

Middleborough Youth Softball League Junior League Rules

10&U ASA Rules are to be used with the following modifications.

1. All players must play a minimum of three innings in the field and bat once per game (time permitting). The batting order will include the entire roster and teams will bat once through the entire order before a second at bat. If a player arrives late to a game, she must be placed at the end of the batting order.
2. A team must field a minimum of seven players in order to play a legal game.
3. All games will be six innings. A legal game is four complete innings (three and one half if the home team leads.) Postponed games or games that were interrupted before an official number of innings were completed, must be played from the point at which the game ended, and finish until 6 innings are played.
4. Games begin promptly at 5:45 P. M.
5. **Ending Times:** No inning may start if the previous inning *ends after 7:30 p.m.* until May 15th, beginning May 16, no inning may start if the previous inning *ends after 8:00 p.m.* stop the game as soon as darkness becomes a factor of visibility and safety. There is no time limit to end games when they are played during the day without darkness being a consideration.
6. **Mercy Rule:** If after four or more complete innings (three and one half for the home team), one team is leading by twelve or more runs, the leading team is declared the winner.
7. There is a four run limit per inning per team. If there is a continuance of play when the fourth run is scored, then all subsequent runs count until the play is completed. **EXCEPTION:** In the last inning of the game there is no limit to the number of runs that may be scored. If the last inning is not the sixth inning, due to rain or darkness, both coaches and the umpire must agree at the start of the inning that it will be the last inning. If it is not agreed before the start of the fourth or fifth inning that it is the last inning, it will not be considered a complete game. Every game must have a last inning of unlimited runs to be a complete and official game.
8. **Stealing:** There will be stealing from 1st to 2nd base only in the first half of the season. If a play is made on the player stealing second, and the runner is safe, she may not advance further than second base no matter where the ball is. The runner on third may not advance on any play made by the catcher. During the second half of the season, stealing is allowed from 1st to 2nd base, and also from 2nd to 3rd base. Stealing home is NOT allowed.

9. **Leading:** A runner is allowed, and should be encouraged, to take a short lead no more than 5 steps off the base. The lead can only be taken after the ball leaves the pitcher's hand. If the ball is not batted the runner must return to the base.
10. Swearing, before or during the game, will lead to ejection from the game.
11. The distance from the front of the pitcher's plate to the front of home plate is thirty-five feet.
12. A player may pitch no more than six innings per a two game week. In the event of three games in a week, a player may pitch nine innings, four games twelve innings. Extra innings do not count. For make up games, or games interrupted by rain or darkness, innings are counted using the week in which the game was originally scheduled. **Note:** A pitcher that hits a batsman directly by a wild pitch will be warned after the second wild pitch. After the third direct wild pitch, the pitcher will be removed from the game as the pitcher but may return in the game at another position. **Balls that hit the ground prior to striking the batsman will not be considered a wild pitch and will not count as a hot batsman**
13. No "Drop Third Strike" rule.
14. No "Infield Fly" rule.
15. There are ten defensive players (four must be outfielders). Outfielders must play their position on the outfield grass (not positioned as additional infielders).
16. One coach is allowed on the outfield grass during play for the purpose of instructing the defensive players. No coach may participate in the game in any way.
17. The strike zone is from the top of the shoulders to the bottom of the knees.
18. Once the defensive player makes the attempt to return the ball to the pitcher, in or on the circle, the ball is dead and the play stops. Runners who are in between bases must go immediately to the next base or back to the base last touched.
19. If the catcher is on base with 2 outs, it is recommended that a courtesy runner be used so that the catcher can get ready to play defense.
20. No game will be played in the rain or lighting. Managers may agree to delay the start of a game (thirty minutes maximum), if conditions are improving.

21. Incomplete or rained out games will be made up within the same week at a time and date mutually agreed to by opposing managers. Approval and exceptions to this rule must be cleared through the League Director.
22. No game will be forfeited for any reason. All games must be made up.
23. Games are to be played even if there is no official umpire. A parent or a coach from each team should umpire.
24. **There will be 2 half-season champions. A one game play-off will determine the League Champion at the end of the season.**