

**MID IOWA GIRLS SOFTBALL**  
**RULES AND REGULATIONS**  
**Revised 08/21/2008**

Fall Ball is a time for developing new skills, not for accumulating victories. Teams and their fans are expected to demonstrate good sportsmanship, and umpires are to be treated with respect. If everyone observes these expectations, we will all have an enjoyable season.

**Please clarify rule interpretations with the umpire and opposing coach BEFORE the game begins.**

Mid Iowa Girls Softball uses the Iowa High School softball rules with the following modifications:

- 1) The Mid Iowa Girls Softball league is for female participants only.
- 2) If a team is suspected of using a player that is illegal due to age or gender, the head coach of the opposing team should bring this matter to the immediate attention of the opposing coach. If this is not possible; the head coach has to inform either a MIGS coordinator or officer within one day of the game. The coach of the offending team will have until the following weekend to provide proof of the player's eligibility. If adequate proof is not provided, the offending team will forfeit the games when that player participated against the team making the charge. (Coaches are expected to use this rule only in those cases where eligibility is actually an issue, and not to cause unnecessary work for others.)
- 3) Age is to be determined by ages on January 1 of the current year.
- 4) Any verbal or physical abuse of the fans, players, umpires, coaches or league officials will result in a warning, and, if it continues, by removal from the park. If the situation persists, the result will be a forfeit by the offending team. If the situation still persists, the local law enforcement agency should be contacted. **Coaches and managers are expected to keep their fans, players, parents and themselves under control.** Umpires and Mid Iowa Girls Softball coordinators and officers are empowered to have individuals removed as necessary.
- 5) **Each coach must supply one (1) new, or nearly new, yellow optic ball with red seams for each double-header (.47 core). 10 & Under use an 11" ball; all others use 12" ball.**
- 6) *Coaches are responsible for exchanging line-up cards.* The minimum number of players to begin a game is 7. Teams can start with 7 but if there are less than 9 players present, you would take the automatic out for the missing player or players. In the case of starting with more than 9 batters and one has to leave or gets injured, the intent is so long as you have at least nine players still in the batting line up you do NOT have to take an automatic out for the missing batter so long as you still have nine or more in the batting line up. If you start going less than nine batters, you would start taking automatic outs for each player less than nine. The player that was injured or left can re-enter in her spot in the battling line up without penalty. See Rule 16 and Rule 20.
- 7) Games are 75 minutes long (no new inning unless tied) or 7 innings, whichever comes first. If tied at the end of the regulation time limit or 7 innings, the International Tie-Breaker rule will be used for a maximum of two innings. If the game is still tied, it will end as a tie.

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- 8) The break between doubleheader games will be 20 minutes, unless both teams' coaches agree to make it shorter (such as if games are running long).
- 9) No protests will be allowed. Umpires' decisions will be considered final.
- 10) Coaches and players are responsible for their own insurance.
- 11) All uniforms must include a number on the back of the shirt. Uniforms do not need to match, but we encourage them to be a similar color.
- 12) White sliders are allowed.
- 13) A "mercy rule" of a 12 run lead after 3 innings or 10 run lead after 5 innings will apply for ALL age groups, except 10U B and C (*see Rule A5*).
- 14) Metal cleats are allowed for High School age divisions ONLY.
- 15) Girls can substitute for other teams as long as they meet the age requirement.
- 16) Re-entry of any player is allowed in the case of an injured teammate. If you are batting all players then a player that was not in on defense would go in on defense for the injured player but remain in her spot in the batting order. Coaches are entitled to move defensive players around as needed. *However, only nine defensive players are allowed to play.*
- 17) Open substitution of players in the 12 & Under and older divisions is permitted if you are batting all players present, otherwise regular substitution rules will apply.
- 18) Infield Fly Rule applies to ALL age divisions, *except 10 & Under.*
- 19) We **DO** play dropped third strike in 10 & Under A and older divisions.
- 20) Coaches, you have the option to bat all of your players from your roster. If you plan to bat all players, you must let the opposing coach and umpire know that you are going to do this BEFORE the game starts. Otherwise, you can list 9 batters in your batting order or 10 if using DEFO or DH.
- 21) Courtesy runners for catcher and pitcher are allowed in Fall Ball provided that the courtesy runner is not already in the batting lineup.
- 22) Facemasks and chin straps are required on batting helmets.

**Special rules for 10 & Under only.**

- A1) The 10 & Under pitching distance is 35' (a distance of 32' can be used in the 10U C Division if needed and at the discretion of the umpire).
- A2) In 10& Under Divisions, open substitution IS allowed.
- A3) *The 10 & Under A & B Divisions will follow **2008 ASA guidelines** for base stealing.*
- A4) *The 10 & Under ~~B~~, C and Rookie Divisions will follow **2006 ASA guidelines**. Runners starting at first or second base are entitled to advance or steal ONE base only per pitch. Runners starting at third base may NOT steal or advance home but are liable to be put out if they are off the base.*

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- a. *A runner, attempting to advance beyond the one base that they are entitled to advance or steal, may be put out while between bases. A runner cannot be put out while in sole contact with a base.*
  - b. *If a runner occupies a base beyond the one the runner was entitled to advance or steal and all play has ceased and the ball is dead, the runner will be returned to the correct base without liability to be put out.*
  - c. *If a batter strikes out and the ball is dropped by the catcher or touches the ground before reaching the catcher, the batter is out and the ball is live.*
  - d. *A batter, who receives a base on balls, cannot advance past first base. If the batter-runner advances further, once the ball becomes dead, return the batter-runner to first base.*
  - e. *Awarded bases will apply to all runners.*
  - f. *Runners can only score on:*
    - 1. *a batted ball*
    - 2. *a base on balls*
    - 3. *hit batter with the bases full, or*
    - 4. *on an awarded base*
- A5) *For 10 & Under B only, the half-inning will end after one of the following has occurred: 3 outs or 5 runs scored.*  
*For 10 & Under C only. The half-inning will end after one of the following has occurred: 3 outs or 3 runs scored.*
- A6) The dropped third strike rule is not used in the 10 & Under Divisions, **except 10 and Under A.**
- A7) **10 & Under C Division only:** If a pitcher pitches four balls to a batter and has already walked a batter, an adult pitcher (coach or parent) from the offensive team will enter the game and pitch to that batter, who will then have a 0-0 count and will have to hit or strike out. No bunts or walks are permitted off of the adult pitcher. The youth pitcher will return to pitch to the subsequent batter, and if that batter reaches four balls, the adult pitcher will come back in to pitch to that batter, who will also have to hit or strike out. **A hit batter is treated the same as a walk. Once a batter gets a hit or is struck out by the youth pitcher, the three consecutive walks start over.** This process will start over each inning. The youth pitcher performs all fielding responsibilities, even when the adult is pitching.

Please keep checking back for any additions or changes to the rules.