

MYGS Major Division Tournament Rules - 2026



3rd Grade – 5th Grade

MYGS reserves the right to make rule changes during the season if needed. If a rule is changed, the MYGS President will notify all coaches of the rule change before their next game.

1. **GAME DURATION:** Games will be one hour fifteen minutes (75 minutes). A new inning cannot be started after that time. A team trailing and playing defense in the bottom of the last inning has the option to complete the inning or play until five minutes before scheduled time of next game.
2. **HOME TEAM ASSIGNMENT (COIN FLIP):** For all City League Tournament games, the designation of Home Team and Away Team will be determined by a coin flip conducted by the umpire or tournament official prior to the start of the game. The team winning the coin flip may choose to be either the **Home Team** or the **Away Team**.
3. **SCOREBOARD REMOTE:** HOME team will oversee the scoreboard remote (located inside the Concessions Stand). Please designate the remote to either one coach or parent helper.
4. **UMPIRES:** City league games will be umped with one paid umpire behind the plate. This umpire will decide to use/not to use the first (1st) and third (3rd) base coaches as secondary umpires for close calls in those areas.
5. **UNIFORM REQUIREMENTS:** All players on a team shall wear the team tee issued by MYGS for games. Coats may be worn over uniform if weather dictates. Jewelry IS allowed. Shoes with metal spikes are NOT allowed.
6. **FACEMASK REQUIREMENT:** Facemasks are required to be worn by ALL defensive players regardless of position. Anyone without a facemask will NOT be allowed to play defense.
7. **FIELD CLEANUP:** The early games will pick up own garbage in the dugouts. After the late games, BOTH TEAMS will pick up garbage around stands, ball field and dugouts. COACHES WILL MAKE SURE PLAYERS DO THIS.
8. **PRE-GAME PRACTICE** – No infield/batting practice on the infield before the start of games (allowed in foul territory only). THIS IS UP TO BOTH COACHES TO MAKE SURE THIS HAPPENS.
9. **ON-DECK PLAYERS:** On deck players should always be on the back side of the batter.
10. **NO INFIELD FLY RULE.**
11. **BATTING ORDER:** No girl may sit out more than one inning in a row. The round robin batting order will be used. If a girl is injured and misses her turn at bat, she will be allowed to return in that game. A player arriving late must be added to the bottom of the batting line-up. Ten players with four outfielders (on the grass) will be used in the field. A game may be started or

continued with a minimum of seven (7) players. Teams may mutually agree to play with 9 players (three (3) outfielders) when teams are short of players.

12. **BORROWED PLAYERS:** If a situation occurs where a team needs to borrow a player from another team to have enough players, the borrowed player will play an outfield position (unless a pitcher or catcher is needed) and bat at the end of the order unless both coaches agree on a different arrangement.
13. **CHANGING PLAYER POSITIONS:** You can change player positions during the game, but only in between at-bats. If in the middle of an inning, a player should only be replaced by someone already on the field (switching positions). Only exceptions would be for an injury or a player that needs to use restroom.
14. **INJURY REPLACEMENT:** The teammate who made the previous out may be used as a replacement runner in case of an injury. A player injured while batting who can't continue the at-bat may be skipped.
15. **COACH INTERFERENCE:** If the ball hits any coach before being touched by a defensive player, it is a dead ball (no pitch). Umpire also has the discretion to determine if coach interferes with a defensive player making a play on a batted ball and declare "Dead ball – no pitch".
16. **RUN LIMIT: 8 run limit per inning. If you are down by more than 8 runs, you may exceed the run limit to take the lead by 1 run. This is to maintain the flow of the game and to ensure that teams have equal chance to come back.**
17. **BOUNCED PITCHES** – A pitched ball (by player or coach) that bounces before home plate and hit by the batter is considered a live ball.
18. **PITCHERS:**
 - a. **INNINGS:** Pitchers may pitch a maximum of two (2) innings of a game. The innings do not need to be consecutive innings. One pitch thrown to a batter in the inning counts for one inning pitched.
 - b. **WILD PITCHES:** A pitcher hitting three (3) batters in one inning must be removed for that inning. After hitting four in a game she must be removed immediately and can't return to pitch in that game.
 - c. **Pitching rubber will be at a 35-foot distance.**
 - d. **HIT BY PITCH:** A batter hit by a pitched ball which hits the ground or bounces first constitutes a hit batter. A reasonable attempt to avoid being hit must be made by the batter and is an umpire judgment.
 - e. **Strike Zone:** The strike zone is the space directly over home plate, between the batter's armpits and the top of the knees in her natural batting stance. The umpire has full authority to determine the strike zone, including how the ball's arc passes through it.
 - f. **Pitchers will follow the rules of the USA/ASA rule book**
(<https://www.usasoftball.com/official-rulebook/>).
19. **BATTERS:**
 - a. **DROPPED THIRD (3RD) STRIKE:** There is NO dropped third strike rule, meaning the offensive player will be out on a called third strike or a swing and miss on a third strike, regardless of whether the catcher catches the ball.

