



# CITY OF ORANGE & MAJOR LEAGUE SOFTBALL ADULT SOFTBALL LEAGUE RULES



All league games are governed by the current S.C.M.A.F. Rule book, except when superseded by these ancillary rules.

*S.C.M.A.F. Rule books are available to order for \$12 each. Contact SCMAF at 626-448-0853 Ext. 15*

**LAST UPDATED: DECEMBER, 2023**

## 1.0 OBJECTIVE

To offer a wholesome competitive program that is primarily concerned with safety, fair play, and sportsmanship.

## 2.0 MLS ADMINISTRATION & CUSTOMER SERVICE

The administrative duties and final authority shall be vested in Major League Softball, whose representatives will be responsible to set forth and maintain such rules and regulations as are necessary to govern safe & competitive leagues.

Major League Softball's Customer Service department may be reached by phone or email:

**714-289-1983 x103** or [customerservice.oc@mlsoftball.com](mailto:customerservice.oc@mlsoftball.com)

**We are open Monday – Friday / 9:00am – 5:00pm**

**We are closed on weekends and most major holidays.**

## 3.0 LIABILITY

1) As participants in the Adult Softball League, and in consideration of the value received as participants in the league, each participant agrees to exonerate, defend, indemnify, and hold harmless Major League Softball, Inc. and the City of Orange and its officers, agents, employees and game officials from all claims and actions based upon, or arising out of, any damage or injury to persons or property caused by, or sustained in connection with, their participation in the Adult Softball League.

2) All participants understand and accept the fact that neither Major League Softball nor the City of Orange and their respective agents, employees, contractors, or insurers provide any form of medical or accident insurance for bodily injury, illness, or death sustained while participating in the Adult Softball League. All participants should thoroughly investigate the terms and conditions of their personal health insurance policies to verify that they will receive coverage for any claims arising out of or connected with their participation in this program.

**MLS OFFICIALS CANNOT PROVIDE OR ADMINISTER ON-FIELD FIRST AID.**

3) Player's Medical Benefit Fund (PMBF) coverage is available through the Southern California Municipal Athletic Federation (S.C.M.A.F.). PMBF provides a maximum benefit of \$500.00 per calendar year for each rostered player. The PMBF coverage is extended for one (1) season only. It must be understood that the PMBF is NOT a health or accident insurance policy and must be purchased separately by writing a check in the amount of \$46.00, made payable to SCMAF. Such payments may be submitted to Major League Softball, Inc. and MLS will forward the payment and PMBF registration paperwork to S.C.M.A.F. PMBF coverage will not be in effect until payment is received and processed. PMBF claims that occur prior to payment and processing will not be forwarded to S.C.M.A.F. <https://www.scmaf.org/pmbf>

4) If a team changes its manager at any time during the season, the new manager must notify Major League Softball's Customer Service department immediately and provide their contact information: phone, email & mailing address.

## 4.0 TEAM ROSTER

- 1) **TEAM NAMES:** team names should not be offensive, explicit, or culturally insensitive. Teams may be asked to pick a new name if deemed necessary by MLS Administration or the City. Team names must be kept to 20 characters or less.
- 2) **PLAYERS:** all rostered players must have a first & last name provided that match their legal ID (no initials / no nicknames). Each team shall be allowed to roster a maximum of 20 players. All players must be at least 18 years of age.
- 3) **ROSTER CHANGES:** if you have not reached your max of 20 players **ADDITIONS MAY BE MADE BY THE SCOREKEEPER ON THE FIELD UNTIL THE DEADLINE** (*See below*) - first & last names must be provided. If you need to **DELETE** players, please ask your scorekeeper for a ROSTER CHANGE form to fill out and it will be sent to the office to process.
- 4) **ROSTER ADD DEADLINES:** No roster additions may be made to the roster after the fourth (4th) week of the season for 6 - 8 GAME SEASONS or after the fifth (5th) week of the season for 9 - 10 GAME SEASONS.

## 5.0 PLAYER & TEAM EJECTIONS/SUSPENSIONS + SPECTATOR HARASSMENT

MLS Officials will not tolerate foul language, un-safe actions, or disruptive / aggressive behavior on the fields at any time, whether involuntary or 'defensive'. A courtesy "warning" before an ejection MAY be given, but it is NOT mandatory.

**Ejected/Suspended players are NOT allowed at the park while serving their suspension.**

**Any player / team may be suspended from MLS play indefinitely if MLS Administrative Staff feel it is warranted.**

- 1) **All grievances shall be conducted in a CALM manner by the team manager or designated team representative ONLY.**
- 2) **It is the MANAGER / COACH's job to control their players, not MLS officials. MLS officials are there to get rid of the problem(s).**
- 3) Any player ejected from any game will be **automatically suspended** for a minimum of TWO (2) additional games.
  - If the same player is ejected more than once (any day/city) they may be suspended for the season OR longer at MLS' discretion.
- 4) If any ejected player(s) does not leave the field and proceed with exiting the park within 60 seconds after the ejection, **OR if the game is out of control**, the game will be declared a forfeit, and further penalties may be applied as needed at MLS' discretion.
- 5) Ejections may occur at any time BEFORE, DURING or AFTER a game. Anytime a player is ejected **AFTER** the conclusion of a game (this includes the end-of-game "handshake line"), the player(s) will be **automatically suspended** for the next THREE (3) games. ***Suspensions will include playoff/championship games, they can roll over into the next season, and BYE weeks do not constitute a game.***
- 6) **EXTENDED SUSPENSIONS:** team and/or player suspensions for vulgar/threatening/aggressive behavior may be issued by MLS Administration as needed, at any time – these typically occur after games have played and the decided course of action has been made.

7) **PHYSICAL CONTACT: AGGRESSIVE / PHYSICAL CONTACT WILL NOT BE TOLERATED. PENALTIES WILL BE IMMEDIATE AND SEVERE.**

**INDIVIDUALS:** Any team participant who physically abuses (in any manner & for any reason) an MLS Official, another player, or city staff, shall be suspended from ALL MLS sponsored programs indefinitely. ***In addition, any individuals who are guilty of such action will be subject to criminal prosecution as per the State of California Penal Code.*** Re-instatement **may** be considered if the suspended player(s) email a **written** "request for review" to MLS CUSTOMER SERVICE. A decision will be determined by MLS Administration and the request may be denied. ***No reviews will be considered until at minimum of ONE FULL YEAR of suspension has been served.***

**TEAMS:** If multiple players engage in a physical incident resulting in a FORFEIT, the ENTIRE TEAM will be subject to suspension.

