to assist the batter in getting properly positioned in relation to the home plate. This coaching should be done in such a way to speed the game, not to

slow it down. CLARIFICATION: When the ball is hit, the adult "pitcher" should stay out of the way of the fielders as much as possible. Kneeling and staying low usually helps a lot. Coaching of the base-runners from the pitching machine is not allowed. The "pitcher" coach should also refrain from yelling or screaming at base runners in any situation as it would be a detriment to the fielding team. The Umpire may penalize the offense if this causes problems. Base-runners should be taught to run the bases in practice and look to their base coaches for assistance.

4.01 No player shall be allowed to touch a bat until the moment that her turn at bat is up. Bats must be hung up inside of the designated enclosed on deck area and may not be in the possession of the on deck batter when in the dugout bench area. ***2007 UPDATE***For Safety Reason**Batters in 8U are not allowed to take practice swings in the on-deck fenced area***

If a player does touch a bat prior to becoming the batter outside of the enclosed on deck area, the player and manager can be warned. Any subsequent incidents of that player touching a bat throughout the remainder of the game, that player can be called out and not allowed their turn at bat. (A coach is allowed to take a player outside of the fenced field area to give hitting instructions to a player. This shall not be deemed as touching of a bat.)

4.02 All batters and base runners must wear approved protective headgear, face guards and chin straps.

4.03 All bats must be stored outside the dugout/bench area.

4.04 Three missed swings is not an out.

Batters are given five "hittable" pitches. Hittable shall be determined by the home plate umpire. Non-hittable will usually be determined by height of pitch in relation to batter. The umpire shall call "NO PITCH" on non-hittable pitches, but not until after the pitch has crossed the plate. If the batter swings and hits the ball into fair territory, the hit is live and the play continues, even though the ball may have been out of the "strike zone". If the batter hits the ball into foul territory, the pitch will also count and a swing/hittable pitch will be recorded. If the umpire calls NO PITCH and the batter has swung and no contact is made, the swing will not count as a strike/swing. If the batter has not hit the ball in fair territory after the fifth pitch, the batter is out, except if the batter fouls the fifth pitch, they get additional pitches until the ball is either fair or the batter swings and misses or does not swing at a hittable pitch at which time she is struck out.

4.05 BATTED BALL HITS PITCHING MACHINE--If the ball hits the pitching machine, electrical outlet, ball bucket or extension cord reel after being hit by the batter, then it is considered a "No Pitch" and the batter will receive another pitch.

4.06 The Batter's Box should be chalked per ASA Official Softball Rules . If a batter steps out of the batter's box to hit a pitch they will be called out. The Plate Umpire may caution a player about the stance prior to the pitch being thrown. This is not considered

coaching.

4.07 Batting out of order is an appeal play that may be made only by the defensive team. The defensive team forfeits its right to appeal batting out of order when a legal or illegal pitch has been made to the following batter or when pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the dugout or bench area.

1. If a batter hits out of order and the error is discovered while the incorrect batter is at bat, the correct batter must take the batter's position and assume any pitch count and strikes. Any runs scored or bases run while the wrong batter was at bat shall be legal. The offensive team may correct a wrong batter at the plate with no penalty.

2. If the error is discovered after the incorrect batter has completed a turn at bat and before a legal or illegal pitch has been made to the following batter or before the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the dugout or bench area:

a. The player who should have batted is out.

b. Any advance or score made as a result of the improper batter becoming a batter-runner shall be nullified. Any out that is made prior to discovering this infraction remains and out.

c. The next batter is the player whose name follows that of the player called out for failing to bat. EXCEPTION: If the incorrect batter was out as a result of their time at bat, and is scheduled to be the next proper batter, skip that player and the next person in the line-up will be the batter.

d. If the batter declared out under these circumstances is the third out, the correct batter in the next inning shall be the player who would have come to bat had the player been put out by ordinary play.

3. If the error is discovered after the first legal or illegal pitch has been made to the following batter or after the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the dugout or bench area, the turn at bat of the incorrect batter is legal and all runs scored and bases run are legal and the next batter in order shall be the one whose name follows that of the incorrect batter. No one is call out for failure to bat. Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order.

4. No runner shall be removed from the base occupied except the batter-runner who has been taken off the base by the umpire as in above to bat in the proper place. The correct batter merely misses the turn at bat with no penalty. The batter following the correct batter in the batting order becomes the legal batter.

4.08 If a batter intentionally throws the bat, the umpire shall call time and issue a warning that extends to the whole team. Upon the second incident of a thrown bat, the umpire shall call time and issue a second warning that extends to the whole team. Any subsequent incidents of a thrown bat throughout the remainder of the game will result in the offending batter being called out and all runners remaining at their base.

