

2021 GENERAL MCGSL LEAGUE RULES

- 1) The McDonough County Girls Softball Leagues is designed to be a recreational and instructional softball program serving players ages 5 to 14. As such, the environment is to be one that promotes the positive development and safety of all participants.
- 2) All Board Members, Coaches and Assistant Coaches will complete annual background checks and appropriate training to help insure the safety of league players.
- 3) All teams will be selected through a draft/selection process. Only head and assistant coaches will be allowed to have their children on their team. All other players will be drafted/selected. All players who register after the night of the draft/selection will be placed on the next eligible team. Players will not be allowed to request certain coaches.
- 4) The following are the player registration fees associate with all players in the following divisions (there is a \$120 maximum per family limit):
 - a. PeeWee League: \$40 per player
 - b. Rookie League: \$45 per player
 - c. Minor League: \$50 per player
 - d. Major League: \$50 per player
- 5) All teams outside of the MCGSL League will be required to pay a League Participation Fee of \$75 in order to help pay for medals, trophies and other shared expenses.
- 6) Each team will consist of no more than 18 players. (*Exceptions can be made in some circumstances at the discretion of the MCGSL board*)
- 7) Each team participating in MCGSL is required to have an official team roster on record with the MCGSL board prior to its first game (this includes teams from outside Macomb). Players may be registered to play in more than one softball league, but on only one MCGSL team.
- 8) All players are expected to wear the uniform provided by MCGSL for every game. The uniform provided is a t-shirt with the team sponsor's logo. For the sake of equity amongst all the teams, the shirts should not be altered (ex. Cut off sleeves or printed names). Any player with an altered shirt will be required to purchase a replacement shirt at their own expense.
- 9) Batters, on deck batters and runners are required to wear batting helmets with facemasks on the field at all times. Chin straps on batting helmets are optional as are fielding facemasks.
- 10) Catcher's equipment including shin guards, chest protector and face mask with throat protector is required during games and practices.
- 11) For safety reasons, jewelry cannot be worn by any player. If a medical alert bracelet or necklace must be worn, it must be taped to the body with important information visible.
- 12) Dugout personnel shall include one coach, one assistant coach, players and volunteer coaches. Statisticians may also sit in the dugout. All others should be in the stands or galleries.
- 13) Each Team is required to provide one person to either keep the scorebook or run the scoreboard for each game.
- 14) The league expects coaches to promote positive chatter and sportsmanship on the field. League supervisors will not tolerate abusive or derogatory remarks/language from the coaches, assistant coaches, players, or fans to any umpire, player, coach, or supervisory personnel. Any concerns with the behavior of ANY person at the field should be discussed with the field supervisor. Any infraction could result in immediate removal from the field and/or leased land.
- 15) Use of tobacco, alcohol, marijuana or illegal drugs will not be tolerated in the dugout, benches, or playing fields. Violators will be asked to leave.

- 16) In general, **ASA rules will be enforced unless a local league rule exists that will supersede an ASA rule.**
Local rules are determined by the MCGSL Board, with joint discussion from the other participating leagues and are made to support the overall purpose of MCGSL. Please see each League Specific rule sheet for a list of the local league rules (found on www.mcgsi.com).
- 17) All coaches will be given an ASA rule book at the beginning of each season. Local rule lists for each league will also be provided to the coaches in addition to being available online at www.mcgsi.com.
- 18) Any official protest will be reviewed by the MCGSL Board Members. The board ruling is final.
- 19) Protest forms will be available from the field supervisor. Protests will be allowed on matters relating to the rules as written by the ASA and local rules. Judgment calls cannot be protested.
- 20) The Regular Season schedule will be created by the MCGSL Board. The number of games and their locations will be determined each year by the Board, based on the location and number of the teams. The software used for this will determine who is "Home" and "Away" for each game.
- 21) Official time for the all games within all leagues will be kept by the umpire, under the supervision of the field supervisor.
- 22) Official Game time may be paused by the umpire or field supervisor for weather delays, injuries, and private conferences between the supervisor and umpire. The umpire and field supervisor are the only persons with the authority to pause the official game time.
- 23) The official start of a half inning is as soon as the 3rd out is made or the final run is scored in the previous half inning.
- 24) **Time Limits:** 60 Minutes for PeeWee & Rookie / 70 Minutes for Minor / 75 Minutes for Major
- NO** game should end with time left on the clock.
 - When time has expired, the current batter will finish their at-bat (if applicable), then the umpire will assess the game situation and determine if play should continue or if the game should be called based on the following guidelines:
 - If the team batting cannot score enough runs to tie or take the lead, then the game should be called.
 - If the visiting team is batting and ahead by more than 7 runs (5 for PeeWee), the game should be called.
 - If the home team is batting and is ahead by any number of runs, the game should be called.
 - In all other situations, the game should continue until a winner is determined either by finishing the inning with one team ahead or one team attaining a large enough lead that the other team cannot score enough to tie or take the lead in the current inning.
- 25) In the event of a tie at the end of a standard game, the following tie-breaker rules are followed (this format is followed regardless of whether or not time has expired).
- Major/Minor/Rookie - International tie breaker for one (1) inning only. If it is still tied after one tie-breaker inning, the game is recorded as a tie.
 - PeeWee games are recorded as a tie.
- 26) Shorthanded Rule:
- All MCGSL teams will start each game with at least 7 players. If a team does not have 7 players at the official scheduled game time they will forfeit by a score of 7-0.
 - Once a game has started with at least 7 players, if another player from the approved team roster arrives late, she can be added to the end of the lineup and inserted in the game defensively (a late arrival cannot be a borrowed player)
- 27) Borrowed Player Rule: *(this rule is to avoid forfeits when possible, not for strategic advantages)*

