**MINORS (10U) Rules – MOCO Games**

**\*\* USSSA rules to be followed with the exception of the rule modifications listed below.\*\***

**FIELD SETUP (See diagram at end of rules)**

1. The bases are 60 feet apart (instead of 55’)
2. The pitching distance is 35 feet and is determined from the back point of home plate to the front of the pitching plate.
3. The pitcher’s circle is 16 feet in diameter.
4. The pitching machine shall be setup with the front legs on the back of the circle. The ball shall come in as flat as possible at a speed of **35** mph.
5. All fields need to have running lanes going to First base.
6. 8U requires half-way lines between 1st and 2nd and 2nd and 3rd bases. *(optional for minors)*

**PLAYING EQUIPMENT**

1. Minors play with an 11” optic yellow softball with a 0.47 core and 375 lb compression
2. Bats must be stamped with USSSA certification seal but does not have to be the most current stamp.
3. All batting helmets must be equipped with a facemask.
4. Face Masks required for ***all*** positions for Webo League girls. Webo League girls that are playing in Pitcher Position are required to have hair pulled back into a low bun. (No long Ponytails, Long Braids or loose hair.
5. No steal cleats

**GENERAL GAME RULES**

1. Games are **6 innings or 90 minutes** whichever comes first, but once an inning has started it must be finished.
   * Last inning is defined as the inning before the time limit expires this does not have to be the 6th inning. The umpire will determine when the time limit warrants a notification to both head coaches that the last inning is to begin.
   * When the game ends in a tie, full innings shall be played until the score at the end of a full inning yields a winner. If weather delays a game, the game time clock shall be paused until play resumes.
2. An official game is three (3) innings if called for weather (which is determined at the discretion of the umpire). If the home team is ahead in the bottom of the third (3rd) inning it is official.
3. In all divisions, the offensive team shall be limited to **six (6) runs or three (3) outs per inning**, whichever comes first.
   * Last inning unlimited runs
4. Home team will supply 1 USSSA umpire for home plate (must be in full gear and behind home plate at the time of the pitch) and any other person for the field if the home plate umpire wants someone on the field.
5. A team roster consisting of players first name, last name, number, and official batting order shall be presented before the start of each game to the coach of the opposing team.
6. All players will be listed on the batting order and will bat in that order. Any late arrivals to the game will be added to the end of the roster (batting order). Any batter batting out of order or skipped, not due to injury during current game or becoming sick, will be counted as an out. There is free substitution on defense. Any player skipped will sit out 6 consecutive outs.
7. Teams shall field no more than 10 players for the Minors division with **no fewer than 8**. As long as 8 players can be fielded, there shall be no forfeit or rescheduling of the game. Teams fielding less than 10 players will not be penalized with outs at the empty spots in the batting order. There is no max number of players that can be on a team, only a max number of fielders, and all players on the team shall be listed on the batting order.
8. Alternates Rule:
   * During Regular Season – team can use alternates to bring the team up to 10 players, and alternates have to be added to the bottom of the batting order and play in the outfield.
   * During Tournament Play – team only can use alternates if they cannot field 8 players. Alternates can only fill the roster up to 8 players, and they have to be added to the bottom of the batting order and play in the outfield.
9. All play will stop upon injury to player.
10. The go ahead rule is as follows:
    * 10 after 4
11. **Infield Fly Rule DOES NOT apply**