5.00 Defense Rules

5.01 The infield fly rule does not apply in this league.

5.02 The defensive team may play no more than 10 players on the field 6 infielders and 4 outfielders. A defensive team must have a catcher and a pitcher.

OUTFIELD PLAY: The outfielders must begin play on each pitch a minimum of 10' (on a cut dirt infield, the outfielders must begin play on each pitch on the grass) behind the base paths and may not take away a play normally made by an infielder. SEE DEFENSE RULES, Section 6. For example a center fielder may not field the ball and touch 1st, 2nd, or 3rd for a force out. Outfielders including the rover may not play in the infield and may not make a force out by fielding the ball and stepping on the base. They must throw or hand the ball to an infielder to make a force-out. An outfielder may tag the runners between 1st and 2nd or 2nd and 3rd after running the ball into the infield from the outfield

The outfielder after receiving the ball in the outfield may run the ball into the infield and make a tag play on the runners between 1st and 2nd and/or 2nd and 3rd. This play may be made only after running the ball into the infield from the outfield.

CLARIFICATION: If during the play, the outfielder touches the base and tags the runner at the same time, the runner will be called out by tag. This is the umpire's judgment call.

An outfielder may not tag a runner between home and 1st base.

Outfielders may back up infielders, including backing up and participating in rundowns of runners between any base and may make a play at any position on the field, including on the base, on runners in a rundown.

5.03 Only the players, umpires, base coaches, one pitching coach and two defensive coaches will be allowed on the field including foul territory.

5.04 There shall be no changes in defensive positions during an inning except in the case of an injury or if a player must leave the game.

5.05 Time will be called by the umpire when:

- a) The ball is returned to the pitcher and the pitcher has control of the ball inside the pitcher's circle and is not attempting to make a play. The pitcher must hold the ball over her head and request time from the umpire. When the umpire sees that the pitcher intends to make the ball dead he/she should call time and observe the placement of the runners when time is called.
- b) When a fielder is standing on the base path immediately in front of the lead runner with no play possible, and in the judgment of the umpire, no other runners are attempting to advance or the fielder holds the ball over her head and requests time from the umpire.
- c) After an overthrow at 1st Base, and when the runners have reached their next

base.

5.06 The umpire may call an official time out when:

- a) There is an injury on the field.
- b) The weather is inclement (including darkness) and presents unsafe playing conditions. In this case the game is over and if a complete inning has not been played the score reverts back to the previous complete inning, unless the home team is leading at the time the game is called, at which the score at the time of the called game shall become the official score. If the score is tied in any circumstance at the end of the called game, the game shall be so ruled as a tie.

If three complete innings have not been played the game shall be considered no game and the game must be replayed, from the beginning with a score of 0 - 0, at a later date.

- c) The umpire needs to discuss rules or behavior problems with the managers.

6.0 Overthrows

6.1 Only one additional base will be allowed on overthrows to 1st, 2nd, 3rd and HOME. An overthrow is a throw that goes completely past the receiving player. A throw that is stopped but not controlled is not an overthrow. An overthrow does not become a dead ball and runners are still subject to being tagged out. One base means --- The base the runner is going to, plus one. See below for examples.

6.2 NOTE: The base runner must stop at the next base.

6.3 Once an overthrow has been made at 1st Base, the pitcher does not have to secure the ball to stop the runners. Time will be called automatically when the base-runners reach their next base.

6.4 Overthrows to the pitcher's circle -- Runners may advance at will on throws back to the pitcher's circle until the ball is secured inside of the pitcher's circle by the pitcher and time is called by the umpire. If at the Umpire's call of "time" the runner has advanced past the midway stripe of the bases prior to time being called, the umpire shall award the next base. If the runner has not advanced past the mid-stripe when time is called the runner shall return to the last base obtained. This allowed advance or return shall be a dead ball advance or return and the runner is not subject of being tagged out.

NOTE: AFTER AN OVERTHROW AT 2nd, 3rd, or HOME, the baserunner may proceed at their own risk to the next base. They must STOP at that base. If the ball is then thrown through the Pitcher's Circle, PAST the Pitcher and out of the circle, that would be considered an overthrow of the pitcher and the runner may proceed one more base at their own risk. Runners who leave their base early will be called out by the umpire.

6.5 An over throw that goes into the dugout, over the fence or through an open gate

shall be ruled dead. Runners get the base they are going to plus 1. (i.e. runner between 1st and 2nd, runner goes to 3rd).

