

**MARION CHRISTIAN SOFTBALL ASSOCIATION
SUGGESTED RULES REVISION 05/10/2011**

PLAYER ELIGIBILITY:

1. A player must be 15 years of age prior to January 1st of the current season regardless of gender to be eligible to participate in the MCSA. Furthermore, anyone under 18 years of age **MUST** wear a helmet whether batting or on the bases. There will be a **ZERO** tolerance policy regarding this issue due to insurance requirements mandated by the NSA and the City of Marion.
2. A player **MUST** attend a minimum of two (2) services a month to maintain eligibility to participate in any MCSA affiliated league. A service is defined by a gathering of people either at the Church or elsewhere that is facilitated by a member of the Pastoral staff from your respective Church. This can include Care Groups or other gatherings outside normal worship service sanctioned by your Church. However, the designated Team Representatives are responsible for monitoring and enforcing this rule as it pertains to your respective team.
3. Team Representatives are also responsible for completing the NSA Roster which should include all players' appropriate information including signatures. Also, any players that are younger than 18 years of age **REQUIRE** a Legal Guardian's signature. Also, your Pastor's signature is required prior to submitting your roster. In addition, each player must sign a Marion City Parks Waiver release before they are eligible to play. These can be located on and printed off the MCSA website.
4. Any Military Service personnel or College students that return home after the season begins are eligible to play as soon as they meet attendance requirements. Also, any new members to your Church may be added once they meet the same stipulation.
5. To participate in the MCSA year end tournament a player must have played in at least three (3) regular season MCSA games in their respective league. Once again, the responsibility of this will fall upon the Team Representatives as it pertains to enforcing this for your respective team.
6. Any team knowingly using ineligible players shall forfeit any game(s) that said player participated. And that player could receive up to a two (2) game suspension or worse as determined by the Rules/Protest sub-committee.
7. The deadline to add any additional players to your roster will be by game 9 of the season so that they play the required amount of games to be eligible for the MCSA year end tournament.
8. Players that attend a Christian Church that doesn't have either enough people or resources to have a team are eligible to play for a MCSA team provided they meet the above attendance requirements at their affiliated Church.
9. Should a player go to a Church that has a team which participates in a MCSA league and wants to play for another team then said player(s) **MUST** have a written release from the Team Representative of his Church and give it to either someone on the MCSA Executive Board or the Nightly League Rep from your night prior to the season beginning.
10. Any player that chooses to no longer participate for the team he rostered with at the beginning of the season, **MUST** get a written release from the Team Representative stating he is being released from the roster, before being eligible to roster and play for another MCSA team. A player will not be permitted to change teams after game #9 of the season.
11. A Team may declare a Roster Emergency if the current number of available players falls below 12, due to change of work shifts, injuries or College students returning to school. It is the Team Representative(s) responsibility to notify your nightly League Rep or someone on the MCSA Executive Board of the situation.
12. A team may pick-up up to two players to get to 9 players from other teams competing on their night. However, they may not pick-up the same player(s) again during that season and these players **MUST** bat at the end of the line-up and play Catcher and RF/1B defensively so as to limit their impact on the game. Furthermore, a team should try to adhere to no more than three times during the season of using this rule. It is not our intention to make anyone have to forfeit.

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GENERAL ROSTER RULES:

1. As a general guideline the last date to add a player(s) name to the General Playing Roster is the last full week of June or the 9th scheduled game. A player must have come to bat at least once by that date to be eligible to play in either the league games or the end of season tournament. (See Player Eligibility #4 above for exceptions).
2. After a player's name has been placed on the roster, it can only be removed by the Team Representative in order to make himself eligible for another team. If he wishes to play for another team, the manager of his current team must present written consent to either the Nightly League Rep or the Official Scorer. The transferred player must continue to meet the attendance requirements. No transfers will be permitted after 9th scheduled game to comply with post season eligibility rule. If a player quits a team and is not released by that manager, he/she isn't automatically eligible to play for another team.

