



MOORHEAD SOFTBALL ASSOCIATION RULES AND REGULATIONS

MOORHEAD PARK DISTRICT RULES

1. **No pets** are allowed within the fenced enclosure for any reason.
2. Only beer sold by the MSA is allowed inside the fenced enclosure.
3. No Coolers (except those approved by the MSA) are allowed inside the fences at Centennial Fields
4. It is illegal to drink alcohol in the Centennial Fields parking lot.

MSA PLAYING RULES

1. **GOVERNANCE.** ASA Rules and Regulations will govern all play except those specifically described in league policies.

MSA LEAGUE PLAYING RULE POLICIES

League Contact Information

Website – minnesotaasa.com/moorhead

e-mail – rrvsa@minnesotaasa.com

Facebook – <https://www.facebook.com/rrvsa>

Rainout Hotline Number – 218-443-2766 (after **5:00pm**)

1. **PROTESTS.** All protests must be brought to the attention of the umpire(s) immediately. *Defined: Before the next pitch or appeal play is made.* A \$20.00 cash filing fee, paid to the umpire, must accompany all protests. This fee is returnable if the ruling is made in the protesting team's favor. Protests may only be made on rules interpretations and suspected illegal bats, **not on judgment calls.** A protested bat will be confiscated by the umpire and given to the supervisor, who will be accompanied by a member of the team who had the bat confiscated. Play will be resumed. If the bat is determined to be illegal, the bat will be tagged and returned after completion of the evenings play, and the \$20.00 returned to the protesting team.
2. **EJECTIONS.** Anyone ejected from a game must leave the complex within 5 minutes or the game will be forfeited to the opposing team. **It is the team manager's responsibility to ensure the offending player knows, understands, and complies with this rule.** The player ejected will not be allowed to compete in the current game, or play in the next game (even if the next game is the following week). A player ejected after the game is over and before the umpire has left the field will not be allowed to compete in the next

two games. A second ejection during the season will result in the player not being allowed to compete in the current, or play in the following three (3) games, or after the game is complete, the next four games. At the board's discretion, players who have been ejected twice during the season may be suspended from the league.

3. **FORFEITS.** Forfeit time for the first game is ten (10) minutes after scheduled game time. For the second game, forfeit time is scheduled game time.
4. **TIME LIMIT.** League games shall not exceed 55 minutes in length. Umpires are instructed to call 'last inning' at the 50 minute mark. The clock shall start at the completion of the umpires meeting, and the umpire will provide that time to both managers. League games tied at the time limit will be ruled a tie. The last scheduled game of the night may be allowed to continue past 55 minutes, at the sole discretion of the umpire.
5. **BALLS AND STRIKES.** All games will use a 3/2 count with no courtesy foul on the second strike. The pitching arc will be between 6 and 12 feet from the ground, as judged by the Plate Umpire. In district and state tournament play there are no courtesy fouls. **Arguing balls, strikes and/or illegal pitches may be grounds for ejection.** All non-league tournaments will use the ASA arc limits of 6-10'.
6. **BATS.** Legal bats have been approved by the ASA and have a 2004 ASA stamp. Bats with a 2001 ASA stamp and listed on the ASA Legal Bat List as posted on the ASA web site are also considered legal. Bats listed on the banned bat list on the ASA web site are always ILLEGAL, as are bats with a 2001 ASA stamp not on the LEGAL bat list. The MSA reserves the right to declare a bat illegal for league play for any reason. Bats that fail the barrel compression test will be removed from play. Repeated attempts to use the same bat will result in confiscation of the bat, to be returned at or after fall League Meeting.
7. **RUN RULE.** 15 runs after three (3) and four (4) innings, and 10 runs after five (5) innings.
8. **HOME RUNS.** There is no home run limit in league play.
9. **CASUAL PROFANITY.** Casual profanity pertains to expletives not directed at players or umpires, but uttered by a player, manager, coach, frustrated with themselves, a player, or fan. The penalty for casual profanity is an "out" against the offending team.
10. **SPIKES.** Steel spikes are not allowed in league or post-season play.
11. **COMPLETE GAMES.** In the case of rain, a game will be considered complete after four (4) full innings of play, or three-and-a-half (3 ½) innings if the home team is ahead.
12. **ROSTERS.** All players must sign a roster prior to participating. All rosters must be submitted online one week prior to play of the team's first game. Additional players may be added to the rosters using the Official roster addition form. League rosters are unlimited, but for State tournament participation they are limited to 20 players, and those players must be on the roster no later than July 1 of each year. Players 14 and 15 years old may play only with their parent's written consent. No players under 14 are allowed.