Examples:

1. Overthrow to first with hitter running to first base.

The runner who is running to first base may proceed to 2nd base at their own risk. The runner must stop at 2nd Base. The runner is subject to being tagged out until time is called. NOTE: Other runners also may proceed on this play—Runner starting on 1st going to 2nd may proceed to 3rd and stop. Runner on 2nd going to 3rd may proceed to Home, but may be tagged out. The umpire will call time when the runners reach their extra base and the play is over, no matter where the ball is.

2. Overthrow to second base with runner advancing from first:

The runner is allowed to take third on the overthrow. Runner is subject to being tagged out until time is called. NOTE: THE RUNNER MAY NOT PROCEED FURTHER ON THIS PLAY UNLESS THE BALL IS THROWN THROUGH THE PITCHING CIRCLE AND PAST THE PITCHER. THE RUNNER MAY PROCEED HOME AT RISK ONLY UNDER THIS CIRCUMSTANCE. If the runner continues running Home without stopping at 3rd base, The Umpire may declare the runner Out.

3. Overthrow to third with runner coming from second.

Runner can go home but is subject to being tagged out.

4. Overthrow to First, runner advancing to first from home, and 1st Baseman gets ball and throws it over the pitcher's head.

The runner who is running to first base has already run to 2nd base and stopped. The umpire will call time and the play is over, no matter where the ball is.

5. Overthrow to First, the hitter running to first from home, and 1st Baseman gets ball and throws it to 2nd Base.

The runner has past 1st and is continuing to 2nd base. She may be tagged out before she reaches the base, or if she over runs the base. She may not continue past second base however, even if a play is made on her. The umpire will call time and the play is over, no matter where the ball is.

6. Runner on 1st Base, Grounder is hit to 1st Baseman. She touches the base for the out, then throws the ball over the pitcher's head.

The runner on 1st Base is not subject to one-base overthrow rule. She may score if the ball is not returned to the pitcher or to a fielder ahead of the runner.

7.0 Base Running

- 7.1 A "Safety Base" (which has a white base in fair territory and a Orange base in foul

territory) is used at 1st base by MAGSA. Fielder is entitled to White Base, The Runner from Home to 1st is entitled to the Orange Base. A) The runner must run to the orange base. Runners who run directly to the white base when may be called out by the umpire. B) If the throw or play carries the Fielder to the Red side then the roles are reversed and runner is entitled to the white base, and the fielder may touch the orange base for the out. This is an umpire's judgment call. If the throw or play carries the fielder to the orange side, there is no penalty for runner going to either side of the bag to prevent a collision. The underlying reason for the rule is to avoid collisions. Foul line goes through the middle of the double base.

7.2 In 8U Machine Pitch there is no stealing and no leadoffs. Girls can take off to the next bag only after the ball is hit. If a runner leaves the base before the ball is hit, the runner will be called out. This is an umpire's judgment call.

7.3 BALL HITS RUNNER-- If a ball hits a runner before passing an infielder the runner is out. If the runner is hit after the ball passes an infielder play is live and runners may advance at risk. If the ball hits a coach or umpire in fair territory the ball is fair and in play.

7.4 Runners must run within three feet of the base path except when overrunning first. After touching first, a runner must be making an effort to advance to second (Umpire's judgment call) to be tagged out

7.5 There will be a mid-stripe chalked between all base paths, if the runner passes it before time is called (pitchers circle, base path timeout) then the runner is awarded the forward base-if not she will return to the previous base.

7.6 Defensive players should not position themselves directly on the base path or by standing on the base. A fielder may not block a base or base path without possession of the ball. Consequence is obstruction, runner is safe and other runners may be awarded an extra base. Coaches should teach proper positioning for receiving throws at bases and defensive positioning along the base paths.

8.00 Umpires

8.00 The ASA approved umpire is the final authority there will be no appeals of their decisions to the league. If problems are encountered please bring them to the attention of the League Agent. The umpires have the right to eject any manager, player, coach or request that a manager eject a spectator who is disturbing the game. (We are here to learn and have fun!).

8.01 The MAGSA league provides an ASA approved head umpire who is behind the plate. The head umpire is the final authority on judgment calls and interpretation of the rules.

8.02 Umpires may not coach while they are calling the game.

8.03 Umpires must call strikes, no pitch, time and out/safe calls in a voice that can be adequately heard by all players and coaches. The Umpire must also give adequate visual calls.

9.0 Post game Duties

9.1 Both Managers are responsible to see that all trash is removed from fields, common areas and dugouts.

Both managers will be responsible for cleaning up their dugouts and picking up trash from the stands area after each game. No debris should be left in the dugouts or around the field.

