



**MURRAY COUNTY YOUTH
FASTPITCH SOFTBALL LEAGUE
2024**

I. PURPOSE

The Murray County Youth Softball Program are organized to provide recreational activity for girls ages 9-12 group. The program is designed for the following purposes:

1. To aid in the physical development through fun and exercise.
2. To teach the basic fundamental skills of the game of softball.
3. To aid in the social development through good sportsmanship and moral character with adult guidance.
4. To teach good attitudes and discipline to the participants.

II. ORGANIZATIONAL STRUCTURE

A. Governing Rules

1. The Murray County Youth Softball League will be governed by the current rules and regulations of the Amateur Softball Association (ASA) with the exception of the local league rules, which supersede any rules in the ASA Rules.
2. The Local League Rules will be developed by the Executive Committee and the Murray County Recreation Department.

B. Coaching Requirements

1. A person of high moral character who is a respected member of the community.
2. A coach should have a basic knowledge and understanding of the fundamentals of softball.
3. A coach should never use profanity, drink alcoholic beverages, or use tobacco in any form during activity with the players.
4. A coach must never incite players or parents by criticizing an umpire.
5. A coach should never be overly concerned with winning, but more concerned that each child participating has fun and learns the fundamentals of softball.
6. A coach should put the program first, and not focus on situations that could cause harm to the program and participants involved.
7. A coach is expected to be present at all practice sessions, games, and meetings or have an approved coach present.
8. A coach should try to the best of his ability to keep each player (especially the weaker players) interested and participating through out the season.
9. It is the responsibility of each coach to be knowledgeable of all rules governing the Murray County Youth Softball League.
10. Each coach must attend the National Youth Sports Coaches Association (NYSCA) Clinic online @ www.nays.org. All All-Star Coaches must be NYSCA Certified to participate in GRPA Tournaments.
11. . Coaches need to remember that posting derogatory comments towards fans, officials, or the department will be deemed as unsportsmanlike and are grounds for removal from the program. (anyone with concerns is encouraged to contact department staff

III. LEAGUE RULES AND REGULATIONS

A. The Game

1. Official USA Softball Rules currently in use will be the basic set of rules for this program, except where changed by local league rules.
2. The type of play, age divisions, base path and pitching distances, and time limit are as follows:

- a. Mite 9 and 10 : 11" softball, 60'bases and 1 hour and 10 minute time limit.
 - b. Midget 11 and 12 Fast Pitch: 12" softball, 60' bases, 40' pitching distance and 1 hour and 20 minute time limit.
 - c. The cut off date is prior to September 1st for girls.
3. The Recreation Department will determine the number of players on a team.
 4. The Recreation Department will furnish the game balls.
 5. The Rec provided uniform shall be matching t-shirts in color and style with numbers. * **NO OUTSIDE UNIFORMS***
 6. Shoes should be rubber cleats or tennis shoes. No metal cleats will be allowed.
 7. Prior to the start of each game, a meeting will take place at home plate between Head Coach and umpires for explanation of special ground rules, pertaining to that particular field or special rule they want to go over.
 8. Only players, managers, coaches, and one bat boy-girl will be allowed in the dugout or on the field. The coaching staff shall be made up of one (1) manager and not more than two (2) assistants.
 9. All Mite and Midget Division games will consist of six innings, or the designated time limit whichever occurs first. If the game is tied and the home team has batted, and the time limit is up, the game will be considered a tie for league standings.
 10. The Fast Pitch leagues will be limited to five runs per inning.
 11. The Mite and Midget Fast Pitch leagues will play with ten players on defense, four of these ten players must play in the outfield grass.
 12. A team must list and bat all players in the batting order. If players become ill or injured those players will be skipped in the batting order, after announcing to the umpire, with no penalty until the legal number of players requirement is met. All ejections during

this rule will be an out. The Mite and Midget divisions must play at least three outs defensively.

13. If a player is injured while running bases, that player will leave the game and will not be allowed to re-enter the game. The team will replace the base runner with a courtesy runner, refer to courtesy runner rule to see who is legal to run.
14. The game will be stopped when a team is mathematically eliminated, because of the five run per inning rule.
15. Only the first game of the day will have a 10-minute grace period. Umpires should consider extenuating circumstances before forfeiting a game.
16. If a team has only 8 players present at game time, the game must start and the team must begin with only 8 players. If the 9th player arrives before the game is completed, that player must be placed in the line-up immediately in the 9th batters slot. A team does not have the option of playing with 8 players if the team has 9 players present. There will be no penalty while playing with eight players.
17. The umpire will declare any player sliding headfirst out. A dive back to a base on a pick-off attempt is not considered a head first slide.
18. Each team is required to turn in their line-up 5 minutes before game time.
19. All bats will be checked before the beginning of the game by the umpires. Illegal bats will be removed prior to the start of the game. Bats with official logo missing due to wear will not be considered illegal.
20. In Fast Pitch the designated player rule cannot be used in league play.
21. A coach making a substitution must announce the change to the scorekeeper, before the inning starts.
22. A courtesy runner may be used for the catcher or pitcher in Mite & Midget division. The courtesy runner must be the player farthest away from the person in the batting order that's not on base.
23. A coach may hold a player out of a game for disciplinary reasons if he announces to the opposing coach before the game.