- 8) **SPECTATOR HARASSMENT:** In cases of spectator harassment, when an MLS Official has determined that the spectator is associated with one of the teams, the MLS Official will use the following course of action:
  - **FIRST & ONLY WARNING** - the team manager will be asked to take care of the problem spectator, or the game will be a forfeit.
  - **FINAL SOLUTION** - the game will be declared a forfeit and depending on the severity of the event, the team may also face further suspension at the discretion of MLS Administration.

## 6.0 TEAM ACCEPTANCE CRITERIA & HYBRID LEAGUES

1) MLS reserves the right to reject **ANY** team's acceptance into the league for reasons including, but not limited to:

- Failure to register online and submit a current roster + updated contact info for each season **by the deadlines**.
- Failure to pay the Deposit **by the deadlines**.
- Previous late payments, bounced checks, unpaid forfeit fees, and/or unpaid league fee balances.
- Previous history of team DROP-OUTS from the season.
- Previous history of forfeits, ejections, on-field alcohol/smoking, aggressive verbal or physical on-field behavior, poor on-field sportsmanship, continued conflict with other teams/players/officials/MLS Staff, or unruly fans.

2) The roster of a team that is not in good standing may be evaluated, and each player listed may be in jeopardy of being banned from all Major League Softball programming. All decisions regarding team/player eligibility will be determined by MLS Administration.

3) **TEAMS WHO ARE TOO STRONG:** League classifications are done at the sole discretion of MLS League Directors and Administration. Any team who is deemed **by MLS** to be on a "higher level of play" and is thus unable to compete fairly with the other teams participating, may not be accepted.

"Run Rules" and/or "playoff ineligibility" restrictions may be implemented on an overly strong team(s) to make play more competitive at the discretion of MLS Administration. If either of these are in place, it will be stated on the league game schedule. ***If this does not work to even up play, the team(s) may not be accepted back for future seasons.***

- **5 RUN-RULE or CATCH UP:** when a team(s) is required to play with this restriction they are allowed to score 5 RUNS per inning **OR CATCH UP**, whichever is more ... meaning:
  - If they are down by 3 RUNS, they can score a MAX OF 5 that inning.
  - If they are down by 7 RUNS, they can score a MAX OF 7 that inning.
- If they reach the max allowed the opposing team shall come to bat, regardless of the number of outs.
- **THERE WILL BE NO OPEN INNINGS** (the restricted team has a chance to catch up every inning already, which is fair enough & yes, **this does mean the restricted team may only be able to end a game with a TIE** if they are trailing in the last inning).
- This will be enforced for PLAYOFF/CHAMP games as well – if the last inning is tied, another inning will play.
- ***If the non-restricted team chooses to "waive" this rule and play the game with no "run-rule" enforced, they may do so, but they give up any right to protest after should they lose.***
- **PLAYOFF INELIGIBILITY:** when a team(s) is required to play with this restriction they will play the season normally, but come playoff time, **regardless of where they placed in the standings**, they will be ineligible to participate, and playoffs will be scheduled excluding that team. (this restriction can be in place for any league, including ALL-PLAY leagues & HYBRIDS – the team will not be included in playoffs)

4) **HYBRID LEAGUES:** these are leagues that are made up of teams that have a "mix" of playing levels where we cannot form 2 separate independent leagues so they participate in inter-league play throughout the season and end in **2 SPLIT PLAYOFF GROUPINGS of TOP3/BOT3 or TOP4/BOT4** with all teams participating (some variations may occur). The "splits" will be determined by the final standings for the season. For awards purposes there will be 2 sets of 1st place awards given to the Champions of each Playoff Grouping. **NO 2nd place awards will be given out.**

- **10 GAME SEASONS:** teams will play 9 games and the 10th game will start the SPLIT **ALL-PLAY** Playoffs Groupings.
  - *players MUST HAVE a minimum of 8 plate appearances (PA) to participate in Playoffs.*
- **8 GAME SEASONS:** teams will play 7 games and the 8th game will start the SPLIT **ALL-PLAY** Playoffs Groupings.
  - *players MUST HAVE a minimum of 6 plate appearances (PA) to participate in Playoffs.*

## 6.1 CLASSIFICATION MISPERCEPTIONS

Below explains some common misperceptions teams have regarding **why** they were placed into certain divisions. Some teams may not agree with our methods, but we always try to be as fair as possible for EVERYONE playing each season (not just your team).

**WHY YOU WERE MOVED UP OR DOWN** – MLS does not place teams willy-nilly. Our League Directors, the ones who watch you play week after week, do the classifications along with MLS administration. Teams are grouped into divisions based on their previous performance AND which teams returned to play that season. Too many teams focus on the “WORD” **upper, middle, lower, rec** and don’t bother to LOOK at the teams they are playing against. It’s highly likely you will see you are still playing with teams you played with last season, or a team that was in a higher division was moved into your division because they got hammered in the higher division ... or vice versa and a team from a lower division was moved up because they did very well in the lower division. This is a very difficult and THANKLESS process. We can’t please everyone, but we do the best we can. It’s important to remember that even if you lose games, if you are not losing by mercy every single week, you are still competing, and that is the goal: COMPETING. Even if you are in an UPPER division, it is all still Recreational Softball.

**WHY CAN’T WE PLAY WHERE WE WANT – WE PAID FOR IT? WE DO NOT PLACE TEAMS TO GUARANTEE THEY WIN** – we place teams where we feel they will be able to compete. We also have certain guidelines to stick to too, we can’t just have 10+ teams in a LOWER division because everyone wants to play LOWER. We must have a certain # of teams / leagues grouped together every season to schedule correctly based on the # of fields, # of game slots, and # of dates we have to play each season. **It’s a giant puzzle**, and if your team happens to be a “tweener” team (meaning you could play UP or DOWN and do just fine in either), you may be moved UP or DOWN to fit that missing puzzle piece.

**MY ROSTER CHANGED – MOVE US DOWN** – we do not move teams up or down because they tell us they have new players. Having NEW players does not necessarily mean your team will perform at a different level. Teams with roster changes will need to play a season with their NEW roster, and then MLS will determine if a move may be necessary for a future season. If we notice an immediate & obvious change in playing capacity, we may move you sooner, but this is 100% at the discretion of MLS Administration.

**WHY WAS I PLACED INTO A HYBRID, OR A 4-TEAM, ETC ... & WHY WASN’T MY PERMISSION ASKED** – MLS retains sole discretion on league/division formations, we form the leagues into groupings that work best for the teams playing that season. We do not need to ask permission to form a HYBRID league, or a 4-TEAM league, or to name it LOWER instead of REC, etc. The only time teams will be consulted is if their division is only 3 teams. 3-TEAM leagues aren’t the greatest; we understand that, and we don’t want them either. MLS never intentionally builds 3-team leagues, but if that is our only option & we have teams wanting to play, we may run it if all 3 teams agree to it.

