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# MONTROSE SOFTBALL LEAGUE ASSOCIATION



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## RULES OF PLAY

AS ADOPTED HEREIN BY THE MANAGERS' COUNCIL ON FEBRUARY 21st, 2026

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## **ARTICLE 1 GENERAL**

### **SECTION 1.1 RULES OF PLAY**

This will be a slow-pitch softball league. Rules of play shall be those adopted by International Pride Softball, hereafter, referred to as iPride, unless specifically amended in these rules.

### **SECTION 1.2 SMOKING & DRINKING POLICY**

This League, in the best interest of its members, will not tolerate smoking or alcoholic beverages on the field of play (including dugouts). Montrose Softball League Association will not tolerate any players under the influence of alcohol on the field (including dugouts). Violation of this rule will be at the discretion of the Officer of the Day.

## **ARTICLE 2 DEFINITIONS**

### **SECTION 2.1 AMATEUR PLAYERS**

A softball player who engages in the sport solely for pleasure, and the physical, mental, or social benefits in which the player derives.

### **SECTION 2.2 PROFESSIONAL PLAYERS**

A professional softball/baseball player is an individual who receives significant compensation for playing that sport.

### **SECTION 2.3 DISQUALIFIED PLAYER**

A person who has been disqualified from play in events promoted and conducted by this League, iPride or another city.

### **SECTION 2.4 GAY**

Gay shall be interpreted to include gay, lesbian, bisexual, and transgender (GLBT or LGBT) individuals.

### **SECTION 2.5 HE/HIS/HIM**

He/His/Him shall read to include the female gender. - To be read a player

### **SECTION 2.6 INELIGIBLE PLAYER**

A player who is not eligible to participate in the Montrose Softball League Association. A disqualified player is included in the definition as an ineligible player.

### **SECTION 2.7 TEAM**

Team includes but is not limited to the following: players, coaches, managers, trainers, scorekeepers, and sponsors who represent the same group and who occupy the same player area at the game.

### **SECTION 2.8 UNSPORTSMANLIKE CONDUCT**

Action that is detrimental or unbecoming for the purposes of this League or iPride.

### **SECTION 2.9 MANAGERS' COUNCIL**

- A. A new Managers' Council shall be assembled on the initial roster deadline of each new iPride World Series qualifying season. The managers' council shall be considered officially assembled at the initial roster deadline and shall remain so assembled until the subsequent season's initial roster deadline.

- B. The managers' council shall consist of those managers indicated as the official team manager on any team registration packet that is currently eligible for league play.

## **ARTICLE 3 MEMBERSHIP & PLAYER ELIGIBILITY**

### **SECTION 3.1 AGE REQUIREMENTS**

- A. All playing members of the MSLA must be at least eighteen (18) years of age at the time of registration.
- B. There is no age restriction on non-playing members of the MSLA. Non-playing members who are not eighteen (18) years of age are not permitted on the field of play except where assigned in the completion of official League duties and shall not have voting privileges.

### **SECTION 3.2 APPLICATIONS**

Each member of the League must complete and submit a properly completed membership application and membership dues as set annually by the Board of Trustees of the League.

- A. Playing member - all playing members of a team must submit a properly completed membership application and dues as set annually by the Board of Trustees.
- B. Non-playing member - all non-playing members of a team must submit a properly completed membership application and dues as set annually by the Board of Trustees.
- C. Team Entry - each team entry fee will be allowed two (2) non-playing memberships or one (1) playing membership. These individuals must complete an application for membership

### **SECTION 3.3 PROFESSIONAL PLAYERS**

A professional softball or baseball player is ineligible to compete for any team while pursuing his/her profession.

### **SECTION 3.4 UMPIRES AS PLAYERS**

A playing member of the League will be allowed to umpire any game in which no team in their division is playing.

## **ARTICLE 4 ROSTERS**

### **SECTION 4.1 ROSTER LIMITS**

Each team shall be composed of at least (10) and not more than twenty-two (22) playing members. A person's name may not appear on more than one team roster.

### **SECTION 4.2 ROSTER INFORMATION**

Each roster must list all information required on the form. A membership application for each person listed on the roster must be submitted with the roster and where applicable, dues must also be submitted.

### **SECTION 4.3 UPDATED ROSTERS**

Each time the playing member roster changes, either through additions or deletions to the roster, a complete new roster along with all necessary applications, dues, and/or release forms must be submitted by the team manager prior to that roster being recognized as the official roster of the team.

