

Morgantown Athletic Association Adult League Rules 2021

I. General League Rules

- We will use Coed USA/ A.S.A. Rules- With exceptions to follow. Umpires will carry a copy of the USA/A.S.A. Rulebook.
- MAA will provide the bases, lining materials, balls, field usage, lighting costs and equipment for all games.
- Teams are responsible for paying the umpire prior to the start of the game.

II. Equipment

- All necessary equipment (bats, gloves, etc.) must be provided by teams playing. MAA will supply the bases, lineup cards, and the game balls.
- Men will hit 12 inch low compression softballs; women may choose at the beginning of their at bat whether to hit 11 inch low compression softballs or use the 12 inch low compression softball. The ball size may not be switched after the first pitch of an at-bat.
- Metal cleats will not be permitted. Players wearing metal cleats will be ejected.
- BATS: All bats must be Amateur Softball Association of America (A.S.A.) approved or meet current A.S.A. guidelines. Approved bat list is available at the A.S.A. web site www.asasoftball.com
MEN: Single wall only in the Recreational Division. WOMEN: Single wall OR composite (preapproved by ASA Standards)
- All bat models used by Men must be single-wall, slow-pitch softball bats only. By definition, a single wall bat is a bat that has a hitting surface composed of one continuous, single shell or layer composed entirely of the same material without the use of any type of glue or bonding system. Any bat that is more complex than this definition is NOT single wall bat.
- Women will be able to use non-single wall bats as long as they are not altered and are on the ASA approved bat list.

III. LOCATION

Games are scheduled to be played at The Clyde Smith Field, Located at 100 Maple Ave, behind the Caernarvon Township building, Morgantown.

IV. Field Rules/Weather Cancellations

- RAIN CANCELLATIONS: Please call or text the MAA President at 610-633-9214. Decisions on rainy days will be made by 3:30 pm on weekdays and 8 am on weekends. Please call for possible cancellations regardless of the present weather conditions (i.e.-if it rained the previous day; the field may not be in playable condition). It is your responsibility to call, we will not always be able call you!
- All games will be rescheduled by the MAA (when possible) and team captains' will be contacted regarding any rescheduled games.
- Only players are permitted to be in the playing field area. Coaches are allowed to coach bases.
- Physical interference will not be permitted.
- Children must remain off of the playing field during the game.

No drugs or alcoholic beverages are permitted on the fields or at the park at any time. If we suspect that any players come to the field intoxicated we will not permit them to play. We will stop a game if necessary. The entire team will be suspended...you are responsible for the actions of the players on your team. If you are caught the proper authorities will be notified and you will be suspended from the league without refund. Please read and abide by the enclosed player conduct code. By registering your team in the league, you and your team are ensuring that you have read this and will abide by these guidelines.

V. DUGOUT CONDUCT:

- Participants may not smoke inside the dugout areas.
- Children should remain outside of the dugout area whenever possible.
- If we suspect that any players come to the field intoxicated we will not permit them to play. We will stop a game if necessary. The entire team will be suspended...you are responsible for the actions of the players on your team.

VI. FIELD PREP AND END OF NIGHT CLEANUP

- It is the responsibility of both teams to ensure that the fields are left in a clean condition and to assist with setting up the field &/or returning equipment to appropriate storage areas. The home team for the last scheduled game of the day is responsible for pulling the bases and returning them to the designated storage location.
- The home team scheduled for the first game of the day is responsible for preparing the field for game play (ie: setting out bases, chalking the fields and raking).

VII. REGISTRATION

- Registration is on a first come first served basis. Registration will be done electronically at www.Morgantownaa.org.

VIII. Players, Teams & Fees

- Rosters are due at registration, but can be changed prior to your first game. You need a minimum of 10 players to register. Teams can drop/add players to their roster up until the point that there are 5 regular season games remaining for their team. After this point all rosters are final because players must play in at least 4 regular season games to be eligible to play in the playoffs. Rosters should be emailed to morgantownaa@gmail.com

It is the winning and losing team captains responsibility to email the final score to morgantownaa@gmail.com within 24 hours after the completion of the game.

