

Mason Youth Organization

2010 Rules

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POLICIES & PROCEDURES

Late Registrants

It is not guaranteed, but every attempt will be made to place late registrants to teams. MYO desires not to exceed 13 players per team.

Refund Policy

Late registrants who cannot be placed on a team will be refunded the registration fee less late fees. Registrants who request that their registration be withdrawn will be refunded the registration fee less a \$10 processing fee if the request is made to MYO in writing (preferably email) by 2/14/2010. No refunds will be given for any reason after 2/14/2010.

MYO Regular Season Tournament Play

1. If there are 2 or more divisions with upper/lower tournament brackets, or one division with 16 or more teams, the teams will be paired like 1/8, 2/7, 3/6, 4/5. Otherwise teams will be paired like 1/2, 3/4, 5/6, 7/8. These pairing criteria will be used consistently across all leagues.
2. Tournament seeding will be determined by the final standings in each league. Ties will be broken by:
 - a. Head-to-Head competition
 - b. Lower of total runs allowed in Head-to-Head competition.
 - c. Coin flip
3. A coin flip by the umpire will determine home team.
4. Tournament games cannot end in a tie and must be played until a winner is determined.
5. All MYO Tournament games will be played until completion unless a team is ahead by mercy rules as defined by league specific rules.
6. For Little League Tournament Rules, see the Little League 2010 Official Regulations and Playing Rules, or go to www.LittleLeague.org

Trophies

1. Trophy distribution is at the sole discretion of the MYO Board of Directors.
2. In leagues where standings are not kept, all players will receive an individual participation trophy or medal.
3. In leagues where standings are kept, individual player trophies will be given to teams at the conclusion of the regular season based on winning percentage. Winning percentage is calculated by multiplying the number of ties by 0.5, adding wins and dividing the result by the total number of games played.
4. The MYO Board of Directors will determine the number of teams in a division that will receive trophies.
5. In the case of a tie in regular season Head-to-Head competition, duplicate trophies will be awarded.
6. Teams finishing first or second in tournament play will receive individual tournament trophies or plaques.

Weather Policy

1. In the event of inclement weather, the umpire(s) will decide whether to suspend or cancel a game.
 - a. In the event of a rain delay, the umpire will determine when the game resumes.
 - b. In the event of lightning, the umpire shall immediately stop play and clear the field for a minimum of 20 minutes. No play may begin until there has been no lightning for 20 minutes.
 - c. If a lightning detector siren is activated in the park, follow the guidelines of detector.
2. The total delay time permitted for any regular season game is 30 minutes. In the event the delay time exceeds 30 minutes, the game is called by the umpire(s) due to inclement weather as outlined in Rule 3.
3. If after a delay, the game resumes, game time limits still apply.
 - a. For example, a weeknight game with a 90 minute time limit that is delayed by 20 minutes will still have 90 minutes of playing time, for a total of 110 minutes. Subsequent games on the same field shall be played following the applicable game time limits as well.

3. Both regular season and tournament games called due to inclement weather, in which the minimum number of innings to make the game official has not been reached, will be rescheduled at a later date.
4. Rescheduled games will be resumed from the exact point the game was halted.
5. Players not present at the first game will be placed at the bottom of the batting order. For regular season games only – game time limits will still apply.

Game Time Limits

1. The MYO Board of directors will establish the maximum allowable time (game time limits) for regular season and tournament games each year, as well as the number of innings in each league for a regulation game and an official game. Unless otherwise stated in the specific league rules, the following rules shall apply to all leagues.
2. There are no extra inning games during the regular season. Ties are permitted.
3. No new inning may begin within 10 minutes of the game time limit.

- a. For example, with a 90 minute game time limit, no new inning may begin after 80 minutes of playing time.
4. If there is no game following a scheduled game, **game time limits still apply!**
 - a. For example, a 3:00 PM game with a 90 minute game time limit may not start a new inning after 80 minutes (4:20 PM).
5. For games that start after their scheduled time, the game should begin no less than 5 minutes after the conclusion of the previous game. No pre-game infield is permitted by either team.
6. For games that start after their scheduled time, game time limits still apply. During Ground Rules, the umpire should establish with both head coaches (1) the start time of the game, (2) the game time limit, and (3) the time at which no new inning may begin.
 - a. Example for rules 5&6: A 9:00 AM game ends at 10:40 AM (10 minutes beyond the scheduled start time of the next game). The 10:30 AM game will begin at 10:45 AM (10:40 AM + 5 minutes) and should be completed by 12:15 PM (assuming a 90 minute game time limit). No new inning may begin after 12:05 PM.

Field Review

1. Head Coaches from all MYO teams should walk the infield and outfield before each practice and game to make sure the fields are safe for all players.
 - a. The Head Coach should inform the umpire of any field concerns during ground rules before a game begins.
 - b. The Head Coach should notify the MYO Vice president of any field concerns immediately after a practice or game.

RULES FOR ALL LEAGUES

The purpose of Mason Youth Organization shall be to develop, organize, and promote amateur baseball and softball activities for the youth of Mason, Ohio giving all participants equal opportunities and quality of necessary equipment.

Conduct

1. All participants in this organization are required to be courteous and respectful. Any player, coach, or umpire using profane or abusive language, or guilty of using alcohol or being intoxicated, will be barred from MYO participation. The same conduct is expected from the parents. MYO retains the right to remove any participant or spectator due to misconduct and/or interference with the management of the organization and teams.
2. No coach or player may smoke or use any form of tobacco product during a game or practice in which they are participating. Failure to comply with this rule will result in being ejected from the game.
3. Use of an illegal substance of any form will not be permitted by MYO and will result in expulsion from the league.

4. Any coach who is intimidating or questions an Umpire's judgment call in an abusive manner will be ejected from the game if the Umpire deems it appropriate and necessary.
5. Ejections:
 - a. **Coach** – First offense, the Coach shall not be permitted to coach the next game. The Coach may not attend the game in any capacity. Second offense, the MYO Board of Directors will recommend appropriate action up to expulsion from the league.
 - b. **Player** – The Player shall not be permitted to play in the next game.
 - c. **Parent/Fan** – First offense, the individual shall not be permitted to attend the next game. Second offense, the individual shall not be permitted to attend the next two games.

