

Minnetonka Girls Softball Association Rules High School Slowpitch

- The home team will be determined by schedule assignments published in advance. The home team will occupy the first base dugout. When double headers are played, teams must switch home team assignments for the second game.
- Normally ten girls will play the field. Each team must have at least 8 members to start and continue a game. Players not registered with MGSA cannot play. Absolutely no exceptions. In the event that a team does not have 8 players available, it may draft up to 2 players from another MGSA in-house high school team. Further, any number of U14 players may be drafted up to play. A team that drafts players may not have more than 10 total players (unless all the players are on the team's roster). Late arriving rostered players must replace drafted players as the game progresses.
- Teams may only draft U14 players for the end of season tournaments.
- Free substitution is in effect. There is no limit on the number of games or innings a pitcher may pitch.
- The type of pitch permitted will be:
 - A. Ball must be pitched underhanded at slow speed.
 - B. The pitched ball must arc at least 3 feet, after leaving the pitcher's hand and before it passes any part of home plate.
 - C. The pitched ball shall not rise higher than 10 feet above the ground. (The speed of the pitch and height of the pitched ball are left entirely to the judgment of the umpire)
- A 3-ball, 2-strike count will be used (that is, all batters will start with a 1-ball, 1-strike count)
- The second foul ball on the last strike is an out.
- The ball is in play on an overthrow as long as the ball remains in the playing field. Play continues until a fielder is in possession of the ball and all runners have retreated to their bases. Any move back toward a base is a retreat.
- A team may score no more than 5 runs in one inning, except the final inning, when there is no run limit.
- Ten-run "run-ahead" rule after five complete innings will apply, with the exception of Sunday's single 90-minute game, when a 15-run "run-ahead" rule after five complete innings will apply.
- Seven innings will constitute a complete game, with the exception of Sunday's single 90-minute game when a complete game will be 9 innings.
- Except for Sunday's single 90-minute game, after 55 minutes of play, the start of the next inning shall be declared by the umpire to be the final inning. No game shall exceed 75 minutes. If the final inning has not been completed in that time, the team with the most runs before the start of the final inning shall be declared the game winner. In the single Sunday game, the final inning will be declared after 65 minutes of play and no game shall exceed 90 minutes.
- Each team is responsible for cleaning up their dugout and bleacher area after the game.

(Note: Games against teams outside of the MGSA in-house league may be governed by other special rules. Those rules should be consulted.)