### **SECTION 4.4 PLAYER ADDITIONS**

New players may be added to a team roster to fill any vacancies until the Final Roster Deadline. Before a new player is eligible to participate in league competition:

- A. the player must be registered and have paid the applicable League dues, and

- B. the manager must submit a new Player Ratings Form listing all of the required information for each player whose name appears on that form.

All information required must be submitted to the MSLA Secretary prior to a new player being eligible to participate. The deadline for player additions is 11:59pm on the Friday preceding the date that the League games will occur.

#### **SECTION 4.5 PLAYER TRANSFERS**

No player may transfer from one team to another without a signed release from the manager of the team that the player is leaving. In the event that a transfer is requested but is not granted by the team manager, the player requesting the transfer may petition the League's Commissioner or Competition Coordinator for a hearing before the Board of Trustees. No player may transfer from one team to another more than twice during the season.

#### **SECTION 4.6 RELEASED PLAYERS**

Any player may be released from a team roster at the discretion of the team manager at any time during the season. Once released, the player may join any other team in the League, even after the final roster deadline, so long as the player rating and/ or team rating falls within the divisional guidelines. Any player who feels he was released without just cause may request a hearing before the Board of Trustees. Such hearing must be requested within seven (7) days from the player's release. The Board, after hearing all evidence, will provide a formal ruling. Should the ruling favor the player, he may or may not continue to play for the team at his discretion, and no other player may be substituted for him.

#### **SECTION 4.7 FINAL ROSTER DEADLINE**

The roster change deadline shall precede the date for determining division designations of teams for iPride reporting. The Board of Trustees shall set this date. No roster changes may be made to a team roster after the roster change deadline, with the following exceptions:

- A. Changes related to creation of a GSWS Representative Determination Roster, as described in Bylaw Article 8.
- B. Changes requested by a team after the Final Roster Deadline, which require a majority vote of the Managers' Council for approval, and – if approved – which will result in the team being disqualified from post-season play.

#### **SECTION 4.8 ROSTER IDENTIFICATION**

Non-gay players shall be identified on the Player Ratings Form (for league records only). Such identification shall be made and verified by the team manager.

#### **SECTION 4.9 PLAYER IDENTIFICATION**

All players should have identification at the field during league games and may be asked to furnish such identification should a question of player eligibility arise.

### **ARTICLE 5 LEAGUE SCHEDULE**

#### **SECTION 5.1 SCHEDULE**

A complete schedule of all League games will be distributed to all team managers per Bylaw 4.5.A. The schedule will list the date, time and place of each League game.

#### **SECTION 5.2 OPENING DAY CEREMONIES**

Opening day will be set and announced to all team managers at least two (2) weeks prior to the start of league play. All members of each team are encouraged to appear in team uniforms for Opening Day Ceremonies.

### **SECTION 5.3 FORFEITS**

- A. Starting game time is forfeit time unless teams are moving fields on back-to-back games.
- B. No game shall begin prior to the scheduled starting time for that game unless both team managers agree to start a game earlier.
- C. Any team not able to field a team as required in Sections 14.1 and 13.1 of these rules by the starting time of their game shall forfeit. A forfeited game shall be scored as 7-0 in favor of the team not at fault. A double forfeit shall be scored as 0 - 0 and considered a loss for both teams.
- D. The team not-at-fault will not be required to field a team at game time when a forfeit notification is received by email to the Competition Coordinator prior to 11:59pm the Friday before the game is schedule to be played. This notification may not be retracted and the Competition Coordinator will notify the not-at-fault team of the forfeit.
- E. For a forfeit announced on game-day, the team not-at- fault in the forfeit must be able to field a team at the scheduled game time as required in Sections 14.1 and 13.1, unless an exception is granted by the Competition Coordinator. Any team, not fielding at least 9 players, or has less than 9 players during a game, will automatically forfeit and a score of 7-0 will be recorded in favor of the opposing team.
- F. Any team that forfeits a game against any team from another division after playing their divisional game the same day then shall be deemed ineligible for any GSWS berths and participation in the GSWS Playoff Tournament unless approval from the managers' council.

### **SECTION 5.4 POSTPONEMENTS**

- A. The suitability of the fields to be prepared for league play shall be determined by the Competition Coordinator in conjunction with the management of the fields. To avoid a full cancellation of the day, adjustments to the start time for the day may be made in the event the inclement weather affects or is anticipated to affect the field conditions.
- B. In the event a game is canceled (due to rain, power failure, etc.) the game may be rescheduled. The Competition Coordinator will make adjustments to the schedule as required and communicate any adjustments to the schedule no later than 11:59pm on the Friday before adjusted games are to be played.

