

MUSTANG SOFTBALL ASSOCIATION COMPETITIVE LEAGUE  
GENERAL RULES FOR ALL AGE GROUPS

**Purpose**

The leagues provide girls an opportunity to play softball under good adult supervision. This program is designed to promote the physical, mental, and spiritual well being of youngsters by teaching them the importance of teamwork. Developing respect for others and the attainment of athletic skills and sportsmanship is encouraged. The real goal is to instill values that will contribute to the future development of young people in the program.

**Disciplinary Actions**

All persons accepting responsibility in this program must carry out the rules and regulations of the program. Failure to do so may result in disciplinary action, up to and including their removal from the league. The league coordinators will convene a hearing to consider disciplinary action if one or more coordinators/team managers file formal protests reporting rule violations and requesting such action. When a coach is ejected from a game he/she will be suspended from his/her next game also.

**Conduct**

The head coach or acting head coach of each team is responsible for assistants, players and spectators to ensure there is no misconduct, unsportsmanlike conduct, **profanity** and/or unruliness towards opposing players, umpires or spectators.

Penalty:

First Warning: the umpire shall warn the head coach about the violation.

Second Warning: the head coach shall be removed from the park if the violation is not corrected.

Third Warning: if the problem still exists, the game shall pronounce the game over with the offending team losing by forfeit.

Note: No protests allowed, as this is considered a judgment call.

Spectators and players need to be warned that they can and will be ejected from a game because of poor sportsmanship, misconduct, **profanity** and/or unruliness. If a player is ejected from a game, she will be suspended from her next game also.

Any player inflicting physical abuse on another player will be suspended from the next 3 games. (Disciplinary action will carry over to the next season.) If the problem still exists, the player will be removed from the league for the remainder of the season.

**Alcoholic Beverages**

Wildhorse Park is a city park and is subject to the public area ordinances of the City of Mustang. As such, alcoholic beverages are not permitted in the park.

The league will not condone or permit any alcoholic beverages or intoxicated persons in the ballpark during games. Spectators and players need to be warned that they can and will be ejected from the park for violation of this rule. If the problem occurs, umpires or league coordinators/officials have the authority to eject the violator(s) from the park. If the violator(s) is a coach, assistant coach or spectator at a game in progress, the umpires have the authority to forfeit the game to the opposing team if necessary.

### **Tobacco Products**

No game participants may use tobacco products in the dugouts or field of play.

### **Protests**

Protests will be allowed for violations of playing rules and player participation rules only. Protests must be filed as specified in the ASA Rule Book. All protests must be submitted in writing to the Mustang Softball Association within 48 hours of completion of the game being protested, and must be accompanied by a fee of \$25.00. The fee will be refunded to the coach/team manager filing the protest if the protest is ruled in his/her favor. Under no circumstances will the protest fee be refunded if the protest is lost.

### **Player Eligibility**

To be eligible to play, a player must be at least four (4) years old and less than nineteen (19) years old as of January 1<sup>st</sup>. Dates of birth of candidates shall be certified by birth certificates, baptismal certificates, hospital certificates or equivalent religious or legal documents. Each player will provide this certificate to their coach prior to the first scheduled league game. Photo copies of any of the above documents are acceptable.

### **Rosters**

Names must be listed on an official roster maintained by MSA. The roster maintained in the league files will serve as the official roster and will prevail in any disputes. Each coach is responsible for ensuring the accuracy of his/her roster against the official league roster prior to the 2<sup>nd</sup> week of league play. Failure to do so will result in forfeiture of all games played with a player not listed on the official roster. The number of players to be signed and carried by each team shall NOT exceed 15 at any one time. In the interest of fairness, players may not be added to a team roster after the 2<sup>nd</sup> week of league without justifiable cause and approval of MSA.

### **Weather Delays**

Lightning and severe weather detectors will be used at all the ballpark. Detectors will be set at 3-8 mile setting. Upon alarms going off, all play will immediately be suspended and fields cleared. Within 15 minutes a decision will be made whether to resume play or postpone to another date. Coordinators and umpires will confer with a majority ruling on the decision.

### **Game Procedure**

Home and visiting teams shall provide a scorekeeper. Home team will be the official scorekeeper. The scorekeepers must exchange batting orders (name and jersey number) prior to the beginning of each game. Either team scorekeeper may inspect the official score record of the game at any time during a game.

The league will provide game balls.

If a team fails to appear or refuses to begin play within fifteen (15) minutes of the scheduled starting time, the game shall be forfeited to the team not at fault. There will be a \$25.00 forfeit fee to be paid by the forfeiting coach to the league prior to the team playing their next game. This will be enforced. No forfeit fee will be collected for a team or a partial team that shows for their game. Forfeit fee will not have to be paid if the coordinators are notified of the forfeit 48 hours in advance.

A team must have at least seven (7) players to start a game. Two (2) automatic outs will be recorded when the 8<sup>th</sup> & 9<sup>th</sup> position comes to bat. The 8<sup>th</sup> and/or 9<sup>th</sup> player must be inserted into the line-up in the 8<sup>th</sup> and/or 9<sup>th</sup> position immediately upon arrival if the batting order has not been completed.

All girls will be placed in the line-up or the scorebook and all players will bat around in one order. If a girl becomes sick or injured after the game starts, a line will be marked through her name for the bats thereafter with no penalty. Once the player has scratched, she may not re-enter the game. If a girl should arrive late, her name will be placed at the bottom of the line-up, if batting order has not been completed. Players arriving after batting order has been completed may not play in that game.

In T-ball and 8U, all players may be freely substituted with the entire roster batting in one order. Substitute runners for injured players only. The player who was the last offensive out will be the substitute runner. If no outs have occurred, the substitute runner will be the last girl in the batting order.

10U-18U, Only 1 defensive coach on the field and 2 coaches on the field while on offense.

10U – 18U, ASA rules apply to batting lineup's and substitutions.

Batters may not throw the bat. The umpire shall give one team warning per game. On the second and all subsequent occurrences in the games, the umpire will call the batter out.

Game time limit for 8U-18U will be 65 minutes finish the inning.

Game time limit for t-ball is 55 minutes finish the inning, no new inning will begin after 50 minutes.

If a game is tied at the end of regulation play, the game the game is over and each team will receive ½ win and ½ loss.

Games called due to bad weather, power failure, etc. that do not constitute a complete game will be replayed from the point at which the game stopped, until the remaining time has expired or until regulation innings have been completed. Each coach needs to be sure that the scorebooks show the same thing and the umpire needs to sign both books to assure that everyone is in agreement. A game is considered complete if three (3) innings have been played. (2 ½ if the home team is ahead.)

Protective headgear must be worn by the batter and all base runners. Helmets must have a chin strap and a face mask.

Teeball bats are acceptable for 8U games.

A twelve (12) run lead after three (3) complete innings or ten (10) after four (4) complete innings or eight (8) after five (5) complete innings is a game. If the visiting team is leading going into the last inning and scores enough runs that they lead by more than six (6) runs, the game is ended.

Ten defensive players are allowed in Teeball. 9 defensive players are allowed in 8U-18U