- 13. PICK-UP PLAYERS.** During league play only, players will be allowed to play with any team, so long as they are signed on any team's roster for the same league night. The intent is to minimize forfeits, and ensure all teams can enjoy playing as often as possible. Abuse of this rule will be moderated and determined solely by the league supervisor.
- 14. LINE-UPS.** Eight (8) players are needed to start and finish a game. No outs are charged to a team that starts with eight (8). A 9th and/or 10th player may enter the game at any time and MUST bat in the ninth/tenth position in the line-up. Teams may have an unlimited number of players in the batting order, with any ten (10) in the field. Should a player leave the game due to any reason *other than ejection*, their team must either insert a substitute player, or take an out at the player's spot in the line-up. Ejected players must be replaced by a substitute, or the team will forfeit.
- a. ASA sponsored (non-league) tournaments limit batting orders to 11 batters
 - b. Co-Ed Lineups: *see below*
- 15. COURTESY RUNNERS.** Standard ASA courtesy runner rules will be followed. One courtesy runner per inning. *Rule 8, Section 9, B2 & C*
- 16. STEALING.** Stealing is not allowed in MSA league play.
- 17. ALCOHOL & TOBACCO USE.** Per ASA regulations, no alcohol or tobacco use is allowed on the field or in the dugouts during the play of the game. Any alcohol not sold by MSA found in possession of a team during games will result in the offending team forfeiting the game. Any alcoholic beverage not sold by MSA is strictly prohibited. The team of a player(s) found with such a beverage will forfeit their current (or next) game, at the sole discretion of the night supervisor.
- 18. BLOOD AND MEDICAL SITUATIONS.** Players or coaches who are bleeding, or have blood on their uniform, will be required to cover the blood in any manner possible before being allowed to resume play. Umpires will use their judgment to determine the time allowed to wait for the player to cover the blood. Substitution and re-entry rules apply for players unable to return to the game. **IT IS RECOMMENDED THAT ALL TEAMS SUPPLY THEIR OWN FIRST AID KITS. Insurance regulations prevent the MSA from providing or administering medical assistance.**
- 19. RAINOUTS / MAKEUPS.** Seasons are scheduled for 13 weeks (26 games) with the understanding that some games may not be played due to weather conditions. Games missed due to inclement weather will not be made up. Decision for weather cancellation is made by the City of Moorhead park employees until 4:30 PM. After this time, decision to cancel will be made by MSA Board members. Cancellation decisions will be posted via available methods of communication (Phone VM message, Facebook, Email, etc) as early as possible and appropriate.

CO-ED RULES

1. **LINE-UPS.** Teams must begin with at least eight (8) players, four (4) female and four (4) male. No outs are recorded. Teams may play with nine (9), (5 female and 4 male) and will not take an out in the tenth batting position. Teams with ten (10) players may play with five (5) female and five (5) male, or with more female than male players, as long as the minimum roster requirements are met (8 players, 4 female and 4 male).
 - a. The 9th or 10th player may enter the game at any time and **MUST** bat in the 9th (or 10th) position in the line-up, and the Male/Female/Male/Female batting order must remain intact
 - b. Should a player leave the game due to any reason *other than ejection*, their team must either insert a substitute player ***of the same gender***, or take an out at the player's spot in the line-up. Ejected players must be replaced by a substitute ***of the same gender***, or the team will forfeit.
2. **BATTING ORDER.** Batters must alternate female and male, or male and female. An out will be recorded whenever two males bat back-to-back. Unlimited batting orders are allowed as long as batters alternate male/female or female/male, or females bat back-to-back.
 - a. ASA sponsored tournaments limit batting orders to 12, 6 men and 6 women.
3. **FIELDING POSITIONS.** No more than six (6) players may occupy infield, and no more than four (4) players may occupy the outfield positions prior to the pitch release. The dirt portion of the infield is considered the demarcation line. Infield players must have two feet in the infield dirt to be considered in the proper position, until the pitch has been released. After the pitch is released, players may move about the field.