- Teams will be limited to a maximum of 24 players on the roster. Players must be at least 18 years of age (as of the first game of the season) – Unless permissible by the MAA
- By being placed on a roster and registering a team all players acknowledge the team roster/waiver/release of liability form. A player must be on the team roster in order to play in a game.
- Each team must pay half of the umpire fee (\$48; \$24 per team, per game) prior to the start of each regular season game and the first 2 games of the playoffs. Umpires must be paid in cash.

IX. Penalties/Warnings

1. Forfeits will be called if a team does not have a combination of at least nine players ready to play within ten minutes of the scheduled game time. In the event that the game prior to yours runs into more than ten minutes of your game time, your team must be ready to play as soon as it ends. Forfeiting teams will be required to pay the entire umpire fee unless MAA is notified at least 4 hours prior to the scheduled game time. Three forfeits will terminate your team from the league; no refunds will be given. If you forfeit a playoff game, you are required to pay ALL umpire fees for that game.
2. Fake Tags: A form of obstruction by a fielder who attempts to tag a runner without the ball and thereby impedes a runner advancing or returning to a base. If a fielder is caught attempting to deceive a runner they will be ejected, given a 1 game suspension, and the runner will be awarded the next base.
3. Crashing Into a Fielder With the Ball (Interference): In an effort to prevent injury and protect a defensive player attempting to make a play on a runner, a runner must be called out when they remain on their feet and crash into a defensive player who is holding the ball and waiting to apply a tag. To prevent the out ruling, the runner may slide, jump over the defender holding the ball, go around the defender or return to the previous base touched. If the act is determined to be flagrant, the offender shall be ejected. A runner may slide into the fielder.
 - a.) When a runner is called out for crashing into a fielder holding the ball, the ball becomes dead. Each runner must return to the last base touched at the time of the crash as this constitutes interference.
 - b.) When the runner crashes into a fielder holding the ball before being put out and, in the judgment of the umpire, it was an attempt to break up an obvious double play, the immediate succeeding runner is also called out.
 - c.) When a crash occurs after the runner is called out, the runner closest to home plate is also out.
 - d.) When a runner runs outside the three-foot lane to avoid a crash with a defender holding the ball and waiting to apply a tag, the runner should be called out.
 - e.) When a defensive player is fielding a thrown ball and the flight of the ball carries or draws them into the path of the base runner, it is not a crash.
 - f.) When the ball, runner, and the defensive player arrive at the same time and place, and contact is made, the umpire should not invoke the crash rule, interference, or obstruction. This is merely incidental contact, or what some persons commonly call a “wreck.”
 - g.) The strike zone mat is considered to be “part of home plate” on scoring plays. So when a base runner scores a run they can make contact with home plate, or the strike zone mat, and be safe.
 - h.) BOTTOM LINE: Try to avoid contact if at all possible.
4. Outfield Assists: Outfielders are not permitted to throw out a runner at first base.
5. Out of Play Boundaries will be marked at the playing fields: Catch & Carry Rule: If a “live” ball is caught in play and “unintentionally” carried out of play, then it is automatically a dead ball. Runners will be awarded one base from the last base touched at the time the fielder left live ball territory. If, in the judgment of the umpire, a fielder “intentionally” carries, kicks, pushes, or throws a live ball from

live ball territory out of play it is automatically a dead ball. All runners are awarded two bases from the last base touched at the time the fielder left or the ball was kicked, pushed, or thrown from live ball territory.

6. No Bunting! The batter may not bunt or “chop” the ball.

X. Starting/Playing/Ending the Game

1. A regulation game shall consist of 7 innings. A full seven innings need not be played if the team second at bat scores more runs in six and one-half innings and/or before the third out in the last of the seventh inning, or the run-ahead rule is applied. A game that is tied at the end of seven innings shall be continued by playing additional innings until one side has scored more runs than the other at the end of a complete inning, or until the team second at bat has scored more runs in their half of the inning before the third out is made.

2. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic, or any other cause that places the patrons or players in peril. A game called by the umpire shall be regulation if five or more complete innings have been played, or if the team second at bat has scored more runs in four or more innings than the other team has scored in five or more innings. Games that are not considered regulation shall be resumed at the exact point where they were stopped. Games that are regulation tie games shall be resumed at the exact point where they were stopped.

****TIME LIMIT:** We will allow no more than a maximum of 1 hour and 30 minutes per game. Time begins with the first pitch. A new inning will not begin after 1 hour and 30 minutes from the start of the game. The only time a game will be permitted to go longer is if a game is still tied after 1 hour and 30 minutes-it will be continued until a winner is determined.

3. All at bats will begin with a 1 ball, 1 strike count. No “courtesy fouls” will be given.

4. A legal pitch must be a six to twelve foot arc. (Umpire’s judgment). The strike zone mat will also be utilized. A pitch, of legal height, that hits any part of home plate or the strike zone mat will be a strike.

5. Games are played 10 v. 10 format. Teams should maintain at least a 6:4 player ratio at all times (6 men: 4 women or 6 women: 4 men) OR (5 men: 5 women). Teams with 5 men: 4 women can play the entire game with nine players without the penalty of an automatic out. However, if a team has only three men or three women (6:3 ratio) the team can play with nine fielders. Teams with a 6:3 ratio must list the vacant position last in the batting order. An automatic out will be recorded when the vacant position in the batting order is scheduled to bat. If you have a legal team, and it is game time, you must start the game at that time...we will not wait for a “player who is on the way.”

- a.) If a shorthanded team’s player arrives before they have batted thru the lineup the player can be immediately added to the lineup and the automatic out can be avoided.

- b.) Players arriving the team has batted thru the lineup may be substituted into the lineup at any time during the game. They cannot enter into the batting slot with the automatic out, however, they may enter into another players position.

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c.) A legal team with less than ten fielders must take an automatic out in the batting lineup for the unfielded position. They cannot enter into the batting slot with the automatic out, however, they may enter into another players position.

6. Teams may start the game with as many as four “extra players” (EP’s) in the lineup. In order to bat all 14 people, at least 1 of the 4 must be female. (example-if you only have guys available as extra players-the maximum number of EP’s you could have is 2-this would allow you to bat 12 people). If a team chooses to bat all 14 players the 11th, 12th, or 13th spot in the batting order must be a female. This allows a team to have a maximum of 14 players in the batting order (10 fielders and 4 extra hitters). The extra player(s) (EP) is optional, but if used, it must be made known prior to the team batting through the line-up and must be noted on the line-up card. The EP(’s) must remain in the same position in the batting order for the entire game. When EP’s are used, all 11, 12, 13, or 14 on the starting line-up must bat and any 10 of those 14 may play defense. Defensive positions may be changed each inning as long as the batting order remains the same. Teams playing shorthanded may use a maximum of two EP’s (bat 11 players), but must remain fielding only 9 players. A legal team with less than ten fielders must take an automatic out in the batting lineup for the unfielded position. Note: If the EP is used, the EP must be used the entire game. If a player gets injured (or has to leave early etc.), and there are no subs available, their spot in the batting order would become an automatic out.

7. Teams may bat players in the batting order that they choose. Once the game starts, the order may not change unless a player is added to the bottom.

8. Any player, may be substituted for or replaced and re-entered once, providing players occupy their same batting positions in the batting order. The starting player and their substitute may not be in the line-up at the same time. If a player is removed from the game and is not replaced their batting slot will be an automatic out.

9. Once the defense has taken the field, all players must maintain the same position throughout the inning. They cannot switch positions (i.e. shortstop & 2nd baseman or left fielder & right fielder) depending on who is up to bat. If playing with a short fielder, the short fielder may roam anywhere in the outfield, but must be a “noticeable” distance in front of the other outfielders.

a.) A team may apply a shift and have 3 infielders on one side of second base; but fielders must maintain their defensive alignment.

b.) A pitching change may be made at any time.

