



## Metro Detroit Softball League Operating Code

Article 1- Game Sites.....	2
Article 2- Game Length .....	2
Article 3- Forfeits.....	2
Article 4- Game Records .....	2
Article 5- Point Scoring for League Standings .....	3
Article 6- Season.....	3
Article 7- Postponements .....	3
Article 8- Roster Changes.....	3
Article 9- End of the Season Tournament Eligibility .....	4
Article 10- End of the Season Tournament.....	4
Article 11- Umpires .....	4
Article 12- Protests .....	4
Article 13- Ejected Players .....	5
Article 14- Substance Abuse.....	5
Article 15 – General Ground Rules .....	5
Article 16 – Verbal Abuse .....	5



### **Article 1- Game Sites**

- A. All games must be played on assigned diamonds as listed on the league schedule. Ground rules for each diamond will be determined before the start of the season. **NO GAME** shall be played on a makeshift diamond. Umpires are not authorized to move a game site.
- B. Starting times shall be adhered to as designated on the schedule distributed by MDSL to its members. There is **NO GRACE PERIOD**, for any games. The schedule will designate home and visiting teams.

### **Article 2- Game Length**

- A. The official start of a game shall be when the umpire calls for the home team to take the field. No new inning of any game shall be started after 1 hour and 10 minutes has elapsed since the start of the game, regardless of the number of innings played.
- B. Any team ahead by at least 20 runs at the end of 3 innings, 15 runs at the end of 4 innings and 12 runs at the end of 5 innings (or any completed inning thereafter) shall be declared the winner of the game. The umpire must terminate the game at that point. This rule is in effect throughout the regular MDSL season.
- C. Any incomplete game suspended due to rain will be replayed as a new game. Any incomplete game called for time limit will stand.
- D. Any game that ends in a tie score shall stand, except for playoffs. If time remains and the score is tied after 7 innings, another inning may be played to break the tie.

### **Article 3- Forfeits**

- A. If only one complete team shows up for a game, ( must have 8 Players) the team that fails to appear will be declared the loser by forfeit. The score will be 7-0. The team that forfeits also loses a team standing point, and seven (7) runs from their season runs scored total.
- B. The umpire must sign the official score sheet and indicate which team has forfeited the game.

### **Article 4- Game Records**

- A. Each team must keep a scorebook at all times. Each team must keep score for the opposing team in their own scorebook. The home team must keep the official score sheet.
- B. The umpire must sign the official score sheet at the conclusion of each game.
- C. Both team manager's are responsible for turning a copy of the batting order over to the opposing team, not the umpire. All roster sheets must be signed by the team manager and turned in before the 1st regular season game has started. If it is not turned in, then the team, and its players, will not receive credit for playing that game, and it will be ruled a forfeit.



## **Article 5- Point Scoring for League Standings**

- Win = 2 points
- Tie = 1 point
- Loss = 0 points
- Forfeit = (-1) point

League standings will be determined by ranking the teams in descending order. The team with the most points will be ranked as the 1st place team down to the team with the least amount of points. in order to determine rank when a tie exists:

- A. Head to Head
- B. Run differential against each other
- C. Record versus the rest of the divisional teams
- D. Record in Interleague Play
- E. Coin Flip

## **Article 6- Season**

The MDSL season will consist of two rounds of teams playing each other for 11 weeks, then followed by a one (1) week end of the season tournament.

## **Article 7- Postponements**

- A. Requests for postponement will not be considered. Special scheduling will be done to accommodate teams to participate in Motor City PrideFest each June.
- B. The Commissioner will call the team managers for cancellations due to weather or diamond conditions (and post such notices on the MDSL web page in a timely manner). Text messages will be sent out to any players who sign up for the service through the MDSL web page. The team manager is responsible for alerting all team members, not the MDSL Executive Board.