**WHY DID MY FIRST GAME WIN / LOSS NOT COUNT, WHERE IS MY \$30 REFUND** – Occasionally MLS determines that a team needs to be moved for better classifications after we watch them play WEEK 1 **OR** a team drops out and we cannot always keep the win/loss records if it creates an uneven # of games in the scheduling to do so (see above item #2 where we mention scheduling being a giant puzzle). In these cases, we will BLOW OUT that game, and re-schedule one or both teams involved to play another game. When this happens, **MLS will not reimburse your \$30 Official’s Fees paid that night because we do not have that money, AND YOU STILL PLAYED THE GAME**. That \$\$ went to the officials who worked that game, not 1 penny of it went to MLS or the City. We understand that means you will have another \$30 Official’s Fee to pay when you play the “re-scheduled” game ... most teams appreciate the extra game and understand, some don’t. We cannot foresee teams dropping or moves needed after the fact. We will not ask our officials to give back money they earned for a game you played.

## 7.0 LEAGUE RULES

1) No infield practice, pitching warm-ups, or batting practice will be allowed **prior to game time**. No infield warm-ups are permitted between innings. Pitchers are allowed three (3) warm-up pitches at the beginning of each game and one (1) warm-up pitch between innings. (S.C.M.A.F. Rule 4, Section 7.)

2) **COURTESY RUNNERS:** A manager may use a courtesy runner for any batter/runner in an inning. A courtesy runner may only be used after a batter/runner has reached their base and the play is dead. There is NO limit to the number of courtesy runners that may be used every inning, but a player may only run ONCE per inning. If a runner is on base when it is their turn at bat, an out will be called for failure to bat. **A pinch runner cannot be requested for a courtesy runner.**

3) **PITCHER'S BOX:** this is an "imaginary" box that extends back from the pitcher's plate along the width of the pitcher's plate for six (6) feet. The dimensions of the pitcher's box are twenty-four (24) inches wide by six (6) feet long with the front line fifty (50) feet from the outside corner of home plate and the rear line fifty (56) feet from the outside corner of home plate. The pitcher may deliver the pitch from any point inside the pitcher's box and for the purpose of rule enforcement, the pitcher's box is treated the same as the pitcher's plate. The pitcher may never pitch from IN FRONT of the pitcher's plate.

4) **PITCH HEIGHT:** a pitched ball must clear the top of the batter's head and not go over 16 FEET. Any pitch that does not meet these requirements will be declared an ILLEGAL PITCH by the umpire and will count as a BALL in the pitch count if it is not swung on. Should a batter choose to swing at a declared ILLEGAL PITCH, the result will be LIVE.

5) Each batter will start their plate appearance with a 1 Ball / 1 Strike count. The four (4) strike rule will be in effect for all leagues (see S.C.M.A.F. rule book). The only exception to this will be for 2-PITCH leagues.

6) The Flip-Flop rule is NOT allowed.

7) There will be no DEPOSIT or REGISTRATION FEE refunds after the first scheduled league game.

8) **GAME BALLS:** The League shall supply all game balls used during play. This includes one (1) new ball and backup balls. Umpires will retain all game balls at the conclusion of each game to help keep a sufficient supply of backup balls on hand. Teams are responsible for retrieving any balls that are batted out of play/foul and return them to the umpire.

9) All teams must start and finish each game with a minimum of 8 players. Fewer than 8 players will result in a forfeit.

10) **SLIDE RULE:** MLS does not require sliding in any of our leagues. Runners may slide, at their own discretion, but if they choose NOT to slide, they must avoid any fielder that is attempting to make a play. The umpire has sole discretion on any calls pertaining to obstruction in case of contact and their judgement is final and will not be contested.

11) **DUGOUT ETIQUETTE / RULES:** Only rostered players are allowed in the dugouts. Visitors, fans, children, and/or pets must always stay OFF the field of play/dugout. **MUSIC or TV/Radio broadcasts are allowed unless the opposing team objects, then it must be turned off.** If you have an objection to noise from the other team's dugout or fans/stands, the manager should address the umpire (calmly) and request it be silenced. **At no time will EXPLICIT music be allowed.**

**NO BULLHORNS /AIR HORNS.** **When a team is up to bat, only the batter, the on-deck batter, current base runners, + one 1<sup>st</sup> base coach & one 3<sup>rd</sup> base coach may be out of the dugout ... all other players must remain INSIDE the dugout.**

## 7.1 ADDITIONAL 2-PITCH LEAGUE RULES

1) All games will be 45 minutes.

2) Every batter starts with a 2-2 COUNT.

3) If the first pitch is a STRIKE, the batter is OUT.

## 7.2 ADDITIONAL COED LEAGUE RULES

1) The standard configuration for coed consists of five (5) females and five (5) males. However, a game may always be played with a minimum of eight (8) players on the batting lineup without forfeit as long as there are no less than 5 males / 3 females **OR** 5 females / 3 males. You may bat up to 20 total players, as long as the minimum is met.

2) The following defensive configurations are allowed in COED play:

- **(10) 5 males / 5 females – STANDARD**
- (10) 6 males / 4 females – 6<sup>TH</sup> MALE MUST PLAY CATCHER
- (10) 4 males / 6 females – 6<sup>TH</sup> FEMALE MUST PLAY CATCHER
- (9) 5 males / 4 females
- (9) 4 males / 5 females
- (8) 4 males / 4 females
- **(8) MINIMUM** 5 males / 3 females – 5<sup>th</sup> MALE MUST PLAY CATCHER
- **(8) MINIMUM** 3 males / 5 females – 5<sup>th</sup> FEMALE MUST PLAY CATCHER

\* If there are at least 5 MALES and 5 FEMALES in the batting lineup, you must use the **STANDARD 5/5 defensive configuration**. To use any of the other configurations your batting lineup must reflect the need.

3) **BATTING ORDER:** Two separate batting line-ups will be used, one for females and the other for males. The manager shall indicate which sex will lead off the game and the sexes shall alternate from that point. Two players of the same sex may never bat in consecutive order unless a rule violation or automatic out is being enforced.

4) A male that is walked on a count of three (3) balls and no strikes shall be awarded second base. (See S.C.M.A.F. rule book.)

5) A minimum of three (3) outfielders must remain behind the outfield restriction line (180 feet from home plate) until the batter hits the pitch - with four outfielders your rover can come in front of the line (**rover may be male or female**). If this rule is violated, the batter will be awarded first base unless his/her batted ball results in their safe advance past first base. (See S.C.M.A.F. rule book.)

