

Mid-State Youth Softball League

2026

General Rules

- **Defer to USA rules unless otherwise noted below**
- Pitching mound 8u & 10u – 35 ft from home plate
- 12 u – 40 ft from home plate
 - Measuring is from the front edge of pitcher's plate to apex of home plate
- Pitcher's circle is 16 ft diameter with 8 ft radius
- Batter's box 7 feet in length
- The base distance is 60 ft
- Bat regulation
 - o No t-ball bats
 - o Must have USA (ASA) stamp of approval on bat
- Batters may not throw their bats. First offense, batter will receive a warning, second offense, that batter will be called out
- Cleats cannot be metal
- 8u & 10u will utilize 11-inch solid yellow balls with raised seams. USA standard ball requirements for material
- 12 u will utilize 12-inch solid yellow balls with raised seams- USA standard ball requirements for material
- Double first base
- Travel ball pitchers and catchers cannot pitch or catch in this league, max of two travel ball players on the rosters
- No coaches can be outside the dugout during defense (exception for 8u outfield coach)
- Coaches cannot coach while in the pitching mound
- Umpire's ruling is final, no arguing. (Including spectators, coaches will be held to this)
- Umpires will be paid at the plate after the game, 8u does not need umpires. Two umps will be used for tournament games for 12u. When no official umpires are present, default to a coach from each team
- The home team pays the umpire fee (\$70 or \$75 per game), provides game balls and MVP medals for both teams. Tournament umpire fees are split. Each team will bring one game ball to each tournament game.
- Unlimited Runs in designated inning are not allowed during tournament play.
- Heart guard shirts are MANDATORY for all 10u and 12u pitchers, external heart guards are acceptable for 8u
- Face masks are MANDATORY
- Batting helmets must have face covering
- If a batter gets hit by a ball, but still swings, batter does not get base and counts as a strike. This matches USA rules.
- If a player leaves for an injury or sickness and cannot continue the game, the game will continue with the injured player's batting position being skipped with no out recorded
- Subs must be a registered player within the MSYSL
- To have a sub, the number of team players must be under 10
- Can play lateral or up, cannot pull a player down from an older age group
- If a spectator gets ejected, the head coach gets a warning, 2nd offense the coach gets ejected as well. If two coaches are fighting and the umpire ejects them, they are not permitted to be at the next game



8u League

1 hour and 20 minutes no new inning (the last pitch is released if strike, or time dead ball is called by the umpires after last pitch)

- Rotate positions **at least every 2** innings
- Four outfielders will be utilized
- One coach can be in the outfield on defense
- Pitcher position must wear heart guard, catcher position must wear catcher's gear
- **All players must play infield by the 4th inning, benched during an inning counts as outfield position. A player cannot be benched for two consecutive innings except for injury, player request or disciplinary reasons.**
- No run rule.
- No unlimited run inning
- 6 runs scored max per inning. 3 outs, 5 balls pitched by coach per player
 - **The Coach must attempt to throw a hit-able pitch to the batter. 1st offense is a warning, 2nd offense, the batter is out, 3rd offense the coach pitching can no longer pitch**
- Infield hit, 1-1 base.
- Outfield hit, can advance bases as play allows.
 - If the ball is hit to the outfield, once the ball is thrown to the player covering 2nd base i.e short stop or 2nd, the ball becomes a dead ball. The player must be on the infield.
- No advancing on an overthrow
- Can practice leading off, once pitch is released from coach, but cannot steal
 - If leading off during a pop-fly, play can be made at that base to still get the runner out. Runner must return to their base before advancing to the next if pop fly is dropped.
- 8 players minimum
- All players will bat
 - If player is not present at their time up to bat, automatic out (unless previously discussed with the other team)

All make up games must be played by June 12th, with attempts to reschedule game made within one week. Failure to make up games on or before June 12th will result in a forfeit.

