

## **REGULATIONS AND PLAYING RULES**

### **GIRLS' MUSHBALL DIVISION (5, 6, 7 year olds)**

The Rookie Division is a non-competitive instructional league for 5, 6 and 7 year-old girls. Teaching the fundamental skills and educational and recreational aspects of softball are stressed. Fundamentals taught will include throwing, catching, base running, fielding at different positions and hitting. Players will use a 10" RIF (reduced injury factor) safety softball and coaches will pitch. Players unable to hit a coached pitch ball will be given the option of using a hitting tee. However, coach pitch is stressed.

### **PLAYER SELECTION**

**1** - All players are assigned to a team by the Mushball Division Player Agent. Managers' daughters will be assigned to their team. Sisters will be assigned to the same team at parent request.

### **ROSTERS**

**1** - All players will be listed on a team roster provided to managers by the Mushball Division Player Agent. Roster additions will be made by the player agent only and manager(s) will be notified if player additions are needed.

### **GAME PROCEDURES**

**1** - Game play will be according to the current Official Regulations and Playing Rules of Little League Softball, unless otherwise amended in the BCB Mushball Division Rules.

**2** - Games will be 75 minutes in length.

**3** - Rainouts and suspended games will be rescheduled through the league office.

**4** - At least 6 roster players must be present to field a team for a game.

**5** - A maximum of 5 runs may be scored per half-inning before 3 outs are recorded.

**6** - There is no maximum amount of coaches permitted. A minimum of 3, excluding the manager is strongly recommended.

**6A** - Managers must obtain and forward names of coaches to the Rookie Player Agent within one week of beginning practice. BCB coaching applications and Little League volunteer applications must be submitted to the Mushball Player Agent within 10 days of the first practice.

**6B** - Coaches found to not have the applications filed will be suspended from assisting with the team.

**7** - A 10" RIF (reduced injury factor) safety softball will be used for all (practices and) games. Home team managers are to supply 2 new softballs before the start of each game.

**8** - The defensive team may position ONLY 2 coaches behind the infield to verbally assist players.

**9** - A coach of the defensive team will serve as a back-up catcher on pitches only; not plays at the plate.

**10** - Between half-innings managers will have 4 minutes to position players and have the correct batter in the box.

**11** - The Mushball Division Player Agent reserves the right to make the final determination on any rules or interpretations that may arise throughout the season.

**12** - Only managers, coaches and players are permitted in the dugout.

**13** - The defensive team will use 10 players

### **EQUIPMENT / SAFETY**

**1** - NO JEWELRY of any type is permitted to be worn by players on the playing area. Types of jewelry include, but are not limited to, earrings, necklaces, rings, barrettes and bracelets. Medically necessary jewelry is permitted.

**2** - All players must wear helmets with protective facemasks and chin straps while at bat or running the bases. No player will bat or run without a chinstrap properly attached to their helmet.

**3** - Catchers must wear full protective gear to include helmet with facemask and throat protector, shin guards and chest protector.

**4** - No metal cleats are permitted. Players must wear plastic molded cleats or athletic shoes.

**5** - A double first base will be used.

### **BEHAVIOR / DISCIPLINE (PLAYERS)**

**1** - Teams are required to exhibit sportsman-like conduct by shaking hands after each game.

**2** - Chatter must be positive and directed at your team only. Chants used to distract or intimidate opposing players are not permitted.

**3** - Throwing/slinging of bats, helmets, gloves, and balls in disgust is not permitted. Managers and coaches are to warn players against such behavior. Players may be subject to disciplinary action (benching) by the manager.

### **BEHAVIOR / DISCIPLINE (ALL PARTICIPANTS)**

**1** - Unsportsmanlike behavior including taunting and harassing by/of managers, coaches, players, or spectators will NOT be tolerated and offender(s) will be subject to ejection by the umpire, Officer of the Day, or Mushball Division Player Agent. The umpire, Officer of the Day, or Mushball Division Player Agent has the authority to eject unruly managers, coaches, players and spectators. If ejected, the person must leave the BCB complex immediately. If the same person is ejected from a second game he or she will be suspended from the BCB complex pending a meeting with the BCB President, Vice President of the Girls' Program and Mushball Division Player Agent. Refusal to leave the area will result in forfeiting of the game and contacting of the Boardman Police Department.

