



A department of MADISON METROPOLITAN SCHOOL DISTRICT



MSCR SOFTBALL - LOCAL RULES AND PROCEDURES – 2010 edition

NOTE: The current edition of the A.S.A. Official Rules of Softball will be the official rulebook for this program. Local rules and adaptations will supersede where applicable. Two competing teams or managers may not agree to alter any rules.

I. Facility Policies

- A. Umpires assigned by MSCR are responsible for all facilities.
- B. Possession or consumption of alcoholic beverages while on Board of Education property at any time, or city parks after 10 p.m., is strictly prohibited.
 - 1. Participants may not consume alcoholic beverages at any time during their game. This includes walking behind the bleachers, bench, or backstop to consume.
 - 2. If participants violate Policy I-B, they are suspended from participating in that game and the next two (2) games played by their team as well as being reported to the Softball Commission.

II. Equipment

A. Uniforms:

- 1. Any type of cloth hat, headband, scarf or visor is permissible but hats are not required. Plastic visors are not allowed.
- 2. Shorts are legal uniforms.
- 3. Shirts must be worn by all participants whether playing or not.
- 4. Shoes must be worn by all players and coaches. **Metal spikes are not allowed.** (*Penalty: player must remove to continue participation; refusal to do results in disqualification from game.*)
- 5. Masks with throat protectors must be worn by catchers in FP.

- B. **Bats:** Only official softball bats as outlined by ASA Rule 3, Section 1 will be allowed.

A list of approved bats can be viewed at www.asasoftball.com/about/certified_equipment.asp.

- C. **Balls:** The home team for each game must furnish two approved, game balls, issued by and marked "MSCR". **-NEW in 2010 - Optic yellow balls will be used in all MSCR play.** *If neither team is able to supply an optic yellow ball, a previously issued MSCR white ball, in good condition is permitted, so the game can be played.* Men's FP & SP and Women's FP use a 12" ball. Women's SP uses an 11" ball.

- D. **Bases:** Will be supplied by MSCR. **A "double 1st base" will be used at all levels of play.**

- E. **Jewelry:** All jewelry must be removed when possible. Rings or earrings that cannot be removed may be covered with tape. (*Penalty: Player must remove or tape to continue participation; inability or refusal to do so will result in disqualification from game.*)

- F. **Helmets (FP only):** Must be worn by all offensive players. Offensive players are batter, baserunners, and on-deck hitter. (3-11e.)

III. Players and Substitutes

- A. **Batting Orders:** (Coed teams, see coed rules for batting order requirements.)

- 1. **Fast Pitch:** Teams may begin, and play, a game with only eight (8) players.
 - a. The eight players must occupy the first eight spots in the batting order.
 - b. If a ninth player arrives late, they must bat in the ninth position.
 - c. If nine or more able players are present at the start time, a team must list a minimum of 9 in the batting order.
- 2. **Slow Pitch:** Teams may begin, and play, a game with only eight (8) players.
 - a. The eight players must occupy the first eight spots in the batting order.
 - b. If the ninth and tenth players arrive late, they must bat in the ninth and tenth positions.
 - c. If ten or more able players are present at the start time, the team must list a minimum of ten in the batting order.
- 3. There is no maximum limit on the number of players that may be included in a team's batting order provided all players listed are present at the start of the game. The ASA designated hitter rule cannot be used.
 - a. Once the line-up is listed on the scorecard and the game begins, no further **additions** to the starting line-up may be made. Exceptions: III-A-1-b, III-A-2-b.
 - b. Once a player is listed in the batting order, they remain in that position in the order for the entire game unless substituted for. (See III-B)
 - c. If a player is listed on a team's batting order and is not present for his/her 1st plate appearance an out shall be declared, the player's name shall be struck from the line-up, and the player is no longer be eligible to participate in that game. **Note:** Only one out is called, not an out for each time the player would have batted.

