

MARION COUNTY SOFTBALL ASSOCIATION

RULES FOR DIV. D LEAGUE 2019

As approved 1/6/2019

1. The age limit shall be 8 years old and younger, but not 9 before January 1.
2. All head coaches are **REQUIRED** to complete and pass a certified concussion training course.
 - A. Coaches must keep a copy of their concussion certificate on their person during all practices and games.
3. Any team using a player over the age limit shall forfeit all wins acquired while that player was on the team roster. If age is questioned, satisfactory proof shall be furnished.
4. Pitching distance shall be 35' from the front of the pitching rubber to the back point of home plate. An 8' radius shall circle around the mound.
 - A. Player Pitcher shall begin play standing within the circle and in-line TO THE LEFT OR RIGHT of the pitching rubber.
 - B. Coach Pitcher must pitch with at least 1 foot in contact with the pitching rubber.
 - C. Coach Pitcher must pitch underhand.
5. Base distance shall be 60' between bases.
6. Game balls shall be provided by the home team. Must use 11" optic yellow softballs.
7. Umpire will be used during tournament games only. Umpire will be provided by tournament host.
 - A. P.O.I ~ Coaches shall use the honor system when making out/safe calls during regular season games.
8. All umpires are **REQUIRED** to complete and pass a certified concussion training course.

- A. Umpires must keep a copy of their concussion certificate on their person during all games.
9. The HOME scorebook is the official scorebook.
10. The HOME scorebook will be the official time keeper.
- A. The umpire will be the official time keeper during tournament games.
11. A regulation game shall consist of 6 complete innings, except in the case of a called game where 3 complete innings shall constitute a complete game.
- A. P.O.I. ~ Tournament play: 3 complete innings constitute a complete game if game ends early due to weather and/or any unforeseen circumstance.
12. Tied games shall be settled by playing extra inning or innings.
- A. P.O.I. ~ The International Tie Breaker will be used for all extra inning games. The last batter from the previous inning will start on 2nd base. This is not sudden death. Both teams bat.
 - B. P.O.I. ~ Provided time has not expired. If time has expired, then it's a tie.
13. All games shall start no later than 7:00 p.m. (No lights) and no later than 9:00 p.m. (With lights).
14. All games shall have a 1:30 finish the inning time limit. No new inning can start after 1:30 from the start of the game. The game "start time" shall begin at the time of the 1st warm up pitch by the Visiting team pitcher. If the time limit is reached during an inning, then that inning shall be completed. If the home team is ahead when the time limit elapses, then the bottom half of the inning does not need to be completed or played at all. The "start time" of the new inning begins at the time of the last out of the previous inning.
- A. P.O.I. – Game is considered complete if time limit expires before 3 innings are completed.
 - B. P.O.I. ~ Tournament games will have a 1:30 finish the inning time limit throughout the tournament.

- Exception ~ There will be NO time limit for the championship game.
- C. P.O.I. ~ Tournament play will follow the same game time/score format as the regular season.
- D. P.O.I. ~ Tournament games must have a winner. Tied games shall play extra inning(s) until a winner is determined.
15. The clock shall continue to run thru any play stoppages due to Thunder, Lightning, Injury or any unforeseen circumstance.
16. Any game suspended due to Thunder, Lightning or other weather shall be resumed at the point of interruption at an agreed upon date and time by the coaches.
- A. P.O.I. ~ If 3 or more innings have been completed then the game shall be declared a complete game.
17. A lineup card containing the name of players and subs must be completed by each team and exchanged with the opposing coach prior to the start of the game.
18. Free substitution shall be observed on defensive positions. All team members present at the beginning of the game shall be in the batting order.
- A. No out will be taken in the spot of any player that was removed for whatever reason.
- B. Any player removed from the game for any reason may re-enter the game at any time.
- Player must re-enter into their original batting order position.
19. Subs must play 6 consecutive defensive outs.
20. A team may start the game with 9 players. However, if a team has only 8 players, the game may still be played. If the game starts with 8 players the coach has the following 2 options before starting the game: 1. Playing the entirety of the game with only 8 players and not receiving an out for the vacant batting position. OR 2. Taking an out for the missing batting position and then placing a late arriving player in that position once they arrive. This must be decided on before the game starts. The umpire and opposing coach must be notified of such.

