



# High School Slow Pitch 2015 Local League Rules



## 2015 Season Rule Changes; Courtesy Foul and Base Runner Sliding Requirements

Local league rules as applied to use of the USSSA Slow Pitch Softball game rules as a basis for game play:

1. No game shall exceed 75 minutes
2. Last inning of play is declared as the start of the next full inning after 55 minutes of play
3. If the last inning of play is not completed before the 75 minute game time limit, the official game score will revert to the previous inning score
4. Teams may score no more than 5 runs per inning, except for the last inning of the game
5. There is no minimum number of players required to start or finish a game
6. Teams may use substitute players from the same League but not from the opponents roster
7. A 3-ball, 2-strike count will be used (that is, all batters start with a 1-ball, 1-strike count) (**USSSA Rule 7 Section 2D and Rule 8 Section 3A**)
8. **A strike is called by the umpire for each foul tip. The batter is allowed 1 additional pitch on a 2<sup>nd</sup> strike foul tip (courtesy foul). The batter shall be declared out on the 2<sup>nd</sup> strike, 2<sup>nd</sup> foul tip ( overrides **USSSA Rule 7 Section 3D**)**
9. "run-ahead" and "flip flop" rules are in effect (**USSSA Rule 4, Section 3E-F**)
10. **Base runners must slide or avoid contact with a defensive player attempting to tag the runner (see MGSA General Slow Pitch rule 21). If avoidable or pre-meditated contact is made, in judgement of the umpire, the base runner shall be declared out.**
11. Every player must play at least every other inning in the field (defense) in each game

***Umpires are not responsible for enforcement of rule 10. Any unfair or unsportsmanlike behavior (read that as overly competitive coaches) related to this rule that is observed by players, spectators, parents, coaches or Umpires should be reported to the respective League Director.***

### Recommended but not required Rules:

The following rules are recommended for benefit of the players and families. While not a requirement for many reasons, MGSA strongly urges coaches to follow these rules to help achieve the social, developmental and recreational goals of the program:

12. Teams should switch dugouts/bench areas between double header games

A dugout/bench area move can be a lot of effort and depending on circumstances can delay the start of the next game in the double-header. In an effort to be fair to both teams, switching dugouts/bench areas provides an equal opportunity to experience weather and lighting conditions.

Coaches should agree and notify the Umpire before the start of the first game in a double header on a plan to either switch or not switch dugouts/bench areas between games. In the event that the coaches cannot agree the Umpire shall make the decision.