

MENTOR GIRLS SOFTBALL LEAGUE

2017 SEASON

PLAY-OFF GAME RULES

SLOW PITCH: JUNIORS, SENIORS, ADULT COED
FAST PITCH: 11-UNDER, 14-UNDER, 18-UNDER

- 1. Your team's regular season record will determine the seeding placement in the double elimination Play-Off Games for Seniors, 11-U, 14-U, and 18-U. The double elimination Play-Off Games for Juniors will be a blind draw. Adult Co-Ed will be a single elimination with your team's regular season record determining 1st and 2nd seed placement with a blind draw for the other 12 teams.**
- 2. All Standings Captains will provide the seeding standings to the Jackie Mone' and Kim Guenther.**
- 3. If two or more teams are tied, head-to-head competition then a coin toss or a lottery draw will prevail to determine the placement. The coin toss or lottery draw will be held with Jackie Mone', Kim Guenther and a 3rd party from the division involved.**
- 4. A coin toss will determine home team at each game played. The higher seeded team will call the toss. If your division was a blind draw, the Umpire will determine who calls the coin toss.**
- 5. Umpire fees and game balls will be issued by Jackie Mone'. All game balls from all Play-Off games will be collected to be used as practice balls for the 2018 Season.**
- 6. Division Commissioner and Assistant Commissioner will present all awards.**
- 7. Bracket boards, game times and umpires will be set by the Jackie Mone' and Kim Guenther.**
- 8. All Play-Off games will be played on what ever fields/days deemed necessary to complete the games.**
- 9. All games will be played in game order number.**
- 10. Call-ups are allowed in Play-Off games for divisions except Adult Coed. Regular call-up rules apply.**
- 11. Adult Coed may not use the season's Call-Across Policy for playoff games.**
- 12. Two sets of trophies will be issued in each division; one set for Champions and one set for Runner-Ups.**
- 13. In the Championship Games and If Necessary Games, Juniors and 11-Under Fast Pitch will play 6 inning games while Seniors, Adult Coed, 14-Under, and 18-Under will play 7 innings.**
- 14. BRACKETS: All game times and brackets are pre-set and not subject to change unless weather or field related.**

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15. **TIME LIMIT:** No new inning will begin after 60 minutes for Adult Co-Ed, 1 hour 10 minutes for Juniors and Seniors, and 1 hour 20 minutes for 11-U, 14-U and 18-U. This will be strictly enforced on all games except Championship Game, If Necessary Game and Tied games. There will be no tied games. Tied games will continue until a team is declared a winner.
16. **SUSPENDED GAME:** If the umpire stops play in League Play-Off Games for any reason, such as; power failure of lights, weather conditions, or any act of God, etc. and it can not be declared an Official game, the game is in **SUSPENSION.** Managers and Scorekeepers must record current conditions. When the game resumes it must be resumed under the conditions that prevailed prior to the interruption that caused the suspended game.
17. **RUN RULE FOR ALL PLAYOFF GAMES:**
- Juniors: 13 runs after 4 innings
 - Seniors: 15 runs after 3, 12 after 4, and 8 after 5 innings
 - Adult Coed: 20 runs after 3, 15 after 4, and 10 after 5 innings
 - All Fast Pitch: 12 runs after 3, 10 after 4, and 8 after 5 innings
18. **OFFICIAL GAME:** If Suspended, Play-Off Games (other than the Championship Game, If Necessary Game and Tied games) may be declared Official when the Time Limit has not been reached or the required innings have not been played, by the following...
- Four (4) innings or 3 ½ innings, if the home team is leading, have been completed
 - OR
 - The Run Rule has been reached
 - OR
 - Sixty (60) minutes or more of the game has been played.
19. **PROTEST:** No protests allowed.
20. The Home Team's scorebook will be used as the official scorebook. Each team's scorers should check and agree on the score at the end of each inning. Once a new inning has begun, no appeal of a scoring decision may be made. In the case of a dispute, the decision of the official scorer is final.
21. **DELAYED GAMES:** If the Play-Off Games are delayed by weather or other acts of God, Jackie Mone'/Kim Guenther will decide when the games will be re-scheduled or reverted to a single elimination or any other method of determining a winner. This decision will be final.

For any rules not specifically listed here,
teams will revert to the regular season rules, and then the USSSA rule book.

SPORTSMANSHIP

**SPORTS PLAY A VITAL ROLE AS AN EDUCATIONAL, SOCIAL
AND RECREATIONAL OUTLET IN OUR SOCIETY!**

**YOUR INVOLVEMENT IS GREATLY APPRECIATED BY ALL PLAYERS YOU ARE
COACHING.**

SPECIAL RULE TO ALWAYS REMEMBER!