6) **NON-BINARY PLAYERS:** for COED league play there is a requirement to alternate “male/female/male/female” in the batting lineup + there must be a certain ratio of male to female when playing defense. If a player(s) state issued ID reads male or female, they must play as listed ... if it reads ‘X’ or non-binary, they must notify MLS Administration, ***before the season begins***, and provide us with their “identifier” (male or female), and we will use that for the entirety of the season. We want to include everyone we can, but there are requirements we must follow in COED play.

- If you have a player(s) who cannot identify as male or female, you will need to register your team as a MENS team and play in a MENS league. Men’s play does not have the same offensive or defensive requirements. Just please note that we do not allow for any special considerations for any player who is not “traditionally” male when playing in a men’s league.

## 7.3 ADDITIONAL MENS LEAGUE RULES

1) Women are allowed to play in MENS leagues. Just please note that we do not allow for any special considerations for any player who is not “traditionally” male when choosing to play in a men’s league.

## 8.0 EQUIPMENT / UNIFORM RULES

- 1) **SHOES:** Metal cleats and open toed shoes are never allowed. Rubber cleats and/or turf shoes are OK.
- 2) **JEWELRY:** any loose or large items should be removed before play. This includes watches, bracelets, or any dangly necklaces or earrings. MLS Officials may request you to remove any such items if they feel they are distracting or pose a safety issue to you or others (common sense should be applied here).
- 3) **CASTS / INJURIES / BLOOD:** (common sense should be applied here) if you are on crutches, or in a cast, you should not be playing. If an MLS Official feels it is unsafe for you to participate due to an injury, they can request you sit out at their discretion. If at any time you have BLOOD showing, you will be asked to leave the field to clean & cover it up.
- 4) **UNIFORMS:** MLS does not require teams to wear matching uniforms or have their uniform # on their shirts. Players may wear whatever they want so long as it is not offensive, dangerous or a distraction, and covers all pertinent body parts (common sense should be applied here).
- 5) **GLOVES vs MITTS:** The main difference between baseball gloves and mitts is that **gloves have fingers and mitts don't**. MITTS may be used by the **CATCHER or FIRST BASE only**. Gloves may be used in any position, including catcher & first.
- 6) **BATS:** **NO BASEBALL, YOUTH or LITTLE LEAGUE BATS ALLOWED**. All questions regarding the legality of a bat should be addressed to either the MLS League Director or Umpire **before the game begins**. **No questions regarding the legality of a bat will be considered AFTER a game has been played.**

- All bats must have a legible ASA or USA stamp to be deemed "legal" for play. **NO STAMP = NO PLAY**  
All bats must also comply with the S.C.M.A.F. rule book, Rule 1, Sec. 27. If a make or model cannot be determined due to wear & tear OR if any MLS Official suspects any modification, they can remove it from play.
- **ADDITIONALLY** ... **ALL ONYX** and **SICC** bats are prohibited, across all leagues/all nights.
- **FASTPITCH BATS** ... only **FEMALE BATTERS** may use these. Male batters may not swing these ever, across all leagues/all nights.
- The ASA/USA periodically, and randomly, tests samples of bat models bearing the ASA or USA approved certification mark (stamp) to verify compliance with the ASA/USA bat performance standards. This means that occasionally even a stamped bat may be deemed ILLEGAL after the fact, please refer to the ASA/USA website's LIST OF **NON-APPROVED** "stamped" BATS. <https://usa.asasoftball.com/e/BB1P2000.asp> (this list updates often).

## 8.1 ILLEGAL BAT PENALTIES

\*Each Manager is responsible for inspecting their player's bats\*

- **FIRST OFFENSE:** Any player who walks up to home plate with an illegal bat in their hands will be ejected from the game **along with** the Team Manager. The offending player and Team Manager will be eligible to play in the team's next game.
- **SECOND OFFENSE:** If a team has a second incident where a player walks up to home plate with an illegal bat during the same season, that game will be declared a forfeit and the offending player **along with** the Team Manager shall be suspended for the following game. (suspensions will include playoff/championship games)
- **THIRD OFFENSE:** If a team has a third incident where a player walks up to home plate with an illegal bat during the same season, the game will be declared a forfeit, **and the team will be expelled from the League for a period of one (1) year.**

## 9.0 PLAYER ELIGIBILITY & LINE UP CARDS

### 1) REGARDING COVID-19, ILLNESS & VACCINATIONS:

- For everyone's health and safety, we continue to ask our participants, officials, and spectators to stay home if they are exhibiting symptoms of COVID-19 (or any contagious illness).
- Hand washing / sanitizing is strongly recommended if contact is made with any surface, equipment, or personal items related to another participant or MLS Official.
- If players and/or spectators come to any park facility, **MLS Officials must assume they are healthy & fully vaccinated** – we cannot ask anyone if they are vaccinated, and we cannot ask anyone to put on a face mask. If players and/or spectators are exhibiting **obvious** symptoms of illness, MLS Officials may ask that they leave the vicinity for the health and wellness of others, at their discretion.

2) All players must be at least 18 years of age and free from any disciplinary penalties/suspensions to participate in play.

3) Each player is required to personally sign the official lineup card form (which also contains a Release, Hold Harmless and Indemnity Agreement) @ EACH GAME before they will be eligible to play in any MLS programming.

4) Managers may not sign for their players. Everyone must sign for themselves.

5) If any signature is perceived as illegible / forged by any MLS Official, the player(s) will be asked to re-sign, and possibly show ID as well to prove they are who they are.

6) **PLAYERS THAT HAVE NOT YET ARRIVED SHOULD NOT BE PLACED ON THE LINE-UP CARD** or penalties may be enforced (see below). Late arrivals should visit the scorekeeper's station to check in and only then may they be added to the bottom of the lineup.

- **PENALTIES:** Any team that signs for a player who is NOT present & that player's time AT BAT comes up, the team must make a choice of one of the following PENALTIES (choice may not be reversed once made):
  - The team will choose to take an AUTO OUT **every time** that player's spot comes up until he/she arrives (this could be 1 out, or 4+ outs).
  - OR**
  - The team will choose to take a **ONE TIME** AUTO OUT and the player will be dropped from the lineup. If the player arrives later, they are no longer eligible to play in the current game.

7) **PLAYING ON MULTIPLE ROSTERS:** If a player's name is listed on two (2) rosters on the same day / same division, whichever team that player played with first will be their legal team for the remainder of the season. No player may be on 2 rosters within the same league division, on the same day/night. **This is ILLEGAL.**

- If a player is caught playing illegally under another name, that player may not play for their "rostered" team later that day/night within the same division.