9.2 Visiting managers must rake & drag the field and put up bases and other equipment after the game. The equipment shed must be locked.

Please keep MAGSA safe and litter free!

10.00 DEFINITION OF TERMS

Aiding is the act of helping a runner at 1st base or 3rd base by physically being touched by the base coach. If the base coach shall aid the runner by physically helping them to stop on the base, stop and return to base, or any other way, physically help the runner to get to the base, then the runner shall be ruled out, the play declared dead and all base runners return to the previous owned base. If the umpire rules contact is incidental, with no advantage gained, and the runner is otherwise safe on the base, then the play remains live with all runners advancing at their own risk.

Appeal is the act of the defensive team claiming violation of certain rules by the offensive team. Appeals must be made to the umpire prior to the start of the next play to be valid. A defensive player on the field must make the appeal however the coach may prompt his players to appeal. If there is an appeal to the interpretation of the rule, the manager must request time and ask for an appeal of the umpire on the rule.

Base Coach is an adult manager or coach who is stationed in the base coach box at first or third base to direct the batter or runner.

Batter is an offensive player who takes a position in the batter's box.

Batter's Box is the area within which the batter should stand during a time at bat. Batters are required to stand in the batter's box unless the umpire has called time and the batter will be called out if they step out of the box while hitting.

Bench is the seating facilities reserved for players, coaches and the manager when they are not actively engaged on the field. One dugout coach is allowed in addition to the manager, first base coach and pitching coach. No other persons are allowed in the dugout. If other than these authorized persons are in the dugout then the umpire shall give the Manager a warning. Camera crews, official photographers authorized by the league (League Agent) may be located in the dugout but must not interfere with the conduct of the game. If photographers are authorized the umpire must be informed before the game begins.

Bunt is a batted ball intentionally met with the bat and blocked or tapped slowly.

Bunts are not permitted in the 8U Machine Pitch League.

Coach is an assistant to the manager, appointed to perform such duties as the manager may designate.

Dead Ball is a ball out of play that creates a temporary suspension of play. On a throw back to the pitcher that hits the machine, ball bucket, cord, or pitching coach, the ball shall be declared dead and runners remain at base achieved or base in front, depending on where runner is in relation to center line at time of dead ball.

Defensive Team is the team, or any player of the team in the field.

Fair Ball is a batted ball that settles in the fair territory after traveling past the infield or being touched by a defensive player in fair territory inside the infield.

Fair Territory is that part of the playing field within and including the first and third base lines, and the foul line. A batted ball that touches the first or third base lines is a fair ball.

Force Play is a play in which a runner loses the right to occupy a base and must advance to the next base by reason of the batter hitting the ball and becoming a runner.

Foul ball is a batted ball that settles in foul territory. A ball is foul if called foul by an Umpire. A ball is foul if a defensive player first touches the ball in foul territory. If a fly ball is caught in the air by a defensive player in foul territory the batter is out but the runners may tag and advance at their own risk. (The play is not dead.) A foul ball must go over the batter's head except on the last strike to be caught by a defensive player and counted as an out. A ball that first goes into foul territory and is not touched by a player, umpire, or object (bat, backstop, etc.) and then goes fair is a fair ball, even if the ball goes behind the home plate.

The umpire is encouraged to hold the foul ball call until a defensive player outside the foul line touches the ball, the ball comes into contact with the fence or coach in foul territory, or the ball becomes dead in foul territory.

Infield That area of the playing field inside the base paths from first to home.

Bases are set at 60'

Inning is that portion of a game during which the teams alternate between offense and defense and there have been three outs for each team or five runs scored. A new inning starts the moment the third out is made completing the preceding inning or when the fifth run has scored. The fifth and six innings are unlimited runs.

Interference

- a) Offensive interference is an intentional act by the offensive team that interferes with any defensive player attempting to make a play. If a runner is called out for interference, all other runners shall return to the last base that was legally held at the time of the interference. Time shall be called and the ball is dead.
- b) Defensive interference is an intentional act by the defensive team that hinders a batter from hitting a ball, or a runner from legally advancing to a base. Time shall be called, the ball is dead, and each runner is awarded one base beyond that which they would have reached if the interference had not taken place.
- c) Spectator interference occurs when a spectator enters the playing field or touches a live ball. Time is called, the ball is dead, and the play shall be repeated.
- d) It is Coach's interference if the ball hits a base coach in fair territory, the batter shall be out and runners remain at the base they were on.
- f) If the batted ball should hit the pitching coach in fair territory, there is no interference and the ball shall be fair and remain live. If the ball hits a defensive coach or umpire in fair territory the ball is fair and in play. There is no interference if the ball should accidentally hit the umpire as they are considered part of the playing field.
- e) If the ball hits the pitching machine, electrical outlet, ball bucket or extension cord reel after being hit by the batter, then it is considered a "No Pitch" and the batter will receive another pitch.