**2** - Cause for immediate manager, coach or spectator ejection from the BCB complex includes, but is not limited to, touching, pushing, hitting, belittling or intimidating an umpire. Being ejected will result in a suspension from the BCB complex pending a meeting with the BCB President, Vice President of the Girls' Program and Mushball Division Player Agent. Refusal to leave the area will result in forfeiting of the game and contacting of the Boardman Police Department.

**3** - No person other than managers, coaches, players and umpires is allowed on the playing field or in dugouts during games. A person other than those listed above is subject to the penalties of rules **#1 or #2** if he or she enters the playing area. This rule is superseded in emergency situations.

### **BATTING**

**1** - All players, whether playing defensively or not, will bat in a continuous rotation as designated by the team manager before the game. Batting order will not change once game is started unless a player becomes sick or is injured.

**2** - At the beginning of the next game, the batting order will resume where it ended during the previous game.

**3** - Managers are required to rotate the batting order from game to game.

**4** - Any player arriving after the start of a game will automatically be added to the bottom of the batting order.

**5** - Bunting is not permitted.

**6** - A semi-circle will be clearly marked between home plate and the pitching mound. It will extend from foul line to foul line. A ball must cross the line to be considered fair and in play.

**7** - If a player hits a ball into the outfield she may advance as many bases as possible at her own risk. Runners on base may also advance as many bases as possible. Once the ball is thrown to an infielder and the infielder has control inside the plane of a base path play is ruled dead. If base runners are still advancing, they may do so for only one base at their own risk.

**8** - Each batter is allowed 7 “coach” pitches. If the 7<sup>th</sup> pitch is a foul ball then another pitch will be thrown. After 7 pitches the batter is ruled out. The pitch count must be adhered to strictly.

**9** - After the first 4 pitches are thrown the coach may choose to have the batter hit from a batting tee. A maximum 3 swings will be taken. If a coach chooses not to have a batter use a tee for the final 3 swings than the batter shall be ruled out if the ball is not put in play after the final 3 pitches.

**10** - A batting tee may be used for any player who has not yet developed the skills to hit a pitched ball.

**11** - A ball that hits an adult pitcher will be considered a fair ball.

### **BASE RUNNING**

**1** - Runners must remain on the base until the ball crosses the plate.

**2** - No base stealing will be permitted.

**3** - Runners may not advance on an overthrow.

**4** - If a defensive player is injured after the ball is put into play, base runners may advance only one base and time will be called to attend to the injured player.

### **PITCHING**

**1** - Player pitchers will be set even with the mound. They are to be set no closer to the plate. **Exception:** Player pitchers may be moved further behind the mound for safety reasons.

**2** - Player pitchers must wear a helmet with a mask and a chest protector.

**3** - A coach must pitch between the semi-circle and pitching mound.

**4** - There will be no walks.

**PLAYING TIME**

- 1 - Every player must be given the opportunity to play an infield position, including pitcher and catcher.
- 2 - No player will play 2 consecutive innings in the infield or outfield.
- 3 - No player will play 2 consecutive innings at the same position.
- 4 - No player will sit on the bench and not play defensively for 2 consecutive innings.
- 5 - Teams may play with a minimum of 6 players.

**DUGOUT CLEAN UP**

- 1 - No glass containers are permitted in the dugout. Managers, coaches and players will clean up their own trash in dugouts after each game. Dugout floors are to be swept.

**MANAGER / COACH(S) SIGNATURES**

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*PRINTED NAME                      POSITION                      SIGNATURE                      DATE*

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*PRINTED NAME                      POSITION                      SIGNATURE                      DATE*

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*PRINTED NAME                      POSITION                      SIGNATURE                      DATE*

The manager and all coaches must sign a copy of these rules at the managers/coaches meeting.