- A. P.O.I. ~ Late arriving players may be added to the bottom of the lineup and subbed into the game.
- Exception ~ If the 8-player rule is being used then the player will have to sit out the game.
21. A team beginning a game with 9 or more players may end a game with 8 players.
- A. No out will be taken in the vacant spot.
- B. A team beginning with or being reduced to 7 players shall declare a forfeit.
22. Courtesy runner may be used for the Catcher only at any time. Must use the last out in your lineup.
23. The batter's helmet with a face protector mask is required. Player base coaches must wear a batting helmet with a face protector mask. Adult base coaches do not have to wear a helmet. The souvenir type plastic helmet is prohibited for any use.
24. Bats shall be stamped with either the 2000 or 2004 ASA certification mark and not be on the ASA non-approved list which can be found at www.asasoftball.com.
25. The penalties for using bats not approved will be as follows: 1st offense using an unapproved bat is the bat will be removed from the playing field but kept within umpire's view; the runners return to the previous base; the batter is out. 2nd offense will be the same as for 1st offense with the following addition: player using any illegal bat will be ejected from game. 3rd offense will be same as other 2 with the following addition: team using any illegal bat will forfeit the game.
26. All players must wear a uniform shirt. The remainder of the uniform shall consist of baseball pants or athletic shorts. Cleats or tennis shoes are acceptable footwear.
27. Metallic spikes on playing shoes are prohibited.
28. The catcher shall wear full catching gear consisting of a catcher's helmet with throat guard (hockey style masks with elongated throat protector frame are acceptable), chest protector and shin guards.

29. All players who warm up the pitcher at home plate must wear a catcher's helmet with throat guard (hockey style masks with elongated throat protector frame are acceptable).
30. Leadoffs are permitted once the ball leaves the coach-pitchers hand.
 - A. Leadoffs will be limited to 3 steps from the base.
 - B. Advancement of runner is not permitted on throwback from catcher to pitcher.
31. Stealing is not permitted.
32. Runners may not advance until a batted ball is put into play.
33. Sliding is allowed.
 - A. Runners are never required to slide, but if a runner elects to slide, the slide must be legal. Runners cannot create malicious contact. If malicious contact is created, then runner shall be declared out.
34. Bunting is not permitted.
35. The infield fly rule shall not apply.
36. A maximum of 6 runs may be scored during any half inning of a game. The offensive team's turn at bat is concluded after 3 putouts or after 6 runs have scored, whichever occurs first.
37. If a team is leading by 10 or more runs after 4 complete innings, then the game shall be terminated and the team leading declared the winner.
38. *When an overthrow occurs trying to force out the batter-runner at first base, even if the ball remains in play, ALL runners may advance 1 base only (at their own risk - advances are not automatic) regardless if the errant throw is returned directly to the "player-pitcher" or if a play is made on an advancing runner at any base. The intent*

of this rule is to encourage defensive players to make the correct plays and not throw routinely fielded balls immediately to the pitching circle to stop play.

39. Failure to hit a fair ball in 5 pitches constitutes a strikeout.
 - A. P.O.I. ~ If batter fouls off the 5th pitch then the at-bat may continue until batter either hits a fair ball or swings and misses or does not swing at subsequent pitch. In short: at-bat continues as long as batter continues to foul off last pitch.
40. The defensive team shall consist of a player pitcher (in addition to the coach pitcher), catcher (catcher must be used regardless if 8, 9 or 10 players are used), 4 infielders and 4 outfielders. Outfielders must be a minimum of 15' behind the bases.
41. A halfway mark must be placed on all base paths. Possession of ball by "player-pitcher" inside of circle stops play and all runners must return to previous base if not past the halfway mark when this occurs.
42. A batted ball that touches the coach who is pitching shall be declared a dead ball. Play resumes at previous count on the batter and base runners must return to the base they were occupying prior to the dead ball.
43. Any time a thrown ball touches "coach-pitcher" the play is dead, and runners cannot advance. After batted ball is in playing field the "coach-pitcher" should exit the playing field on the opposite side of the field. The "coach pitcher" may only return to the circle after the play is called dead.
44. Players and /or spectators are prohibited from standing within a 10-foot area extending behind the backstop. People in that area must be seated. Coaches and umpires need to enforce rule.
45. Coaches may NOT borrow players laterally from another Div. D team. Coaches may borrow from a T-Ball team from within their own organization in an emergency. All the original roster players must be used before emergency players are used. The opposing coach must be notified of the situation before the game starts.

