

MCSSL 2011 RULES

NUMBER OF PLAYERS ON A TEAM

50+AGE DIVISION

Ten (10) players constitute a team. However, a team may start a game with no fewer than nine (9) players. A tenth (10th) player on the roster may be added any time during the game, batting in the last (10th) position. Until the tenth (10th) position is filled, **an out will be declared only the first time that position comes to bat.**

60+ AGE DIVISION

Eleven (11) players constitute a team. However, a team may start a game with no fewer than ten (10) players. An eleventh (11th) player on the roster may be added any time during the game, batting in the last (11th) position. Until the eleventh (11th) position is filled, **an out will be declared only the first time that position comes to bat.**

ROSTER

A team roster is limited to twenty (20) members. A non-playing manager and coach(es) are included in this player count of twenty. A team must have the required number of players present in the dugout or team area to start or continue a game. Players listed in the starting lineup and not available at game time may be substituted for and re-entered later.

APPROVED BATS

See ASA Non-Approved Bat List.

ALTERED BATS

A bat is considered altered when the physical structure of a legal softball bat has been changed. Penalty is batter shall be called out.

RE-ENTRY

Any of the starting players, including an EP, may be substituted and re-entered once, provided players occupy the same batting positions whenever in the lineup. The starting player and the substitute(s) may not be in the lineup at the same time. If a manager removes a substitute from the game and re-enters the same substitute later in the game, this is considered an illegal reentry.

THE ARC

The height of a legal pitch must be from **six (6) to twelve (12) feet** above the playing surface.

EQUIPMENT AND MARKINGS

A. The Pitcher's Box consisting of the area from the front of the pitcher's plate, 50 feet (15.24 m) from Home Plate, and extending back six feet perpendicular to the pitcher's plate shall be used. The Pitcher's plate shall be of rubber or wood, 24 inches (60.96cm) long and six inches (15.24cm) wide. The top of the pitching rubber shall be level with the ground. The front of the pitching rubber shall be the

prescribed pitching distance from the back point of home plate (50 feet; 15.24 m). **The Pitcher's Box will be marked with chalk or field paint.** See Pitcher's Protection Rule.

METAL CLEATS ARE PROHIBITED

A player found wearing metal cleats in a game will be ejected from the game, and if on base, he will be called out. Any player on base at the time the ejected player came to bat must return to the base occupied at that time if there are fewer than three (3) outs.

STRIKE ZONE MAT

A Strike Zone Mat will be used. The mat will nineteen (19) inches wide and twenty-four (24) inches long measured from the end of the mat to the tip of each side that abuts the back side of Home Plate. The end of the mat that abuts Home Plate shall have a "V" shaped notch that will conform to the outline of the back side of the plate. Together, Home Plate and the Strike Zone Mat will form a rectangular shape nineteen (19) inches by thirty-six (36) inches. The mat shall be made of rubber or other suitable material.

BASE PATH

A base path is an imaginary line three feet (0.91 m) on either side of a direct line between the bases, or a direct line between a base and the runner's position at the time a defensive player is attempting (or about to attempt) to tag the runner.

SLIDING

Sliding or diving into first base or the Scoring Plate is **not permitted**, and such players will be called out; however, a player may slide or dive into second and third bases and when returning to an base, except the Scoring Plate.

FOUL TIP

A batted ball that goes directly from the bat, whether higher than the batter's head or not, to the catcher's hand(s) or glove and is legally caught by the catcher is an out. NOTE: Any batted ball that goes directly from the bat, not higher than the batter's head to any part of the catcher's body or equipment other than the hand(s) or glove is a foul ball and dead. A batter will be called out on the 1st foul ball after the 2nd strike, base runners can not advance.

ILLEGALLY BATTED BALL

An illegally batted ball occurs when the batter hits the ball fair or foul and:

- A. The entire foot is completely outside the lines of the batter's box and on the ground.
- B. Any part of the foot is touching home plate,
- C. An illegal or altered bat is used.

COURTESY RUNNERS

(1) USING COURTESY RUNNERS

A courtesy runner may be used for a base runner at any time, but the same courtesy runner may not be used more than once per inning. Any courtesy runner found running more than once per inning will be called out.

(2) USING A RUNNER ON BASE

A runner who is replaced with a courtesy runner may not be used as a courtesy runner for the remainder of the inning.

(3) COURTESY RUNNER REPLACEMENT

A courtesy runner may not be replaced by another courtesy n except for injury causing removal of the original courtesy runner permanently from the game.

(4) COURTESY RUNNER COMING TO BAT WHILE ON BASE

A courtesy runner on base when it is his turn to bat will be declared out. The runner will be removed from the base and courtesy runner cannot be substituted. The courtesy runner called out does not lose his turn at bat.

(5) COURTESY RUNNER OFFICIALLY IN THE GAME

A courtesy runner is in the game when he/she touches the **If a courtesy runner is determined illegal, he will be called out upon touching the base and no other courtesy runner allowed. The original runner may not return as the runner.**

TIE GAMES

Tie games after seven (7) innings or time limit will continue until one team is ahead after the completion of any subsequent inning. Tie games will be continued on another day if play is suspended due to darkness or weather.

