



## **2017 League Rules / Bylaws**

**\*\* For all rules not contained below, please refer to the NSA rulebook \*\***

### **SCHEDULE INFORMATION**

- a. Teams will only play within their own division.
- b. The schedule will try to reflect equal home/away games. Predominantly A division teams will play Mondays and Thursday while B division teams will play Tuesdays and Wednesdays.
- c. The City of Calgary maintains a rainout line [(403) 268-2300] and a rainout website for all of the MRA Softball League diamonds. The diamond staff will generally update the service by 4:00PM on the date of the game. If the City of Calgary closes your diamond there is no need for your team to show up for your game.
- d. Only the umpire can call or cancel a game at the diamond (Note: four [4] completed innings is a completed game).
- e. Rainout games will be rescheduled at the MRA Softball League executive's discretion on prearranged rainout days.

#### **Rainout dates for 2017:**

- (1) Friday, June 16, 2017 – Shouldice Athletic Park.
- (2) Friday, July 14, 2017 – Sunday, July 16, 2017 – Shouldice & Centennial Diamonds.

### **DIVISIONS / PLAY-OFFS / CITY CHAMPIONSHIPS**

- a. There will be [2] divisions of ten [10] teams (if possible).
- b. At the end of each season the MRA league committee will determine if teams need to move up or down within our divisions.
- c. All teams will make the playoffs.
- d. Playoff dates for the 2017 season will be August 10 – 12, 2017.
- e. A double-knockout format will be used for the 2017 playoffs.
- f. Tiebreakers for the REGULAR SEASON STANDINGS are:
  - 1. Wins against each other.
  - 2. Run differential between teams that are involved.
  - 3. Softball Canada Tiebreaker System (if required).
- f. The MRA representative teams for the Softball Calgary City Championships will be determined after all teams have completed the full regular season.
- g. The MRA league sends 2 teams to cities. There is one team sent from each division.

## **FINES**

- a. There is a \$100.00 fine for defaulting a game.
- b. There is a \$100.00 fine for missing either of the two mandatory pre-season league meetings.
- c. There is a \$100.00 fine for not volunteering at the City Championships if your team has qualified.

## **ROSTERS**

- a. Team rosters must have a minimum of fifteen [15] players. All rosters must contain at least five [5] female players. Team rosters can have a maximum of twenty five [25] players.
- b. **PLAYOFFS ONLY:** All teams must have a copy of their roster and all players must have identification to prove they are on the roster.
- c. The final roster entry deadline is June 15, 2017.
- d. Changes to rosters after June 15, 2017 may be done for season ending injury [doctor's note required], transfers out of the city [letter from employer required] or pregnancy. A \$50.00 fee is required for changes after the cutoff date.

## **GAME LENGTH / SCORE SHEETS**

- a. Games each night will begin at either 6:15PM [early] or 7:40PM [late] (6:25P.M. or 7:50P.M. after May 26, 2017)
- b. All games are scheduled to last ONE HOUR and TWENTY MINUTES [1:20]. No inning will start after ONE HOUR and TEN MINUTES [1:10].
- c. If the last inning cannot be completed in full due to darkness or rain, the score of the last completed inning will be the final score of the game. Four [4] completed innings is a completed game.
- d. If a team does not have the required amount of players to field a team at game time they are given a twenty minute [0:20] grace period for the required players to show up. If at the end of this twenty minute grace period the team still does not have the required players they will default the game.  
Important note: If a team has the required amount of players to begin a game then they are not given a grace period for additional players to show up [the game begins at the scheduled start time]. See the players allowed section for the amount of players required to field a team.
- e. There is a \$100.00 fine and a two [2] point deduction for defaulting a game. The winning team [non-defaulting team] receives a seven [7] to zero [0] victory and two [2] points in the standings.
- f. The winning team will enter the score on the website.
- g. Score sheets are to be confirmed by both teams on completion of a game.

**NOTE:** FOUR [4] COMPLETED INNINGS IS A COMPLETED GAME

## **SUSPENSIONS**

- a. Any abuse of umpires will not be tolerated and will result in an AUTOMATIC 3 GAME SUSPENSION. 2<sup>ND</sup> OFFENSE IS AN INDEFINITE SUSPENSION WHICH WILL BE REVIEWED BY THE LEAGUE COMMITTEE.
- b. Being ejected from a game will result in an automatic one [1] game suspension.
- c. All suspensions are immediate from the ruling by the committee. Ejection suspensions are for the next game following the ejection.
- d. All suspensions carry over into playoffs.

## **PROTESTS**

- a. All protests must be submitted to the league committee via email within 24 hours of the protested game and will be dealt with as soon as is possible.
- b. To ensure the quality of our umpires problems with umpires must be stated in writing as soon as is possible.
- c. The decisions of the league committee are final.