24. In Fast Pitch catchers are required to wear a face mask with throat protector, approved helmet with ear flaps, shin guards which the knee caps and a chest protector.
25. The batters helmet must be made of Ultra High Impact plastic or High Impact Shell with a heavy rubber padding or similar product. If a snap is provided on the helmet for a chinstrap then the strap must be worn. No other hat or cap may be worn underneath the helmet. A facemask is required on all batting helmets.
26. A defensive team or coach may intentionally walk a batter by requesting it through the umpire. (No pitches need to be thrown)
27. All league play will take priority over any other play, tournament, etc.
28. Tie games will be counted as a tie for the purpose of league standings. Each team will receive a half win and a half loss when figuring a tied game for standings.
29. No DROPPED 3RD STRIKE RULE. If 3rd strike pitch is dropped by the catcher, the batter is still out and will return to the dugout.

B. Base Stealing Rules

1. A 12u base runner may leave when the ball leaves the pitchers hand. At this point the runner is permitted to advance at her own risk of being thrown out.
2. If a runner leaves the base early, play will be stopped and the runner will be called out. All other runners will return to the base held at the time of pitch.
3. All base runners will be required to keep their helmets on while in the live ball area. Each team will receive one warning per team and all subsequent removals will result in that player being called out. If that runner has already been ruled out the succeeding runner will be called out.
4. Slinging Bat Rule: One warning per team, then all subsequent actions will be ruled an out

C. Activities

1. There will be three activities allowed per week, including games and practices, plus one activity on the weekend. Practice sessions should be limited to 90 minutes and finished by 10:00 pm.
2. There will be no practice on Wednesdays after 5:00 pm and no games will be scheduled on Wednesdays except during post season tournaments.

IV. ELIGIBILITY

- A. The age divisions are Mite leagues, ages 9-10; Midget league, ages 11-12; Junior league, ages 13-14; and Senior league, ages 15-17. The cut off date is prior to September 1st.
- B. Participants must attend school in the Murray County System or live in Murray County. Participant's parents may own property in Murray County to be eligible.
- C. A birth certificate must be on file at the Recreation Department before any participant is eligible to compete in regular season games.
- D. Each participants must have insurance, whether private or through the Recreation Department.

V. GAME POSTPONEMENT

- A. Postponement for Inclement Weather
 1. Rained out games will be rescheduled by the Recreation Department.
 2. Any game not played the required number of innings (four in Mite and Midget, five in Junior and Senior) to become official will be played from the point of suspension until the game is finished.
- B. Postponement for Other Purposes
 1. Any schedule conflict should be brought to the attention of the Athletic Coordinator before season schedules are complete.

2. Games will not be rescheduled after the official schedule has been published.

VI. PROTESTS

- A. The only protest acceptable will be concerning rules misinterpretations.
- B. Any protest on rule misinterpretations must be settled before the next pitch. The night supervisor will rule on any rule interpretation.

VII. CONDUCT

- A. A coach may be limited to the dugout for the remainder of a game by an umpire for excessive arguing of a call. The coach may only come out of the dugout to attend to an injured player.
- B. The penalty for fighting, or flagrant conduct such as profanity is ejection from the present game and the following game. On the second offense the coach will be suspended from the program. Coaches suspended will not be allowed to attend games in any capacity (Parent or Spectator). Players that are ejected will be suspended from the rest of that game and the following game.
- C. There shall be no smoking or use of tobacco or alcoholic beverages permitted.
- D. All coaches or managers will be held responsible for fan and team conduct.

VIII. LEAGUE AND COUNTY CHAMPIONSHIPS

- A. Division Champions will be determined by division wins and losses only.
- B. Ties for division champion and runner-up will be resolved as follows:
 1. Head to head wins and losses
 2. Common opponents wins and losses
 3. One game play-off at time set by the athletic coordinator

- C. The county championship will be determined by a double elimination series.
- D. The County Champions and Runner-Ups will receive coach's plaques and individual trophies.

IX. ALL-STAR SELECTION

- A. All-Star Coaches
 - 1. All-star coaches are determined by a set of rules followed by the recreation staff.
 - 2. The All-Star coaches will pick the participants with help from the Recreation Department and all other coaches. Each coach will submit a list to the Recreation Department of who they consider to be the **top 10 players** in the league.
 - 3. The All-Star coach will be required to pick a percentage of the players that receive the most votes.
 - 4. No more than 5 players can be picked off a regular season team for any one All-Star team.

FLEA (7 & 8) COACH PITCH SOFTBALL SPECIAL RULES

Pitching Rules

- 1. An offensive coach will pitch to his/her own team.
- 2. The coach may only coach the batter until she reaches (1st) first base or after she leaves (3rd) base. (Penalty: The coach will be replaced after the second occurrence for the remainder of the game)
- 3. The pitcher may pitch anywhere from outside of the (15) foot foul arc and the pitching circle.

