

Mat-Su Softball Association League Rules and Information for 2017

1. The Mat-Su Softball Association offers competitive softball leagues for Men's, Women's, Coed Divisions in accordance to Rules and Guidelines set forth by the **USA Softball** Organization unless specified otherwise. Coed Leagues play Monday through Wednesday evenings, the Women's League will play on Tuesday nights, and the Men's League plays on Thursday evenings. Monday night is designated for Coed E and Coed D teams. Coed E and Coed Rec teams are designated to play on Tuesday evenings. Coed D, Coed C, and Coed B teams play on Wednesday evenings.
2. All games will be played at the Bumpus Softball Complex located at 2001 Mystery Ave, Wasilla, AK. League game times will be 6:40, 7:50, and 9:00 PM.
3. There is a **one hour time limit** on all league games. A five-minute grace period may be given to a team without enough players to start a game, providing the other team agrees. The five minutes will come off the front end of the one-hour time limit. Umpires must tell both team managers the starting time of the game. It is the manager's responsibility to get the starting time.
4. All teams may start a game with eight (8) players and finish with eight (8) players. If eight (8) players are used in coed play, no more than four (4) may be men. In Men's and Women's Divisions, if an EP is used, teams must start and finish with eleven (11) players. In the case of an injury, teams may finish with ten (10) players. A game may continue as long as a player vacancy is not created by an ejection. If playing with eight (8) players in any division, the ninth (9th) and tenth (10th) batting positions will be automatic outs. If playing with nine (9) players in any division, the tenth (10th) batting position will be an automatic out. If a coed team has less than the required amount of players, it may play more female than male players to reach the required minimum of 10 players. When playing defense, the team must follow the same rules used for coed play – no more than 3 men may be in the infield or 2 men in the outfield. On offense, no 2 men may ever bat back to back in the batting order. The team will follow the coed procedure of alternating a man and a woman in the batting order until there are no more men available. At that time, females may bat back to back until they reach the end of their lineup at which time they would start at the beginning of their lineup.
5. To prevent forfeits in league play, teams may pickup as many as three players from the opposing team, or from anyone rostered on a team within their own division of play who is scheduled to play that evening. Pickup players may only be used if the team has at least six (6) players present. Teams picking up players may not end up with more than 10 players to participate. A pickup player must wear a jersey representative of the team they are registered on. If a late player from the team that has pickup player(s) arrives, they must be immediately inserted into the lineup as a substitute for one of the picked up players. Borrowed pickup players may return to their own team and will be considered as eligible substitutes.
6. In Coed play, if a team elects to use the extra player (EP), they must use both a male and a female.
7. Team lineups are to be turned in to the plate umpire at least 5 minutes prior to the start of the game. Lineups should be legible and should contain each starting player's last and first name along with the

players' game jersey number. The listing of substitutes is encouraged as this will speed up player substitutions during the games.

8. In all league play, players are required to wear a shirt with a 6 inch number on the back. The Uniform Rule will go into effect for **all State Tournaments**, requiring each team member to have similar style, like color jerseys with a minimum 6 inch number on the back. If baseball caps are worn, they must be worn properly on the field.

9. MSSA will supply balls for league play. Women will hit an 11-inch softball and men will hit a 12-inch softball. All male players will hit a .52 core/300 lb. Compression ASA/USA ball. Female players will hit a .52 core/300 lb. Compression ASA/USA ball in upper division Coed play and in all sanctioned tournament play. The ball must be optic yellow for all league and tournament play.

10. All players must register online or have signed a player contract and paid in full their player's fees prior to playing a game. Any player found participating in an ineligible status will result in a forfeit for that game. The player and manager will be held responsible and disciplinary action against both of them may be taken. Rosters will be checked periodically by a member of the Mat-Su Softball Association.

11. A player must be 14 years of age in order to sign-up and participate in our association. All minor participants must complete a Parental Consent Form which must be signed by a parent or legal guardian. MSSA reserves the right to assess the eligibility of the minor participant based upon physical development, skill level, and the league he or she wishes to participate in.