GENERAL PLAYING RULES:

1. The game has officially started after the pitcher has completed his warm-ups. There shall be no warm-ups, infield practice or any other delays after the game has started. Once the game starts, the umpire or umpires have complete control of the game. Any delay will be charged as a ball or strike, whichever is appropriate.
2. A team must field a minimum of nine players at the scheduled game time in order to start the game. There will be no out taken if you have less than 10 players only at the start of the game or due to injury and you may add a player if they arrive late with no penalty. Teams that don't have enough players may ask up to 2 players from another team to get to 9 players provided they play on the same league night. If a team player(s) arrives late, they MUST be inserted into the game for the pick-up player(s). Players may play as pick-up players for another team once per season and no more than three times over the duration of the season. Pick-up players MUST bat in the last two positions in the batting order and MUST play catcher and first base or right field on defense. Pick-up players will not be permitted during the end of season tournament.
3. There is no grace period given to a team that doesn't have enough players. If the team can't field enough players including pick-ups by their scheduled game time, the game will be declared a Forfeit. Should a player have to leave after the game begins then a substitute MUST be inserted into the line-up or an out will be taken each time his/her spot comes to bat, unless it is an injury situation.
4. The game will be considered a complete game if a team trails by fifteen (15) after four (4) innings, twelve (12) after five (5) innings and ten (10) after six (6) innings.
5. Courtesy runners may be used for players 50 or over. You may use anybody on the roster regardless if they are in the line-up or not. However, they may only be used once per game. If the courtesy runner's turn at bat comes while acting as a courtesy runner, they shall be declared out.
6. Any type of metal spikes or metal tipped football/soccer shoes will not be permitted to be worn. You will be asked to remove them immediately in order to continue to play or a substitute must be used until they are removed.

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7. All games shall have a sixty-five (65) minute time limit to complete game. No inning shall begin after time has expired unless game is tied. The starting time will begin after the pitcher has completed his warm-ups and shall be noted by the scorer in the official scorebook. Time would be stopped for official time-outs, such as injuries, field repairs, emergencies or weather.
8. A players starts with a one and one count when they come to bat (1 strike, 1 ball). The player is allowed 1 free foul ball. For example, if a player has a 1 and 1 count, and they foul the ball off, it is considered a strike, and they are allowed one more free foul ball. Any foul balls after that are considered the third strike and the batter is out. (20110510)
9. When time limit has reached 50 minutes the format will change to 1 Pitch with NO free foul at the top of any new inning until either the game is concluded or the time limit expires. Should the game be tied at the end of the time limit then it will be played under the NEW format until there is a winner.
10. In order to keep scheduled game times we will implement several speed up rules. One, when a batter hits a HR or a 4 base award is committed ONLY the batter/runner will be required to touch first base; any/all runners on base can clear the bases immediately. (20110321)
11. No head first slides will be permitted in MCSA play either in League play or any MCSA sponsored tournaments. A head first slide will be defined as a runner with all of his or her forward momentum diving head first into a base. If a person is on base and dives back to the base head first that is allowable within the intent of the rule.
12. A batter/baserunner MUST run to the ORANGE bag at first base if a play is being made on them by any IF. Failure to do so and the runner can be tagged out by before returning to first and declared out. The ORANGE bag is for safety reasons to avoid contact with the 1B. In addition, any 1B that touches the ORANGE bag instead of the WHITE bag, the runner will be declared safe.
13. You are permitted to bat up to 5 EH's (extra hitters) in your line-up should you choose. However, if a player vacates their spot in the order before the conclusion of the game, for any reason other than injury, their spot will be an OUT each time they come up. You will not be permitted to add EH's once the game has started and you've submitted your line-up to the Scorekeeper, regardless if you haven't batted through your line-up. The only instance that you may add a player to your line-up would be to add a 10th player if they show up late and they are on your roster.
14. When your players show up during the course of the game, they must be inserted into the line-up at the next half inning for any borrowed players. Please keep in mind that you are only permitted to pick-up up to 2 players to get to a total of 9 in Men's leagues and 10 in CoRec leagues and you may only pick-up said player(s) once per season. Also, these players MUST bat at the end of the line-up and play either catcher, 1B or RF defensively.
15. A courtesy runner may be used for an injured player once if they are injured on the play while their team is batting. The injured player can remain in the game, but there will be no subsequent courtesy runners allowed for injured player and courtesy runner can only be used once per game whether it is for injury or a player that is 50 or over.
16. Players will not be permitted to steal bases.
17. A team may hit 2 homeruns per game plus 1 more homerun than the opponent. This is referred to as the 2 + 1 homerun rule. All other homeruns are automatic outs. (20110307)

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18. All fields will be marked with a batter's box before each game, whether done with chalk, lime, paint, etc. or by drawing a line in the dirt. (20110307)
19. Although the MCSA has chosen to play under general NSA rules and guidelines, only ASA legal bats are permitted. NSA, USSSA, and other 120+ mph bats are not permitted. (20110321)

MCSA LEAGUE PLAYING RULES DISCLAIMER

Experience has proven that it is impossible to anticipate every situation, which may arise when rules are formulated. Therefore, the Marion Christian Softball Association reserves the right to waive a rule when, in its judgment, the application will result in gross unfairness or unreasonable hardship provided the waiver does not discriminate against players or teams. These rules listed above have been discussed, voted on and implemented and will supersede the NSA Playing Rules. Otherwise, we will follow the NSA Rulebook and guidelines.