8) **PLAYERS WHO LEAVE A GAME:** If a player must leave the game, for any reason (including injuries or ejections), and a "straight-sub" cannot be produced to take their spot in the batting lineup, that player will be an OUT the next time their spot comes up in the lineup. This is a ONE-TIME out, after that, they will simply be dropped from the lineup. **If a straight sub is available, there will be NO PENALTY enforced.**



## 9.1 PICKUP PLAYER RULE - This rule is to minimize, or prevent, on-field forfeits.

1) **ONLY WITH THE OPPOSING MANAGER'S CONSENT**, a team may utilize up to four (4) pickups MAX to bring the total number of players to ten (10). The total # of pickup players allowed is also at the Opposing Manager's discretion, they can limit you to playing with ONLY the minimum requirement of eight (8).

### **WITHOUT OPPOSING MANAGER CONSENT A FORFEIT MAY BE INCURRED AND/OR PENALTIES MAY BE APPLIED.**

2) If a rostered team member(s) arrives late, the corresponding number of pickups must leave the game & the rostered player(s) will take their position(s) in the batting lineup – straight substitution ONLY.

#### 3) **PICK UP PLAYER CONDITIONS:**

- Pickups may only play the following defensive positions: CATCHER or RIGHT FIELD (right center / rover & left / left center will be allowed only if **more than 2** pickups are being used).
- Pickups must always bat at the BOTTOM of a lineup.
- Pickups must be 18 or older & must sign the lineup card using their LEGAL name (same as any rostered player).
- During REGULAR season games pickups may be **ANYONE**, from **ANYWHERE** if all rules are followed & the opposing manager consents.
- **PLAYOFFS:** During PLAYOFF and/or CHAMPIONSHIP games pickups may only come from your **CURRENT SEASON ROSTER**. Meaning rostered players that are NOT eligible due to a lack of plate appearances (PA's) per the stats MAY be used as pickups. Again, all rules must be followed & opposing manager must consent.

#### 4) **LINEUP CARD REQUIREMENTS:**

- Managers, you MUST make it clear to the Scorekeeper when using pickups.
  - List them on the lineup card with their legal name and CIRCLE **"PICKUP"**.
  - Pickups must sign the lineup card using their legal names.
  - Pickups may not be placed onto a lineup under a rostered player's name. **This is ILLEGAL.**

5) If the opposing manager consents to the PICKUP PLAYER RULE they have waived any win by forfeit they may have received, and the game will be played as normal. The game will be considered a LEGAL game.

## 9.2 ILLEGAL PLAYER PENALTIES

1) At any point during a game, if an ILLEGAL player is discovered by any MLS Official and/or Opposing Manager, the Opposing Manager will be consulted as to whether they wish to:

- (A) remove the ILLEGAL player from the game, which may result in a forfeit if the team no longer has 8 players
- (B) continue playing using the PICKUP PLAYER RULE
- (C) receive an automatic win by forfeit due to cheating. NO EXCEPTIONS / NO DISCUSSIONS.

**No protests related to player eligibility will be considered after a game is played.**

## 10.0 PROTESTS

- 1) All protests must be handled in strict accordance with Rule No. 9 of the S.C.M.A.F. rule book.
- 2) A Manager wishing to file a protest must notify the Umpire at the time of the dispute and before the next pitch is made. You must clearly state, ***"I wish to play this game under protest"*** (or something similar) and provide the reason.
- 3) **UMPIRE JUDGMENT CALLS ARE NON-PROTESTABLE AND WILL NOT BE CONSIDERED OR REVIEWED.**
- 4) We will **NOT** review or consider any protests after a game has been played related to PLAYER IDENTITY or ELIGIBILITY. Those are to be handled ON THE FIELD, at the time the player eligibility is questioned, and a ruling made right then.
- 5) **After the game concludes and before leaving the field, a \$40 CASH protest fee must be paid to the Scorekeeper or League Director ON SITE in exchange for a PROTEST FORM.** The completed Protest Form must then be emailed to the MLS Customer Service Department ***no later than 48 hours after the game concludes***. The protest fee will be refunded ONLY if the protest is upheld.  
**NO \$40 CASH PAYMENT RECEIVED = NO PROTEST**  
**NO PROTEST FORM EMAILED TO MLS WITHIN 48 HRS = NO PROTEST**

## 11.0 GAME TIMES & MERCY RULES

- 1) A typical game shall consist of seven (7) innings or 70 minutes, whichever comes first. *(see exceptions listed below)*
- 2) No new inning will begin after the allowed game time limit has elapsed. Games tied after seven (7) innings will only be continued if **5 or more** minutes remain on the scorekeeper's clock. Each regular season game that ends in a tie will be counted in the League Standings as ½ a win, ½ a loss.
- 3) The Official Scorekeeper shall be responsible for keeping the game time. All questions related to time remaining or time elapsed should be addressed to the official scorekeeper, **not the umpire**. Only if a Scorekeeper is not present will that responsibility fall to the Umpire.
- 4) There will be a ten (10) minute grace period for ALL games. **Any time used for the grace period will be subtracted from the official game clock & your playing time.**
- 5) Official's Fees, Forfeit Fees, League Fees, and lineup cards are all due BEFORE game time. **Any time spent waiting for team(s) to pay or submit their lineup card will be subtracted from the official game clock & your playing time.**
- 6) **GAME TIME EXCEPTIONS:**
  - On weekdays (mon-fri) **when 4 games are scheduled**, the game time will be reduced to 60 minutes and no new inning will be played with less than 5 minutes remaining on the scorekeeper's clock.
  - For 2-PITCH leagues, games will be reduced to 45 minutes.
- 7) **MERCY RULES:**
  - **65MIN or MORE GAME TIMES:** 20+ runs after 4 innings / 15+ runs after 5 innings.
  - **60MIN or LESS GAME TIMES:** 15+ runs after 4 innings / 12+ runs after 5 innings / 10+ runs after 6 innings.

## 12.0 MAKE UP GAMES, COMPLETE vs INCOMPLETE GAMES & WEATHER HOTLINES

1) **MAKE UPS:** It is our intention to play all scheduled games. Every effort will be made to reschedule games that are missed due to inclement weather, field unavailability, or any other unavoidable issues that arise. Major League Softball reserves the right to reschedule games *in any order, and at any date/time, that we determine optimal* ... **any previous or NEW schedule requests will not be considered on these revisions.**

2) **COMPLETE GAMES:** Any game that ends before the time limit has elapsed and/or 7 innings have been played that is called for **ANY** reason shall be considered a COMPLETED Regulation Game, and will not be re-scheduled, as long as one or more of the following criteria are met:

- MERCY or FORFEIT has been called.
- The losing team has batted a minimum of four (4) complete innings.
  - *(in this case the score will revert back to the last complete inning).*
- The game has reached the following MINIMUM PLAYING TIME mark:
  - 35 minutes for 45-minute games / **2-pitch** games
  - 40 minutes for 55/60-minute games
  - 45 minutes for 65-minute games
  - 50 minutes for 70-minute games
  - *(in these cases, the score will revert back to the last complete inning)*

3) **INCOMPLETE GAMES:** If any game does not reach completion (see above) the Official's Fees are to be returned to both teams and the game will be wiped out completely and re-scheduled from the beginning – as a NEW GAME.

