



Rules & Regulations

All games will be governed by the NSA; however, rules and regulations will be adhered specific to MSBL (Malton Softball League).

1.0 Player Eligibility

******Everyone associated with the League must Register themselves in the NSA Player Registration or will be deemed an illegal participant within the league. ******

1.1 Players must be 17 years of age or older to participate in MSBL. (Exceptions can be made by the MSBL Management)

1.2 Proof of identification may be required to verify eligibility.

2.0 Equipment

2.1 MSBL will be using 12" hot dot balls for the Men's Division, and 11" hot dot for the Ladies division.

2.2 MSBL only allows the use of Softball Bats that have either (or both) of the two stamps on it below. Any bats that do not have these stamps will be deemed illegal and cannot be used for league play.



2.3 No METAL cleats or METAL jewelry will be allowed. Players should refrain from wearing any metal jewellery, you may be required to remove it before entering

the field of play. For all other types of jewellery, if distracting the umpire may ask the player to remove it.

2.4 MSBL **HIGHLY** recommends protective equipment for softball. This includes, but is not limited to, batting helmets, facemasks, shin guards, chest protectors and Sports Jock. (Please note that the use of any form of protective equipment is at the individual participants discretion unless the league/tournament the participant chose to play in has made certain protective equipment mandatory within their guidelines and or rules).

2.5 MSBL Pitchers are **highly recommended** to wear a face mask. Shin pads are also recommended.

2.6 Players that do not have the minimum uniform will receive an auto out every other AB. Minimum uniform consists of the league provided jersey.

2.7 Players may wear their hats forwards or backwards without being called out at bat. (Umpires may advise to wear hat forwards)

3.0 MSBL Playing Rules

3.1 A minimum of 8 players is required to start a game. A 10-minute grace period will be given, after which the offending team will forfeit. A \$75 fine will be issued in the case of a forfeit.

3.2 A team having 8 players may request a NON-fielding catcher from their opponent. The opponent **MUST** provide this player.

3.3 Late arriving players can be added to the lineup at any time in the game upon their arrival. They will assume the last position in the batting lineup. **(Player will not be allowed to play if they arrive after the 3rd inning has been completed.)**

3.4 Failure to field 8 players will result in a forfeit.

3.5 In the case where a team has <10 players, they may call up either 1 or 2 from the subs list (Restrictions apply, please refer to Subs section). If the team requires more than two subs, the team will play short handed.

3.6 Subs are **NOT ALLOWED** to play the following positions: **SS, LCF and RCF**. **Subs will always bat at the end of the batting order.** (Subs will be exempted from wearing league jerseys)

3.7 No full-time player will be benched for 3 innings or more for a Sub during a game.

3.8 Dimensions of the diamond will be as governed by the NSA. Pitching distance will be between 50 feet and 60 feet.

3.9 Games will be played 7 innings or within the imposed time limit:

- *Men's Division - 70 minutes, no new inning after 60 minutes (time permitting/ Umpires discretion)*
- *Ladies Division – 70 Minutes, no new inning after 60 minutes. (Time permitting/ Umpires Discretion)*

3.10 If time is running short, the umpire will announce time left before cut off. If the visiting team is trailing and allows the home team to bat and time runs out during their at-bats, those runs and at bats will **NOT** count towards stats and run differential.

3.11 If a game runs for the full allotted time based on the umpire's clock/judgement, the game will be considered complete and the last completed inning will be considered the final score.

3.12 A commit line of 28 feet will be added, players crossing the commit line and returning will be called out.

3.13 A mercy of 5 runs per inning will be in effect for the first 6 innings of the game. The 7th or last (as declared by the umpire) inning shall be unlimited.

3.14 Warm up prior to games must be restricted to the outfield. No infield warm up may take place.

3.15 Grace period of 10-minutes from listed time will be observed before a game is defaulted. (Umpire & MSBL Management will make the final call)

3.16 Any team found delaying the game by the umpire will receive a warning and may forfeit the game.

3.17 A team shall be declared winner if they are 15 or more runs ahead of the opposition after 4 complete innings (3½ if the home team is leading).

3.18 Bases will be 65' apart.

3.19 All at bats will start with a 1 ball, 1 strike count.

3.20 Rules below govern players leaving a lineup.

(i) An injured player may be removed from the game and will be skipped in the batting order without resulting in an out.

- (ii) Any player leaving the lineup for non injury reasons will be declared out only in their next AB. They will simply be skipped thereafter. If a player leaves in the middle of an AB they will be declared out in that AB and their next time up at bat.*
- (iii) If a team roster falls below 8 active players due to 3.5 (i) or (ii) the team will forfeit the game at that point. The game will not continue.*

4.0 Running

- 4.1** Subject to 4.2, there is a limit of 4 courtesy runners per game. **Any player** can be the courtesy runner.
- 4.2** Each team may declare a designated player prior to the beginning of a game who may be replaced as a base runner by a courtesy runner an unlimited number of times, provided that the player reaches at least first base. The courtesy runner **MUST** be the player that made last out. If no previous outs have been recorded in the inning it will be the player that made the last out in the prior inning, unless it is the first inning, in which case it will be the immediately prior player in the lineup that is not on base. A team that has declared a designated player does not have to use a courtesy runner each time the designated player reaches base.
- 4.3** If the team elects to use the designated player in 4.2, it will have a limit of 3 courtesy runners per game.
- 4.4** A designated player **CANNOT** be a courtesy runner for another player during that game.
- 4.5** A courtesy runner replaces the batter after the batter has safely reached a base.
- 4.6** Sliding is permitted at all bases, except home plate. Sliding at home plate will result in an automatic out.
- 4.7** Stepping on the strike mat by a runner shall be ruled an automatic out. **No player can be tagged out at home plate.**
- 4.8** Except in the case of rounding the base, stepping on the white portion of first base, and not the orange safety portion, shall be ruled an automatic out.
- 4.9** Leading off is not permitted. However, an “anticipation step” is allowed by runners on base after the ball has reached the plate or has been offered at. Any player deemed to have left early by the umpires shall be declared out. **(Umpires discretion)**

5.0 Batting

- 5.1** A foul ball on second strike will be deemed an out.
- 5.2** Bunting is illegal. Any player ruled to have bunted be it fair or foul shall be declared out.