- b. **BUNTING:** Bunting IS allowed, except off a coach pitch. Bunting foul on a third strike is an out. No fake bunting and then swinging away will be allowed. Doing so will result in an automatic out.

20. **RUNNERS:**

- a. **Leading off:** Runners may leave the base once the ball crosses the plate. The runner is out if called for leaving early after one (1) team warning. Whether warning or out, the pitch does not count. Runners will not be called out if the pitcher does not allow sufficient time to return to the base between pitches. Quick pitches are considered a no pitch or dead ball.
- b. **Runner movement:** Runners are free to move when the ball is live and outside the pitcher's circle. Runners may advance one (1) base per overthrow to any base. It is the runner's responsibility to get back to previous base if advanced too far before being tagged out. Dead ball will not be called; umpire will simply point at the base the runner should have stayed at.
- c. **Sliding:** A runner is not required to slide, but runners causing a collision by not sliding will be called out. A collision is defined as contact more severe than normal bumping. It is our intent to create a situation where players will slide when necessary and eliminate confusion as to the definition of a "close play." Players should be taught and encouraged to slide properly.
- d. **Look-Back Rule:** Once the pitcher has the ball within the circle, the runner must continue moving toward the next base or return to the base last touched. The runner may not stand motionless for an extended period, or after returning to the base, may not move off that base with the pitcher in the circle. Failure of the runner to respond as indicated shall cause the umpire to signal the runner out.
- e. **Stealing:** Stealing IS allowed for all bases except for home. A runner may steal only ONE base per batter and may NOT advance on an overthrow during their steal attempt. NO stealing during coach pitch.
- f. **Courtesy Runner:** A courtesy runner (previous out) must be used for the catcher when there are two outs. The teammate who made the previous out may be used as a replacement runner in case of an injury.

21. **STRIKEOUTS/WALKS/COACH PITCH:**

- a. **There will be strikeouts but NO walks.** After ball four, the batter is pitched to by her coach using the current strike count.
- b. Coach shall pitch within five (5) feet (front or back) of the pitching plate.
- c. After four, four-ball counts in an inning or any combination of walks and hit by pitcher that total four, each at bat for the remainder of that half inning will be coach pitch. Changing pitchers during the inning does not reset this
 - i. (Example – if there are already 3 walks in an inning, pitching change occurs, there is still 3 walks in inning. On the next walk or hit by pitch, the coach will pitch). The umpire will continue to call strikes during coach pitch until the batter strikes out or puts a ball in play.

d. During coach pitch the defensive pitcher must be within the circle, even with or behind the pitching rubber and coach.

e. ***A strike will be called if coach, while pitching, verbally assists his/her batter.***

22. BLOCKING BASES: A defensive player may not block a base or home plate unless they have possession of the ball and are actively making a play on the runner.

Aside from the above exceptions, all USA Softball/ASA rules apply.

Tournament placement is based upon the following, in order:

- i. Overall record based upon round robin play.
- ii. Head-to-head competition
- iii. Runs allowed.
- iv. Run differential (runs scored – runs allowed, 10 run per game max)
- v. Runs scored. (teams will only be credited with a maximum of 10 runs more than they gave up for tiebreaker purposes)
- vi. Coin flip.