



OSAA MUSTANG (4TH AND 5TH Grade) League Rules
These are IN ADDITION to the OSAA Softball General Rules

The Mustang League is for girls in 4th grade and 5th grade as of the current school year. This league plays on a field with a base distance of 60 feet, and distance from pitching rubber to home plate of 35 feet. An 11-inch regulation ball is used in this league. Special rules apply to these leagues as follows:

1. TEAM:

Each team will field 10 players (4 outfielders that must lineup outside the base path) when possible. A minimum of 7 of their own players must play or the game will be declared a forfeit. A team may borrow up to two players to field a 9 player roster. No batting penalty for playing with less than 10 players.

2. GAME:

A game will consist of 6 innings or 1 hour and 20 minutes. Scores and standings will be kept. An inning will consist of 3 outs or 5 runs maximum, whichever comes first. Inning is over when 5th run crosses the plate. Games may end in a tie, extra innings will not be allowed, except for tournament play. The 10-run rule after five innings and 15-run rule after four innings will be in effect.

3. PITCHING/CATCHING:

In an effort to develop more players in these positions, the following rules will be used. Pitchers and catchers will be allowed to pitch and catch no more than (2) consecutive and a maximum of (3) innings in a game. Coaches are responsible for monitoring this. For purposes of enforcing this rule, an inning is defined as making an appearance at these positions during one turn of the team playing the defensive position. Unintentional violations of this may be corrected by substituting a player without penalty.

4. BATTING:

A combination of player/coach pitching system will be used with **NO WALKS**. If the batter reaches ball four, then the batter's coach will assume the count & pitch until the batter either hits or strikes out. Batter is out on dropped 3rd strike. ***Bunting is allowed in both the 4th & 5th grade divisions only when the player is pitching. You may not bunt off coaches.*** All fair balls are played (no infield fly rule). Batters hit by the pitch will take first base, even if ball hits the ground first. Only 5 runs count towards the total score per inning no matter if more runs score in the inning on the last hit. This will hopefully keep games going!

5. BASE RUNNING:

Stealing of 3rd base only is allowed once the ball leaves the pitchers hand. Please do not allow girls to leave early. Opposing Coaches will be asked to monitor this and a runner who leaves early will be required to return to their original base. If the umpire sees the offending runner leave early she will be called out for leaving the base early. ***Stealing will only be allowed when player is pitching! No stealing when the coach is pitching!*** Runners may only advance to the base they are taking on a pickoff from catcher or steal attempt even on an overthrow. (EX. Runner on 2nd either attempted to be picked off or stealing 3rd may not advance past 3rd base even if ball is overthrown!) Home is closed. No advancing to home on: passed balls, pick off attempts, or stealing runners. The runner on 3rd may only advance home when the ball is put in



play by the batter! The runner may be picked off at 3rd base by the catcher. One base advance on an overthrow that leaves the field of play. On any overthrow back to the pitcher in the circle runners may not advance. A runner may NOT steal a base during the return throw to the pitcher by the catcher.

6. MISC:

When on defense a team may have one coach on the field to help their players with alignment and instruction. The coach must not be within the base paths and can not touch any player or the ball. The coach also has no input on umpire's calls.