## **PLAYERS ALLOWED**

- a. Teams may not play with fewer than nine [9] players and must always have a minimum of two [2] females and a maximum of seven [7] males on the field [defensively]. All games must start and end with the minimum amount of players required to begin a game.
- b. If a team begins a game with nine [9] players then they must start the game with an auto out anywhere in their lineup. If at any time during the game a tenth [10] player shows up, that player can be inserted into the lineup immediately (Note: an extra player [E.P.] cannot be used when starting a game with nine [9] players).
- c. Players that are included on an “A” division roster cannot substitute for another ‘A’ division team.
- d. **INJURY CLAUSE:** If during a game one [1] or more players are injured and cannot continue, the game may continue provided the team with the injured players still has the required amount of players as per above. Lost [injured] players are an automatic out in the batting order unless replaced.
- e. **BLOOD RULE:** The MRA Softball League will follow the NSA rule for open wounds and blood. It is highly recommended that each team have a first aid kit on their bench as a player that is bleeding or has an open wound cannot continue playing until they have been properly treated (umpires discretion).

## **BATTING LINE-UPS AND EXTRA PLAYERS**

- a. All batting lineups must contain the same amount of batters at the beginning and the end of all games. If a player is required to leave a game prior to it’s conclusion and there is not another batter to fill their spot then their position becomes an auto out.
- b. Teams may use EXTRA PLAYERS [E.P.] in their batting lineup. An E.P. can only bat. They may not play the field [defensively] unless another player becomes the E.P. Teams may use one [1] male and/or one [1] female E.P. (a maximum of two [2] E.P.s can be used and a maximum of eight [8] males can be in the batting order).

## **EQUIPMENT**

- a. When a male is batting they will be pitched a 12” diameter, .44 COR optic [yellow] ball.
- b. When a female is batting they will be pitched an 11” diameter, .47 COR optic [yellow] ball.
- c. If a player is pitched an incorrect ball the batting team has the option of accepting the outcome of the play or requesting that the correct ball be pitched to the batter.
- d. Metal cleats are not allowed in any MRA Softball League game. If a player is found by the umpire to be wearing metal cleats the player will be ejected from the game.
- e. During MRA Softball League preseason seeding round, regular season or playoff games players are not required to wear uniforms alike in colour and style. Ball caps and visors that are worn by more than one player do not have to be identical or worn properly. The MRA Softball League executive committee requests that all teams work towards obtaining uniforms for their teams however uniforms are not mandatory. Note: Teams qualifying for the City Championships must wear uniforms alike in colour and style during the City Championship tournament.
- f. The MRA Softball League follows USSSA bat regulations. Any bats that do not have this certification require an MRA 2016 sticker attached.
- g. The Jak’d Nemesis LEYSSP-1 and LEYSSP-2 bats are not allowed in MRA Softball League play.

## **UMPIRE INFORMATION**

- g. If an umpire fails to show up the game will be played with both teams umpiring the games themselves (you will umpire when your team is batting). Self umpired games cannot be protested and both teams must continue until the conclusion of the game (if a team quits a self umpired game they will default the game – see above for defaulting rule).
- h. The umpire’s call is final. Teams are not allowed to argue any judgment call. The umpire reserves the right to change his / her call.
- i. Only team captains are permitted to question the umpire. Umpire abuse will not be tolerated (please see above suspensions section for more information).

## **WALKS**

- a. If a male is walked on any four [4] balls and a female batter follows, the male batter will automatically be awarded a walk to second base and the female batter has the option of walking to first base or batting as usual. This rule only applies if the female batter is in the on deck circle during the male batter’s at-bat.

## **SAFETY BASE, COMMITMENT AND HOME PLATE LINES**

- a. The home plate (safe) line will be used. There is no commitment line. To be safe at home a player must have their foot down across the safe line before the catcher has control of the ball while touching home plate.
- b. If a runner stops prior to going over the safe line, the runner must then be tagged to be out (or a player must have control of the ball while touching home plate if the runner makes another attempt to score).
- c. If a runner touches home plate they will be called out.

## **COURTESY RUNNING**

- a. All batters must reach first base prior to a courtesy runner being used.
- b. A courtesy runner must be of the same sex as the batter.
- c. A maximum of three courtesy runners per game are allowed.

## **BASE STEALING**

- a. Stealing is permitted once a pitched ball has landed across home plate.
- b. A ball landing on or before home plate is a dead ball and all base runners must return to the last touched base prior to the previous pitch.
- c. If a base runner leaves their base prior to the ball landing on the ground during the pitch they will be called out. No lead offs are allowed.

## **HOME RUNS & GROUND RULE DOUBLES**

- a. There is a three [3] then one [1] up rule for out of the park home runs. Both teams may hit three [3] out of the park home runs. Once one team has hit three [3] out of the park home runs, they may not hit another until the opposing team has hit three [3]. If a batter hits an additional home run before the opposing team has reached three [3], the batter will automatically be called out.
- b. A ball landing in fair ground and then bouncing over the outfield fence or through open gates in fair or foul ground is ruled as a ground rule double.
- c. A ball becoming lodged in the outfield fence in fair ground is ruled as a ground rule double.

## **MAXIMUM RUNS PER INNING / MERCY RULE**

- a. A maximum of five [5] runs per inning (with exception of the last inning) are allowed.
- b. The last inning of each game is unlimited (the defensive team must record three [3] outs for the inning to end).
- c. If, after completion of 5 innings one team has a lead of thirteen [13] or more runs, the game will end as a mercy.