

## 2011 Koa Mudcat Modified Fastpitch Softball League Rules

<b>Rule</b>	<b>SEC</b>	<b>Big 10</b>	<b>PAC 12</b>
<b>Age of Players</b>	2 <sup>nd</sup> and 3 <sup>rd</sup> Grade	4 <sup>th</sup> and 5 <sup>th</sup> Grade	6 <sup>th</sup> , 7 <sup>th</sup> and 8 <sup>th</sup> grade
<b>Game Length Time Limit</b>	6 innings or 80 minute time limit (drop dead). Home team will get last at bat if losing after time limit. No new inning after 65 minutes.		
<b>Mercy Rule Run Limit</b>	No more than 5 runs an inning. If down, team may score as many runs as necessary to bring game to a tie and then shall enforce the 5 run limit. Run limit does not apply in the last inning. In the last inning, team may bat through the line-up or until 3 outs, which ever is achieved first.		
<b>Stealing Bases</b>	Stealing of bases is prohibited. Runners shall not leave any base until batter has made contact with the ball.	Stealing of bases is conditional on the score of the game. A team may not steal if they are ahead by 5 runs or more. Runners are prohibited from stealing home. A runner cannot leave the base until the ball has crossed the plate. There is no delayed stealing. Runner can only steal one base per pitch.	Stealing of bases is conditional on the score of the game. A team may not steal if they are ahead by 5 runs or more. Runners are prohibited from stealing home. A runner cannot leave the base until the ball has crossed the plate. There is no delayed stealing.
<b>Number of Players Forfeit</b>	A full field is <b>10</b> players, but a team may play with <b>8</b> should there be an injury, no-shows. If a team cannot field at least <b>8</b> the game must be forfeited.	A full field is <b>10</b> players, but a team may play with <b>8</b> should there be an injury, no-shows. If a team cannot field at least <b>8</b> the game must be forfeited.	A full field is <b>9</b> players, but a team may play with <b>8</b> should there be an injury or no-shows. If a team cannot field at least <b>8</b> the game must be forfeited.
<b>Offense</b>	All players will bat in continuous line up. Line-up is pre-determined by Koa Coach.		
<b>Defense</b>	10 players in the field. Players without injury will not be benched for more than 2 innings. 10 <sup>th</sup> player will play behind Coach as 'pitcher's helper.' Outfielders must remain in the outfield (grass) until the ball is hit. Players must share equitable infield & outfield time.	10 players in the field. Players without injury will not be benched for more than 2 innings. Outfielders must remain in the outfield (grass) until the ball is hit. Players must share equitable infield & outfield time.	9 players in the field. Players without injury will not be benched for more than 2 innings. Outfielders must remain in the outfield (grass) until the ball is hit. Players must share equitable infield & outfield time.
<b>Out of Bounds (As determined prior to start of game by each team's coaches and umpire)</b>	A player may not advance on an overthrown ball.	A player will be granted one base on an overthrow but a player may not advance home on an overthrown ball.	
<b>End of Play</b>	A play will be considered dead when the pitcher receives the live ball back inside the pitcher's circle. If a runner is more than half way to the advanced base when the pitcher enters the circle the runner will be awarded the base. If the runner leaves base when ball is in the circle the runner will be called out.		
<b>Player Interference And Obstruction</b>	Runner may not interfere with defensive attempt to make play. Runner will be called out for interference. Defensive player may not stand in running lane if there is no play occurring. Runner will receive a 1 base advancement if this occurs. Batter must get out of the way if a runner is coming home. If batter interferes, the runner coming home will be called out.		
<b>Sliding</b>	Not applicable for this age group	Player must slide at home if there is a play at the plate. If not the runner will be called out, at the discretion of the umpire.	
<b>Ball Size</b>	11 Inches	11 Inches	12 Inches

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<b>Pitching Distance</b>	PAC will pitch a 7-pitch limit (even if 7 <sup>th</sup> pitch is bad, player is out) no walks, 3 swinging strikes is an out. Defensive player will play beside coach in position.  35 Feet/60 foot base path	Player will pitch. Umpire will call balls and strikes. A liberal strike zone will be applied (Chest to knees).  38 Feet/60 foot base path
<b>Pitching Arc</b>	There will be no arc allowed. The ball must enter the strike zone on a level plane.	There will be no arc allowed. The strike zone is from chest to knees and the ball must enter the strike zone on a level plane. The pitcher must utilize the slingshot motion or the batter will be awarded a ball.
<b>Pitch Limit</b>	There will be a 7-pitch limit. Batter <b>can</b> strike out swinging. A batter will be called out after the 7 <sup>th</sup> pitch no matter the pitch location.	No pitch limit. Umpire will determine balls and strikes.
<b>Drop 3<sup>rd</sup> Strike</b>	There will not be a drop 3 <sup>rd</sup> strike rule in these age groups.	
<b>Bunting</b>	Bunting is prohibited.	Bunting is allowed, but both coaches have to agree on this prior to the start of the game.  Bunting is allowed.
<b>Infield Fly</b>	There will not be an infield fly rule in these age groups.	
<b>Hit by a Pitch</b>	Players will avoid pitches thrown at them. If a player is hit by a pitch it will be a ball, and they will <b>NOT</b> be awarded first base.	Player will be awarded first base if hit by ball.
<b>Catcher Speed Up</b>	If a catcher is on base with two outs she will be replaced with a courtesy runner who made the last batted out. The catcher will have an empty ball bucket and place the pitches from the coach in the bucket. A ball that hits the pitchers bucket is a base hit, and the ball is dead.	If a catcher is on base with two out she will be replaced with a courtesy runner with the last batted out.
<b>Throwing the Bat</b>	Player(s) will receive 1 warning, 2 <sup>nd</sup> team offense will result in 1 automatic out.	
<b>Scorekeeping</b>	Each team maintains own scorebook. At the end of the game, scores are to be confirmed by each team and reported to Koa coach. Accurate scores are important for the end of the season tournament standings.	
<b>Inclement Weather</b>	After thunder and/or lightening, game must be stopped for 30 minutes. If field is playable, game may resume after this time period.	
<b>Code of Conduct</b>	Please go to <a href="http://www.koasports.org">www.koasports.org</a> for Code of Conduct expectations for Coaches, Parents, and Spectators. Please also read our white paper on "The Importance of Learning from non-Parent Coaches"	