10. When a team is in the field the infielders may not cross the plain between the bases and outfielders must remain in the grass area of the outfield until the ball crosses the plate.

11. If a male batter is walked and a female batter is to follow, the male batter will be awarded second base and the female batter will bat. Applies at all times, even when bases are loaded. If a team only has 3 female players, and is taking an automatic out, the automatic out spot is considered to be a female batter. So if a male batter walks in front of the automatic out he will be awarded second base, then the automatic out will be recorded.

12. Third Strike Foul: If the batter fouls off the third strike they will be out. No “courtesy fouls.”

13. No Leading: Runners must remain on base until the ball is hit. If no contact is made and the runner leaves the base they will be "out." (Umpires Judgment)
14. Courtesy runners will be permitted. The courtesy runner must be the last player of the same gender to make an out. (male runs for a male; female runs for a female). Prior to the start of the game both team captains must notify each other of which players will need a courtesy runner. If an injury occurs during the game both teams will be aware of it and courtesy runners will be permitted to run for those players injured during the course of the game.
15. On an over the fence homerun, Batter may touch 1st base and walk off field. (ASA walk off rule)
16. Warm up Pitches. Pitcher will have three pitches between innings (in no more than 1 minute) unless there is a pitching change. Relief pitchers will get 7 pitches from the mound (in no more than 2 minutes).
17. EIGHT RUNS IS THE MAXIMUM RUNS PER INNING. The fielding team is automatically up to bat after the eighth run has scored. (Does not apply in the seventh inning, if a team is trailing by more than the run-ahead "mercy rule" runs). In the seventh inning both teams can score as many runs as possible.
18. RUN-AHEAD RULE ("Mercy Rule"): If one team is ahead by 20 runs after 3 innings, 15 runs after 4 innings, or 10 runs after 5 innings the game is over. Complete innings must be played unless the home team scores the run-ahead limit while at bat. When the visiting team reaches the limit in the top half of an inning, the home team must have their opportunity to bat in the bottom half of the inning. Also applies for playoff games.
19. Teams making protests must notify the other team captain and the umpire at the time of protest. Captain's wishing to protest must notify MAA by the close of the next business day. There is a \$25 fee for all protests. Umpires judgment calls cannot be protested; only rules can be protested. All regular rules protests will be decided by either the League Director or the A.S.A. All League specific rules will be decided by the League Board (if any) or the League Director.
20. A representative from both the home and away teams must report the final scores by noon of the following business day via email at morgantownaa@gmail.com OR text to report at 610-633-9214

Post-Season

TIE BREAKER:

- a.) Should any ties exist, head-to-head record is the first tie-breaker.
- b.) Head-to-head run differential, amongst those teams involved, will be used if the tie still exists.
- c.) If a tie cannot be broken by the above tie breaker rules, overall run differential for the entire season will be used as the third tie breaker.
- d.) If still tied, and the tie affects playoff status/seeding, it will be broken by a coin toss.

Playoffs:

- A double elimination tournament will be played for the Championship
Teams will be seeded based upon their regular season final standings. Once a team suffers their first playoff loss they will be seeded into the losers bracket. The highest advancing seeds will be the home teams. The final remaining teams in each bracket will play for the Championship. If the "Winners Bracket Team" suffers their first loss in the initial Championship game a second deciding game will be played with the teams switching home and away roles. There will be two umpires paid for by MAA after the first 2 rounds of playoffs
- All playoff games must complete a full 7 innings (6 ½ if the home team is winning) unless the Run Ahead Rule "Mercy Rule" applies. Playoff games that are not considered regulation shall be resumed at the exact point where they were stopped. Playoff games that are regulation tie games shall be resumed at the exact point where they were stopped.

Please sign and date to verify that you and your team have read/understand/and will abide by the above rules.

Date: _____

Team Captain's Signature_____

Team Name: _____