Player Eligibility

1. To be eligible to participate as a player in MYO, the individual must live within the boundary of the Mason City School District or attend a school within the Mason City boundaries. Exceptions will require majority approval by the Board of Directors.

2. Major League players not living within the boundary of the Mason City School District will require approval by Little League International.
3. Registration fees must be paid in full.
4. A parent or guardian must fill out and sign the Emergency Medical Authorization / Release form before a player will be permitted to practice and participate in a game.

Season

1. The MYO Scheduling Coordinator will schedule the regular Baseball and Softball season.
2. Any game postponed must be played on the date, time, and field designated by MYO. The Commissioner will notify the affected coaches a minimum of two (2) days in advance of the make-up game. Game may be forfeited at the discretion of the Commissioner if not played.
3. In the event a game must be rescheduled, it will take precedence over a scheduled practice on that field.
4. The home team is the official scorekeeper for the game.

Uniforms and Equipment

1. All players must wear only the uniform provided to them by MYO.
2. All players on the same team are encouraged to wear the same color baseball pants or shorts.
3. Any equipment that is loaned to the player must be returned after the last game, or the parents will be responsible for the cost of each item.
4. Batting helmets must be worn at bat, while on base, and when a batter is on deck. The umpires will stop the game if this is not complied with and, if necessary, the game will be forfeited. A player is out if headgear is intentionally removed while the ball is in play. Facemasks for MYO supplied helmets are not to be removed.
5. Metal spikes are only permitted in Junior and Senior Leagues. No metal spikes allowed for all other leagues or any coaches.
6. If a team Head Coach or coach insists on his team or players not using required equipment as prescribed by MYO, the umpire will declare the game forfeited.
7. See additional rules specific to baseball or softball.

Bases

1. In MYO we have numerous age groups playing on the same field each day. As a result, bases are not secured.
 - a. If the impact of a runner moves a base from its position, no play can be made on that runner at that base if he reached the base safely.
 - b. If a base becomes dislodged from its position during a play, any following runner on the same play shall be considered as touching or occupying the base if, in the umpire's judgment, he touches or occupies the point where the base was originally located.

Continuous Batting

Prior to each game, the Head Coach shall make out the batting order, including the players not starting the game defensively. All players will bat in this order for the entire game. The leadoff batter does not come to the plate for the second time until all players have batted once.

Coach Assignments

1. Each team will be assigned one (1) Head Coach by the appropriate Commissioner. Only two (2) Assistant Coaches may be designated for baseball and softball.

2. Existing teams moving leagues can keep their coaching staff.
3. All MYO Coaches must be at least 18 years old, pass a background check, be NYSCA certified in the sport they are coaching (Tee Ball, Baseball, or Softball), and be approved by the MYO Board of Directors.
4. All Coaches are required to provide proof of certification to MYO prior to the commencement of practice. NYSCA Certification shall be at the sole cost and expense of each coach.
5. One NYSCA certified coach must be present at all team functions.
6. The Head Coach will be assigned his/her child(ren) and the Assistant Coach's child(ren).

Player Assignments

1. Baseball players will be assigned to leagues within their age group. All T1 and T2 players, with the exception of the Head Coach's child(ren) and the Assistant Coach's child(ren) will be assigned to a team via a blind, random draw that will be conducted by the appropriate Commissioner.
2. Once a T2 baseball team is formed, via a blind, random draw, the team will stay together throughout their time in MYO up to Junior League per the MYO

- League Continuity Policy. The league specific Commissioner will randomly assign new players to teams joining the league.
3. Each year during open registration, a player may choose to move to a new team, and will be randomly assigned to a new team by the appropriate commissioner.
 4. If a Head Coach chooses to leave a team, another coach/parent from the team may fill in as Head Coach. If no coach can be found, the commissioner can randomly assign a new coach and his child/children to the team. If a baseball coach wants to change teams within MYO, it is up to the discretion of the appropriate league Commissioner to allow a change.
 5. If a team loses half of their players, the Commissioner has the option to distribute players to other teams.
 6. If a baseball team appears to be manipulating the league rules to build a select team, the appropriate league Commissioner will have the option with MYO Board approval to selectively split up the team or dissolve the team and randomly re-assign the players to new teams. The intent of MYO is to be a recreational league.
 7. For Little League All Star Team Player Assignment, see the Little League 2010 Official Regulations and Playing Rules or go to www.LittleLeague.org.

8. Girl's Slow Pitch softball players will be assigned to leagues within their age group. All players, with the exception of the Head Coach's child(ren) and the Assistant Coach's child(ren) will be assigned to a team via a blind, random draw that will be conducted by the appropriate Commissioner.
9. Players must play in the proper age group except by special permission of the appropriate Commissioner.
10. In softball leagues in which there is more than one age group or when teams are within the second year in a league, core teams will be kept together unless a parent requests a different coach. If a parent/player requests a different coach, the player will be randomly assigned to a new team.
11. Girl's Fast Pitch softball is an exception to the preceding rule. In Fast Pitch coaches will be permitted, if they desire, to form their own teams. If they do not have a full roster, the Softball Commissioner will add the appropriate age girls to fill the roster. Once a player is assigned to a Fast Pitch team, the player cannot be removed from the team except by parental request (i.e. Coach is not permitted to drop players). If a parent or player requests a different coach, the player will be randomly assigned to a new team.

Protests

1. Protests may be of two kinds:
 - a. Violation of Major League Baseball, USSSA Softball, SOGFSA Softball, Little League, or MYO specific rules.
 - b. Misinterpretation of the rules by the umpires. Judgment calls cannot be protested.
2. When a protest is to be made, the Head Coach must make his protest prior to the next pitch and the umpire must inform the opposing Head Coach that the game is being played under protest. At this point, both Head Coaches and the home plate umpire must sign the scorebook of the home team.
3. All protests must then be submitted in writing along with a check for fifty (\$50.00) dollars, made out to MYO, to the appropriate Commissioner or League Representative within 24 hours. The protest, if acceptable under Rule 1 of this Section, will be settled by a Protest Board consisting of the MYO President, the appropriate Commissioner and the MYO Rules Commissioner. If the protest being heard involves a team with which a Protest Board Member is involved as a coach or parent, that member shall be replaced by another member of the MYO Board of Directors.
4. A written reply will be sent to both Head Coaches within 48 hours after the protest hearing. If the protest

is allowed, the \$50.00 will be returned. If the protest is NOT allowed, the \$50.00 will be credited to the MYO treasury.