**PITCHING**

1. Pitching distance is 35 feet.
2. **Pitchers in the Minors division are limited to 3 innings**. If a pitcher throws 1 pitch within an inning, they are considered to have thrown 1 full inning.
3. Pitching machine takes over for live arm pitching once the count reaches 4 balls.
4. Each team will provide their own pitching machine operator.
5. The position of the pitching machine can be adjusted if the pitching machine pitches 3 consecutive pitches clearly outside the strike zone. Umpire’s Judgement prevails.
6. The player pitcher must have one foot within the pitcher's circle and shall be positioned such that they are behind an imaginary line extending along the front of the pitching plate toward first and third baseline until the ball has been released from the pitching machine.
7. The pitching machine operator shall not interfere with the play of the ball.
   * Should the pitching machine operator interfere with a batted ball **intentionally**, the **batter shall be declared out.**
   * If the pitching machine operator is hit by the ball **unintentionally** it is a dead ball and the **batter is awarded first base**. All other runners advance if forced.
8. **Pitching machine operator can only coach the batter until she touches first base**. After that point she becomes a runner, and the operator cannot coach her any further. The pitching machine operator cannot coach any base runners on the field.
   * In the event that the pitching machine operator is coaching a base runner the **runner nearest home plate will be declared out**.
9. Pitching machine operator needs to squat down after feeding the ball into the machine. If it is a live arm pitch the pitching machine operator is not allowed to be on the field.
10. A defensive player shall not give the ball to the pitching machine operator until all play is dead. (Please instruct your operators to keep their hands down so a child does not make an attempt to give it back to the operator prior to play ending.)

**FIELDING**

1. All defensive players, with the exception of the catcher; who must be in the catcher’s box, shall be positioned such that they are behind an imaginary line extending along the front of the pitching plate toward first and third baseline until the ball has been released from the pitcher or pitching machine. If a defensive player crosses the imaginary line before the ball is released from the pitcher or pitching machine, the batter will be awarded first base. If first base is occupied, runners will advance one base if forced.
2. Pitcher position must start with one (1) foot in the circle and behind the rubber until the ball is released from the pitching machine.
3. All **outfield players** must start with **both feet in the grass** and remain in the grass until the ball is put into play. If a violation occurs there will be one warning issued to each team per game. On the second offense the batter will be awarded first base.
4. **Dead ball**

Umpire throws Time when ball is dead.

* + Play is dead if batted balls hit the pitching machine or pitching machine operator as long as the operator was not intentionally causing interference with the batted ball.
    1. Runner gets 1st base, and all other runners advance 1 base.
  + Any ball that gets trapped under machine/within legs is a controlled dead ball.
    1. Runners advance 1 base if forced.
  + Any thrown ball that hits the pitching machine is a dead ball and
    1. Runners get the base that they are going to.

1. Team has **2 time outs per inning** to visit the mound. On the 2ndtime out/visit to the mound coach has to pull the pitcher.
   * Each team is allowed a **maximum of 4 time outs a game**, including pitcher changes. Time outs are not to exceed 1 minute.
2. **Overthrow Rule:** An overthrow occurs at the time when the throw is missed at the base or to the pitcher in the pitcher’s position, not when the throw is first made.
   * Runners may only advance one (1) base on ALL overthrown balls. Second overthrown ball is considered a dead ball.
   * If an overthrown ball remains in the field of play, the **player may advance a maximum of one base**, however the play is still live and the player can be thrown out.
   * If an overthrown ball leaves the field of play, the runner(s) are entitled to one base
     1. Runners ***may not*** advance a base on an overthrown ball from the **catcher to the pitcher after a pitch**.

