

MARION COUNTY SOFTBALL ASSOCIATION

RULES FOR DIV. C LEAGUE 2019

As approved 1/6/2019

1. The age limit shall be 10 years old and younger, but not 11 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.
5. Base distance shall be 60' between bases.
6. Game balls shall be provided by the home team. Must use 11" optic yellow softballs with raised seams. No synthetic covers.
7. The home team shall furnish the home plate umpire. It is **RECOMMENDED** that the home plate umpire be either an OHSAA or an ASA certified umpire. If an OHSAA or ASA certified umpire cannot be scheduled, then the home plate umpire shall be at least 18 years of age. The visiting team may provide a field umpire if the home team has not already provided one. Managers and/or coaches may not umpire a game in which their team is participating. Parents of players participating may not umpire behind the plate unless agreed upon by mutual consent of both team managers.
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 UMPIRE will be the official time keeper.
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 Home 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 Pitcher and/or Catcher 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. *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.*
31. Stealing and Leadoffs are legal. Runners may leave the base on the release of the ball from the pitcher's hand.
32. *When any runner attempts to steal a base, ALL runners may advance 1 base only (at their own risk - advances are not automatic) regardless of which base the pickoff throw is attempted or if the pickoff throw is errant. The intent of this rule is to encourage the catcher to attempt to throw runners out and not throw the ball immediately back to the pitcher.*
- A. *Example: Runners are on 1st and 2nd. Both runners attempt to steal. The catcher throws to 2nd but overthrows 2nd base. The runners have achieved their 1 base by advancing to 2nd and 3rd. They are not allowed to advance any further on the errant throw.*
- B. *P.O.I. ~ No player is permitted to steal while the coach is pitching. A batter hit while the coach is pitching will not be awarded first base nor will any runners on base advance a base. Players may lead off (on the release of the ball from the pitcher's hand) regardless of who is pitching, player or coach. Please note when they are leading off, they are subject to pickoff from the catcher at any time.*
33. Stealing home or any base on a throwback from the catcher to the pitcher is legal.
34. Stealing home on a passed ball is legal.
35. 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.
36. A dropped ball on a 3rd strike is an automatic out.
37. The infield fly rule shall not apply.
38. Bunting is allowed.
- A. A fouled bunt attempt on the 3rd strike is an out.
39. No limit on innings pitched allowed per pitcher.
40. Pitchers must start with their hands separated. Hands should then come together for at least 1 second before starting the pitching motion.
- A. P.O.I. ~ Coaches should discourage pitchers from crow hopping and becoming entirely airborne while pitching (toe drag).
41. Pitchers must wear a protective face mask when pitching.
42. A pitcher once relieved may not return to the mound.
43. *A maximum of 3 walks in a row or 4 walks per inning will be allowed by the pitcher. After the 3rd walk in a row or 4th walk of the inning by a pitcher, a coach will come in to pitch to any batter(s) who reach 4 balls in their at-bat. The coach will pitch to that batter only. The player-pitcher will return to pitch once the at-bat is finished. Should any other batter(s) reach a count with 4 balls then a coach will come in to finish that at-bat. The coach is then given up to 3 pitches, regardless of the count. That means if the count is full, and the coach throws a pitch called a ball by the umpire, and the batter does not swing, then the coach still has up to 2 more pitches. If the 2nd pitch is also a ball, and the batter does not swing, then the coach has 1 more pitch. On that last pitch, the at bat is over regardless of the outcome unless the batter fouls that pitch off. If, however in this situation with a full count from the player-pitcher, the umpire calls a strike on the 1st or 2nd pitch, or the batter swings*

and misses on the 1st or 2nd pitch, then the at-bat is over and an out is recorded. If there are no strikes on the batter, the coach still gets 3 pitches. It does not matter in this situation if they are balls or strikes; the coach pitcher is limited to 3 pitches. The batter cannot be walked by the coach. The coach must throw a flat pitch from the pitching rubber that is consistent in speed with the pitches thrown by the players in the league. Each illegal pitch will count as one of the 3 pitches for each batter. When the coach comes in to pitch, the player-pitcher must begin the pitch within the pitching circle and in line to either the left or right of the pitching rubber. If the offensive coach is hit by, or inadvertently catches a batted ball, that ball will be called a foul ball.

A. *P.O.I. ~ No player is permitted to advance a base(s) while the coach is pitching except via a batted ball. No advances via stealing, passed balls, wild pitches, etc. A batter hit while the coach is pitching will not be awarded first base nor will any runners on base advance a base. Players may lead off (on the release of the ball from the pitcher's hand) regardless of who is pitching, player or coach. Please note when they are leading off, they are subject to pickoff from the catcher at any time.*

44. A pitcher shall be removed from the mound if she hits 3 batters in 1 inning.

A. P.O.I. ~ Even if 3 innings were not pitched.

45. A base on balls is NOT a dead ball. The runner may advance beyond 1st base at her own risk.

46. Intentional Walk ~ a request for an intentional walk may be made prior to or during an at bat by the defensive coach, pitcher or catcher.

47. A maximum of 7 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 7 runs have scored, whichever occurs first.

48. 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.

49. The defensive team shall consist of a pitcher, catcher, 4 infielders and 3 outfielders. Outfielders must be a minimum of 15' behind the bases.
 - A. P.O.I. ~ A team may elect to play a 4th outfielder. However, this is not a rover position. All 4 outfielders must play approximately the same depth.

50. The "Look Back" Rule will be in effect:
 - A. Once the pitcher has control of the ball in the circle all runners must immediately return to the base or attempt to advance to the next base with the liability to be put out or called out at the discretion of the umpire. Once a runner stops at a base for any reason, she will be declared out if she leaves the base.

51. 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.

52. Coaches may NOT borrow players laterally from another Div. C League team. Coaches may borrow from a Div. D League 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.

53. During MCSA tournament play coaches may borrow players from a Div. D League 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. C League team.

54. 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.

55. 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.

56. 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.
57. 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 ejected.
58. Smoking is not permitted on the playing field or in dugouts.
59. Designated coaches in dugout area will consist of 2 base coaches, 1 dugout coach and 1 scorekeeper.
60. 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.
61. 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 #62 on forfeits will be followed.
62. 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 MCSA President. The MCSA President shall try to resolve the conflict. If not rescheduled, then the MCSA 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 MCSA Presidents decision is final.
 - A. P.O.I. ~ All games must be made up before the tournament drawings to count for seeding.
63. 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.

64. Tournament tie-breakers:

- A. Head to Head.
- B. Coin flip.

65. The higher seed shall be the Home team throughout the MCSA tournament.

66. 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.

67. 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.

68. Rules not covered herein shall be referred to the Ohio High School Athletic Association rule book.

69. There shall be NO protests during regular season games.

70. Protests allowed during the Marion County Div. C Tournament only. Coach shall inform the umpire of intent to protest. Game and game clock shall stop immediately. The Marion County Div. C 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.