12. No outside alcoholic beverages are allowed in the softball complex. Alcoholic beverages are permitted in the complex when purchased from the concession stand.

13. Keep your dugout area clean. Pick up trash immediately after your game is completed and place it in the receptacles located near all playing areas.

14. Any player who assaults or verbally abuses an umpire or association official before, during or after a game is subject to suspension. (Article 13, USA Code, USA Guide and Playing Rules) In addition, players who verbally or physically assault anyone are subject to penalties through the legal system.

15. Courtesy Runners will be allowed in all leagues. There can be one (1) Courtesy Runner per inning. The Courtesy Runner may be anyone on the team roster of the same gender.

16. A player, after having been substituted for, may re-enter a game one (1) time in the same spot in the lineup as they previously were.

17. Any arguing on the judgment of balls and strikes will constitute a team warning. Any repeat offense will result in the ejection of that team member.

18. During league play, if a team player or manager is ejected for any reason, the individual must leave the playing field area without delay. That person will be disqualified for the remainder of that game and the next scheduled league game. If that individual is ejected from a second game, they would be

disqualified for the remainder of that game and the next two scheduled league games. If the same individual is ejected a third time, they would automatically be disqualified from all MSSA, AASA, and USA play for the remainder of the season. The only offense that can be appealed is the third offense. If this behavior occurs during tournaments, the tournament director has the authority to disqualify the individual for the remainder of the tournament.

19. Protests: In any protest, the umpire must be notified before the next pitch, legal or illegal. Protests must be filed in writing with the softball Director or with the Board of Directors within 24 hours.

20. Games may be played in inclement weather. A determination of the games being played in inclement weather will be made before 3:30 p.m. of the playing day in question. Managers will be notified if any games have been cancelled. Notification will also be posted on the MSSA web page. Team calendars will reflect that the scheduled game(s) has been postponed to a later date or cancelled.

21. Metal cleats are not permitted.

22. Members with an outstanding debt from previous years will not be able to sign up or play until Mat-Su Softball Association has received payment of the debt in full.

23. **HOME RUN RULE:** Home run limits for league play are as follows: Men's "COMP" two (2) and progressive, Men's C - One (1) and progressive, Men's D - one (1) no progressive, Men's E zero (0), Coed B - one (1) and progressive, Coed C - one (1) no progressive, Coed "D" zero (0), Coed Rec zero (0). Home runs above the limit will be recorded as an out.

24. As the batter enters the batting box, they have a one (1) ball and one (1) strike count on them.

25. In all leagues of play, the pitcher may, if they so decide, start their pitching motion at any distance from the planted rubber to a spot marked on the field five (5) feet behind the rubber. This area will be marked on the field with a rectangular box, the width of the current planted rubber to a distance of five (5) feet toward second base.

26. Only ASA/USA approved bats may be used in Mat-Su Softball league and tournament play. These bats shall have an ASA certification label from the manufacturer and not be on the banned bat list provided by USA. All bats need to be tested by an ASA/USA approved bat tester for all tournament play to ensure that they are within ASA/USA performance standards. Bats that pass the performance standard set by ASA/USA shall receive a certification sticker that is good for the entire season. Bats will be retested before the AASA State Tournaments. Any bat may be subject to testing at any time if a league official or umpire deems it necessary. If a player is found using a non-approved bat, the bat will be removed from play, and the player and manager could be suspended for one calendar year from the date of the offense.

27. Mat-Su Softball Association **Tie Breaker Rule:** If, after the completion of allotted time or seven (7) innings of play the score is tied, the following tiebreaker rule will be used to determine a winning team: Starting with the top of the next inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on

second base. Only a substitute may be inserted for the runner. No courtesy runner will be allowed in this circumstance.

28. In the event of teams of different classifications playing each other, the team of higher classification shall spot the other team four (4) runs per classification level difference. The Home Run Rule of the higher classified team shall be followed for the game.