



F. 11U LEAGUE RULES

**These are IN ADDITION to the MUS Softball General Rules below.*

The 11U League is for girls that are 11 years old as of December 31 of the previous year. This league plays on a field with base distance of 60 feet, and distance from pitching plate to home plate of **40 feet**. A 12-inch regulation size softball is used in this league. Special rules apply to this league as follows:

1. TEAM:

Each team will field nine (9) players when possible. A team must field a minimum of seven (7) of its own players or the game will be declared a forfeit. A team may borrow up to two players to field a 9-player roster (see borrowed players policy). No batting penalty for playing with less than 9 players.

2. GAME:

A game will consist of 1 hour & 5 min (65 min). **NO drop dead** & no inning limit. Teams are allowed to finish the inning unless the home team is batting and leading when time expires the game is over. **An inning will consist of three (3) outs or (five) 5 runs maximum, whichever comes first.** No new inning may start after time expires. The inning ends immediately when run No. 5 scores. Games may end in a tie.

Run rules will now apply and are as follows: 12 runs after 3 innings, 10 after 4 innings, and 8 after 5 innings.

3. PITCHING/CATCHING:

In an effort to develop more players in these positions, the following rules will be used. Pitchers and catchers will be allowed to pitch and catch no more than two (2) innings in a game. For purposes of enforcing this rule, an inning is defined as making an appearance at these positions during one turn of the team playing the defensive position. Coaches are responsible for monitoring this. Unintentional violations of this may be corrected by substituting a player without penalty.

4. BATTING/BASE RUNNING:

Player pitch only & walks are allowed. Bunting is allowed. All fair balls are played, the infield fly rule is **NOT** in effect. The dropped third strike **IS** in effect. Batters hit by the pitch will take first base. Batter limit changed to five (5) runs maximum per inning. Only five (5) runs count towards the total score, the inning concludes immediately when the 5th run scores. One base advance on an overthrow that leaves the field of play.

Stealing is allowed only after the ball leaves the pitchers hand. Please do not allow girls to leave early. Opposing coaches will be asked to monitor this and a runner who leaves early will be required to return to their original base. If the umpire sees the offending runner leave early she will be called out for leaving the base early.

Stealing home is permitted. The runner may be picked off at 3rd base by the catcher. One base advance on an overthrow that leaves the field of play. On any overthrow back to the pitcher in the circle runners may not advance. When the ball is thrown back to the pitcher, a runner between bases must immediately continue to the next base or return to the last base touched. Play is dead when the pitcher has control of the ball.

3. MUS SOFTBALL GENERAL RULES:

3.3. BORROWING PLAYERS

Borrowed players must be MUS In House softball players and must wear their own team shirt when playing for another team.

- A team may borrow players from other teams in their own league or from the league one age level below them. (Example: A 13-14U team can borrow a 12U player.)
- Borrowed players must be placed in the last open positions of the batting order and are only allowed to play outfield positions on defense. Should regular team players arrive before the end of the game they must replace the borrowed players in the game.
- Violation of these rules may result in a forfeit





MUS SOFTBALL GENERAL RULES CONTINUED

3. 4. GAMES

- Plate agreements are not allowed. Any request for an exception to the rules must be sent in writing to the appropriate age director, the VP of Softball & opposing coach prior to the start of the game. If granted you must hand the umpire the written approval from your director at the plate meeting. All violations of this rule may result in forfeiture of the game & coach suspension.
- The **umpires'** timer shall be the official time & shall not start until the first warm up pitch is thrown.

3. 5. A GAME IS CONSIDERED COMPLETE IF:

- The time limit has been reached, or a team leads by more than the run rule limit.
- Three (3) complete innings **or** 45 minutes of the game(s) have been played in all leagues.
- A forfeit has been declared. Game time is forfeit time.
- If the game is called due to weather or field conditions following completion of the 3rd inning in all age levels it will be considered a complete game with no makeup. Otherwise it will resume from where it left off at the makeup date.

3. 8. EQUIPMENT

All players must wear a helmet with facemask while batting at practices, in warm-ups, in the batting cages, while in the on-deck area, and while on base. A player intentionally removing their helmet while running the bases will be called out. This is a judgment call by the umpire. Players warming up a pitcher must wear a catcher's helmet with mask during all practices and prior to or during all games. *All players playing the pitching position must wear a fielding mask at all times, NO EXCEPTIONS.* In games, catchers must also wear shin guards and a chest protector.

Steel/metal cleats are prohibited for ages 4U-12U within the MUS In-house league. From the 9U age level & above pants are required, (strongly suggested at the below levels, but not a requirement.)

3. 10. CLOSE PLAYS/SLIDING – PLEASE READ CAREFULLY

*In an effort to avoid collisions and injuries – on close plays at any base (except 1st) runners are **required** to avoid contact with a defensive player if the defensive player has possession of the ball. This does not mean the runner has to slide, just avoid contact. If a runner makes contact with a fielder who clearly has possession of the ball, and the runner does not attempt to avoid contact—either by stopping, running around the fielder or by sliding—the runner will be declared out. If the umpire rules that the collision was also malicious, then the player will be ejected. Fielders may not block the runner's path, or they will be called for obstruction and the runner receives an additional base.*

3. 11. PITCHING

USA pitching regulations will apply. For example, if your pitcher throws one pitch it is deemed an inning.

- (a) If a pitcher hits a batter the batter automatically takes a base. Please note once a pitcher hits the 5th batter of the game regardless of innings they will be removed for the remainder of the game.
- (b) If a pitcher is removed a 2nd time they may not pitch the rest of the game.
- (c) A maximum of three (3) warm up pitches may be taken between innings. When a pitching substitution is made a maximum of five (5) warm up pitches may be taken. The pitcher may play any other position on defense.

3. 12. COURTESY RUNNERS

Coaches have the option (and are encouraged) to put in a courtesy runner for their catcher only so they are ready for the start of the next inning. The courtesy runner will be the batter who made the previous out. The only other time a courtesy runner may be used is when a player is injured while batting or running the bases. Again, the batter who made the last "batted out - will be the courtesy runner in any situation.