**BATTING**

1. Any ball touched by the bat while the batter has a foot outside of the batter’s box or touching home plate, when batter makes contact with the ball, the batter is out.
2. **No bunting or slap bunting**
3. **LIVE ARM HIT BATTER:** If a batter is hit by the live arm pitcher, the batter will be awarded first base.
   * Players should make an attempt to move from the pitch, **if a player doesn’t move** or tries to be hit by the ball, **the ball is considered dead and the player will not be awarded 1st base.**
   * If the pitched **ball hits the ground or rolls in and then hits the batter** it is considered a dead ball. **The batter will not be awarded 1st base**.
4. If a **machine pitch hits a batter**, the ball will be **declared dead and no advance** **of the batter** or base runners will be allowed.
5. A batter will receive live arm pitches until they have put the ball into play, struck out, or have received four balls. At the time they receive four balls what they do not have in strikes they will receive from the pitching machine. i.e. 4 balls 2 strikes. The girl would get 1 ball from the pitching machine. 4 balls 1 strike they would get 2 balls from machine and 4 balls 0 strikes they would get 3 balls from the pitching machine.
6. The batter can still foul off the last pitch an unlimited number of times unless it is a bunt.
7. It is at the discretion of the umpire as to whether a pitch out of the machine is hittable or not. If a girl does not swing at a ball from the machine that is above or below the strike zone the umpire can declare no pitch and the batter will receive another pitch from the machine and all base runners must return to the base they were at the time of the pitch.
8. If batter is injured during the current game she can be skipped as a batter without taking an out.
9. **There is no drop 3rd strike rule in Minors**

**BASE RUNNERS**

1. **No Leading Off**
2. **No Stealing on Machine Pitch**
3. **On Live Arm Pitch,** Stolen bases are allowed only if the ball gets past the umpire/catcher’s box.
   * Steals are only allowed one base at a time.
4. **Stealing home is not allowed.** 
   * **If catcher throws to 3rd base during a steal from 2nd to 3rd the base runner is NOT allowed to advance home.**
5. Pinch-runners allowed for pitcher or catcher. Pinch-runner is to be the player who made the previous out.
6. Sliding is not required at any base. Runners should attempt to avoid contact where possible. Catchers and fielders cannot block the base.
7. Hesitation Rule - If the runner stops on the base and the pitcher is in the circle in control of the ball not attempting to make a play the runner cannot advance to the next base. If the runner does not stop or hesitate (umpire’s discretion) she may keeping advancing to the next base(s) even if the pitcher has the ball in the circle. **Runner cannot bait the pitcher into throwing. If runner stops and the pitcher is in the circle, the runner must go back unless the pitcher makes an attempt towards the runner.**
8. Coaches for the batting team should occupy only the first and third base coaches’ boxes or the dugout.

**CODE OF CONDUCT**

1. Coaches are responsible for the conduct of themselves, other coaches, their players and the spectators.
2. The home plate umpire has the final decision on regarding all rules and plays.
   * On ANY play in which the umpire makes a call (safe/out, dead ball, foul ball, runner making the halfway point between bases), his call is to be respected and followed.
   * Coaches are not to argue these calls with the umpire, as his decision is final. Coaches may ask for clarification, as long as it is not in a confrontational or disrespectful manner.
3. The umpire holds the authority of removal of a player, coach or parent that acts in a confrontational or disrespectful manner toward another player, coach, spectator or official.
   * The umpire’s decision is final and is to be followed immediately. Failure to do so will be reported to league officials and may result in removal from team and/or banishment from our facilities.
   * Any coach, assistant coach, umpire or attendee that is ejected will be reported and documented to their respective boards. If you fail to appear before the Board any child you are associated with will not be allowed to play until you have appeared before the board.
4. Both teams will keep score, with home team being the official book.
5. Home team is responsible for preparing the field before the game and clean up of field/dugouts and emptying trash after.
   * Exception: Webo vs Webo these should be shared responsibly between both of the teams.
     1. Teams share field prep before game. Field needs to lined per the diagram in these rules.
     2. 8U requires half-way lines between 1st and 2nd and 2nd and 3rd bases. (optional for minors)
     3. Home Team cleans up field after game
     4. Away Team empties Trash can(s) at the field.
        1. Trash bags are located in the Softball barn and in concession stand.

**USSSA rules available at:**

[**https://www.usssa.com/fastpitch/fastpitch-rules-legal-information**](https://www.usssa.com/fastpitch/fastpitch-rules-legal-information)[[CL1]](https://d.docs.live.net/26baba52851be0e3/Documents/Softball%20Rules%20for%20JuniorsandMinors%202020.docx#_msocom_1)

A diagram of a baseball field

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