10u League

-
- No run rule
- No new inning after 1 hr 30 minutes (time begins with the first warm up pitch and time ends when the last pitch is released if strike, or time dead ball is called by umpire after last pitch), can finish current inning
- 6 runs scored max per inning. 3 outs. No walks (unless batter hit)
 - Unlimited runs at the beginning of the 4th inning. (except in tournament play, no unlimited runs)
- Coach to pitch the remainder of pitches after 4 balls. (i.e batter has 2 strikes and 4 balls, coach only gets one pitch. The coach's foot must remain on pitching mound)
- No stealing bases when coach is pitching, can practice leading off
- Stealing is allowed unless dead ball is declared by ump.
- NO HEAD FIRST slides, can dive back to base
- The ball must leave the pitcher's hand before the runner can attempt to steal.
- Stealing home is permitted. (must slide if play at home is being made)
 - If a team is up by 7, the winning team cannot steal home until the score gap is below 7. Stealing 2nd and 3rd base is still allowed during this time
- If a coach is hit by the ball, automatic dead ball. Coach must attempt to move out of play
- No bunting off the coach
- Batters may not advance on a dropped third strike, but the ball remains live
- No infield fly rule
- If the pitch is started and stopped, the first time is correction and a warning, the second time that pitch is considered a ball
- Batter must attempt to move out of the way for a runner coming home
- Runner must slide/attempt to slide into home plate when a play is being made at home or is counted as an out.
- 3 or 4 outfielders will be utilized (agreed upon by coaches prior to the game)
- Games can be played with a minimum of 8 players
- All players and subs must be present at their time to bat, or else counted as an out. (unless agreed upon by both team's coaches prior to the start of the game)
 - All subs must be a registered player in the MSYSL league. Can play lateral or up, can not pull down from 12u
- All eligible players will bat

All make up games must be played by June 12th, with attempts to reschedule game made within one week. Failure to make up games on or before June 12th will result in a forfeit.

•

12u League

No run rule

- No new inning after 1 hr 45 minutes, (time begins with the first warm up pitch and time ends when the last pitch is released if strike, or time dead ball is called by umpire after last pitch), can finish current inning
- 6 runs scored max per inning. 3 outs.
 - Unlimited runs at the beginning of the 5th inning. (except in tournament play, no unlimited runs)
- Stealing is allowed unless dead ball is declared by ump.
- Head first slides are permitted, can dive back to base.
- The ball must leave the pitcher's hand before the runner can attempt to steal.
- Stealing home is permitted.
- Infield fly rule **IS** in effect
 - A fair fly ball, not including a line drive or an attempted bunt, which can be caught by an infielder, pitcher or catcher with ordinary effort when first and second or first, second and third bases are occupied with less than two outs.
- Drop 3rd Strike **IS** in effect
- Pitch starts when the hands are separated once they have been placed together.
 - Sling shot pitching is not permitted
- If the pitch is started and stopped, the first time is correction and a warning, the second time that pitch is considered a ball
- Batter **must attempt** to move out of the way for a runner coming home
- Runner **must slide/attempt to slide** into home plate when a play is being made at home or runner is out
- 3 or 4 outfielders will be utilized (agreed upon by coaches prior to the game)
- Games can be played with a minimum of 8 players
- All players and subs must be present at their time to bat, or else counted as an out. (unless agreed upon by both team's coaches prior to the start of the game)
 - All Subs must be a registered player in the MSYSL league
- All eligible players must play and bat

All make up games must be played by June 12th, with attempts to reschedule game made within one week. Failure to make up games on or before June 12th will result in a forfeit.

Mid-State Youth Softball League

Code of Conduct and Expectations

First, we want to begin by extending our heartfelt thanks to our athletes, coaches, umpires, commissioners, and parents. Each of you play a vital role in the success of our program. Your dedication and commitment to our young athletes are the driving forces behind the continued growth and strength of our community. Our commitment is to serve as a guiding force within the softball community, ensuring that everyone has the chance to participate and thrive within this exciting and rewarding sport. Our goal is to create the most enriching and rewarding experience for all, igniting and growing the passion for the game.



Thank you for choosing to be a part of our organization and for supporting our mission—to develop, nurture, and promote the sport of softball across our communities. Together, we are shaping not only skilled athletes but also confident, resilient individuals.

Every member of our organization has a responsibility to protect our participants and ensure their safety and well-being.

- Support all players and coaches
- Obscene or offensive language will not be tolerated
- Arguing with umpires, coaches, players or other fans will not be tolerated. Questioning of calls may be done in a respectful manner.
- Maintain a positive temperament regardless of the score or situation on the field
- If umpire or commissioner breaks up a fight on or off the field between two teams, both teams will be issued a warning.
- No travel, select or all-star teams are allowed. Post season open class/ All-Star tournaments are permitted
- Expected to uphold our mission and our league rules. (These are discussed and agreed upon by all communities)
- Please call or reach out to the other team's commissioner if there is an issue at a game. Board Chairs do not mind fielding complaints or issues, but some issues need to be dealt with and brought up to the commissioner of that program.
 - 24 hour contact rule- wait 24 hours unless there is an emergency or safety issue before contacting a commissioner
 - If after reaching out to their commissioner does not work, please reach out to a board chair.
- Reaching out to a player's medical team will result in an immediate removal from the league. If questioning a player, please reach out to their commissioner.