Lead is the runner leaving a base before the ball leaves the pitcher's hand (or pitching machine). Leads are not allowed in this league.

The runner must stay in contact with the base until the ball is hit by the batter. If the runner leaves early from the base the umpire may call them out. This is a judgment call of the umpire.

Live Ball is a ball which in play. A ball becomes live when an offensive player bats it. Runners may advance and be put out while a ball is live.

Manager is a person appointed by the Memorial Ashford Youth Association to be responsible for the team's actions on the field, and to represent the team in communications with the umpire and opposing team.

2. The manager shall be responsible for his team's conduct (including parents and spectators), and the observance of the rules and respect to the umpires.

3. If the manager leaves the field or is unable to attend a game he must designate a coach as his/her substitute and such substitute shall have the duties, rights and responsibilities of the manager.

A manager must prior to the beginning of the game furnish a copy of his batting order and his fielding rotation to the opposing manager and the official scorekeeper. The batting order and the field rotation must have the player's number, position, and name.

Offense is the team, or player of the team at bat.

Official Scorer is the person appointed by the home team to keep and maintain the official score of a game. The Official Scorer shall make every effort to communicate with the scorer of the opposing team to verify that both team scorebooks reflect the same information. The Head Umpire will resolve conflicts.

Outfield is the area of the playing field behind the base-paths between the first and third base lines to the fence.

Outfielders must play a minimum of 15' behind the base-paths ("on the grass") and may not enter the infield for the purpose of taking away the opportunity of an infielder to make a play (fielding the ball in the infield, making a play on the ball in the outfield and running the ball into the infield and stepping on the base or handing the ball to the infielder). The outfielder after receiving the ball in the outfield may run the ball into the infield and make a tag play on the runners between 1st and 2nd and/or 2nd and 3rd. This play may be made only after running the ball into the infield from the outfield. Outfielders may back up infielders, including backing up and participating in rundowns of runners between any base and may make a play on runners in a rundown.

Overthrow is a thrown ball by a defensive player that is thrown to another defensive player that misses the intended receiver and goes beyond the intended receiver.

Pitcher is the assigned player to the pitcher's circle. She stands behind or parallel to the pitching machine.

Sliding is not allowed in this league.

Stealing is the act of advancing to a new base with out the ball being hit by the batter. Stealing is not allowed in this league.

Tag is the action of a fielder in touching a runner with the ball or with the hand or glove holding the ball while maintaining control of the ball in her hand or glove.

Time is a legal interruption of play during which the ball is dead and no runners can advance or be put out.

Umpire is an ASA approved umpire. He/she does the best of his/her ability to oversee

the safe, efficient and legal execution of play. The Head Umpire shall be the Home Plate Umpire. Decisions of the umpire that are based on judgment calls are final. Decisions of the umpire that are based on interpretation of the rules may be appealed to the Head Umpire for a final determination. The ruling by the Head umpire is final. The Umpire determines darkness and will try to finish an inning; however safety of the players is utmost consideration. If the game is called due to darkness it will revert back to the score of the last full inning completed, unless the home team is leading at the time the game is called, at which the score at the time of the called game shall become the official score. If the score is tied in any circumstance at the end of the called game, the game shall be so ruled as a tie.

11.00 Assignment of Players to Teams

11.00 The MAGSA league will assign members to a team with the objectives: plays-with requests, school ties and parity if necessary. The League reserves the right to place any player on any team at its discretion. The Director of Operations is charged with development of team rosters.

11.01 Team names will be selected by nature of a draw. Reverse draw will be for the practice time slots. Team Names shall be selected first.

12.00 Official Uniform

12.01 MAGSA will supply catcher's equipment, batting helmets and the official shirt and visor. Each team must supply their own pants/shorts/shoes. Shirts must be worn tucked into the shorts.

12.02 Helmets must be worn with chin straps and face guards attached and in use at all times from exiting the dugout to the batter's box and on base as a runner. The umpire shall give each team one warning (and must be made to the manger) upon a player entering the batter's box without the chinstrap attached to both sides of the helmet. This is a team warning. The next player to step into the batter's box without the chinstrap fastened to both sides shall be called out.

12.03 No jewelry (except pierced stud earrings) may be worn by the players on the field. It is required that stud earrings be covered with a band-aid.

12.04 Managers are encouraged to ensure their players have sufficient shoes and gloves to play the game.