### **SECTION 5.5 TIME LIMIT**

For regular season play, a time limit will be in effect. For the end of season playoffs for all divisions that may or may not determine the GSWS representative, a time limit may be in effect if deemed necessary. The Competition Coordinator, when developing the regular season and playoff schedule, will set the time limit.

The game time will be displayed using the scoreboard clock when one is functional and available. In the event no working scoreboard clock is available for use, the game time will be displayed on an alternative count-down timer monitored by the home plate umpire. The game time remaining will be announced to both teams every half-inning.

## **ARTICLE 6 UNIFORMS**

### **SECTION 6.1 UNIFORMS**

Players must play in like color shirts or jerseys with an Arabic whole number (00-99) on the back at least six (6) inches in height. Identical numbers are not permitted. The following headwear is allowed during games: Ball caps and non-plastic visors may be worn forward or backwards, headbands, sweat bands, handkerchiefs, durags both pull over and tied, and bucket hats. Headwear may not be worn around the neck. Any headwear deemed unsafe by the umpire will not be allowed. Face coverings for environmental or health protection are allowed.

## **SECTION 6.2 UNIFORM OWNERSHIP**

Uniforms purchased by a sponsor shall remain the property of the sponsor unless other arrangements have been made between the sponsor and the team member(s). Each player is responsible for his/her uniform and its return to the team manager at the close of the playing season or at such time as the player discontinues, for whatever reason, his/her participation with that team. In the event that a player does not return his/her uniform in satisfactory condition, normal wear and tear expected, that player shall be ineligible for league play until the uniform is returned or other restitution is made to the satisfaction of the team's sponsor. Request for return of uniform(s) must be made prior to the next playing season.

## **ARTICLE 7 FINAL STANDING AND TIE BREAKERS**

### **SECTION 7.1 TIE BREAKING**

If at the end of the regular season, two or more teams finish with identical won, loss and tied percentages, the following steps shall be taken until the tie is broken:

- A. Best record in head to head competition
- B. Best record in head to head competition with the higher placed teams from first place down until the tie is broken
- C. Fewest runs allowed against common opponents, not considering forfeits, with teams within your division.
- D. Coin flip

## **ARTICLE 8 LINEUP SHEETS & SCOREKEEPING**

### **SECTION 8.1 ELIGIBLE PLAYERS**

- A. A team's current league roster will be the official list of players who will be eligible to participate for that team during a particular game.
- B. Managers must list all present, eligible players for a game on the line up sheet that is submitted to the official scorekeeper opposing team prior to each game. Only players physically present or within close vicinity of their team bench or dugout may be included on the line up sheet; however, eligible players arriving to the game late may be added to the lineup sheet as a sub at any time and included in the official score book along with all other subs listed from the start of the game.
- C. It is the duty of the managers to note in the official scorebook at the end of the game any players listed on the exchanged line up sheets and listed in the official scorebook who do not accurately reflect those present for the game (including players who may have arrived late).
- D. If there is a discrepancy, the manager will notify a Board member on the day of the game. The Board member will notify the Competition Coordinator or Assistant Commissioner and a decision will be made on the player's attendance credit.

### **SECTION 8.2 SUBMISSION DEADLINE**

- A. Official lineup sheets will be provided by the League through the Competition Coordinator and must be used by each team for all scheduled games.
- B. The top copy of the lineup sheets must be provided to the Home Plate Umpire before play begins. A copy of the lineup sheet is also to be given to the opposing team.

### **SECTION 8.3 REQUIRED INFORMATION**

Each lineup must be completed on the League-provided lineup sheet and must include the following (see also Appendix B):

- A. Each player's and substitution's first and last name
- B. Each player's corresponding jersey number
- C. Each player's initial defensive position (denoted using the numerical or abbreviated defensive position).

### **SECTION 8.4 SCOREBOOKS AND SCOREKEEPING**

Each official scorebook must be completed to include the following (see also Appendix B):

- A. Date, field number, start time (will be notified by the UIC of official time), and name of scorekeeper.
- B. Each player's first and last name, jersey number and initial defensive position (denoted using the numerical or abbreviated defensive position). Include listed substitutions from the line up at the bottom of the scorebook.
- C. Record statistical data:
  - 1. Number of bases reached safely by drawing a line between each base.
  - 2. Defensive plays and errors.

The manager of the home team (or their designated scorekeeper) will be required to keep an official scorebook maintaining an accurate record of the game as outlined above. The manager of the visiting team (or their designated scorekeeper) will be recommended to keep an official scorebook maintaining an accurate record of the game as outlined above. Both books will be verified to have matching scores and the outcome of the game accurately recorded at the end of the game prior to leaving the field of play. A manager signature on each book will indicate acknowledgement of the final score and outcome.