LEAGUE AND DIVISION SUMMARIES

Baseball

Division	Age Range	Pitching Distance (Feet)	Base Distance (Feet)	Reg-ulation Game (innings)	Official Game (innings)
TEE BALL LEAGUE:					
T1	5	---	50	---	---
T2	6	Coach 30	50	5	3
MINOR LEAGUE:					
Pony 1	7	Coach 40	60	5	3
Pony 2	8	40	60	5	3
MAJOR LEAGUE:					
American	9 - 10	46	60	6	4
National	11 - 12	46	60	6	4
Junior	13 - 14	60 ½	90	7	5
Senior	15 - 16	60 ½	90	7	5
Friday	9-12	46	60	5	5

Softball

Division	Pitching Distance (Feet)	Base Distance (Feet)	Reg-ulation Game (innings)	Official Game (innings)
SOFTBALL				
6U	Coach 30	50	4	3
8U	Coach 35	60	5	3
10U	Player 35	60	6	3
12U	Player 40	60	7	3
14U SP	Player 40	60	7	3
14U	Player 40	60	7	3
HS	Player 40	60	7	3

SP- Slow pitch

Umpire Pay Matrix

League	Ages	Plate Umpire	Base Umpire	Umpiring Alone
Baseball:				
Pony 1	7	\$15	\$10	\$25
Pony 2	8	\$20	\$15	\$35
Friday Night	9 -12	\$20	\$15	\$35
American	9 – 10	\$25	\$15	\$40
National	11 – 12	\$30	\$20	\$50
Junior	13 – 14	\$45	\$25	\$60
Senior	15 – 16	\$45	\$25	\$60
Softball:				
8U	7 – 8	\$15	\$10	\$25
10U	9 – 10	\$25	\$15	\$40
12U	11 – 12	\$25	\$20	\$45
14U	13 – 14	\$25	\$20	\$45
14U SP	11 – 14	\$25	\$20	\$45
HS	15 – 18	\$25	\$20	\$45

SP- Slow pitch

BASEBALL RULES

Governing Rules

Major League Baseball official rules will apply to T-Ball except where special rules and/or policies of MYO take precedence. Little League official rules will apply to and Minor League and Major League except where special rules and/or policies of MYO take precedence. The MYO Board of Directors reserves the right to grant exceptions to the rules where it is deemed to be in the best interest of all concerned.

Rules Common to all Baseball Leagues

General Rules

1. Home team furnishes the game ball(s) and has the first base bench.
2. Prior to a game, the Head Coach must notify the umpire that he is the Head Coach and must identify the Assistant Coaches. No individuals other than Head Coach and Assistant Coaches are to approach the umpire(s) on any matter. If so, they are subject to immediate expulsion from the area. This does not preclude the Head Coach or the Assistant Coaches

from being expelled from the area when becoming overbearing in the opinion of the umpire(s).

3. All players will play a minimum of three (3) innings in a five (5) inning game and four (4) innings in a game of six (6) or more innings.
4. No new inning will be allowed to start less than 10 minutes prior to the next scheduled game. This game time limit will apply to all regular season games even if there is no scheduled game that follows (in other words act as if there is a scheduled game with a start time consistent with regular league game scheduling).
5. If a player is being benched for disciplinary reasons, the opposing team Head Coach and umpire must be notified before the game or at the time of the infraction during the game.
6. If a batter throws his bat and/or helmet, one warning will be given to the team. On the second team offense, the batter will be called out.
7. Any runner is out when he does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. This is a judgment call by the umpire and cannot be protested.
 - a. A player, who in the judgment of the umpire, deliberately collides into the catcher or any fielder, shall be ejected from the game by the umpire.

- b. No fielder, including the catcher, may block any base while waiting for a throw. If an umpire determines the fielder or catcher has blocked a base without the ball in hand or glove, the runner shall be awarded that base.
8. Continuous batting: in the event a player gets hurt or has to leave the game for whatever reason, upon reaching his/her turn at bat, skip to the next batter; no out occurs. If an injury occurs while at bat, the next batter comes to bat with no count.
9. A Coach going to the mound three times for the same pitcher must change pitchers. A Coach is limited to four (4) visits to the mound per inning.
10. Pre-game hitting away from bystanders (with hit sticks, batting practice, etc.) is allowed. However, once your game starts, no hitting practice is allowed.

Uniforms and Equipment

1. Catchers in all leagues must wear a protective cup. It is recommended that all players wear a protective cup.
2. Catchers in T2 and the Minor League have the option of using either a catcher's mitt or fielder's glove. All catchers in Major League must use an approved catcher's mitt, no fielder's gloves are permitted.

Team Requirements for MYO Leagues Only

1. An officially designated team will forfeit a game if it is not fielded within 10 minutes of game time. Eight (8) players are required to start an official game. A catcher must be included in the defensive placement of the fielders.
2. If a team is below ten (10) players and not less than six (6), it may pick up a maximum of four (4) players from the next lower league to bring the total number of players up to a maximum of ten (10), with the following limitations:
 - a. A Head Coach who desires to pick up a player must have prior consent of the player's parent(s) and there must not be any conflict with the picked-up player's regular team schedule.
 - b. Any picked-up player must play at least two (2) consecutive innings, bat last in the batting order and bat the entire game. No picked-up player may enter the game after completion of two innings.
 - c. If a regular player arrives after the game begins, he must replace a picked-up player in the field immediately after the picked-up player has completed two (2) innings in the field. The newly arriving regular player must bat in the batting order after the last picked-up player.

- d. Picked-up players cannot pitch.
- e. All picked-up players must be identified to the opposing Head Coach prior to the game.
- f. If rules “a” thru “e” are violated, the game may be forfeited.

Umpire No Show

1. In the event that umpires do not show for the game, both Head Coaches will agree on a substitute.

Special Baseball Rules by League

T1 (Tee Ball League)

1. Player must be five (5) on or before April 30th of the current year.
2. A batting tee is exclusively used (i.e. no pitching).
3. Game scores and league standings will not be kept.
4. All players will receive a participation trophy.
5. Base distance – 50 feet.
6. Fair ball must travel more than 15 feet.
7. No strikeouts.
8. Each player will bat once per inning. Outs will be taught, but not counted. Players are to return to the bench when called out.
9. Ten (10) players will be used in the field with four (4) being in the outfield.
10. 1 hour 15 minute game times. No new inning will be allowed to start less than 10 minutes prior to the next scheduled game.