INTERNATIONAL TIE BREAKER RULE

When the teams are tied and going into extra innings, each team starts each inning with a runner on second base. That base runner is the batter-runner (player at bat) when the last out was made in the previous inning, and no substitute or courtesy runner may replace him until he has reached third base. Important: If the last batter out cannot continue to play because of injury, illness, etc., he will be declared out and the next previous batter out will be the tie-breaker runner.

FORFEITED GAMES

A forfeited game shall be declared by the umpire in favor of the team not at fault in the following cases:

A. If an umpire is physically attacked by any team member and/or spectator.

B. If a team fails to appear on the field, or, being on the field, refuses to begin a game for which it is scheduled or assigned within a time set for forfeitures.

C. If one side refuses to continue to play after the game has begun, unless the game has been suspended or terminated by the umpire.

D. If, after play has been suspended by the umpire, one side fails to resume playing within two minutes after "play ball" has been declared by the umpire.

E. If a team employs tactics noticeably designed to delay or to hasten the game.

F. If, after warning by the umpire, any one of the rules of the game is willfully violated.

G. If the order for the ejection of a player is not obeyed within one minute.

H. If the ejection of a player or players from the game results in fewer than the required number of players to continue the game. I. If an ejected player is discovered participating again.

INFIELD FLY

A fair fly ball (not including a line drive) which can be caught by an infielder with ordinary effort when first and second bases or first, second and third bases are occupied before two are out. Any defensive player who positions himself in the infield at the start of the pitch shall be considered an infielder for the purpose of this rule. The infield fly is ruled when the ball reaches the highest point based on the position of the closest infielder regardless who makes the play. When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare "Infield Fly. The batter is out" for the benefit of the runners. If the ball is near a foul line, the umpire shall declare "Infield Fly. The batter is out if fair."

The ball is alive and runners may advance at the risk of the ball being caught. The runner can tag up and advance once the batted ball is touched (prior to catching), the same as on any fly ball. If a declared infield fly becomes a foul ball, it is treated the same as any foul.

SAFETY BASES

If is a play on a batter going TO 1st base, the batter MUST touch the portion of the DOUBLE BAG extending into foul territory. The batter **shall be called out** for failing to do so. **This is not an appeal play.** The secondary home plate must always be touched by the runner. Any runner touching the main home plate will be called out. **This is not an appeal play.**

PROTESTS

Only **managers or acting managers** may consult the umpire over rule interpretations. There are three types of protests:

- A. Misinterpretation of a playing rule — must be made before the next pitch or, if on the last play of the game, before the umpires leave the playing field.
- B. Illegal substitute — must be made while they are in the game and before the umpires leave the playing field.
- C. Ineligible player — can be made any time during or after the game. Eligibility is the decision of the protest committee.

OBSTRUCTION

Obstruction is the act of:

- A. A defensive player or team member which hinders or prevents a batter from striking at or hitting a pitched ball.
- B. A fielder, who is not in possession of the ball, in the act of fielding a batted ball, nor about to receive a thrown ball, that impedes the progress of a runner or batter-runner who is legally running bases.

APPEAL PLAY

A. An appeal play is a play on which an umpire may not make a decision until requested by a manager, coach or player. The appeal must be made before the next legal or illegal pitch or before the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area. On the last play of the game, an appeal can be made until the umpires leave the field of play.

B. Types

- 1. Missing a base or touching the white portion only of the double base when a play is being made on the batter-runner at first base.
- 2. Leaving a base on a caught fly ball before the ball is first touched.
- 3. Batting out of order.

- 4. Attempting to advance to second base after making a turn at first base (umpire's judgment) after the third out in order to nullify a run.

COMMITMENT LINE

A line will be designated one-half the distance (32.5 feet) between 3rd base and home. Whenever a runner crosses this commitment line, he must proceed to home and cannot return to 3rd base. Runner must touch the alternative home plate before the ball reaches the catcher standing on ANY section of the home mat. There cannot be any contact or tagging the runner at home.

A forfeited game shall be declared by the umpire in favor of the team not at fault in the following cases:

- A. If an umpire is physically attacked by any team member and/or spectator.
- B. If a team fails to appear on the field, or, being on the field, refuses to begin a game for which it is scheduled or assigned within a time set for forfeitures.
- C. If one side refuses to continue to play after the game has begun, unless the game has been suspended or terminated by the umpire.
- D. If, after play has been suspended by the umpire, one side fails to resume playing within two minutes after "play ball" has been declared by the umpire.
- E. If a team employs tactics noticeably designed to delay or to hasten the game.
- F. If, after warning by the umpire, any one of the rules of the game is willfully violated.
- G. If the order for the ejection of a player is not obeyed within one minute.
- H. If the ejection of a player or players from the game results in fewer than the required number of players to continue the game.
- I. If an ejected player is discovered participating again.

EVEN +5 RUN RULE

The **EVEN PLUS 5 RUN** rule will be used with the last inning open.