- Each team will be required to pay Official's Fees again on the date/time of the re-schedule.
- **PLEASE RETRIEVE YOUR OFFICIAL'S FEES FROM THE SCOREKEEPER BEFORE YOU LEAVE THE FIELD THAT DAY.**

4) **WEATHER HOTLINES (PHONE AND WEBSITE):** In case of inclement weather, the decision to cancel fields will be made ONLY once the fields become un-playable. MLS does not cancel games due to "expected or forecasted" weather. At times this decision may not be made until games are already IN-PLAY. To find out if your field is still playing ...

- **WEBSITE:** please visit <https://www.mlsoftball.com/programs-listing> and **select your city of play**, then **click on FIELD CONDITIONS**. Please wait until after 3PM for an update to be posted for EVENING GAMES. For SUNDAY AM/AFT GAMES, please wait until after 8AM for an update to be posted. We recommend teams call again ***just prior to leaving for your game*** to make sure you have the most recent information, as conditions can change.
- **PHONE:** you may also call the MLS Field Condition Hotline at **714-289-1983**. When the message starts you may **dial 1** and then you will be asked to **enter the first 3 letters of the CITY** you are inquiring about. If you hear OLD INFORMATION, this means nothing has been cancelled and all games are still playing as scheduled at that time. Please wait until after 3PM for an update to be posted for EVENING GAMES. For SUNDAY AM/AFT GAMES, please wait until after 8AM for an update to be posted. We recommend teams call again ***just prior to leaving for your game*** to make sure you have the most recent information, as conditions can change.

## 13.0 OFFICIAL'S FEES

1) Both teams are required to pay a \$30.00 Officials' Fee before the start of every game (this includes playoff and championship games). These fees go to pay the Official's that work each game – no portion of these fees go to MLS or the city. **These fees cannot be refunded after a game has been played**, even if a game ends up being re-scheduled later due to League changes from teams dropping out or re-classifications. **For 2-PITCH leagues the Official's Fee will be lowered to \$27.00 per team/per game.**

2) Official's fees must be paid in cash so we can pay the official's that night before they leave. Please bring exact change – our Officials are not required to carry change and cannot break large bills.

- If change cannot be made, MLS is not responsible for "owing you at a later date."
- Change cannot "roll over" to next week's fees due.

## 14.0 FORFEITS & FORFEIT FEES

1) A team that does not submit their lineup card AND any fees due (Official's fees, forfeit fees, league fees, etc.) to the official scorer at least five (5) minutes before game time may be subject to forfeiting the game.

2) A team may start and finish a game with eight (8) players. If at any time you fall below the required minimum of eight (8) the game will be declared a FORFEIT (this includes player injuries and/or ejections).

3) **FORFEIT FEES:** A team will be responsible for paying **BOTH TEAM'S Official's Fees** every time they forfeit, due to insufficient number of legal players **at game time**.

- If the forfeit fee is not paid by the team's next scheduled game, the team will be suspended from playing until the balance is paid in full, and they will incur an additional \$10.00 for collection fees.
- If the forfeit fee remains unpaid the team may be dropped from the league at the discretion of the MLS Customer Service Department.

4) Forfeit fees will not be charged if a team has enough players to start a game and then forfeits during the game due to no longer having enough to complete the game, but **Official's Fees WILL NOT be returned to either team in this case.**

5) If a team forfeits due to ALCOHOL, they will be responsible for paying **BOTH TEAM'S OFFICIALS'S FEES** – regardless of when the "Alcohol Forfeit" is called ***during, before, or after the game.***

6) **WAIVED FORFEIT FEES:** The forfeit fee may be waived if the forfeiting team notifies MLS Customer Service by the following deadlines:

- **MON-FRI games:** EMAIL CUSTOMER SERVICE no later than 3:00pm the day of the game.
- **SAT-SUN games:** EMAIL CUSTOMER SERVICE no later than 3:00pm **the Friday prior.**
- If you contact the office after hours or anytime on the weekend to forfeit, your message will not be received, and you **WILL BE CHARGED A FORFEIT FEE.**
- Middle game forfeits and/or forfeits bringing the schedule down to 1 game do not qualify for waived fees as our officials are still required to be present to officiate the games before & after in the case of middle games, and must be compensated fairly and for their time in the case of 1-game shifts.

7) **UMPIRES & SCOREKEEPERS CANNOT WORK FORFEITED GAMES.**

## 15.0 GAME SCHEDULE REQUESTS

- 1) **BYES:** Each team will be allowed ONE (1) BYE request per season as long as it is received by the deadline(s); any additional requests will not be considered. **DEADLINES:** week 1 BYE requests must be emailed to Customer Service by the Registration Deadline for that season. Other BYE requests must be emailed to Customer Service no later than 12 noon after the first week plays (even if your team does not play week 1).
- 2) **GAME TIMES:** MLS will not accept game TIME requests; all teams must be prepared to play at any of the scheduled game slots available for the entirety of the season. We always try to spread this out as equally as we can across all teams playing. Sometimes the split cannot be equal across the board, but we do the best we can. MLS will not revise schedules after they have been made because your team received 1 more early/late game than someone else did, etc.
- 3) **SHARED PLAYERS:** If your team shares players with another team and you play on the same day, MLS cannot manipulate the schedules so you do not play at the same time. Both teams need to have enough players to stand alone. If you do not have enough players without sharing, then you do not have two teams.

## 16.0 ID CHECKS & PROCEDURES

- 1) All players must be able to produce positive PHOTO identification at each game in the event an opposing team manager and/or an MLS Official want to verify someone is who they claim to be and/or is legally rostered. Both the opposing Manager AND any MLS Officials may request an Identification Check at any point during a game.
- 2) The opposing manager and/or MLS Official must clearly specify which players' I.D. they would like to have checked.
- 3) There is no limit to the number of I.D.'s that may be checked.
- 4) The Scorekeeper and/or League Director will conduct I.D. checks for each player in question to determine if the player(s) match a name on the roster. If neither a scorekeeper nor League Director are present, the Umpire will conduct the I.D. check.
- 5) Players who cannot produce a positive picture I.D. matching a rostered player's name will be deemed ILLEGAL and may be disqualified from playing + penalties may be enforced (**see below for more**).