46. During MCSA tournament play coaches may borrow players from a T-Ball team from within their own organization in an emergency provided that team does not already have a game scheduled that day. Players must play for the team they are rostered on if a tournament game is scheduled and played. Players may NOT be borrowed laterally from another Div. D team.
47. Team rosters complete with birth dates must be submitted to the Marion County Softball Association President a minimum of 14 days before the first game of the season.
48. Additions to rosters for new move-in residents may be made any time up to and including May 31 of the current season. Any additions MUST be approved by Marion County Softball Association.
49. Any person demonstrating unsportsmanlike conduct ~ such as throwing a bat or any equipment in anger, using abusive or profane language, or making unnecessary violent contact ~ shall be immediately ejected from the game and the confines of the ballpark.
50. Any player and/or coach ejected from a game will receive the following penalty:
 - A. Player and/or coach will be suspended for the remainder of the game.
51. Smoking is not permitted on the playing field or in dugouts.
52. Designated coaches in dugout area will consist of 2 base coaches, 1 dugout coach, 1 coach pitcher and 1 scorekeeper.
53. No defensive coaches shall be allowed on the field during play.
54. Speed Up Rules: To speed up play, all teams will abide by the following:
 - A. Defense: Coach-Pitchers will be permitted to throw 5 warm-up pitches in the 1st inning they pitch and only 3 warm-up pitches in subsequent innings.

- B. Defense: There will be NO infield/outfield balls after the 1st inning.
 - C. Offense: Teams shall supply an adult to back up the catcher and help retrieve passed balls.
55. If a regularly scheduled game cannot be played due to special circumstances (i.e. School and/or 4-H camps and activities) and the opposing team has been contacted at least 2 weeks prior to the scheduled game and has refused to reschedule, rule #56 on forfeits will be followed.
56. There will be one week between coaches to reschedule the game. If unable to come to an agreement, each coach will call their rep to get the game rescheduled. If the reps cannot get the game rescheduled, then they shall call the MCBA President. The MCBA President shall try to resolve the conflict. If not rescheduled, then the MCBA President will decide either: 1. who takes the loss for the game or 2. both teams will take a non-played game point loss. The MCBA Presidents decision is final.
- A. P.O.I. ~ All games must be made up before the tournament drawings to count for seeding.
57. Point system will be used to determine regular season champion and seeding for tournament.
- A. Win: 2 points
 - B. Tie: 1-1/2 points
 - C. Loss: 1 point
 - D. Non-Played Game: (-1) point
 - P.O.I. ~ All regular season games shall be completed by 3:00 pm on tournament draw Saturday. If not completed, then a non-played game point loss shall be assessed for each game not played and/or completed.
58. Tournament tie-breakers:
- A. Head to Head.
 - B. Coin flip.
59. The higher seed shall be the Home team throughout the MCSA tournament.

60. Once the tournament draw is complete; all teams will be expected to compete at their scheduled time. If a team cannot play for any reason, then it will be considered a forfeit. If both teams cannot play, then both will forfeit.
61. The host tournament site, in conjunction with the MCSA President, reserves the right to alter the tournament format due to weather and/or any unforeseeable circumstance.
62. Rules not covered herein shall be referred to the Ohio High School Athletic Association rule book.
63. There shall be NO protests during regular season games.
64. Protests allowed during the Marion County Div. D Tournament only. Coach shall inform the umpire of intent to protest. Game and game clock shall stop immediately. The Marion County Div. D Tournament Director (or assigned representative) shall be summoned to hear protest. A \$25.00 protest fee shall be paid in cash before protest can be heard. Fee is refundable if protest is ruled in plaintiff's favor. Game and game clock shall resume as soon as the protest is concluded.

NOTES:

1. P.O.I. means Point Of Interest.
2. Anything in *Red* is new for 2019.