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- III. A. 3. d. If a player, other than a base runner, is injured or must leave for a valid reason with no eligible substitute available, their position in the batting order is left vacant and no **penalty is assessed**. The player may not return to the game.
- e. **A courtesy runner may be used** to replace an injured player who has reached base safely and is unable to run the bases. The injured player may remain in the game defensively and have a courtesy runner each time they reach base.
- a.) **Prior to each game, in the presence of the umpire, teams must indicate on the scorecard, all players with a prior injury that require a courtesy runner for that game. The courtesy runner must be used each time they reach base safely.**
- b.) **A player who is injured during the game may also have a courtesy runner for the remainder of the game. If the injured player chooses to leave the game, their position in the batting order is left vacant and no penalty is assessed.**
- Note: - A courtesy runner may be used at any time for a Fast Pitch pitcher.**
- The courtesy runner **must** be in the batting order and will be the player who made the last out. (In coed, the courtesy runner must be male for male, female for female). If the injured player chooses to leave the game, their position in the batting order is left vacant and no penalty is assessed. *If a courtesy runner situation arises in the first inning and no outs have been recorded, the courtesy runner will be the last batter listed in the batting order.*
- f. If a player is ejected or disqualified with no substitute to replace that player, an out will be assessed each time that player was to bat after the ejection or disqualification.
4. If a team playing with 8 players has a player ejected or disqualified from the game, or if a player leaves the game for any reason other than an injury, that team will forfeit the game. The only time a team may continue with less than the minimum number of players required is if a player is injured and removed from the game. No penalty is assessed.
- B. **Substitutions:** The following supersedes the A.S.A substitution/re-entry rule.
1. A starter is defined as anyone listed in the original batting order at the start of the game.
 2. If all players available are not listed in the batting order, a starter who is listed in the batting order, may be replaced by a substitute.
 3. **Any player** may be substituted and re-entered once, but players must occupy the same spot in the batting order whenever in the line-up.
 4. If a player has re-entered once, that player may be substituted for again but cannot re-enter a second time. The starting player and their substitute may not be in the line-up at the same time.
 5. All substitutions should be reported to the official scorer and the plate umpire to be announced. However, whether announced or unannounced, any play made by or on the substitute player is legal.
- C. **Fielding Positions:**
1. There will be total free substitution of players in the field on defense. However, there can never be more than nine players in fast pitch or ten players in slow pitch, playing in the field at any one time.
 2. This rule only applies to those players who are listed in the batting order.
 3. Players not listed in the batting order must follow the substitution procedures outlined in III-B.
- D. **Conduct:**
1. Any player, manager, or coach ejected from a game under any circumstances is automatically suspended from the next two games played by their team.
 - a. Umpires do not have the authority to waive this suspension in any case.
 - b. It is the manager's responsibility to control this suspension and upon proven violation, both manager and player are subject to commission action.

IV. The Game

A. General:

1. Weather/Rain Number: A weather message is recorded daily at 4:15 pm, call 204-3044 – push 1.
 - a. All managers, players and umpires are encouraged to use the MSCR weather website at: www.mscr.org and select the *WEATHER RELATED PROGRAM INFO icon for a daily weather message.*
2. Games will begin at the scheduled starting time. **NO GRACE PERIOD!**
 - a. The diamond will be cleared by all participants 5 minutes before the first scheduled game time.

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- b. There will be no infield practice before the second, third, or fourth games of the evening. The only time allowed between games will be for the umpires to prepare for the next game.
 - c. If a game is completed more than 5 minutes before the time limit, the next game may begin before the scheduled starting time only if both managers agree.
 - d. If the preceding game runs past the scheduled starting time of the next game, forfeit time will be the completion time of the preceding game.
 - e. No game will begin after 10:00 p.m. No new inning will begin after 11 p.m. - City Ordinance.
3. Two umpires are assigned to all games, but if only one reports the game must be played. If no umpires report, teams can agree to play or the game will be rescheduled.
 4. Team listed first on the schedule is the home team and will occupy the first base bench, furnish two approved game balls, a scorecard and scorekeeper.
 - a. Only players, managers, coaches, bat persons & scorekeepers are to be seated on the bench.
 - b. Exception: In women's leagues, only one adult male per team, acting in any capacity (coach/manager/scorekeeper/bat person), will be allowed in the team bench area. That person's name must be listed on the scorecard and they may coach from one of the coaching boxes when their team is at bat. In men's leagues, the same restrictions apply to an adult female.
 5. Scorecards: The winning team is responsible for delivering the scorecards to the publicity boxes by 10:30 p.m. the night of the game.
 - a. West side game cards can be dropped in boxes in the parking lots near Bowman #1, Goodman #1, and on an island in the parking lot of Elver Park.
 - b. East side game cards can be dropped in boxes near the shelter by Olbrich #1, or in the box adjacent to the parking lot near Warner #1.
 - c. Late cards should be delivered to MSCR, 3802 Regent St. 53705, the next day.
- B. Slow Pitch: Men and Women**
1. Games will be 7 innings or 1 hour time limit. No new inning shall be started after the time limit expires unless game is tied. (Exception: IV-A-2-e)
 - a. A new inning begins immediately after the third out of the previous inning has been made.
 - b. If the home team is batting and leading in score when the time limit expires, the game is over.
 - c. If the visiting team is batting when the time limit expires, they must finish the half inning. If the visitors are then leading, the home team must bat.
 2. There are no run limits in slow pitch.
 3. There is no stealing in slow pitch. ASA rule 8-4-F. does not apply.
 4. **TIE BREAKER (SP) -Any time the score is tied and the time limit has expired**, the next inning will begin using the tie breaker rule. See procedure in FP, C.4. a-d.
 5. Three balls will constitute a walk. A strike-out will consist of any combination of two strikes:
 - a. Two called.
 - b. One called - one swing and miss.
 - c. One called - one fouled.
 - d. Two fouled balls.
 - e. One swing and miss and one foul ball.
 - f. Two swinging misses.
 6. Home plate and the mat will be used in determining balls and strikes. If any part of the pitched ball lands on any part of the plate, including the black perimeter, and/or mat, it shall be a strike.
 7. ***New in 2010-ASA rule change-*** Arc limits will be a minimum of 6 ft and a maximum of **10 feet** from the ground.
 8. **At home plate, at all times (whether a play is being made or not) the base runner must touch the BLACK mat while the catcher has the WHITE home plate. Catching the ball and stepping on the plate before the base runner arrives at the mat is all that is required to record an out. Sliding is allowed (when sliding, base runners should slide toward the black mat).** *To create the "force situation" in all instances, a chalk line will be placed approximately 20 feet from home plate, across the baseline. Once a base runner has touched or crossed the line, the runner must continue toward home plate and cannot return to third base. The runner may be put out at home by the catcher (or defensive player) tagging home plate (a force out) or be tagged out.*
- C. Fast Pitch: Men and Women**
1. Games will be 7 innings or 1 hour and 20 minute time limit. No new inning will begin after the time limit expires unless the game is tied. Exception: IV-A-2-e. Explanation of the rule is the same as in B-1-a,b,c - SP.