11. When a batted ball is hit into the outfield, the play will be dead when the outfielder controls the ball. The runners will only advance to the next base. As an example, if the batter hits the ball past an out- fielder, the batter and all runners can continue to run (even advance multiple bases) until the outfielder has the ball. When the ball is controlled, runners can only advance to the next base they were heading to.

12. All players must play two (2) innings in the infield and two (2) innings in the outfield each game and not the same position more than once during any single game. **MYO requires** all coaches to allow all players to play all positions throughout the season. The Tee Ball Commissioner will only grant exceptions to this rule after a meeting with the parents and Head Coach.

T2 (Tee Ball League)

1. Players must be six (6) on or before April 30th of the current year.
2. League standings will not be kept. Coaches should teach game scoring in order to introduce this concept.
3. All players will receive a participation trophy.
4. The designated coach of the team at bat will pitch
 - a. The pitching style of the coach will be overhand.
 - b. The pitching coach will hold his position during the batted ball.
 - c. A batted ball that hits the pitching coach (other than a ball that has been deflected into the coach by any of the defensive players), shall be considered a dead ball and the batter shall be awarded first base and all runners will advance one base. A batted ball that is deflected into the coach shall be considered a ball still in play and all runners may advance at their own peril.
 - d. Each batter will receive five (5) pitches from the pitching coach to hit. There will be no called or swinging strikes. If the ball is not put into play the batter will hit off the tee. All other Tee Ball rules will apply.

- e. A defensive player (pitcher) will position himself within three (3) feet on either side of the designated pitcher until the ball is hit.
- 5. When batting from the tee, the ball must go past the 15-foot arc from home plate. Any hit from a pitch that is in fair territory, regardless of distance, is considered a fair ball and should be played.
- 6. No strikeouts.
- 7. No leading off, stealing or bunting. If, in the judgment of the umpire, the runner leaves early, one warning per player per game is allowed. On the second offense, the runner is called out.
- 8. There will be no infield fly rule.
- 9. No extra bases on any ball that goes out of play.
- 10. Pitching distance – 30 feet; base distance – 50 feet.
- 11. A maximum of five (5) runs will be counted in any single inning.
- 12. There will be continuous batting and free substitution.
- 13. Ten (10) players will be used in the field, with four (4) of them playing the outfield. No short center fielders. Outfielders should position themselves no closer than 10 feet from the base paths.
- 14. No outfielder shall make an unassisted play at any base.

15. A regulation game is five (5) innings. An official game is three (3) innings. No new inning will be allowed to start less than 10 minutes prior to the next scheduled game.
16. Two (2) defensive coaches are permitted on the field behind the outfielders. The coaches cannot interfere with the play in any way.
17. When a batted ball is hit into the outfield, the play will be dead when the outfielder controls the ball. The runners will only advance to the next base. As an example, if the batter hits the ball past an out- fielder, the batter and all runners can continue to run (even advance multiple bases) until the outfielder has the ball. When the ball is controlled, runners can only advance to the next base they were heading to.
18. All players must play two (2) innings in the infield and two (2) innings in the outfield each game and not the same position more than once during any single game. **MYO requires** all coaches to allow all players to play all positions throughout the season. The Tee Ball Commissioner will only grant exceptions to this rule after a meeting with the parents and Head Coach.
19. A pitcher may not make an unassisted putout by running to and tagging a base.

Pony 1 (Minor League)

1. Players must be seven (7) on or before April 30th of the current year.
2. Bats shall not be more than thirty-three (33) inches in length nor more than two and one-quarter ($2\frac{1}{4}$) inches in diameter. Non-wood bats shall be printed with a BPF (bat performance factor) of 1.15 or less.
3. Coaches will pitch the entire game.
4. The designated coach of the team at bat will pitch.
 - a. The pitching style of the coach will be overhand. If coach is pitching on one knee, the knee is to be positioned on the 40 foot pitching line.
 - b. The pitching coach will hold his position during batted ball.
 - c. A batted ball that hits the pitching coach (other than a ball that has been deflected into the coach by any of the defensive players) shall be considered a dead ball and the batter shall be awarded first base and all runners will advance one base. A batted ball that is deflected into the coach shall be considered a ball still in play and all runners may advance at their own risk.

- d. A defensive player (pitcher) will position himself within three (3) feet on either side of the designated pitcher until the ball is hit.
 - e. There will be no called strikes, no called balls, or hit batters. There will be swinging strikes and strikeouts. On the sixth (6th) pitch, the batter automatically has two (2) strikes. The batter must then hit the ball, if not the batter is out. If a ball is hit foul on the 6th pitch, or subsequent pitch, it will not count as a pitch.
5. No leading off, stealing or bunting. If, in the judgment of the umpire, the runner leaves early, steals or bunts, the ball is dead and the offending player is out. No head first slides into a base. Head first slides are allowed back to a base.
 6. There will be no infield fly rule.
 7. A maximum of five (5) runs will be counted in any single inning with the exception of the fifth or final inning (due to game time limits) which requires three (3) outs.
 8. There will be no advancement by runners or batter-runners on wild pitches, passed balls, overthrows, or dropped third strikes.
 9. Pitching distance – 40 feet; base distance – 60 feet.

10. There will be continuous batting and free substitution.
11. Ten (10) players will be used in the field, with four (4) of them playing the outfield. No short center fielders. Outfielders should position themselves no closer than 20 feet from the base paths. No outfielder shall make an unassisted play at any base.
12. A regulation game is five (5) innings. An official game is three (3) innings. No new inning will be allowed to start less than 10 minutes prior to the next scheduled game.
13. Two (2) defensive coaches are permitted on the field behind the outfielders. The coaches cannot interfere with play in any way. Any coach, after receiving a second warning, may be retired to the bench at the discretion of the umpire. No other coach is then permitted as replacement for the remainder of the game.
14. The umpire shall give no time out until play has stopped or an injury has occurred or there is a potential for an injury to occur. This is a judgment call by the umpire and cannot be protested.
15. A defensive player or Head Coach can make an appeal play, after the ball is dead and prior to the next pitch, by declaring the appeal to the umpire, specifying both the base and runner involved.