PROTESTS

All written protests **MUST** be submitted in writing within 72 hrs. of making protest to the Official Scorer/Umpire accompanied by a \$25 CASH protest fee to either your Nightly League Rep or Executive Board Member and will be turned over to the Protest/Rules sub Committee. This will be comprised of the President and two volunteers from that are heavily involved in the League. Any Protest must be made before the next pitch is made due to a Rule Interpretation call **ONLY**. Judgment calls **ARE NOT PROTESTABLE**.

DRESS CODE

1. Players are permitted to wear their hat in any fashion they wish (i.e. – front, back, sideward) as long as the content on the hat aligns with the values and image that the league is attempting to portray. (i.e. – no gang, drug, alcohol or profanity hats) (20110307)
2. Players are permitted to remove only the sleeves of their shirts. A player is not permitted to wear a shirt that has been cut down the side or in any other way, besides those cuts to remove the sleeve itself. (20110307)
3. Each player on a team is required to have a unique number on his shirt. The exception is that a woman and a man are allowed to have the same number on a co-ed team. It is also highly recommended that all players on a team have the same color shirts. (20110307)

TEAM CONDUCT

1. Team Representatives are responsible for the conduct of team members and are expected to exercise control over their players in regard to conduct and compliance with league rules. An entire team may be penalized for the unacceptable behavior of an individual player if the Executive Board deems it appropriate.
2. Game umpires or Nightly League reps will have the authority to eject or suspend any player, Team Representative or fan for unsportsmanlike behavior during the course of the game.
3. Any player, team representative that intentionally swings at, strikes or threatens another person before, during or after a game will be suspended for the entire season and receive any other penalties that the MCSA may set.

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4. There will be a ZERO tolerance policy in regards to abusive, threatening or profane language. In addition NO alcoholic beverages or tobacco use of any kind by either a player, team representative or while their team is participating. This includes any area around the dugout or stands. Any player, team representative, coach or official found guilty of breaking these rules will be immediately ejected from the game and also suspended from the next played game. Any subsequent violations and said person will be suspended indefinitely and the Executive Board will meet as soon as possible to determine when/if they will be allowed to return to the league.
5. The Executive Board will have the authority and the responsibility to act on any other situations that may arise, that exhibit unacceptable behavior, but is not specifically listed in these rules.

CHRISTIAN ATHLETE OF THE YEAR

Each team should nominate a player from their respective team. Each team will vote on three (3) choices for Christian Athlete of the Year for each league night, the first choice will receive three (3) points, second choice two (2) points and the third choice one (1) point. It is the Nightly League Reps responsibility to oversee this activity.

FELLOWSHIP TOURNAMENT

1. A team may pick up players from its church (that are not on their roster) and two players from the league (whose team isn't participating in the tournament).
2. Out-of-town church teams will be invited to participate in the Fellowship Tournament.
3. The fees for the Fellowship Tournament will be set so that the League can make a profit.
4. If two teams want to combine together as one team, it is strongly recommended that they have an equal amount of players from each team.
5. We will attempt to have both a Competitive and Recreational division should there be enough teams interested. The Recreational division is primarily for MCSA teams that typically only participate in this tournament.

END OF SEASON TOURNAMENT

1. The end of season tournament will be held through the week. All teams will be placed in a double elimination tournament. The teams that lose their first two games will be placed in a single elimination consolation tournament. This tournament will not feed back into the double elimination tournament. (20110307)

PAYMENT OF UMPIRES AND SCORERS

1. All umpires will be paid \$20.00 per game and the scorekeepers \$8.00 per game.
2. If a game has started and is called due to weather before the game is considered officially completed, the umpires will be paid \$10.00 for that game and the scorekeeper \$4.00.
3. If any game, except the last one is declared a forfeit, the umpires will be paid \$10.00 and the scorekeeper \$4.00.

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- 4. Umpires and Scorekeepers will be paid on a weekly basis.**