

THIS IS A COMPETITIVE DIVISION AND STANDINGS WILL BE KEPT.

MGSL reserves the right to change any divisions, playing fields, schedule times, or days of play in accordance with registrations received.

GENERAL RULES

1. Unless specifically changed by the following rules, USSSA SLOW PITCH 2018 rules will prevail.
2. The distance between the bases shall be 65 feet.
3. The distance between the home plate and pitcher's plate shall be 50 feet.
4. The game ball shall be an official USSSA 12 inch softball.
5. Maximum of 16 teams in the Adult Co-Ed Division. Playing nights are Monday or Tuesday or Wednesday or Thursday at the Civic Center fields, or whatever fields deemed necessary.
6. The team roster will be a maximum of 14 players per team.
7. There shall be a 12 game schedule played, plus end-of-season Playoff games.
8. **GAME TIME:** Game times shall be 7:15 P.M and 8:30 P.M. Seven (7) innings shall constitute a game. No new inning shall start 60 minutes after the start of the game. The Umpire will use his judgment in calling the game due to darkness or weather. Upon reaching the time limit, the game will be considered officially completed once the inning in progress has finished regardless of how many innings have been played. The official start time of the game begins at the end of the pre-game conference (by the Umpire's watch). A new inning begins as soon as the third out is recorded in the previous inning. The game may be ended if one team is leading by 20 runs after 3 innings, 15 runs after 4 innings, and 10 runs after 5 innings.
9. **OFFICIAL GAME:** If rule # 8 was not completed or the Umpire calls a game due to weather or darkness, a game will be considered official if 1 hour of the game has been played or 4 innings (3 ½ if home team is leading) were completed. Therefore, the score will be official as recorded by the Home Team at the time the game was called. If the game is tied and it can be called "official", it will be declared a tie. If the game needs to be rescheduled because it could not be declared "official", it will be according to the rescheduling procedures. Regular Season games will start from scratch when rescheduled. This "from scratch" rule does not apply to Playoff games.
10. **TIED GAME:** A tied game is a tied game. No extra innings will be played. If a game is declared a tied game, the record shall be listed as a half win/half loss. The Umpire will use his judgment in calling any game due to darkness or adverse weather.

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11. **WARM-UPS:** If a game is being played before your game time, players will warm up on the side lines and be ready to play promptly at game time. There will be no leeway time called for these games. If field time is available after the previous game, it will be shared equally by both teams.
12. **GAME START:** There shall be a minimum of 8 players (4 must be female) by game time in order to play or the game will be declared a forfeit. The forfeit score shall be 7 to 0.
13. **PLAY RULES:** There shall be a maximum of 10 players on the field at any one time with five (5) being female and five (5) being male. There must be at least one (1) female in the infield with a minimum of four (4) females in the defensive field which includes the catcher. If playing with four (4) females, it will be an OUT for the fifth female at the start of EVERY INNING of play. If playing with four (4) females, only five (5) males may play in the defensive field. The field may only ever consist of one male more than females. Free substitution is allowed and every player will bat in regular rotation whether playing defensively at the time or not. A team playing with less females than males, may rotate females in batting line-up order as to not have two (2) males batting back to back unless it is at the top of the batting order and at the bottom of the batting order. **No player is to sit the bench for 2 consecutive innings. This rule must be strictly enforced.** Four players will play in the outfield. All outfielders must be positioned on the grass portion of the outfield prior to the release of the pitch. Outfielders may be positioned anywhere, as long as it is in the outfield! If a Rover is used as one of the four outfielders, it must be a female.
14. **RAINOUTS:** Managers and players shall report to the field for scheduled games prepared to play regardless of the weather, unless the game is postponed in advance. Please check the flashing "Announcements" on our website (www.mentorgirlssoftball.org) for continuous updates or your Commissioner will contact you when he/she learns of a cancellation.
15. Once at the field, the Plate Umpire shall decide if games are to be played in adverse weather or field conditions before the start of a game or if the game is to continue once play has commenced.
16. **UNIFORMS:** All players will wear the team uniform which consists of the team t-shirt/jersey and socks provided by the League. Each player is to supply **BLACK** bottoms, whether pant or shorts. No one is allowed to change the team t-shirt in any fashion. Players will be warned when not in uniform and at the second violation, the PLAYER WILL BE DISMISSED FROM THE GAME. **NO METAL SPIKES/CLEATS ARE PERMITTED AT ANY TIME!**
17. **INFIELD FLY RULE:** Infield Fly Rule **IS** in effect.
18. **NO BUNTING** allowed. A full swing is required.
19. **SLIDING:** Sliding **IS** permitted. See the attached "Clarification for No Collision" rule sheet.
20. **FOULS:** A foul on the 3rd strike is an out.
21. **HOME TEAM/VISITOR:** The HOME TEAM shall be the team listed first on the schedule sheet and shall occupy the first base side. The team listed second on the schedule sheet shall be the VISITOR and shall occupy the third base side. **Only players of the team playing, Managers, Coaches, and Scorekeepers shall be permitted to occupy these benches.**