4. Pitcher may not cross the foul arc or enter the pitching circle (while pitching)
5. Pitcher must keep one foot on or straddle the pitching line.
6. Pitcher must pitch under-handed. (Any batted ball that hits the pitching coach will be a dead ball and called no pitch).
7. If the pitching coach intentionally allows the ball to hit him/her. (Penalty: batter is out - Umpire's Judgment). No runner may advance.
8. The offensive coach (pitcher) must attempt to avoid interference and try to pick-up the batter's bat provided he/she does not interfere with the play.
9. If the offensive coach (pitcher) does not attempt to get off the field and/or interferes with the defensive player to keep him/her from making a play will result in the batter being called out. No runner will advance.

Offense

1. After (1) one warning per game, per player for slinging her bat, the batter will be out, a dead ball called, and no runner advance.
2. Batter will receive (6) pitches before being declared out.
3. Batter will be called out on (3) three swinging strikes.
4. If (6th) pitch is fouled, she may continue to bat.
5. If (6th) pitch is fouled and caught it is an out.
6. No Bunting allowed in 7-8.
7. Any base runner leaving the base before the ball reaches home plate is out. (Penalty: The ball is dead and all other runners return to base occupied prior to pitch). (This is umpire's judgment). The pitch will not count.
8. Any runner is out when she does not slide or attempt to avoid the fielder who has the ball in the proximity of the base and is waiting to make a tag or if they maliciously run into a fielder.
9. Bat boys/girls will not be allowed in this Division.

Defense

1. No rolling the ball intentionally will be allowed.
2. The infield fly rule will not be in effect.
3. Only (10) ten players on the field (6) infielders (including pitcher & catcher) and (4) four outfielders.
4. The defensive player listed as a pitcher will stay in the (10) ten foot circle until the ball is hit. The player/pitcher may have (1) one foot outside the circle. (Penalty: Offense gets choice of the play or no pitch).
5. Play shall only be stopped by the defensive team heading off or stopping the front runner. Trailing runners may advance at their own risk.
6. If a player is injured by being hit with a batted or thrown ball, time out will be called immediately. If the ball is hit to the outfield they will get 2 bases, if the ball is hit to the infield they will get 1 base. Bases will be awarded/outs will be called at the umpire's discretion based on each individual situation

10U PITCHING MACHINE FAST PITCH SOFTBALL RULES

All rules governing 10U in GRPA athletics will be in effect with exceptions the following

1. All pitching will be done by an electric powered pitching machine using an underhanded delivery from forty (40) feet at 37 mph. The machine must be a minimum of 12" off the ground with a maximum of 24" from the bottom of the wheel. In the employment of the electric-powered pitching machine, machine height is important. The machine will be mounted on flat ground and the short legs will be used.
2. If a Jugs Jr. machine is used, ball should be placed in machine from top.
3. A qualified official will be stationed behind the catcher to call balls and strikes. The offensive coach will be stationed behind the machine to feed machine. The umpire will be responsible for any adjustments to the machine the coach will present the ball to each batter prior to feeding machine.
4. When a batted ball hits a pitching machine, the coach feeding the machine, or the extension cord off the ground, it is considered a "DEAD BALL SINGLE" and batter/runner will be awarded first base with all runners moving forward if forced. If a batted ball hits a defensive player then hits the machine, the batter is awarded first base and all other runners move up one base, if forced. Ball is dead when ball hits machine. When a thrown ball hits the pitching machine or the extension cord off the ground, it is considered a "DEAD BALL" and played as if thrown out of bounds.
5. An 8' deep by 12' wide rectangle box centered on the pitching plate in which the player in the pitching position must remain until the pitch is delivered. Defensive player must have at least one foot inside the box at time of the pitch.
6. No player shall be intentionally walked more than once per game. Count remains 3 and 2 until ball is hit or a strike-out occurs.
7. Ten (10) defensive players shall be used in accordance with the following positions: one (1) each of catcher, pitcher, first baseman, second baseman, third baseman, and short stop; and four (4) outfielders. It is mandatory that the pitcher wear a face mask. In pitching machine and coach-pitch there must always be players in the pitcher and catcher roles. If playing shorthand, the player must come from the in-field or outfield.
8. No EP will be used.

9. A line shall be drawn in the infield at the same distance as the pitching distance. No infielder is allowed **in front of the restrictive line until after** the ball is delivered through the machine, outfielders remain in outfield grass area (**behind a sixty foot radius from the front edge of pitchers rubber**), and the pitcher must remain in the box. **Penalty: The penalty for violation of this rule is a delayed dead ball and the batting team having the choice of the result of the play or no pitch will be declared.** Count remains 3 and 2 until ball is hit or a strike out occurs except each player may be intentionally walked once per game. No player may be walked any more than once per game.

Bunting is allowed in 10U machine pitch. Fake bunts are not allowed. A fake bunt is when you pretend to bunt the ball and you get in bunting position, once the ball is released you pull the bat back and attempt to hit the ball.

10. Stealing is not allowed in 10u Machine Pitch.

11. Infield fly rule is in effect.

12. A courtesy runner may be used for catcher only.