

MCSL "House" Rules & Exceptions to Standard ASA Rulebook Summer 2008

MCSL Web Site: <http://www.pwcsoftball.com/mcsl> or <http://www.manassaschurchsoftball.org>

Ref #	Subject	Ruling
III Games		
A	DH Start Times	Valley View: 6:30 and 8:40 PM ; Dean: 7pm
	DH Duration	2:00 hours to play 2 games. Coaches and umpires are jointly responsible for game time management.
B	Grace Period	10 min. ALL doubleheaders, 1 st game only. Must play with 8 if at field. Grace time comes out of time available to play game.
C	Game Finish Times when 2 DH scheduled on a field	2:00 / DH. Hard stop 8:30 (early DH); 10:40 (late DH). We must clear fields no later than 10:45pm. Park Authority will impose penalty of reducing our playing time on later dates.
C	One pitch	Use one pitch umpire's discretion or both coaches agree
E	Forfeits	If 1 st game forfeited, 45 min grace for game 2. Game 2 may start early and any extra time gained may be used to complete.
G	No umpire	Teams may start/play without. Ump picks up when arrives.
J	Valley View Rain Line / Cancellations	703-792-3294 after 3pm; From 3pm - 6:30, umpire may cancel at field. Late DHs may play even if early DH cancelled
J	Jennie Dean Rain Line / Cancellations	Dean Rainline: 703-257-8237 Ext. 1. City may cancel games too early / without apparent cause. Always call before going to field.
N	Lightning / Weather Delays	Umpire waits 20 min. for lightning to clear. Delay(s) part of 1 hr game time. Ump/league official may decide to postpone game vs wait if delay becomes too long to finish games on time.
VI Pregame		
B	Home team game one	Flip coin
C, E	Softballs	Hit your own, ASA 44/375 or less. Throw in new ball: any time Women have option to hit 11" softball.
D	Softball Markings	Stamps must be clearly visible or umpire will discard.
	Softballs: Batting Team Throws in Wrong COR or compression	Umpires are to handle all softballs put into play. But, if a batter hits illegal softball: play stands, ball removed. Coach warned. 2 nd offense (per DH): coach ejected. 3 rd + offense: forfeit game.
S	Altered Softballs	"chilled" or "frozen" coach ejected 2 games. Game forfeited.
F	Bats	Consult ASA approved/banned list on ASA website. Players responsible for knowing if a bat is legal. Using non-approved bat = game ejection. Play continues.
S	Altered Bats	Not limited to repainting, reworking, mechanically altering. Penalty: Game forfeited. Player(s) suspended minimum of 1 season.
H	Double First Base	Required per ASA. If batter/runner tags white base on infield play: ump will call runner out (not an appeal play) unless errant throw draws 1B into foul territory or throw coming from foul territory.
I	Extended Pitcher's Box	Pitcher may stand up to 6' behind rubber in "imaginary" box. Must conform to all other ASA pitching rules.
K	Double Home Plate	All Div 5 and Div 6 games will use a double safety home plate and commit line. Force out only. Umpire to enforce 20' commit line.
L, M	Base Lengths	Valley View: 70' (or as installed, freq. 65') ; Dean: 65'
N	Home Run Limits	Divisions 1 – 5: 2 then 1-up. Division 6: 1 then 1-up. No 1-up in bottom 7 th or bottom last inning when declared by umpire.
N	Excess Home Runs	Singles. All runners advance 1 base regardless of being forced
N	Running out Home Runs	HRs not run out. Simply clear the bases.
O	Lineup # Players to Start	If start with 8, no penalty in batting lineup #9, #10 spots.
P	Adding Players after Start of Game	Start short, may add up to 10 defensive players. Add unlimited EHs after game starts until leadoff batter hits 2 nd time. Additions must go at bottom of batting order.

Q	Base Stealing	ASA base stealing not allowed.
VI Eligibility		
B	Women players	Women may play in any division.
C	Minimum Age	Players must turn 15 during calendar year to be eligible. Under 18: need parental consent form turned to MCSL.
J	Players that Umpire	Players may NOT umpire in the Conference that they play in.
VII Uniforms		
A	Uniforms	Matching shirts, matching color and style. Commercial numbers. Umpire enforced. Very loose jeans, "wild" pants not permitted.
B	Metal Cleats	Not allowed; no metal cleats, metal spikes, or any exposed metal.
C	Hats	Same style. Worn properly.
VIII Team Lineup		
	# Players in Batting Order	Unlimited EHs – bat as many as you like. But see G below.
B	Loaning Player(s)	If a team has 7, may borrow player(s) from other team.
C	Rosters	City/County rosters due at March team registration meeting. <u>If you don't submit this roster, you can't play until you do.</u>
F	Courtesy Runner Rule	Teams may use "last player to make out" rule for any runner = not official substitution. <u>May do this 3 times per game. Must be male for male, FM for FM.</u> Or team may pinch run player not in lineup = official substitution.
G	# Players to Finish Game	Must finish with the same # as in starting lineup or take an out.
IX Player Ejection		
	Sportsmanship	Arguing w/ umpires, other team, bad language not tolerated. 2 game up to permanent suspension possible.
	Alcohol	Not permitted on PWC or City Park grounds. 1 year ban from all parks.
A	First Ejection	Minimum 2 game suspension (in addition to game ejected from). Illegal substitution, accidental bat throwing not included here.
E	Push/Hit/Threaten Umpire, Player	Player suspended until further notice pending League hearing.
G	Obscene Language	None permitted. Ejection per umpire's discretion.
H	Reporting of Ejections	Umpires, coaches: report ejection to crystal.mcsl@gmail.com & w/ scores
X General Items		
AA	Balls and Strikes	Start with 1-1 count. Play with a courtesy foul.
A	Game Mercy Rule	10 runs after 5 innings (or 4 ½ home ahead)
B	Flip – Flop Rule	If game is out of hand and near the 1hr limit, near 5 th inning, umpire/coach should recommend team ahead to stay in field & other team bats 2 consecutive innings.
I	Runner hit with batted ball	Runner off base in fair territory, hit w/ batted ball: out in all cases.
J	Infield Player Limits	No more than 6 fielders may touch infield dirt at time of ball being hit. Result: dead ball. 1 base award.
K	1-Pitch Rule	Umpire or both coaches' agreement may institute 1-pitch rule to complete game due to time or darkness limits.
L	Slide Rule (Interference)	Per ASA a runner may not interfere with a fielder's ability to make or receive a thrown ball. The runner has the responsibility to avoid contact if he is upright and decides not to slide. If out, the runner must slide or veer out of the fielder's way.
M	Collision with Catcher	Per ASA rule, a runner may not bowl over catcher for any reason. Result: runner is out. If flagrant, runner may be subject to ejection, at umpire's discretion.