16. When the outfielder throws the ball (ball is released from the outfielder's hand) towards the infield from the outfield, this a live ball and the runners can only advance to the next base at their own risk.
17. All players must play two (2) innings in the infield each game, and not the same position more than once during any single game. MYO **requires** each coach to allow all players to play all positions throughout the season. Exceptions to this rule will only be granted by the Minor League Commissioner after a meeting with the parents and Head Coach. Failure to comply with this rule will result in forfeiture of the game.

Pony 2 (Minor League)

1. Players must be eight (8) or before April 30th of the current year.
2. Bats shall not be more than thirty-three (33) inches in length nor more than two and one-quarter ($2\frac{1}{4}$) inches in diameter. Non-wood bats shall be printed with a BPF (bat performance factor) of 1.15 or less.
3. All bats and helmets must be inspected by a game umpire prior to start of the game – players line them up at the fence.
4. Coaches will pitch the first two (2) innings of the game. For these two (2) innings, walks and hit batters will not count. Players will pitch the remaining innings of the game. Walks, called strikes, and hit batters will count during these innings.
5. The designated coach of the team at bat will pitch.
 - a. The pitching style of the coach will be overhand. If coach is pitching on one knee, the knee is to be positioned on the 40 foot pitching line.
 - b. The pitching coach will hold his position during batted ball.

- c. A defensive player (pitcher) will position himself within three (3) feet on either side of the designated pitcher until the ball is hit.
 - d. A batted ball that hits the pitching coach (other than a ball that has been deflected into the coach by any of the defensive players) shall be considered a dead ball and the batter shall be awarded first base and all runners will advance one base. A batted ball that is deflected into the coach shall be considered a ball still in play and all runners may advance at their own peril.
 - e. There will be no called balls or hit batters. There will be called and swinging strikes and strikeouts. On the sixth (6th) pitch, the batter automatically has two strikes. The batter must then hit the ball, if not the batter is out. If a ball is hit foul on the 6th pitch, or subsequent pitch, it will not count as a pitch.
4. In any given **game**, a pitcher may pitch a **maximum of 50 pitches**. Exception: If a pitcher reaches the limit imposed in his league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

5. “Adequate rest” is required between outings and is defined as follows:
 - Pitch **1-20 pitches in a game, no calendar day rest required.**
 - Pitch **21-35 pitches in a game, 1 calendar day rest required between outings.** (e.g. pitched Saturday, rest Sunday, eligible to pitch on Monday)
 - Pitch **36-50 pitches in a game, 2 calendar days rest required between outings.**(e.g. pitched Saturday, rest Sunday & Monday, eligible to pitch on Tuesday).
6. No leading off, stealing, or bunting. If, in the judgment of the umpire, the runner leaves early, steals, or bunts, the ball is dead and the offending player is out. No head first slides into a base. Head first slides are allowed back to a base.
7. There will be no infield fly rule.
8. There will be no advancement by runners or batter-runners on wild pitches, passed balls, overthrows or dropped third strikes.
9. Pitching distance – player – 40 feet, coach – 40 feet; base distance – 60 feet.
10. A maximum of five (5) runs will be counted in any single inning with the exception of the fifth or final

- inning (due to game time limits) which requires three (3) outs.
11. There will be continuous batting and free substitution.
 12. Ten (10) players will be used in the field, with four (4) of them playing the outfield. No short center fielders. Outfielders should position themselves no closer than 20 feet from the base paths. No outfielder shall make an unassisted play at any base.
 13. Two (2) defensive coaches are permitted on the field behind the outfielders. The coaches cannot interfere with play in any way. Any coach, after receiving a second warning, may be retired to the bench at the discretion of the umpire. No other coach is then permitted as a replacement for the remainder of the game.
 14. A regulation game is five (5) innings; an official game is three (3) innings. No new inning will be allowed to start less than 10 minutes prior to the next scheduled game.
 15. The umpire shall give no time out until play has stopped or an injury has occurred or there is a potential for an injury to occur. This is a judgment call by the umpire and cannot be protested.
 16. A defensive player or Head Coach can make an appeal play, after the ball is dead and prior to the next pitch,

by declaring the appeal to the umpire, specifying both the base and runner involved.

17. When an outfielder throws the ball (ball is released from the outfielder's hand) towards the infield from the outfield, this is a live ball and the runners can only advance to the next base at their own risk.
18. All players must play two (2) innings in the infield each game. Failure to comply with this rule will result in forfeiture of the game. MYO **encourages** each coach to allow all players to play all positions throughout the season. Exceptions to this rule will only be granted by the Minor League Commissioner after a meeting with the parents and Head Coach.

American (Major League)

4. Players must be at least nine (9) and not older than ten (10) on or before April 30th of the current year.
5. Game time limit is (2.5) hours. No new inning after 2:20 hour mark.
6. Bats shall not be more than thirty-three (33) inches in length nor more than two and one-quarter ($2\frac{1}{4}$) inches in diameter. Non-wood bats shall be printed with a BPF (bat performance factor) of 1.15 or less.
7. All bats and helmets must be inspected by a game umpire prior to start of the game – players line them up at the fence.
8. Player Pitching – Yes. Balk rule – No.
9. Stealing – Yes.
Stealing home – Yes.
Leading off – No.

Base runner may leave the base after the ball has passed the batter. If a runner leaves the base prior to the ball passing the batter, the play is dead and the runner will be warned. If a second runner from the same team is called for leaving the base early during the course of the same game, that runner will be called out.

10. Pitching distance – 46 feet; base distance – 60 feet.
11. In any given **game**, a pitcher may pitch a **maximum of 75 pitches**. Exception: If a pitcher reaches the limit imposed in his league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.
12. “Adequate rest” is required between outings and is defined as follows:
 - Pitch **1-20 pitches in a game, no calendar day rest required.**
 - Pitch **21-35 pitches in a game, 1 calendar day rest required between outings.** (e.g. pitched Saturday, rest Sunday, eligible to pitch on Monday)
 - Pitch **36-50 pitches in a game, 2 calendar days rest required between outings.**(e.g. pitched Saturday, rest Sunday & Monday, eligible to pitch on Tuesday).
 - Pitch **51-65 pitches in a game, 3 calendar days rest required between outings.**(e.g. pitched Saturday, rest Sunday, Monday & Tuesday, eligible to pitch on Wednesday).
 - **Pitch more than 66 pitches in a game, 4 calendar days rest required between outings.** (e.g. pitched Saturday, rest Sunday, Monday,

Tuesday, Wednesday, eligible to pitch on Thursday).

