

MUSKEGO ATHLETIC ASSOCIATION
Intermediate Fast Pitch Softball League Specific Rules
Revised 3-23-15

LEAGUE SPECIFIC

These rules are in addition to the MAA General Rules of Baseball and designed to allow an age/skill appropriate game for the 10-12 year old Intermediate Fast Pitch Softball League.

GENERAL:

1. Base paths shall be 60ft.
2. Pitching rubber will be 38 feet from the back point of home plate.
3. 4 balls 3 strikes.
4. Free substitutions and a continuous batting order will be used.
5. Bats shall be fast pitch softball approved.
6. The dropped third strike rule will not be enforced. The infield fly rule will be enforced.
7. If both coaches agree, each team may field 10 players (using 4 outfielders). The outfield positions will be: Left, Left Center, Right Center, and Right. Outfield positions will be played on the grass outfield.
8. Managers will be required to rate their players at the league chairs request.
9. Managers must provide their line-up, including **jersey number and player name**, to the opposing manager prior to the start of the game.
10. Home team is responsible for measuring and placing the pitcher's mound, installing the bases, and returning them to the job box after the game.

PITCHING:

1. The slingshot and windmill styles may be used.
2. The pitcher shall start the delivery with both feet on or with the non-pivot foot behind the pitching rubber. The pitcher shall take 1 step toward the batter simultaneously with the delivery. The pivot foot shall remain in contact with the pitchers plate until the ball is released, then follow thru with a drag or step.
3. A pitcher may only pitch a total of 4 innings per game. Of these 4 innings a pitcher can only pitch 3 innings of the game's first 6 innings. One pitch will constitute an inning.

BASE RUNNING:

1. Stealing allowed after the ball crosses home plate. Any runner leaving early will be called out and play is immediately dead.
2. All base runners must return to their base immediately when the pitcher catches the ball thrown from the catcher. If the pitcher misses a returned throw, the ball is live and runners may advance at their own risk.
3. No delayed steals allowed, for example, during the throw back to the pitcher.
4. Sliding is encouraged, and mandatory when there is a play on the runner.