In the event of a discrepancy between the books for a specific play or at-bat, the home book will be considered an "official" record.

For ratings purposes, if data between the books is in dispute, the adjudicating body (ratings committee, board, etc.) may determine that data from said play, at-bat, inning, or game will be disqualified from use in ratings proceedings.

Article 7 of the MSLA Bylaws (duties of the manager) may be used by the board to enforce this responsibility if a manager is consistently demonstrating non-compliance.

### **SECTION 8.5 ANNOUNCE CHANGES**

All substitutions or reentries must be announced to the home plate umpire before such substitution(s) become legal. (Note: It is not the scorekeepers' or umpire's responsibility to notice changes in the lineup or positions; it is the manager's or coach's responsibility to see that all changes are properly entered.)

### **SECTION 8.6 END OF GAME PROTOCOL**

Both team representatives must verify the correctness of their respective lineup sheets and score then sign the scorebook before departing the field of play. Once the Scoresheets/Scorebook has been signed, each team's lineup sheet and score become official.

## **SECTION 8.7 SCOREBOOK AND STATISTICAL DISCREPANCIES**

Managers will have the right to submit a Scorebook Change Request Form (SCR) to report a discrepancy in the official scorebooks under the following drop-dead criteria:

- A. Up to seven (7) days after official scorebooks have been uploaded to the MSLA website.
- B. Up to seven (7) days after the MBA has been distributed.

## **ARTICLE 9 PROTEST**

### **SECTION 9.1 PROTESTS DURING REGULAR AND POST-SEASON PLAY**

The following steps must be taken when filing a protest in a regular season or post-season game:

- A. Umpire's judgment - no protest will be allowed.
- B. Umpire's interpretation of the rules:
  - 1. Protest must be announced to the home plate umpire prior to the next pitch (legal or illegal). In the event the protested action occurring on the last play of the game, then the protest must be announced to the home plate umpire prior to the umpire leaving the field.
  - 2. Upon notification of the protest, the home plate umpire shall immediately halt play and notify the UIC of the protest. The UIC will make a ruling based on the play and his ruling will be final.
- C. Player/Team Eligibility (not ratings-related)
  - 1. Protest must be announced to the home plate umpire prior to the completion of the game in question. The umpire will instruct both scorekeepers to note in the scorebook that the game is being played under protest based on player or team eligibility. The game will then continue and be completed as scheduled.
  - 2. A written protest must include:
    - a. Date and time of game.
    - b. Teams involved in the game.
    - c. If protesting team eligibility – the protest must include a description of the reason for ineligibility.
    - d. If protesting a player – the protest must identify the name of the player and a description of the reason for ineligibility.
  - 3. The protest must be submitted to the Competition Coordinator & Assistant Commissioner via their official MSLA email addresses no later than 11:59 pm on the date two (2) days following the completion of the game. As applicable, the timestamp on the email shall determine the time of the filing of the protest.
  - 4. Upon receipt of the protest, the Assistant Commissioner and Competition Coordinator will – within 24 hours – determine if the protest is valid.
  - 5. If the protest is valid, the Board will convene (in person, by phone, or by email) and make a ruling on the protest. The Board will notify both teams involved by 11:59pm on the Friday after the protest was filed.
  - 6. If the protest is denied, the protesting team will only be granted one additional protest related to player or team eligibility.
  - 7. A protest related to the eligibility of a player or team (non-ratings related) will be prohibited during post-season play.

## **ARTICLE 10 PLAYER AWARDS**

### **SECTION 10.1 AWARDS**

The following awards may be made at the end of the season to recognize outstanding players for their performance in each division of play: Rookie of the Year Award, Golden Glove Award, Most Improved Player Award, Hustle Award and Most Valuable Player Award.

### **SECTION 10.2 GUIDELINES AND REQUIREMENTS FOR SELECTION OF AWARDS**

- A. Rookie of the Year Award: Players to be considered for this award must be a new player to iPride. Persons to be considered for this award must have exhibited excellence in play on the field and League support/spirit in accordance with the objectives of the League.
- B. Golden Glove Award: Players to be considered for this award must have exhibited excellence and /or improvement in defensive play throughout all games. Maximum effort, consistency, and teamwork should be criteria for this award. This player must exhibit League support in accordance with objectives of the League.
- C. Most Improved Player Award: Players to be considered for this award must have exhibited improvement in play on the field, either from the previous year, or from the beginning to the end of the present season should the player be a new member of the League. Also, the player must have exhibited League support/spirit in accordance with the objectives of the League.
- D. Player Hustle Award: Players to be considered for this award must have exhibited continued playing effort throughout all of their games. Also, they must have displayed a positive attitude and good sportsmanship, always "hustling" for the play both offensively and defensively.
- E. Most Valuable Player Award: Players to be considered for this award must have exhibited both excellence in play on the field and League support/spirit in accordance with the objectives of the League. The players to be considered for this award must also have been judged to be "key" persons for their team efforts on the field of play.

