

# MARION COUNTY SOFTBALL ASSOCIATION

## RULES FOR DIV. A LEAGUE 2019

*As approved 1/6/2019*

1. The age limit shall be 16 years old and younger, but not 17 before January 1.
  - A. *P.O.I. ~ Anyone aged 15 or 16 years old before April 1, and rostered on their High School team, may play on a Marion County Div. A League team once their high school season is complete.*
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 43' 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 12" optic yellow softballs with raised seams. No synthetic covers.
7. The home team shall furnish the home plate umpire. It is **MUST** 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 7 complete innings, except in the case of a called game where 4 complete innings shall constitute a complete game.
  - A. P.O.I. ~ Tournament play: 4 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 2<sup>nd</sup> 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 1<sup>st</sup> 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 4 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 4 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. All team members present at the beginning of the game must play a minimum of 6 consecutive defensive outs and bat at least once in a regulation 7 inning game. Substitutions must be made in innings 1–5. Starters relieved for subs may re-enter in the same batting position provided their sub has played 6 consecutive defensive outs and batted once.
    - A. P.O.I. ~ Once a starter has been removed a 2<sup>nd</sup> time she is done for the game.
    - B. P.O.I. ~ Once a sub has been removed a 2<sup>nd</sup> time she is done for the game.
  19. Roster Batting (batting all players) is legal. When roster batting then free defensive substitution is allowed.
    - A. P.O.I. ~ When roster batting: if a player is removed for any reason then an out must be taken for that players batting position.
  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, taking an out in the spot of the player that was removed for whatever reason.

A. A team beginning with or being reduced to 7 players shall declare a forfeit.

22. When 11 or more players are present at the beginning of the game the EP (Extra Player) must be used. The EP may be placed anywhere in the lineup. Position players and the EP may be changed during the game but not their spot in the batting order. In case of injury the EP may be put in the field for the injured player while maintaining her spot in the batting order. An unused sub may then be subbed into the injured players batting order position. If no unused subs are available, then an out must be taken for the injured players batting order position if the injured player is unable to bat.

A. P.O.I. ~ The EP must play 6 consecutive outs on defense and bat at least once.

23. Courtesy runner may be used for the Pitcher and/or Catcher at any time. Must use the last out in your lineup.

24. 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.

25. 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](http://www.asasoftball.com).

26. The penalties for using bats not approved will be as follows: 1<sup>st</sup> 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. 2<sup>nd</sup> offense will be the same as for 1<sup>st</sup> offense with the following addition: player using any illegal bat will be ejected from game. 3<sup>rd</sup> offense will be same as other 2 with the following addition: team using any illegal bat will forfeit the game.

27. 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.
28. Metallic spikes on playing shoes are legal.
29. 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.
30. 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).
31. Stealing and Leadoffs are legal. Runners may leave the base on the release of the ball from the pitcher's hand.
32. Stealing home or any base on a throwback from the catcher to the pitcher is legal.
33. Stealing home on a passed ball is legal.
34. 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.
35. The infield fly rule shall apply.

36. A dropped 3<sup>rd</sup> strike is NOT an automatic out. It is a live ball. If 1<sup>st</sup> base is occupied with less than 2 outs, then batter is out. However, the ball is still live, and runners may advance at their own risk. If 1<sup>st</sup> base is occupied with 2 outs, then batter is not out and may attempt to advance to 1<sup>st</sup> base. All other runners may attempt to advance at their own risk.
37. No limit on innings pitched allowed per pitcher.
38. 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. ~ 1 warning per team for illegal pitches (including crow hopping).
39. Pitchers are encouraged but NOT required to wear a protective face mask when pitching.
40. Only the starting pitcher may return to the mound. All others once removed are done for the game.
41. A manager or coach may confer with any defensive player provided the conference is on the pitcher's mound. A visit with any defensive player constitutes an official visit.
  - A. P.O.I. ~ 3 official visits per game. Each additional visit requires a pitching change.
42. A base on balls is NOT a dead ball. The runner may advance beyond 1<sup>st</sup> base at her own risk.
43. 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.
44. The "Look Back" Rule is 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.

45. A maximum of 9 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 9 runs have scored, whichever occurs first.
46. If a team is leading by 10 or more runs after 5 complete innings, then the game shall be terminated and the team leading declared the winner.
47. 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.
48. Coaches may NOT borrow players laterally from another Div. A League team. Coaches may borrow from a Div. B 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.
49. During MCSA tournament play coaches may borrow players from a Div. B 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. A League team.
50. 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.
51. 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.
52. 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.

53. 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 PLUS one (1) additional game.
54. Smoking is not permitted on the playing field or in dugouts.
55. Designated coaches in dugout area will consist of 2 base coaches, 1 dugout coach and 1 scorekeeper.
56. 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 1<sup>st</sup> inning they pitch and only 3 warm-up pitches in subsequent innings.
  - B. Defense: There will be NO infield/outfield balls after the 1<sup>st</sup> inning.
57. 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 #58 on forfeits will be followed.
58. 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.
59. 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.

60. Tournament tie-breakers:

A. Head to Head.

B. Coin flip.

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

62. 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.

63. 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.

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

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

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