## **Article 8- Roster Changes**

- A. Each team can add/delete players to its roster until the end of week 3 or game 6. Teams adding player(s) to its roster must submit the players' registration form and fee, and contact the MDSL Secretary. All players who play for MDSL must pay the \$30.00 entry fee, NO EXCEPTIONS. If a team needs to add a player after week 3 or game 6, then the team manager must receive permission from all teams within their division, and the MDSL Executive Board. No additional players may be added to a teams roster after the final game of the regular season has been completed. Teams may not bring in players to compete in the end of the season tournament.
- B. The use of illegal players, including a player who is not properly registered with the league, will result in the following:
  - 1. Forfeit of all games in which said player participated
  - 2. Suspension of said player
  - 3. Possible suspension of said team



- C. Team managers will be notified of such violations in writing, based upon review by the MDSL Executive Board.
- D. There is no refund of player fees, unless you provide medical documentation that prevents you from playing again for the remainder of the season. No player refunds will be given out after week 5 for any reason.

#### **Article 9- End of the Season Tournament Eligibility**

- A. A player must be a member in good standing with MDSL. No debts can be owed to MDSL.
- B. A player must have completed all roster forms, and signed them, before the end of the regular season.
- C. No new player may be added to a teams roster to avoid forfeiting a game in the end of the season tournament.

#### **Article 10- End of the Season Tournament**

- A. A winner must be determined in every game.
- B. Mercy rule is in effect for every game.
- C. Time limit is in effect for every game, except the championship games.
- D. Home team is the higher seeded team.
- E. MDSL Executive Board must have the tournament format on the league web page by Tuesday 8pm, after the last regular season week of play.

#### **Article 11- Umpires**

- A. The fee for each umpire for 2009 is \$25.00 per game.
- B. The umpire fee is paid by the MDSL Treasurer.
- C. Should an umpire fail to appear for a game, and another USSSA registered umpire can't be found, the game shall not be played. Insurance regulations prohibit the use of volunteer umpires. Both teams shall notify the Commissioner. The game shall be re-scheduled.

#### **Article 12- Protests**

In lodging a protest, the umpire **MUST** be notified that a protest is being filed **at the point in time of the infraction and before the next pitch is thrown**. The umpire is required to sign the scorebook immediately, before resumption of the game. Failure to follow these procedures will void the protest.

The MDSL Executive Board must receive notification of all protests within 24 hours of the dispute via email or telephone. Emails can be sent to any MDSL Executive Board member, and telephone calls can be made as well to any MDSL Executive Board member.

Each Protest must be formally submitted in writing within 48 hours in detail giving exact time, date, inning, copies of scorebook pages, weather conditions (if relevant), umpire, circumstances of protest, rule violated, and umpire signature.



**A certified check or money order for \$25.00 must accompany the protest letter.**  
The MDSL Protest Committee will examine the evidence presented, and respond prior to the next scheduled play date. If the protest is upheld, the team that filed the protest will have its money refunded.

### **Article 13- Ejected Players**

- A. Any player, team member or representative ejected from a game for non-physical un-sportsman-like conduct three (3) times during the entire season (including end of the season tournament) will be suspended from the league until the individual petitions, and meets with, the MDSL Executive Board. It will be at the discretion of the MDSL Executive Board to decide if that individual will be allowed to participate in the MDSL.
- B. Any player, team member, or representative ejected from a game once for physical un-sportsman-like conduct will be immediately suspended from any league participation, and suspended from the team's next scheduled league game. Pending a meeting of the Executive Board the individual is not allowed on the field, in the team area, or participate in any way in the MDSL.

### **Article 14- Substance Abuse**

- A. Individuals under the influence of drug and/or alcohol shall not be allowed to participate in a game in the MDSL program. This includes players, managers, fans and other bench personnel. **An umpire shall eject from the game any individual who in his/her judgement is in violation of this rule, and file, in writing, a report of the incident to the MDSL Executive Board.**
- B. Drinking is not allowed on Park(s) property in accordance with the City of Rochester Hills ordinance governing the use of city parks. This includes, in the dug-out, on the playing field, in the bathrooms, batting cages, in your car, sitting in the bleachers, walking around, in the parking lot, basketball court, soccer fields, and anywhere else that is considered property of Park(s). Players and/or teams involved will be subject to suspension from MDSL.

### **Article 15 – General Ground Rules**

- A. Managers will meet with the umpire prior to the game. Rules or advisements from the umpire are the responsibility of the manager to forward onto the players

### **Article 16 – Verbal Abuse**

- A. There is no tolerance for any profanity by any MDSL member or spectators, Any Unsportsmanlike conduct will be dealt with by the manager, at the request of the umpire. If the manager is unable to deter



the unsportsmanlike conduct, the umpire will eject the player/spectator from the game.