- **Note: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**

The Major League Commissioner may call a forfeit by one or both teams, if these pitching requirements are not followed during the regular season.

13. Bunting is allowed.
14. A maximum of seven (7) runs will be counted in any single inning with the exception of the sixth or final inning (due to game time limits) which will have a maximum of ten (10) runs. Therefore, if a team is losing by eleven (11) or more runs after five (5) innings, or seventeen (17) or more runs after four (4) innings, a mercy rule will apply and the game is over.
15. There will be continuous batting and free substitutions.
16. Nine (9) defensive players.
17. A regulation game is six (6) innings. An official game is four (4) innings. No new inning will be allowed to start less than 10 minutes prior to the next scheduled game.
18. Infield Fly Rule Applies.

National (Major League)

1. Players must be at least eleven (11) and not older than twelve (12) by April 30th of the current year.
2. Game time limit is 2.5 hours. No new inning after 2:20 hour mark.
3. Bats shall not be more than thirty-three (33) inches in length nor more than two and one-quarter ($2\frac{1}{4}$) inches in diameter. Non-wood bats shall be printed with a BPF (bat performance factor) of 1.15 or less.
4. All bats and helmets must be inspected by a game umpire prior to start of the game – players line them up at the fence.
5. Player Pitching – Yes. Balk rule – No.
6. Stealing – Yes. Leading off – No.

Base runner may leave the base after the ball has passed the batter. If a runner leaves the base prior to the ball passing the batter, the play is dead and the runner will be warned. If a second runner from the same team is called for leaving the base early during the course of the same game, that runner will be called out.

7. Bunting is allowed.

8. Pitching distance – 46 feet; base distance – 60 feet.
9. In any given game, a pitcher may pitch a **maximum of 85 pitches**.
 - a. Exception: If a pitcher reaches the limit imposed in his league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.
19. “Adequate rest” is required between outings and is defined as follows:
 - Pitch **1-20 pitches in a game, no calendar day rest required.**
 - Pitch **21-35 pitches in a game, 1 calendar day rest required between outings.** (e.g. pitched Saturday, rest Sunday, eligible to pitch on Monday)
 - Pitch **36-50 pitches in a game, 2 calendar days rest required between outings.**(e.g. pitched Saturday, rest Sunday & Monday, eligible to pitch on Tuesday).
 - Pitch **51-65 pitches in a game, 3 calendar days rest required between outings.**(e.g. pitched Saturday, rest Sunday, Monday & Tuesday, eligible to pitch on Wednesday).
 - **Pitch more than 66 pitches in a game, 4 calendar days rest required between outings.**

(e.g. pitched Saturday, rest Sunday, Monday, Tuesday, Wednesday, eligible to pitch on Thursday).

- **Note: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**
10. A maximum of seven (7) runs will be counted in any single inning with the exception of the sixth or final inning (due to game time limits) and subsequent innings, which will have a maximum of ten (10) runs. Therefore, if a team is losing by eleven (11) or more runs after five (5) innings, or seventeen (17) or more runs after four (4) innings, a mercy rule will apply and the game is over.
 11. There will be continuous batting and free substitution.
 12. Nine (9) players will be used in the field.
 13. A regulation game is six (6) innings; an official game is four (4) innings. No new inning will be allowed to start less than 10 minutes prior to the next scheduled game.

Junior League (Major League)

1. Players must be thirteen (13) and not older than fourteen (14) by April 30th of the current year.
2. Game time limit is 3 hours at Mason fields. No new inning after 2:50 hour mark.
3. Bats shall not be more than 34 inches in length; nor more than 2 5/8 inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30”) at its smallest part.
4. All bats and helmets must be inspected by a game umpire prior to start of the game – players line them up at the fence.
5. Pitching distance – 60½ feet; base distance – 90 feet.
6. There will be continuous batting and free substitution.
7. A regulation game is seven (7) innings; an official game is five (5) innings. No new inning will be allowed to start less than 10 minutes prior to the next scheduled game.
8. If, at the end of five (5) complete innings, or any following complete inning, a team is ten (10) or more runs ahead, the game shall be declared a win by the team ahead.

9. In any given game, a pitcher may pitch **a maximum of 95 pitches.**
- a. Exception: If a pitcher reaches the limit imposed in his league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning
20. “Adequate rest” is required between outings and is defined as follows:
- Pitch **1-20 pitches in a game, no calendar day rest required.**
 - Pitch **21-35 pitches in a game, 1 calendar day rest required between outings.** (e.g. pitched Saturday, rest Sunday, eligible to pitch on Monday)
 - Pitch **36-50 pitches in a game, 2 calendar days rest required between outings.**(e.g. pitched Saturday, rest Sunday & Monday, eligible to pitch on Tuesday).
 - Pitch **51-65 pitches in a game, 3 calendar days rest required between outings.**(e.g. pitched Saturday, rest Sunday, Monday & Tuesday, eligible to pitch on Wednesday).
 - **Pitch more than 66 pitches in a game, 4 calendar days rest required between outings.** (e.g. pitched Saturday, rest Sunday, Monday,

Tuesday, Wednesday, eligible to pitch on Thursday).

- **Note: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**

Senior League (Major League)

1. Players must be fifteen (15) and not older than sixteen (16) by April 30th of the current year. District 9 has waiver for 17 year olds to play SR in 2010 season.
2. Game time limit is 3 hours at Mason fields. No new inning after 2:50 hour mark.
3. Bats shall not be more than 36 inches in length, nor more than 2 5/8 inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30”) at its smallest part. The bat shall not weigh, numerically, more than three ounces less than the length of the bat (e.g., a 33-inch-long bat cannot weigh less than 30 ounces). All non-wood bats shall meet the BESR performance standard, and such bats shall be labeled with a permanent certification mark.
4. All bats and helmets must be inspected by a game umpire prior to start of the game – players line them up at the fence.
5. Pitching distance - 60½ feet; base distance - 90 feet.
6. A regulation game is seven (7) innings; an official game is five (5) innings. No new inning will be allowed to start less than 10 minutes prior to the next scheduled game.