- a. In the event that a team is aware that they will have less than 8 players to start a game, they are allowed to use “borrowed players”. The borrowed player(s) must be from the same league or the league below but may not be more than 1 year too young for the league. (For example, Major to Major or Minor to Major if the Minor Leaguer is only 1 year too young for Majors.)
 - b. Any borrowed players must be inserted at the end of the lineup.
 - c. A borrowed player cannot play the position of pitcher or catcher in any league.
 - d. A team may use a maximum of 3 borrowed players.
 - e. Any team using a borrowed player is allowed a maximum of 9 players (10 for PeeWee and Rookie) on their roster for the game.
 - f. If, at any point during the game, a player from that team’s official team roster arrives late, the late arrival must be inserted for the borrowed player that is first in the lineup (this applies regardless of the number of borrowed players or total players). The borrowed player is then removed and cannot return for any reason. This same procedure is followed for any other late arrivals as well.
- 28) All players will bat in consecutive order. The expectation is that all MCGSL players will play at least 6 defensive outs per game. Free substitutions will apply for all girls and girls can be substituted as often as the coach deems necessary.
- 29) **Injured or Ill Player:**
- a. If a player is injured or ill and is going to miss her at bat, the coach must declare the player’s status at the time of her at bat before the next batter takes a pitch (if not declared she is assumed as “Possible to Return”)
 - b. “Out For the Game”: She can be scratched and skipped from that point with no penalty but she cannot return to the game for any reason.
 - c. “Possible To Return”: The player’s position in the lineup is an automatic out for the rest of the game unless the player returns to her spot in the order.
 - d. ****The Injured or Ill Player rule does not apply to PeeWee where no penalties for missing at bats are applied at all****
- 30) The League Standings throughout the season will be determined using three (3) prioritized tiers.
- a. Win-Loss-Tie Percentage: calculated by “Wins” + “½ Ties” divided by the total games played.
 - b. Fewest Cumulative Runs Allowed
 - c. Most Cumulative Runs Scored
- 31) NO Team may use the pitching machines or batting cages to warm up for a game.
- 32) No Team is allowed to practice on any field that is lined and prepared for a game. Using the outfield grass is ok but must be vacated for the team playing the game on that field if needed.

Rules for End of Season Tournaments

Tournament rules will follow the general and league specific rules with the following exceptions:

- 1) Tournament set up is a single elimination tournament and ALL games will be played **in Macomb**.
- 2) Tournament Brackets and schedules will be generated by the MCGSL board after the final regular season games. Tournament seeds will be based on the Ranks at the end of the regular season. The TOP team on the tournament bracket will be the home team at all times (generally this is the higher seed, unless there have been upsets).
- 3) No ties are allowed in tournament play. **ALL** leagues will follow the international tie-breaker until the tie is broken and one team wins. If a game is called during the tie-breaker innings due to weather, the

game status will be recorded by the field supervisor and the game will be resumed and finished at the rescheduled day and time.

- 4) Standard borrowed player rules apply during the tournament as well.
- 5) In order to participate in the tournament a player must be on the official team roster and must have at least one at-bat in more than half of the team's regular season games. (Exceptions can be made for sickness, injury, or other exceptional circumstances at the discretion of the MCGSL board).
- 6) PeeWee League tournament games will use the same batting rule as the last 2 weeks of the regular season, with no tee and the 7 pitch maximum still in effect.