

MCSL League Rules & Exceptions to Standard NSA/ASA Rulebook Summer 2010

MCSL Web Site: <http://www.manassaschurchsoftball.org>

Getting Started		
1.	DH Start Times	Normally: 2 DH / Field: 6:30 and 8:40 PM ; 1 DH / Field: 7:00 PM
2.	DH Duration	2 DH / field scheduled: 2 hrs to play 2 games; game 1: no new inning after 55 min. 1 DH Scheduled / Field: No new inning after 55 min. Clock starts at scheduled game time. Coaches and umpires are jointly responsible for time management.
3.	Game Finish Times when 2 DH Scheduled on a Field	Hard stop 8:30 PM (early DH); 10:40 (late DH). We must clear fields, lights out no later than 10:45pm. Score reverts to last completed inning if game stopped in the middle of the final inning.
4.	Grace Period	10 min. ALL doubleheaders, 1 st game only. Must play with 8 if at field. Grace time comes out of time available to play game.
5.	One pitch	Use one pitch umpire's discretion or both coaches agree. Intent is to help reach legal game (5 innings) not necessarily full 7 innings.
6.	Forfeits	If 1 st game forfeited, 45 min grace for game 2. Game 2 may start early and any extra time gained may be used to complete game 2.
7.	No umpire	Teams may start/play without. Ump picks up when arrives.
8.	Valley View Rain Line / Cancellations	703-792-3294 after 3pm; From 3 - 6:30pm, umpire or league official may cancel at field.
9.	Jennie Dean Rain Line / Cancellations	Dean Rainline: 703-257-8237 Ext. 1. City may cancel games too early / without apparent cause. Always call before going to field.
10.	Lightning / Weather Delays	Umpire waits 20 min. for lightning to clear. Delay(s) part of 1 hr game time. Ump/league official may decide to postpone game vs wait if delay becomes too long to finish games on time.

Lineups and Uniforms		
11.	Lineup # Players to Start	May start and play with 8, no penalty in batting lineup #9, #10 spots.
12.	Loaning Player(s)	May borrow player(s) from other team(s) to fill lineup. Church players only.
13.	Adding Players after Start of Game	Start short, may add up to 10 defensive players. Add unlimited EHs after game starts until 1 st batter in lineup (top of the order) bats 2 nd time. Additions must go at bottom of the batting order.
14.	Uniforms	Matching shirts, matching color and style. Commercial numbers. Umpire enforced.
15.	Metal Cleats	Not allowed; no metal cleats, metal spikes, metal tips, or any exposed metal.
16.	Hats	Same style. Worn properly.

Game Play Rules and Regulations		
17.	Home team 1 st game	Flip coin if double header, reverse home game 2 or per schedule single games.
18.	Balls and Strikes	Start with 1-1 count. Play with a courtesy foul.
19.	Infield Player Limits	No more than 6 fielders may touch infield dirt at time of ball being hit. Result: dead ball. Batter awarded 1 st base, runners advance if forced.
20.	Base Stealing	Base stealing not allowed.
21.	Home Run Limits	Divisions 1-2: 4; Div 3-4: 3; Div 5-6: 2; then 1-up. Division 7+ (Jennie Dean) 1 then 1-up. No 1-up in bottom 7th or bottom last inning when declared by umpire.
22.	Excess Home Runs	Singles. All runners advance 1 base regardless of being forced or not.
23.	Running out Home Runs	HRs not run out. Simply clear the bases.
24.	Runner hit with batted ball	Runner off base in fair territory, hit w/ batted ball: out in all cases.
25.	Courtesy Runner Rule	Teams may use "last player to make out" rule for any runner = not official substitution. May do this 3 times per game. Male or FM for male, FM for FM. Or team may pinch run player not in lineup = official substitution.
26.	1-Pitch Rule	Umpire or both coaches' agreement may institute 1-pitch rule to complete legal game (5 innings) due to time or darkness limits.
27.	Game Mercy Rule (2009+)	15 runs after 4 innings or 12 runs after 5 innings (or 4 ½ if home team is ahead)
28.	Flip – Flop Rule	If game is out of hand & near the 1hr limit, near 5 th inning, umpire/coach should recommend team ahead stay in field, team behind bats 2 consecutive innings.
29.	Slide Rule (Interference)	A runner may not interfere with a fielder's ability to make or receive a thrown

