

MCSA RULES
(*As amended March 2010)

- IX. **RULES** (*must be declared, prior to the start of the game, to the umpire.*)
- A. **Players:** Rule 4. Section 6c is amended as following: Slow Pitch -8 Players. This applies to any other such rule where consistency is required. A team may start with -8, or -9 players without any penalty.
 - B. **Starting Line-up:** Enforceable 2001 season, teams shall have the option to construct a batting order that includes any or all of their players present at the start of the game. Once starting batting line-up is created, official ASA batting and substitution rules apply.
 - C. **Protective Headgear:** Amendment to new ASA rule, effective 2001 season. All JO (Junior Olympian) players, which are players under the age of 19, do NOT have to wear protective headgear during a game.
 - D. **Runner:** A person who requires a courtesy runner should be declared on the roster and be approved by the Rules Committee. The intent of the rule is for special needs players (i.e. elderly, special physical or mental handicap) to be able to play. It is not applicable to an injured player. Any player in need of a courtesy runner shall be identified by manager to opposing manager and officiating Umpire before start of each game. The courtesy runner shall be the last player retired. (Co-Ed Only – courtesy runner must be of the same sex as original runner). *If both managers agree, any player, injured or not, can be designated, at any time, as needing a courtesy runner. (Effective 2000 Season)*
 - E. **Collision:** On any play at any base, the defensive player cannot block the base unless he/she has possession of the ball. Once he/she has possession, the runner must either slide or avoid contact. Failure to do either by the runner results in automatic ejection.

- F. **Equipment:** Enforceable 2000 season, no titanium bats, bats exceeding 1.2lbs, or multi-walled bats will be used in MCSA League or Tournament Play. A list of ineligible bats will be provided to each manager prior to the season. *These rules must be declared, and the list presented, prior to the start of the game, to the umpire. Failure to do so gives umpires the final decision on all League modifications.* The umpire also has the authority to declare any bat ineligible that falls under the above 3 categories, whether it is on our list or not. The League reserves the right to update the list at any time during the season and/or tournament play
***Beginning with the 2010 season, MCSA will use strike zone mats MCSA will provide these at the start of the 2010 season). If the pitched ball lands on any part of the strike zone mat – it is a strike – if it doesn't – it is a ball. The strike zone mat will be considered a part of home plate for any plays at the plate.**
- G. **Home Runs:** On a fenced field, only three (3) home runs (hit over the fence) per game per team. All home runs (hit over the fence) after three will be deemed a single; runners do NOT advance unless forced.

X. LEAGUE MODIFICATIONS

- A. **Standings Tiebreaker**
1. Head to head meeting between the tied teams during the season.
 2. A one game playoff. The Rules Committee will set a date for a playoff game (Saturday if one is available before the League tournament). If the Rules Committee decides that a playoff game cannot be arranged fairly before the League tournament, tiebreaker three comes into effect.
 3. Coin toss.
- B. **Umpire fails to appear**
If the assigned umpire fails to appear, the game will be rescheduled. A representative from each team should contact the Division Commissioner or President as soon as possible in this event. No fee will be assessed.

Upon agreement by both managers, game can be played without umpire, with offensive team calling the plate. The “umpire’s” decision is final on all calls.

C. **Co-Rec League**

Rule 4, Section 1c5-6 and Rule 4, Section 4e. Teams shall have no less than 8 players in the game at any time, of any arrangement. If team starts play with 9 players then 10th position is an automatic out. If a team starts play with only 8 players there is no out assessed for the 9th and 10th position.

Walks: If there are less than two (2) outs and a man walks, man automatically takes second and woman bats. If there are two (2) outs and man walks, man automatically takes second and woman has a choice to walk or hit, (enforceable 1998 season).

D. **Time Limit**

The League will follow a 65-minute time limit. If 65-minute time limit is reached while inning is in progress, the current inning will be completed. If after such completion a winner is not determined, all following innings will be 1 pitch until a winner is determined. A winner is determined by one team having a higher run total after completing a 5 (4 ½) inning game, or extra innings.

E. **Grace Period**

There will be no grace period. First game will be forfeited at scheduled start time (5:00 p.m. in most cases). The second game will be forfeited at scheduled start time (6:15 p.m. in most cases).

F. **Women in Men's League**

Women will be allowed to be on a Men's League roster provided that they sign a waiver stating that they are willing to assume the risks associated with softball.

H. **Slaughter Rule**

The slaughter rule will be 12 runs after 4 ½ innings

****** Special MCSA Rule: When playing co-ed games, women’s softballs will be put into play when a female is at bat. Males will hit normal softballs.**