7. There will be continuous batting and free substitution.
8. If, at the end of five (5) complete innings, or any following complete inning, a team is ten (10) or more runs ahead, the game shall be declared a win by the team ahead.
9. In any given game, a pitcher may pitch **a maximum of 95 pitches**.
 - a. Exception: If a pitcher reaches the limit imposed in his league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning
10. "Adequate rest" is required between outings and is defined as follows:
 - Pitch **1-30 pitches in a game, no calendar day rest required.**
 - Pitch **31-45 pitches in a game, 1 calendar days rest required between outings.** (e.g. pitched Saturday, rest Sunday, eligible to pitch on Monday),
 - Pitch **46-60 pitches in a game, 2 calendar days rest required between outings.**(e.g. pitched Saturday, rest Sunday & Monday, eligible to pitch on Tuesday).

- **Pitch more than 61-75 pitches in a game, 3 calendar days required between outings.** (e.g. pitched Saturday, rest Sunday, Monday & Tuesday, eligible to pitch on Wednesday).
- **Pitch 76 or more pitches in a game, 4 calendar days required between outings.** (e.g. pitched Saturday, rest Sunday, Monday, Tuesday, Wednesday, eligible to pitch on Thursday).
- **Note: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**

The Major League Commissioner may call a forfeit by one or both teams, if these pitching requirements are not followed during the regular season.

SOFTBALL RULES

Governing Rules

USSSA official rules apply to all leagues except where special rules and/or policies of MYO take precedence. The rules also apply for Fast Pitch teams, except where special rules of exceptions specified by the Southwest Ohio Girls Fastpitch Softball Association (SOGFSA) take precedence. SOGFSA specific rules can be found at www.sogfsa.org. The MYO Board of Directors reserves the right to grant exception to the rules where it is deemed to be in the best interest of all concerned.

Rules Common to all Softball Leagues

General Rules

1. Team line-ups must be given to the coaches and umpire before each game. Any player not playing must be noted and explained. Failure will result in forfeit.
2. Home team furnishes the game ball and has the first base bench.

3. All players will play a minimum of three (3) innings in a five (5) inning game and four (4) innings in a game of six (6) or more innings. Failure to do so will result in forfeiture of the game.
4. Exceptions:
 - a. If a player arrives too late or leaves too early to complete the required number of innings.
 - b. Failure to attend previous practice or game.
 - c. Inning rule waived if player refuses to play where told. Opposing coach and umpire must be notified immediately.
 - d. When a game is less than the regulation number of innings but is an official game (e.g. due to a rainout). If exception applicable, it should be reported to the opposing coach.
5. Unlimited substitution allowed. (Unlimited substitution allows any player to replace any other player defensively).The batter is out for throwing the bat after one warning per team (at the discretion of the umpire).
6. The batter is out for throwing the bat after one warning per team (at the discretion of the umpire).
7. Third strike foul does not apply (it is a foul ball, not a strike out).

8. A player missing two (2) official games and/or practices consecutively, without notifying her coach, may be dropped from the team with the concurrence of the Softball Commissioner.
9. No new inning will be allowed to start less than 10 minutes (15 minutes for 6U Coach Pitch) prior to the next scheduled game. If the contest is not an official game, the game will be suspended and will be rescheduled by the Commissioner with the approval of the two coaches.

Uniforms and Equipment

1. Each player shall be in full uniform as provided by MYO.
2. All catchers will wear required chest protectors, masks, shin guards, and helmets, as provided by MYO.
3. Batters, runners, and players on deck shall wear batting helmets. All softball players will wear helmets equipped with a facemask. Exception: 14U Slow Pitch where it player discretion on wearing a batting helmet with a face mask, although encouraged by MYO.
4. All pitchers in the 10U and older leagues will be required to wear the defensive safety mask while pitching. Exception: 14U Slow Pitch league is not required to have defensive safety mask.

5. All softball leagues are required to use the double safety base at 1st base.

Team Requirements

1. If a team only has eight (8) players to start, the game may be played with the ninth or tenth player put in when she arrives, at the beginning of the top or the beginning of the bottom of the inning.
 - a. Any roster player arriving late may be entered in the game at the top or bottom of the inning at the discretion of the coach, without having her name appear on the line-up.
 - b. A team shall not be penalized, if due to injury or illness, the team falls below the eight player minimum after the start of the game.
2. An officially designated team will forfeit a game if it is not on the field within ten (10) minutes after the posted game time.
3. During regular season, if a team is below ten (10) players and not less than six (6), it may pick up a maximum of four (4) players from the next lower league to bring the total number of players up to a maximum of ten (10), in order to avoid forfeiture, with the limitations listed in “a” through “e” below.

- a. A Head Coach who desires to pick up a player must have prior consent of the player's parent(s) and there must not be any conflict with the picked-up player's regular team schedule.
- b. A picked-up player may not pitch.
- c. Any picked-up player must play at least two (2) consecutive innings and bat last in the batting order and bat the entire game.
- d. If a regular player arrives after the game begins, she must replace a picked-up player in the field immediately after the picked-up player has completed two (2) innings in the field. The newly arriving regular player must bat in the batting order after the last picked-up player.
- e. All picked-up players must be identified to the opposing Head Coach prior to the game.
- f. If rules are violated, the game may be forfeited.

Umpire No Show

1. If there are no official umpires for the game, both Head Coaches will agree on a substitute. The game will be played with a substitute umpire. If no umpire shows and the coaches disagree, the Commissioner or assignee will select an umpire of his choice to umpire the game, or reschedule the game.

Special Rules by League

Junior League – 6U

1. Players must be five (5) and not over six (6) on or before December 31st of the previous year.
2. A designated coach or parent of the team at bat will pitch the entire game. Any number of coaches and/or parents may pitch during a given game.
 - a. Each batter will have a maximum of three (3) pitches. There will be no called or swinging strikes. If after three (3) pitches the batter has not put the ball in play, the ball will be put on a tee.
 - b. A batted ball that hits the designated pitching coach shall be considered a dead ball and the batter shall be awarded first base and all runners will advance one base. A batted ball that is deflected into the coach shall be considered a ball still in play and all runners may advance at their own peril.
 - c. The defensive fielding pitcher will position herself within three (3) feet on either side of the designated pitcher.
 - d. If the designated pitcher attempts to field a batted ball, the batter is out. Umpire's decision.