**PLAYOFF & CHAMPIONSHIP GAMES WILL HAVE MANDATORY "PRE-GAME" ID CHECKS ENFORCED FOR ALL TEAMS / PLAYERS INVOLVED. No player will be allowed to participate in either without a valid Photo ID.**

### 16.1 ILLEGAL PLAYER PENALTIES

- 1) At any point during a game, if an ILLEGAL player is discovered by any MLS Official and/or Opposing Manager, the Opposing Manager will be consulted as to whether they wish to:
  - (A) remove the ILLEGAL player from the game, which may result in a forfeit if the team no longer has 8 players
  - (B) continue playing using the PICKUP PLAYER RULE
  - (C) receive an automatic win by forfeit due to cheating. NO EXCEPTIONS / NO DISCUSSIONS.

**No protests related to player eligibility will be considered after a game is played.**

## 17.0 ALCOHOL & SMOKING/VAPING POLICY

- 1) **SMOKING & VAPING ARE NOT ALLOWED IN ANY CITY PARK.** Any participant and/or spectator caught smoking/vaping will be asked to stop IMMEDIATELY or to leave the park. Failure to do so will result in your ejection from the game and removal from the park. Repeat offenses can result in player / team suspensions.
- 2) **ALCOHOLIC BEVERAGES ARE NOT ALLOWED IN ANY CITY PARK.** THIS IS STATE LAW! If any program participant (or any spectator who is associated with a team) is discovered to be in possession of an alcoholic beverage(s) either on or around the field of play, the following action will result:
  - The team whose players(s) and/or spectator(s) is/are found to be in violation of this rule will automatically forfeit the game that is scheduled on the day of the infraction. + **FORFEIT FEES WILL BE INCURRED**
  - The team whose player(s) and/or spectator(s) is/are found to be in violation of this rule will automatically forfeit its next scheduled game as well. + **FORFEIT FEES WILL BE INCURRED**
  - **Your team will not be allowed to play again until all fees are paid in full.**
  - **Any team with multiple alcohol infractions may be suspended from MLS play indefinitely.**
- 3) **COOLERS / ICE CHESTS / BAGS / RED CUPS / KOOZIES:** If someone brings any BAG/CONTAINER up to the field, an MLS Official may ask you to show them what is inside. If there is alcohol inside, or you refuse to open it, you will be asked to remove it from the park immediately or risk forfeiture of the game as well as the next scheduled game + **FORFEIT FEES WILL BE INCURRED.** Same goes for Red Cups or Koozies, attempting to hide alcohol is still alcohol – IT IS NOT ALLOWED!
- 4) Be aware that smoking/vaping and/or alcohol violations may be discovered by either City Staff or MLS game officials (including the score keepers and league director). There will be no exceptions for any failure to comply with this rule.

## 18.0 DEPOSIT / REGISTRATION FEE PAYMENT POLICIES

- 1) **DEPOSITS (GFD):** NEW teams must pay a "Good Faith Deposit" (GFD) of no less than \$100.00 on or before the registration deadline to be accepted. RETURNING teams in good standing may pay the GFD at their first assigned game.
- 2) **REGISTRATION FEE BALANCE:** All remaining Registration Fees are due before the first pitch of each team's third game (during 10-Game seasons) or the second game (during 6 or 8-Game seasons) – no exceptions.
- 3) **PAYMENTS ACCEPTED:** we accept Cash, Money Orders, and Personal Checks on the fields (just pay your scorekeeper present and be sure to ask for a receipt & keep these for the entirety of the season). We also accept electronic payments for your convenience (login [HERE](#) to your team portal and select "MAKE A PAYMENT": <https://www.mlsoftball.com/login> ).
- 4) **CHECKS:** Please make checks payable to **Major League Softball, Inc.** MLS will not accept/honor post-dated checks. Returned Checks will be subject to a \$50 Returned Check Fee (NSF) and no further personal checks will be accepted.
- 5) **LATE PAYMENTS:** Past due balances will incur a \$50.00 late fee and your team may be suspended until the balance is cleared up. LATE PAYMENTS will only be accepted via CASH or electronic payment through team portal. **NO CHECKS!**
- 6) **NEW TEAM FEES (NTF):** NEW teams incur an additional \$35 "New Team Fee" (NTF) that goes towards the set-up fees incurred for each new team accepted into the MLS Online Database. **If you are a returning team, and you sign up as a NEW TEAM you will incur this additional fee as well – no exceptions.** (Returning teams, if you forgot your login, please contact customer service.)
- 7) **REFUNDS:** If a team declares that it cannot play after it has registered and before the League begins, a refund of less 30% of the Full Registration Fee will be issued (**this refund does not apply to the "Good Faith Deposit"**). The total amount of the Registration Fee is fully earned (even if it hasn't been paid) and is due and payable in full after a team's first scheduled game.

## 19.0 PLAYERS CODE OF CONDUCT - FROM THE S.C.M.A.F. RULE BOOK, Rule #9.

The Official's jurisdiction to enforce the Player's Code of Conduct shall extend prior to, during, and after the ballgame. Said jurisdiction exists from the Official's arrival at the game site to their departure from the game site.

Sec. 1. NO PLAYER SHALL: At any time lay a hand upon, push, shove, strike, or threaten to strike an official.

Sec. 2. NO PLAYER SHALL: Refuse to abide by an official's decision.

Sec. 3. NO PLAYER SHALL: Be guilty of objectionable demonstrations by throwing gloves, bats, or any other forceful action.

Sec. 4. NO PLAYER SHALL: Be guilty of heaping personal, verbal abuse upon any official for any real or imaginary wrong decision or judgment.

Sec. 5. NO PLAYER SHALL: Discuss with an official, in any manner, the decision reached by such official **unless you are the manager or team captain.**

Sec. 6. NO PLAYER SHALL: Be guilty of using unnecessarily rough tactics in the play of the game against the body and person of any opposing player.

Sec. 7. NO PLAYER SHALL: Be guilty of physical attack upon any player, official, or spectator.

Sec. 8. NO PLAYER SHALL: Be guilty of abusive verbal attack upon any player, official, or spectator.

Sec. 9. NO PLAYER SHALL: Use profane, obscene, or vulgar language in any manner, or at any time.

Sec. 10. NO PLAYER SHALL: Appear on the field of play at any time in an intoxicated condition.

Sec. 11. NO PLAYER SHALL: Be guilty of gambling upon any play or the outcome of the game with any spectator, player, or opponent.

Sec. 12. NO PLAYER SHALL: Smoke while going on or coming off the field of play, or while on the field of play.