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- IV. C. 2. Run Limits will be as follows: *Before the time limit expires*, a game will be over after 5 innings (4 ½ if home team leads), if either team leads by 15 runs. Note: If the visiting team leads by 15 runs after 5 ½ or 6 ½ innings, the home team will be allowed to begin its' at bat. *After the time limit expires*, the game is over immediately if either team is leading by 15 runs; the ½ inning is not completed.
3. **Tie Breaker Rule (FP)**
- If a score is tied after 7 complete innings, the 8th inning will begin using the tie-breaker.
 - If a score is tied and the time limit has expired before 7 complete innings have been played, the tie breaker rule will be used to begin the next inning.
4. **Tie Breaker (Procedure-same for both SP and FP)**
- The visiting team will place a runner (the last batter from the previous inning) on second base. If available, a legal substitute may be used.
 - The visiting team has 3 outs with which to score as may runs as possible.
 - After 3 outs are made, the home team will follow the same procedure as outlined in a.& b.
 - The team that scores the most runs is declared the winner. If the score is still tied at the completion of each additional inning, the procedure will be repeated from Step a.
- D. **Protest: Rule Interpretation Only**
- Protest must be marked on the scorecard by the protesting manager at the time the protestable matter arose and before the next pitch whether legal or illegal. Circle the play in question.
 - The umpire and both managers must sign the card acknowledging the protest.
 - The protesting team must report to MSCR to fill out the proper form and file the \$20 protest fee by noon on the first working day of MSCR following the game.
 - All players must have a signed contract card on file with MSCR to be eligible. In all instances when a manager questions the eligibility of an opponent, the umpire will request the player in question to sign the scorecard. The game will continue and be handled as any other protested game. If the player refuses to sign the scorecard, they are no longer eligible to participate in the game. The protesting manager must inform the umpire before the last out of the game is made.
- E. Any substantial time lost due to injury, or administration of a protest, will be added to the time limit.
- V. **Local Rules**
- A. **Pitching & Base Length:**
- Distances:
 - Men's, Women's and Coed Slow Pitch = 50 foot pitch; 65 foot bases.
 - Men's Fast Pitch = 46 foot pitch; 60 foot bases.
 - **NEW in 2010 - Women's Fast Pitch = 43 foot pitch**; 60 foot bases.
 - Warm-ups:
 - Beginning a game, or when a pitcher relieves another, not more than one minute may be used to deliver not more than 5 pitches in FP, 3 pitches in SP.
 - At the start of each half inning, the pitcher will be limited to 3 warm up pitches in not more than one minute.
 - For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of the limits.
- B. **Batting:**
- Players are reminded not to swing bats outside the protective fences at Elver, Goodman, Bowman and Olbrich. Each team will be allowed one warning. Violation, after a warning, will result in disqualification from the game.
 - Throwing the bat as part of the completion of a swing will result in one warning for each team/game. The second violation by a team will result in the batter being called out and the ball declared dead at the time of the pitch.
- C. **Forfeits:**
- Two forfeits by a team during a season will result in the team being dropped from the program.
- VI. **Umpires**
- Umpires are representatives of MSCR and are officially in charge of each game.
 - Umpires will discuss rule interpretations only with managers of the two teams.
 - Umpires are empowered to eject players and managers from games for violations of official rules and regulations or unsporting conduct.
- VII. **Any circumstances arising that are not covered by the rule book or local rules will be left to the discretion of the Softball Commission.**