**Profanity, abusive language, and taunting will not be tolerated from
any Player, Manager, Coach, Scorekeeper, Parent, Aunt, Uncle,
Relative, or Spectator watching the game.**

**The first violation of this rule will result in immediate expulsion from the game
and second violation is expulsion from the League.**

**All Umpires have the authority to remove a Player, Manager, Coach or
Spectator from the Park or playing field.**

THIS RULE WILL BE STRICTLY ENFORCED!

**WE ARE LOOKING FOR TRUE SPORTSMANSHIP AND GOOD CONDUCT ON
AND OFF THE PLAYING FIELD FROM ALL INVOLVED!**

GOOD LUCK TO ALL TEAMS!

**JACKIE MONE, LEAGUE DIRECTOR
(440-951-6782)**

**KIM GUENTHER, FIELD SCHEDULER
(440-336-2762)**

CLARIFICATION OF MENTOR GIRLS SOFTBALL LEAGUE “NO COLLISION” RULE

Pigtail: Sliding is NOT permitted. The runner will be called out but diving back to the base IS allowed.

The following is from the USSSA Head Fast Pitch Umpire:

“Sliding is never mandatory at any base including home plate. A runner must give up, avoid or slide. The runner is not out if they do not slide. A runner may be called out if they crash into a player that is standing on a base with or without the ball. The runner must give up, avoid or slide. If the fielder doesn't have the ball and is blocking the plate the runner still cannot intentionally crash into the defensive player. If while avoiding the defensive player who is illegally blocking the base the runner misses the base, the Ump is to call them safe due to defensive obstruction....I can't state it any simpler, do not call a runner out for not sliding.”

Al St. John

WHEN APPROACHING A BASE, THE RUNNER MUST:

1. When there is a play at a base or home plate, slide OR avoid contact with the catcher or defensive player by side stepping, stopping, or moving around the defensive player.
2. Be in the act of sliding, if contact is unavoidable.
3. The slide must be a legal slide (ex: feet first unless diving back to base).

FAILURE TO ABIDE BY ANY OF THESE CONDITIONS WILL RESULT IN THE RUNNER BEING CALLED OUT AND EJECTED FROM THE GAME.

ANY BODILY CONTACT WITH THE FIELDER/CATCHER BY THE BASE RUNNER WILL RESULT IN THE RUNNER BEING CALLED OUT AND EJECTED FROM THE GAME, UNLESS THE RUNNER IS ATTEMPTING TO AVOID THE CONTACT OR IS IN THE ACT OF SLIDING.

**THIS RULE CLARIFICATION IS NECESSARY FOR OUR CONTINUING
COMMITMENT TO THE SAFETY AND PROTECTION OF ALL OUR PLAYERS.**

**Thank you for your help and support.
Mentor Girls Softball League**

MENTOR GIRLS SOFTBALL LEAGUE

CALL-UP POLICY

1. Call-Ups are never to be used instead of team members or share innings with team members. The only time a Call-Up is used is when your team cannot fill the maximum allowed positions with team members.
2. **Call-Ups must be registered with M.G.S.L.** and should wear their team shirt from their regular M.G.S.L. team. Any team using a player NOT REGISTERED WITH M.G.S.L. will forfeit the game.
3. Call-Ups must be identified to the opposing manager before the start of the game.
4. Call-Ups must bat at the end of the batting order and must be noted on all game score sheets.
5. Call-Ups must play outfield positions.
6. Call-Ups may be used in Play-Off games when your team cannot fill the maximum allowed positions with regular team members. All Call-Ups used in Play-Off games will play according to Call-Up policy. Trophies will be provided for Call-Up players.
7. **Slow Pitch:** You **MUST** call-up from divisions below yours and only from players on slow pitch division teams. Managers' names and numbers are on the website.
8. **Fast Pitch:** You may call-up from fast pitch divisions **below** yours. For example, a 12U team may not call-up a player from 14U even though that player may be 11 or 12 years old. You may call-up and **across** from slow pitch divisions that have ages the same or younger than your division. No player that plays on a M.G.S.L. fast pitch team may be a call-up for slow pitch. Managers' names and numbers are on the website.
9. **Slow Pitch & Fast Pitch:** No player that plays fast pitch may be a call-up for slow pitch even if the player is also on a slow pitch team!
10. **ALL CALL-UP POLICIES WILL BE ENFORCED.**
11. Adult Coed may not utilize the Call-Across Policy for playoff games.