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22. **GAME BALLS:** The team listed first on the schedule (Home Team) will supply the game balls and the team listed second on the schedule (Visitor Team) will supply good used balls for the back-up balls. Game balls should be picked up on Opening Day by each Team Manager while checking in at the Information Booth before team pictures. All game balls are the **property of M.G.S.L.** and will be retrieved by your Commissioner during the playing season to be used as practice balls for next year.
23. **UMPIRE FEE:** The Umpire fee is \$28 per game. The Manager of the team listed first on the schedule (Home Team) will pay the Umpire fee. Each Manager will receive the game balls and umpire fees when checking in at the Information Booth on Opening Day before team pictures.
24. **PROTEST:** There shall be **NO** protest allowed! All protests will be settled at the field. Umpire decision is final.
25. **CALL-ACROSS PLAYERS:** See the attached Call-Across Policy Rule Sheet.
26. **CATCHERS:** Catchers must wear a catcher's helmet.
27. **HITTING STICKS:** Non-competitive divisions (T-Ball and Pigtail) are NOT ALLOWED to use a hitting stick. Competitive divisions (Juniors, Seniors, Adult Co-Ed and Fast Pitch) may use a hitting stick in PRACTICE ONLY. No hitting stick is allowed to be used at scheduled League games.
28. **PLAYER SURRENDER RULE:** The runner must surrender a play if it is apparent he/she will be out while approaching the next base. Any player that is ejected from the game by the home plate umpire for bodily contact or deliberately pushing/knocking over another player, the team manager and player will be suspended from the next two games they are scheduled to participate in. This is a Recreational League and aggressive unsportsmanlike conduct on the ball field will not be tolerated.
29. **COURTESY RUNNER:** If a courtesy runner is needed, it will be the last recorded out made by the player of the same sex. If no player of the same sex has recorded an out, the player of the same sex listed last in the batting order shall be the courtesy runner. The batter will need to make it to first base before a courtesy runner is granted for injury. Courtesy runners are only to be used for injured players.
30. **CONTINUOUS BATTING:** All divisions have a continuous batting order. Your roster is your batting line up. Your batting order must alternate sex so that two male batters may never bat consecutively. If necessary, two females may bat consecutively or there may be a male at the top of the roster and a male at the bottom of the roster. If a player is late to the game, she/he is placed at the end of the batting order. If a player must drop out of the game, it is NOT an out when their turn at bat comes around again. She/He may return to the game but will be placed at the bottom of the batting order. The same goes for a batter removed from the batting lineup for accidentally throwing the bat, it is NOT an out when their turn at bat comes around again. The opposing team shall be notified of any change in the batting line-up immediately.