BATTERY:	1 male and 1 female
INFIELD:	2 female and 2 male
OUTFIELD:	2 female and 2 male
4. **WALKS.** If a male is walked, he is awarded two bases when there are less than two outs, and the next female batter **MUST** hit. When there are two outs, the male is still awarded two bases and the next female batter has the **OPTION** to hit or walk.
5. **WRONG SOFTBALL USED.** If it is determined that the wrong ball is being used prior to a pitch, the ball is immediately swapped for the correct ball. Any result of any ball being put into play will *not* be reversed if it is determined after the fact that the wrong ball was pitched.

YOUTH SOFTBALL RULES

Youth rules are the same as those listed above for adult and Co-Ed softball, with the following exceptions:

- 1. AGE LIMITS.** The MSA Youth softball league is limited to players aged 12 to 17. Players may not play if they turn 18 during the current season.
- 2. ROSTER.** All players must sign the roster to be eligible to play. Players aged 12 to 15 need signed parental consent to play. Players 16 or 17 need only their own signatures. Players must be signed to the roster at least one week PRIOR to the league tournament. No players may be added to the roster the week of the tournament. Players signed to any league roster may play for any team during the season.
- 3. BATTING ORDER.** Teams may have an unlimited batting order as long as at least five females bat. The first ten (10) must alternate according to gender, after that, males may bat back-to-back without taking an out. If only four females bat, the line-up may contain only five males, and an automatic out will be recorded in the 10th hitting position.
- 4. LINE-UP CARD.** Only players listed on the blue line-up card handed to the umpire before the start of play may participate in that game.
- 5. PITCHING.** For safety purposes, it is required that pitchers pitch from the rubber. Both feet on the ground with one or both on the pitchers plate. 16" the pivot foot must be in contact with the pitcher's plate throughout the delivery
- 6. PLAYS AT THE PLATE.** To reduce the chance of injury during plays at the plate, a defender need only have the ball in their possession and touch the plate to put-out the runner trying to score, even when there is no force play. **NO TAGS!!** However, it is recognized that a runner might be able to return to third base on the play, on those plays it will be entirely up to the umpire's judgment on whether the runner intended to try to score on the play before returning to third base. If, in the **umpire's judgment**, the runner intended to try to score on the play before returning to third, and the defensive player with the ball touches the plate without having to retrieve the ball, the umpire shall declare the runner on third **OUT**.

INVITATIONAL TOURNAMENT RULES

- 1. PICK-UP PLAYERS.** The MSA allows Pickup players for tournaments in the event the team participating maybe short players. Teams are allowed a maximum of three (3) players. If you have 7 or 8 of your own rostered players, you are allowed 3 Pickup players, if you have 9 then you are allowed 2.
 - a. Pickup players must be from a team the same classification or lower than the team they will be playing with.
 - b. Pickup players must wear their own team's uniform
 - c. Manager must report any Pickup players to the Tournament Director before their first game.
- 2. ASA REGISTRATION.** We are an ASA league, and your team must be registered with ASA to be able to participate. If your team is not registered with ASA, we are able to assist you with that process.
- 3. BATS.** MSA tournaments only allows ASA approved bats, (see ASAsoftball.com for current list). All bats must be checked before your first game is played. Bats are also subject to random testing throughout the tournament duration.

MSA BOARD MEMBERS

Please contact a board member if you have any questions or concerns with the above rules. We thank you for choosing to play in Moorhead, and we hope you have an enjoyable summer!

Phil Shiek	-	701-261-9236
Kurt Schlichting	-	701-361-3947
Nick Rasmussen	-	218-329-9849
Jared Donat	-	218-443-5515
Blair Kemmer	-	701-361-0275
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