**MJ LEAGUE PARK RULES GIRLS MINOR SOFTBALL**

**Time, Runs and General Game Play:**

1. Game length: 1:30 and cannot start another inning after 1:15.
2. Game called due to time expiring:
   1. For time purposes, an inning starts when the 3rd out is recorded in the bottom of an inning. Not when home team is in its defensive positions, waiting for 1st pitch of the inning.
3. Run Rule: If either team is behind and cannot catch up or go ahead, the game shall be over immediately. The RUN RULE awards a win to a team that has:
   1. 12 runs lead after 3 completed innings or 2 1/2 innings if the home team is ahead
   2. 10 runs after 4 completed innings or 3 1/2 innings if the home team is ahead
   3. 8 runs lead after 5 completed innings or 4 1/2 innings if the home team is ahead.
4. Runs per Inning: A maximum of 6 runs can be scored each inning for each team.
5. Once a team walks 5 batters in an inning, the batting teams coach takes over pitching for the remainder of the inning. At this point, base runners are allowed to get a lead but no steals. And we revert to PeeWee rules for the batter (3 swings or 5 pitches and they are out) At bat can not end on a foul ball.
   1. If pitcher (coach) is hit by batted ball, dead ball is to be declared, batter remains, and runners do not advance. Pitch count remains the same.
   2. Pitcher (parent/coach) must leave the playing field as soon as the pitch is hit into fair territory and cannot coach the base runners.
   3. Pitcher must not interfere with defensive player’s attempt to attain an out.
      1. 1st offense warning, 2nd offense and after, it is a dead ball and an out.
6. Slinging bat: Any team that has a player sling a bat will receive one warning from an umpire. Each offense after warning has been given, will be an automatic out, and treated as a dead ball and runners may not advance.
7. Softball regular season schedule will consist of 12-14 games
8. Safety bases at 1B:
   1. Safety bases are to be installed on all softball fields. These safety bases are a double width base, one half is white, which is to be installed in fair territory, and the other half is orange or red, which is installed in foul territory.
   2. Batter/runner is to touch the orange portion, and the defensive player is to touch the white portion. Once batter/runner has safely reached 1B, runner then touches the white portion.
9. Stealing bases: NSA Rules
10. Minimum playing time: players must play at least two defensive innings.
11. No Infield fly rule in Minor
12. No metal cleats will be allowed in any league.
13. No Mandatory slide rule and NO head-first sliding while advancing a base.
14. Pitchers will be pitching from 35 feet and MUST wear a facemask.
    1. Strike zone is shin to shoulders, where the ball crosses the plate.
15. Teams are required to start a different pitcher in each game of double header (each pitcher is required to complete at least 3 at bats).
16. Everyone playing infield must wear a fielders mask

**Lineup & Players**

1. Batting lineup:
   1. All players must be in batting lineup and bat.
   2. Any player arriving after game has started, and their batting position has been skipped, MUST be inserted at the bottom of the batting lineup.
2. Injured or sick player: The Coach’s decision must be announced to the opposing coaches, umpires, and scorekeepers.
   1. Players injured during game, or get sick during game, MAY be skipped in batting lineup, without an automatic out given.
      1. If player is skipped in lineup, without an out taken, that player may not re-enter game either on offense or defense.
      2. Coach can elect to take an out, to keep option of player re-entering game.
3. Courtesy runner rule will be: Refer to NSA Rule Book 2019 – pg 24/25.
4. Defensive alignment:
   1. Defensive will consist of 10 players comprised of 6 infield and 4 outfield players
5. Requesting Player:
   1. If a team is going to short of enough to field a complete team, the coach will contact the league director. That league director will contact the league director of the next youngest league to find up to 4 a player to "play up".
   2. This must be "signed off" on by the Softball Director.
   3. Play up players must play outfield and hit last.

**DRAFT RULES:**

1. Players will be drafted in an open draft.
2. Softball Dir/member of the SBOC will be present at all drafts, or it will not take place.
3. All trades will be completed before leaving the draft room with no exceptions.
4. If the coach or protected asst’s kid is NOT at tryouts, they will go round 1 and/or 2; unless ALL coaches agree on a different round and it aligns with prior evaluations.
5. 3 coaches MUST be able to rate the no-shows or the child will go into the blind draft, with rating cross checked from previous evaluations
6. Late additions will be added to teams based on a random team selection, by the park administrator
7. Protected Players – This will include the Head and Asst coach’s daughters (incl adopted/foster), but does not include extended family (nieces, etc).
8. Protected Pitchers – a team may only protect 2 pitchers if there are enough qualified pitchers in the draft for each team to have 1 or the 2 pitchers are siblings.
9. Keeper Option- Coaches have the option of keeping 4 players from their previous team. If this option is chosen then they would automatically be the first four picks for that team. If none of the four are pitchers then that team would still get a pitchers round pick. Coaches have the option of keeping four throughout their time in that division. Once a coach moves up to the next division, a new team will be drafted with head coach and assistant coaches kids always being protected.

\*\*FOR ANY RULE NOT COVERED IN THE SECTIONS, PLEASE REFER TO THE OFFICIAL NSA RULE BOOK.