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31. **HOME RUN RULE(Over the Fence):** Each team is allowed two (2) over-the-fence homeruns per game. Each one after that, the batter will be declared an “out”. The runners return to the base they began from. If this results in the third out of the inning, the inning is over.
32. **WALKING:** A male batter, who has 4 straight balls, shall be awarded second base. Base runners advance only if forced to vacate their bases. The following female batter may choose to bat or to take first base. In all other instances, it is normal softball rules.
33. Throwing the bat by a batter shall constitute a warning. The second time a player throws the bat, the player is automatically out. The ball is dead. **THIS RULE WILL BE STRICTLY ENFORCED.** A batter removed from the batting lineup for accidentally throwing the bat is NOT an out when her turn at bat comes around again.
34. **SMOKING/ALCOHOL:** No alcohol is permitted in the Park by City Ordinance. No smoking is allowed on the field or in and around the dugouts.
35. **SCOREBOOK:** The Home Team’s scorebook will be used as the official scorebook and is responsible for recording the official start time from the Umpire’s watch (see rule #8). 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.
36. **CELL PHONES:** Cell phone use is **PROHIBITED** while on the field during play. The player will be ejected from the game.
37. **SPORTSMANSHIP:** Please exhibit appropriate behavior while representing Mentor Girls Softball. This includes, but not limited to: Any and all associations connected to Mentor Girls Softball League, during ALL League games, and ANYWHERE (in public, or any social media) while wearing M.G.S.L. uniforms (past or present).
- Players Code of Conduct (distributed by the Manager) will be strictly enforced before, during, and after each game. Your team’s presence at any game is acknowledgment of all penalties.
 - There is to be **NO** chanting, whooping, or loud distractions during a pitcher’s wind up and release.
 - Teams are to line up on field to “shake” hands appropriately at the end of every game.
 - Respect and speak civilly to an Umpire, even if they have made a mistake.
 - Please know your rules. Follow the above listed rules first, then USSSA rules. The Umpires will count on you to know our League rules.
 - During a problem, **ONLY** Managers, Umps, Jackie, Kim, Division Commissioner and Scorekeeper (if needed) may participate in a discussion. Anyone asked to leave who does not comply, will be **SUSPENDED** from the game along with the next two games.
 - Remember that this is a recreational league and the players are here to enjoy playing softball. All are playing to their best ability and all abilities are not equal.
 - Try to pay attention to any disturbances that spectators may be creating. Try to stop the behavior as soon as possible.
 - Utilize your Division Commissioner for questions, complaints, and any other subject matter pertaining to M.G.S. L.

Mentor Girls Softball League **APPRECIATES** the time and effort you put into your teams!

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SCHEDULE

1. All games must be played as scheduled unless postponed for rain or wet grounds. **NO MANAGER OR TEAM HAS THE AUTHORITY TO CHANGE THE POSTED SCHEDULE.**
2. **MAKE-UP GAMES:** If a game is cancelled in advance(due to wet grounds or rain), the Team Manager will be contacted within 48 hours with information regarding the make-up game. If your game is cancelled during play and is not ruled as an "Official" game, please contact Tim McLaughlin @ (440) 477-5580 or timmclaughlin@live.com so that it may be rescheduled. All make-up games will be scheduled according to the availability of playing fields. MGSL will reschedule the Umpires for all make-up games.

PLAY-OFF GAMES

There shall be PLAY-OFF games at the end of the season. Teams will be seeded according to their win/loss game standings. In the case of ties, head-to-head competition (then a coin toss) will determine the seeding. Playoff Rules will be given before the playoff games begin and posted on the website. Year End Trophy TShirts will be awarded by Mentor Girls Softball League to the first and second placed teams for the Playoffs only.

EQUIPMENT BOX

- The equipment box is to be locked during the game and all unused equipment is to be secured in the box.
- Bats will be furnished to non-competitive divisions; T-Ball and Pigtail. Competitive divisions; Juniors, Seniors, Adult Coed, and all Fast Pitch will supply their own USSA approved bats.
- No spectators are allowed in or on the equipment box. Each division has a varying amount of equipment. In any case, this equipment is valuable and represents a considerable investment by the Mentor Girls Softball League. It is imperative that lost, misplaced, and damaged equipment be held to a minimum.
- All Managers are responsible for our equipment. Please make sure you place all equipment back in the box and **KEEP THE LID CLOSED AND LOCKED AT ALL TIMES.**

Mentor Girls Softball League (M.G.S.L.)

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MENTOR GIRLS SOFTBALL LEAGUE

CALL-ACROSS POLICY

1. The Call-Across policy is to utilize players on other M.G.S.L. Adult Coed teams. The Call-Across policy is never to be used instead of your own available team members or to share innings with team members. The only time the Call-Across policy is to be used is when your team cannot fill the maximum needed positions with team members.
2. Each Adult Coed team may only use the same player for one double header per week.
3. A limit of two (2) Call-Across players may be utilized during a game.
4. To access a Call-Across player, contact an Adult Coed Manager for the request.
5. **Call-Across players must be registered with M.G.S.L.** and should wear their team shirt from their regular M.G.S.L. Adult Coed team. Any team using a player NOT REGISTERED with M.G.S.L. will forfeit the game.
6. Call-Across players must be identified to the opposing manager before the start of the game and must be noted on all game score sheets.
7. Call-Across players must bat at the end of the batting order and play the outfield.
8. Call-Across players may NOT be used in Play-Off games.
10. **ALL CALL-ACROSS POLICIES WILL BE STRICTLY ENFORCED.**

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 does not 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 the runner safe due to defensive obstruction....I cannot 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 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 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**