### **SECTION 10.3 NOMINATIONS**

All managers/coaches will submit their team nominees for each player award. All nominees submitted will be presented at a meeting of the Managers' Council. The managers will get a chance to discuss all nominees and afterwards, vote on award winners.

## **ARTICLE 11 DIVISIONAL RULES**

### **SECTION 11.1 ROSTER & LINE UP**

All Divisions (except E): Teams may begin a game with nine (9), ten (10) eleven (11) or twelve (12) players. Should a team begin with nine (9) players, they may add a tenth (10) player as long as they are added to the bottom of the lineup upon arrival. An out will be recorded every time the vacant 10th batting position has a turn up to bat. Teams must begin and finish with a minimum of 9 players to avoid forfeit.

**E Division:** Teams must begin and finish a game with a minimum of nine (9) players to avoid forfeit. An out will be recorded every time the vacant 10<sup>th</sup> batting position has a turn to bat. Teams may bat up to the full roster in their lineup as extra hitters (indicated as "EH" on the lineup sheet) provided they are on the initial lineup submitted prior to start of play.

## **SECTION 11.2 DEFENSIVE SUBSTITUTIONS**

Defensive player rotations may be made at any time among players in the batting order (the batting order will not change). Players not in the batting order must use USA Softball substitution rules to enter the game unless added to the batting order per 8.1.

## **SECTION 11.3 HOME RUN & RETRIEVE**

Ball hit over a fence (even if it is less than USA Softball regulation 300- foot requirement) will constitute a home run. Any balls that are hit over the fence (as home runs or foul balls), will be retrieved by the team responsible for hitting the ball over.

The specified divisions will have the following number of home runs allowed. Any home runs over the limit will be an inning ending out.

**A Division** - 4 home runs

**B Division** - 3 home runs

**C Division** - 1 home run

**D Division** - 0 home runs

**E Division** - 0 home runs

## **SECTION 11.4 COURTESY RUNNERS**

Courtesy runners will be allowed in all divisions. Courtesy runners may be any player in the lineup sheet, including substitutes. Each team will only be allowed one (1) courtesy runner per inning, per team with the expectation of Legend Teams. Legends teams are allowed 2 courtesy runners per inning. If cross-divisional play occurs, only the Legends teams will be allowed 2 courtesy runners. All other courtesy runner rules will be in effect. The courtesy runner(s) may be used at ANY time but must be declared to the umpire. If a courtesy runner is on base at the time that player is scheduled to bat, the runner is removed from the base, an out is recorded on the original batter and the courtesy runner becomes the next batter. Player substitution is not permitted at this time. If an illegal courtesy runner enters the game and is properly appealed before the next pitch, the player will be declared out.

## **SECTION 11.5 POST SEASON GAME ELIGIBILITY**

A player whose name appears on the team's final official roster will be eligible to compete in post season play if they are eligible for participation in the Gay Softball World Series.

## **SECTION 11.6 RUN AHEAD RULE**

For regular season play:

- A. A twenty (20) run rule will be in effect after 3 innings. Should a team be ahead by twenty or more runs at the beginning of the fourth inning (middle of the 3rd inning if the home team is ahead) the game shall end and be considered a completed game.
- B. There will be a fifteen (15) run rule in effect after 4 innings. Should a team be ahead by fifteen (15) or more runs at the beginning of the 5th inning (middle of the 4th inning if the home team is ahead) the game shall end and be considered a completed game.
- C. There will be a ten (10) run rule in effect after 5 innings. Should a team be ahead by ten (10) or more runs at the beginning of the 6th inning (middle of the 5th inning if the home team is ahead) the game shall end and be considered a completed game.

The same rules will be in effect for all playoff games if deemed necessary by the Competition Coordinator.

### SECTION 11.7 TIE GAMES

- A. For regular season games, one inning under the International Rule will be played. If the game is still tied after one additional inning the game will remain a tie for purposes of the regular season standings.
- B. For all playoff games the International Rule will be used for all extra innings until the tie is broken.
- C. The International Rule is as follows:
  - 1. the last batter of the previous inning will begin their half of the inning on second base.
  - 2. