

2024 MOC Rules

10U “Minor” Girls Division

MOC General Girls League Rules

1. OHSAA Rules and Regulations are to be followed. The following rules are supplement to and supersede OSHAA and are designed to assist the players to develop their skills while learning the game. No supplemental rule can be changed without the approval of the MOC Board.
2. Each association will have rules in place regarding coaches, player & spectator conduct. Each member team will respect and observe the park rules of each host facility.
3. It is the coaches’ responsibility to control their players, parents and spectators on the sidelines including conduct and comments to the other team’s players and coaches. Any player, coach, parent, spectator, etc. ejected from the game shall be suspended for that and the next scheduled game. The suspended person or persons must leave the game and go to the parking lot. Depending on the severity of the ejection, the MOC Board, in its sole discretion, may assess additional suspensions or actions. The Executive Committee of the MOC must be notified of all suspensions.
4. Unsportsmanlike conduct by players, coaches, parents or fans WILL NOT BE TOLERATED. Such behavior may result in forfeiture of the game.
5. Cheers and chants are encouraged. They promote teamwork, motivate players, and add to the player’s overall experience. No chants or cheers that taunt or make fun of the opposing team or individual players will be allowed. No “swing” or “hit” cheers will be allowed.
6. All offensive players on the field must wear a helmet with a mask. This includes the batter, base runner(s) and on-deck batter.
7. No metal spikes.
8. No player may sit out 2 consecutive defensive innings.
9. The home team is the official scorebook.
10. A team must be fielded 15 minutes after the scheduled start time. A team can play with 8 players, but the 9th batter will be an automatic out. If a team does not have enough players to start the game, the game will be forfeited. Every attempt should be made to play the game. In the event of a forfeit, coaches and umpires should discuss alternatives to play the game which may include sharing players or playing

shorthanded. Teams may finish the game with less than the required number of players they start with. Vacated positions in the batting order will be an automatic out.

11. Games are 6 innings with a 1 hour, forty-five minute (1:45) time limit unless the Mercy Rule or time limit comes into effect. A new inning cannot start after 1:45 hours. Umpires should record the official start time and notify both coaches.

12. Maximum of 5 runs per inning, excluding the 6th inning and any required extra innings.

13. Field preparation should consist of a 16' diameter circle around the 35' pitching rubber. The pitcher will pitch from the 35' rubber. During the coach pitch segment of the at-bat, the kid pitcher will be required to keep at least 1 foot inside the circle until the ball is hit. The purpose of the deeper circle is to keep the kid pitcher a safe distance from the hitter during the coach pitch segment.

15. An 11" optical yellow softball will be used as the official MOC Softball.

16. Bases are 60' apart.

17. Casts of any kind are not allowed.

18. Base coaches must be adults A team may have no more than (2) coaches on the playing field.

19. The Mercy Rule is 15 runs after 4 innings, 10 runs after 5 innings.

20. Home umpire will supply (2) new game balls for each game.

Pitching

1. The goal of the 10U division is to have the girls begin developing their pitching skills. A standard pitch count (4 balls / 3 strikes) will be used. There are NO WALKS in this division. Once the pitcher reaches 4 balls on the batter, the coach of the team at bat will complete the batter's turn at bat. The batter's strike count will be maintained for the coach pitch segment of the at bat. The umpire will not call balls **but can call strikes during the coach pitch segment including additional strikes for swings**. The batter will be called out if she incurs three (3) cumulative strikes. The coach will have a four (4) pitch limit per batter. If the batter fails to hit after 4 pitches, the batter will be called out. An additional pitch is allowed if the 4th pitch or any additional pitch is fouled off.

Example: If the batter is walked but accumulates two (2) strikes during the kid pitch portion of the at bat, the coach will come in to pitch with a 2-strike count. **If the batter swings and misses any pitch thrown by the coach or the coach pitches a strike called by the umpire, but the batter does not swing, the batter will be called out on strikes.**

2. A coach pitcher must make every effort not to become involved in a live play. If a coach pitcher, in an effort to defend himself/herself, catches or is struck by a batted ball, the ball is dead. All base runners return to their original base and the at bat continues. The play will be ruled a no pitch and the pitch count will not be affected.

3. The “pitch” at this developmental level is to have minimum arc. We are trying to teach players fast pitch, so any portion of the “windmill” is acceptable. If a pitcher has not yet learned the windmill, then an underhand is acceptable. **Any pitch that goes above 6’ from the ground will be called a ball. If a coach pitches with an arc over 6’, the pitch will be called a dead ball and will count as 1 of the coach’s 4 pitches.**

4. A batter who is hit with a pitch from the kid pitcher will be awarded first base.

5. Girls’ pitching is often a very difficult thing to teach a young player. Recreational umpires also have difficulty identifying illegal pitching techniques. Pitchers should be given the latitude to learn and develop their trade as long as they are using the “K” method of pitching and do not gain an unfair advantage based on an improper pitching style. If a coach has an issue with the way a girl is pitching, consult with the umpire between innings.

6. Pitching rubber will be at thirty-five (35) feet to the back of home plate.

7. Pitchers may pitch no more than three (3) innings in any game. One pitch constitutes one inning and the innings do not have to be consecutive.

8. Balks will not be called.

Defense

1. Defense will consist of a maximum of 10 players, 6 infielders and 4 outfielders. Outfielders must be positioned a minimum of 20’ behind the baseline.

Batting

1. The batting line-up will include all players who are present.

2. A team may score a maximum of five (5) runs per inning, excluding the sixth inning and any required extra innings. Those innings will have no maximum.

3. The dropped 3rd strike rule is not in effect. The batter is out on strike 3 even if it is a passed ball. Base runners may advance at their own risk.

4. Bunting and slap hitting is allowed off of the kid pitcher. Bunting and slap hitting is not allowed off of the coach pitcher. If a batter shows bunt, the batter must either bunt or pull back to take the pitch. If a batter shows bunt and then takes a full swing, the play is called dead and the batter will be called out.

5. The infield fly rule will NOT be in effect.

Base Running

1 Base Running

1. No stealing home. Runners can only steal second and third bases and can only score on a batted ball. Runners can only steal one base at a time – for example if a play is made at second and it is an over throw the player cannot advance to third until the next pitch.
2. No leading off. Runners may not lead off or leave the base until the ball passes the plate. If the runner leaves early, the umpire will warn the runner and make him return to the original base. The umpire will then issue a warning to the team. After a team warning is issued, any runner that leaves early from the warned team will be called out. Any time a runner leaves a base early, it is a dead ball and all play is stopped.
3. Missed bases must be appealed to the umpire as follows:
 - a. The pitcher must step on the pitching rubber and ask the umpire for an appeal.
 - b. The pitcher must then step off the rubber and deliver the ball to the base that the appeal is addressing.
 - c. Runners may not advance during an appeal.

Tournament Rules

1. The tournament format will be a full double elimination format (including the “if necessary” game) unless an alternative format is approved by the MOC Board.
2. Teams shall be placed in the bracket by “open” draw with no regard for regular season record. Teams from the same “association” shall not be paired against each other in the first round of the tournament.
3. A coin toss before each game will determine the home team regardless of where the game is played. The home team will keep the official score book.
4. The time limit is 1 hour, forty-five minutes (1:45). A new inning cannot start after 1:45 hours. Games are six (6) innings unless the mercy rule comes into effect. The Mercy Rule is 15 runs after 4 innings, 10 runs after 5 innings.
5. Maximum of 5 runs per inning, excluding the 6th inning and any required extra innings.