		ball. Runner has the responsibility to avoid contact if he is upright and decides not to slide. If out, the runner must slide or veer out of the fielder's way.
30.	Collision with Catcher	A runner may not bowl over catcher for any reason. Result: runner is out. If flagrant, runner may be subject to ejection, at umpire's discretion.
31.	Reporting of Scores	Coach reports scores of games won on website. www.softballtech.com/mcsl
Equipment: NSA or ASA Softballs; ASA Bats		
32.	Softballs	Hit your own, ASA 44COR/375 or NSA 44/400. Throw in new ball: any time. Women have option to hit 11" softball.
33.	Softball Markings	ASA or NSA stamp, COR/compression must be clearly visible or umpire will discard.
34.	Softballs: Batting Team Throws in Wrong COR or compression	Umpires are to handle all softballs put into play. <u>Defense (pitcher) responsible</u> for knowing what ball is delivered. But, if a batter hits illegal softball: play stands, ball removed. Coach warned. 2 nd offense (per DH): coach ejected. 3 rd + offense: forfeit game.
35.	Altered Softballs	"chilled" or "frozen" softballs used: coach ejected 2 games. Game forfeited.
36.	Bats	Consult ASA approved/banned list on ASA website. www.softball.org <u>Players responsible</u> for knowing if a bat is legal. Using non-approved bat or banned bats = game ejection.
37.	Altered Bats	Not limited to repainting, reworking, mechanically altering. Penalty: Game forfeited. Player(s) suspended minimum of 1 season.

Field Info		
38.	Double First Base	Use if exists. NSA rule: If batter/runner tags white base on infield play: umpire will call runner out (not an appeal play) unless errant throw draws 1B into foul territory or throw coming from foul territory.
39.	Double Home Plate	All Div 6 and Dean (Div 7+) games will use a double safety home plate and commit line. Force out only. Umpire to enforce 20' commit line.
40.	Base Lengths	Valley View: 70' (or as installed, frequently 65') ; Dean: 65'
41.	Jennie Dean Bases	Teams playing at Dean are jointly responsible for placing bases pre-game and returning to field box after games. Report stuck bases to League Officials.
42.	Extended Pitcher's Box	Pitcher may stand up to 6' behind rubber in "imaginary" box. Must conform to all other NSA pitching rules.

Eligibility		
43.	Women players	Women may play in any division.
44.	Minimum Age	Players must turn 15 during calendar year to be eligible. Under 18: require parental consent form turned into MCSL officer.
45.	Outreach Player Eligibility (New for 2009)	Each team may have 2 "outreach" players not currently attending church. Players must be listed as such on team's league roster, subject to all MCSL league roster requirements, before they play. These 2 players <u>may not be affiliated with any other league or tournament team anywhere.</u>
46.	Players that Umpire	Players may NOT umpire in the Conference that they play in.

Sportsmanship		
47.	General	In the event of problems during game or the field, perceived or otherwise, stop game immediately and report incident to umpire and/or League Official.
48.	Sportsmanship	Arguing w/ umpires, other team, bad language not tolerated. 2 game up to permanent suspension possible pending formal review or hearing.
49.	Alcohol	Not permitted on PWC or City Park grounds. 1 year ban from all parks.
50.	First Ejection	Minimum 2 game suspension (in addition to game ejected from). Illegal substitution, accidental bat throwing not included here.
51.	Push/Hit/Threaten: Umpire, Player, League Official, or Fans	Player suspended until further notice pending League hearing. This applies to confrontations before, during, or after the game.
52.	Obscene Language	None permitted. Ejection per umpire's discretion.
53.	Reporting of Ejections	Umpires, coaches: report ejection to crushcoach51@gmail.com & w/ score