- 5.3 HRs do not require any bases to be touched, nor any runners to advance. It will be scored as though all runners including the batter-runner have crossed. No appeals are permitted.
- 5.4 Home run differential will be set at 3 (Over the fence)

6.0 Pitching

- 6.1 The pitcher must start with both feet inside the pitching circle and end with at least one foot in the pitching circle.
- 6.2 A pitch must be thrown between 6 feet to 12 feet high, failure to do so will result in an illegal pitch. (Umpires discretion)
- 6.3 An illegal pitch is a live ball that can be hit or swung at. When not swung at the pitch will be automatically called a ball, regardless of where it lands. (Umpires discretion)
- 6.4 A strike is a ball that either lands legally on home plate or the strike mat, offered at by the batter, or is fouled off.
- 6.5 If a team wishes to intentionally walk a player, they do not need to throw a pitch. They can simply indicate their desire to walk the player.

7.0 Umpires

- 7.1 Any rule not covered by these rules will be at the discretion of the umpire.
- 7.2 Any intent to injure shall be ruled an automatic ejection and is subject to suspension and/or fine.
- 7.3 Any ejection will result in an automatic next game suspension. Additional suspension and fine is at the discretion of MSBL Commissioner.
- 7.4 An ejected player must leave the park and cannot remain on the bench, bleachers, or vicinity of the diamond.
- 7.5 The umpire will monitor the timing of the game on his clock and will declare the last inning when appropriate. See 1.09.
- 7.6 The umpire is the ultimate authority on the field.

8.0 Fines & Suspensions

- 8.1 A forfeit will result in an automatic \$75 fine to cover the cost of the diamond and umpires – **teams should advise the league as early as possible to avoid this fine.**
- 8.2 No profanity *in any language* will be tolerated. Fines will be issued according to the following stipulations.

(a) **First Offence** – \$20 Fine

(b) **Second Offence** – \$20 Fine, Player to be called out in his next AB

(c) **Third and Subsequent Offences** – \$20 Fine, Player to be called out in his

next AB, suspension from the next game

- 8.3** Zero tolerance in any kind of physical altercation, this may result in removal from the league and future participation.
- 8.4** Any player found to be consuming alcohol or using drugs will be automatically removed from the game. Suspended pending review and be issued a \$200 fine.
- 8.5** Any inappropriate behaviour on the field can result in a suspension issued by the MSBL Organizers, this suspension is independent of any action taken by the umpire at the game.
- 8.6** Smoking of cigarettes, cigars, vapes or other products, be they conventional or electronic, on the field or inside the dugouts will result in immediate ejection of the player committing the offence.

9.0 Scoring

- 9.1** Decisions made by the scorekeeper(s) are to be impartial; a player cannot speak with the scorekeeper to influence their decision. The only time a player is to converse with the scorekeeper is to ask for overall game information such as the score, homerun limits, mercy rule limits and current inning. Any conversation with the scorekeeper regarding personal stats is strictly prohibited. Warning and fines may be issued if a player participates in this behaviour. Any mistakes/opinions in a player's personal stats should be discussed with a players General Manager who can investigate further with the league management at his own discretion.
- 9.2** Managers should submit their lineup to the scorekeeper at least 5 minutes prior to the start of the game.
- 9.3** A forfeit will be ruled as a 12-0 loss (equivalent to a mercy).
- 9.4** Wins will be 2 points, Ties will be 1 point, and Losses are 0 points. Rain outs will be split points (tie). MSBL Management will try their best to reschedule the games at the end of the season.
- 9.5** Tie breakers are as follows: Points, Wins, Run Differential (RF-RA), Runs for, Head-to-Head, Fewest Losses, Coin Toss
- 9.6** A complete game is the completion of 4 innings (3.5 with the home team ahead)

Player Code of Conduct

- ZEROTOLERANCE FOR VERBAL ABUSE OR THE USE OF PROFANITY TOWARD AN UMPIRE OR NSA CANADA OFFICIAL IN ANY LEAGUE OR TOURNAMENT PLAY: a. Immediate ejection from the game. EFFECT: The offending person(s) must immediately leave the field and has one minute to completely leave the facility until the game is over. b. Failure to leave the game will result in a forfeiture of the ejected player's team for that game. Failure of the ejected player to leave the facility will result in a three (3) game suspension from league play or in tournament play, for the rest of the tournament.
- Code of Conduct - All officials, directors, executive members, volunteers, player classification members and or participants with NSA Canada shall adhere to the NSA Canada code of conduct. This means treating all participants in any NSA Canada event with respect and dignity. Any breach of this shall be considered as Conduct Unbecoming of a member of NSA Canada and may be subject to suspension and/or probation. This discipline would be decided by NSA Canada. Any person(s) whom bring forth legal action against NSA Canada will be subject to immediate removal from the Player Classification System (PCS). Removal from the PCS will make any and all ineligible to participate in any NSA Canada Sanctioned event and an indefinite suspension will commence immediately. NSA Canada reserves the right to share on a case-by case basis all pertinent information with any and all sanctioning and or governing bodies.

Any rules that are not covered in the above document, MSBL will follow NSA rules. <https://nsacanada.ca/rules/>

*****Exceptions can be made by the MSBL Management at any given time for all the above rules. *****