- e. The designated pitcher cannot pitch until the fielding pitcher is adjacent to or behind the thirty (30) foot pitching line.
3. When batted from the tee, the ball must go past the 15 foot arc from home plate.
4. No infield fly rule.
5. An eleven (11) inch rubber ball will be used.
6. A maximum of five (5) runs will be counted in any single inning.
7. All eligible players present for the game will be in the batting line-up for the entire game (except for injury, illness, etc., in which case no penalty will be imposed).
8. Two (2) defensive coaches are permitted on the field behind the outfielders. Any coach, after receiving a second warning to move behind the outfielders may be retired to the bench at the discretion of the umpire. No other coach is then permitted to replace the removed coach for the remainder of the game.
9. When a batted ball is hit into the outfield, the play will be dead when the outfielder controls the ball. The runners will only advance to the next base that they are headed to when the outfielder controls the ball.
10. No advancement on overthrows.

11. League standings will not be kept.
12. Outfielders must maintain a position with a minimum of 20 feet between them and the infielders until the ball crosses home plate. No outfielder shall make an unassisted play at any base.
13. All players must play two (2) innings in the infield and two (2) innings in the outfield each game and not the same position more than once during any single game. MYO requires all coaches to allow all players to play all positions throughout the season. The Slow Pitch Softball Commissioner will only grant exceptions to this rule after meeting with the parents and head Coach.
14. A pitcher may not make an unassisted putout by running to and tagging a base.

Junior League - 8U

1. Players must be seven (7) and not over eight (8) on or before December 31st of the previous year.
2. A designated coach/parent/player of the team at bat will pitch the entire game. Any number of coaches/parents and/or players may pitch during a given game.
 - a. There will be no called strikes, no called balls, or hit batters. There will be swinging strikes and strikeouts. On the sixth (6th) pitch, the batter automatically has two (2) strikes. The batter must then hit the ball, if not the batter is out. If a ball is hit foul on the 6th pitch, or subsequent pitch, it will not count as a pitch.
 - b. If the designated pitcher attempts to field a batted ball, the batter is out. Umpire's decision.
 - c. A batted ball that hits the pitching coach (other than a ball that has been deflected into the coach by any of the defensive players) shall be considered a dead ball and the batter shall be awarded first base and all runners will advance one base. A batted ball that is deflected into the coach shall be considered a ball still in play and all runners may advance at their own peril.

- d. The defensive fielding pitcher will position herself within three (3) feet on either side of the designated pitcher. The designated pitcher shall not pitch until the fielding pitcher is adjacent to or behind the 35 foot pitching line.
3. No infield fly rule.
4. A USSSA certified eleven (11) inch ball will be used.
5. A maximum of five (5) runs will be counted in any single inning, with the exception of the fifth inning (if reached) which will require three (3) outs. **The five (5) run per inning rule will only be lifted in the 5th inning.**
6. All eligible players present for the game will be in the batting line-up for the entire game (except for injury, illness, etc., in which case no penalty will be imposed).
7. All players must play two (2) innings in the infield each game. No player will sit out a 2nd inning until all players have sat out for at least one inning. **MYO encourages** each coach to allow all players to play all positions throughout the season. Exceptions to this rule will only granted by the Slow Pitch Softball League Commissioner after a meeting with the parents and Head Coach. Failure to comply with this rule will result in forfeiture of the game.

8. Two (2) defensive coaches are permitted on the field behind the outfielders. Any coach, after receiving a second warning to move behind the outfielders may be retired to the bench at the discretion of the umpire.
9. No other coach is then permitted to replace the removed coach for the remainder of the game.
10. No advancement on overthrows.
11. When a batted ball is hit into the outfield, the play will be dead when the outfielder controls the ball. The runners may only advance to the next base that they were headed to when the outfielder controls the ball.
12. Outfielders must maintain a position with a minimum of 20 feet between them and the infielders until the ball crosses home plate. No outfielder shall make an unassisted play at any base.
13. A pitcher may not make an unassisted putout by running to and tagging a base.
- ^{14.} Courtesy Runner: To help expedite the game, a courtesy runner can be used for the catcher if they are on base and there are two (2) outs. The runner shall be the player that made the last out or if in the first inning, the last batter in the line-up.
- ^{15.} 16. No leading off or stealing allowed.

14U (Slow Pitch)

1. Players must be eleven (11) and not over fourteen (14) on or before December 31st of the previous year.
2. An eleven (11) inch ball will be used.
3. A maximum of five (5) runs will be counted in any single inning except the 6th inning (if reached), which will require three (3) outs. **The five (5) run per inning rule will only be lifted in the 6th inning.**
4. Mercy Rule: If the winning team leads by 12 runs after the losing team bats in the 5th inning, the game is over.
5. All eligible players present for the game will be in the batting line-up for the entire game (except for injury, illness, etc., in which case no penalty will be imposed).
6. No infield fly rule.

Special Fast Pitch Rules by League

All Fast Pitch Leagues will follow USSSA rules.

MYO Contact Information

Mailing address: **Mason Youth Organization**
P.O. Box 441
Mason, OH 45040

Voicemail: **(513) 573-1311**

Rainout phone #: **(513) 588-0177**

Web site address: www.masonyouth.org

Board member email addresses:

President	<u>president@masonyouth.org</u>
Vice President	<u>vicepresident@masonyouth.org</u>
Treasurer	<u>treasurer@masonyouth.org</u>
Secretary	<u>secretary@masonyouth.org</u>
Rules Commissioner	<u>rules@masonyouth.org</u>
Tee Ball Commissioner	<u>tball@masonyouth.org</u>
Minor League Comm.	<u>minor@masonyouth.org</u>
Major League Comm.	<u>major@masonyouth.org</u>
Junior Softball Comm.	<u>jrsftball@masonyouth.org</u>
Senior Softball Comm.	<u>srsftball@masonyouth.org</u>