Sec. 13. NO PLAYER SHALL: Be guilty of discussing publicly with the spectators in a derogatory or abusive manner any play, decision, or opinion of other players, during the game. Players shall not mingle or fraternize with spectators during the game but shall remain on the player's bench (dugout) or on the field of play.

Sec. 14. NO PLAYER SHALL: Permit anyone to remain in the dugout or on the player's bench during the game who is not a playing member of the team.

Sec. 15. NO PLAYER SHALL: Permit the use of any equipment or device which, in the sole judgment of the umpire, compromises the safety of the participants. This includes the use of radios or similar devices on the person of a player, in the dugout, or in the spectator viewing area, which might inhibit the ability of players to hear verbal calls and/or instructions by the umpire.

Sec. 16. NO PLAYER SHALL: Be guilty of using a bat that has been altered in any way. Altering includes, but is not limited to sanding, filing, shaving, lengthening, shortening, weight-altering, heating, and cooling.

*NOTE: The term PLAYER as used in Rule 9 shall apply to all team personnel, such as manager, coaches, batkeeper, scorekeepers, sponsors, etc.*

# 20.0 PLAYOFFS & CHAMPIONSHIP GAMES

**PLAYOFF & CHAMPIONSHIP GAMES WILL HAVE "PRE-GAME" ID CHECKS ENFORCED FOR ALL PLAYERS INVOLVED.**

- 1) **Due to constraints on field usage, playoff and/or championship games will only occur if time/field space allows.**
  - 2) Playoff and/or championship games will be scheduled the week following the conclusion of the regular league games and any teams involved must be ready at the time and location decided by Major League Softball. **Previous or new BYE or time/field requests will not be considered for playoff and/or championship games.**
  - 3) **GAME TIMES:** Playoff and/or Championship games will have the regular game times you played with for the season, and both the mercy rules and MINIMUM PLAYING TIME marks will still be in effect.
  - 4) Playoff and/or championship games may NOT end in a tie. In situations where we are short on time or field space, tie-breaking methods may be used to determine a winner – determined by MLS Administration and/or the League Director.
  - 5) **PLAYER ELIGIBILITY:** in 10-Game seasons, players must have a minimum of 9 plate appearances (PA) ... 8-Game Seasons players must have a minimum of 7 plate appearances to participate in the playoff and/or championship games. The number of PAs for each player is calculated by adding the # of At Bats (AB), Base on Balls / Walks (BB), and Sacrifice Flyouts (SAF) together. PA numbers will be determined solely by what is shown on the official MLS "stats" and cannot be contested on the field. **Corrections to STATS will not be adjusted or discussed unless they are brought up to the MLS Customer Service prior to your last "regular" season game.** NO EXCEPTIONS.
- NOTE: if your team **WON** by a forfeit during the regular season, 3 PAs **per forfeit WIN** can be added to each ROSTERED player to help with the minimum PA eligibility. All players must be on your current roster for this to apply.*
- 6) All seedings will be determined by the season's FINAL win/loss records and using the tie breaking policy as needed. Playoff and/or championship games will be scheduled as follows:

**\* IF A TEAM FINISHES THE REGULAR SEASON UNDEFEATED & UNTIED  
THERE WILL BE NO PLAYOFFS or CHAMPIONSHIP GAME – EXCEPT IN HYBRID LEAGUES \***

**Playoff formats for "special League configurations", not listed below, will be noted on your League Game Schedule.**

**4 TEAM LEAGUES – NO PLAYOFFS UNLESS TEAMS ARE TIED FOR FIRST** - if TIED there will be a 1 game tiebreaker

#1 seed vs #1 seed – CHAMPIONSHIP

**5 - 6 TEAM LEAGUES – TOP 3 TEAMS MAKE PLAYOFFS**

#2 seed vs #3 seed

#1 seed vs winner – CHAMPIONSHIP

**7 - 9 TEAM LEAGUES – TOP 4 TEAMS MAKE PLAYOFFS**

#2 seed vs #3 seed

#1 seed vs #4 seed

(winner) vs (winner) – CHAMPIONSHIP

## **6 TEAM "HYBRID" LEAGUES**

**(2) 3-team divisions, TOP 3 and BOT 3 will each be:**

Game 1 - #2/5 Seed vs #3/6 Seed

Game 2 - #1/4 Seed vs Game #1 WINNER – **CHAMP**

## **8 TEAM "HYBRID" LEAGUES**

**(2) 4-team divisions, TOP 4 and BOT 4 will each be:**

Game 1 - #2/6 Seed vs #3/7 Seed

Game 2 - #1/5 Seed vs #4/8 seed

Game 3 - Game #2 vs Game #1 WINNERS – **CHAMP**



## 7) TIE BREAKING POLICY:

In the event of a 2 or 3-way tie, MLS will break the tie as follows:

1. Head-to-head win-loss records between the teams tied (*who beat who*).
2. Highest run differential in the games played between the teams tied (*how much each TIED team won & lost by*).
3. Lowest overall total runs allowed (RA) between teams still tied.
4. Highest overall run differential between the teams that are still tied. (*calculated by RF minus RA in standings*).
5. If any teams remain tied, MLS will do a **BLIND DRAW** in the office to determine seeds – 1<sup>st</sup> team drawn is higher seed, and so on as needed.

In the event of a 4 to 7-way tie, MLS will break the tie as follows:

1. Highest run differential in the games played between the teams tied (*how much each TIED team won & lost by*).
2. Lowest total runs allowed (RA) between teams still tied.
3. Highest overall run differential between the teams that are still tied. (*calculated by RF minus RA in standings*).
4. If any teams remain tied, MLS will do a **BLIND DRAW** in the office to determine seeds – 1<sup>st</sup> team drawn is higher seed, and so on as needed.

## 21.0 AWARDS & ORDER FORM

1) If you are the Manager / Coach of a team who won a recent season, you may download & print a copy of the Awards Order Form. This form is available ONLINE 24/7 under your Program City's RULES tab.

<https://www.mlsoftball.com/programs/rules/12/orange>

2) Please remember, this order form must be submitted **WITHIN 45 DAYS** of your team's Championship win. Any orders submitted after 45 days will not be honored.

3) To submit an awards form, please email the completed form to: [awardsorders@mlsoftball.com](mailto:awardsorders@mlsoftball.com)

4) If you have any questions regarding an awards order, or want an update on the status (delivery time), please email: [awardsorders@mlsoftball.com](mailto:awardsorders@mlsoftball.com)

# THANK YOU & PLAY BALL!

714-289-1983 x103 or [customerservice.oc@mlsoftball.com](mailto:customerservice.oc@mlsoftball.com)

We are open Monday – Friday / 9:00am – 5:00pm

We are closed on weekends and on most major holidays.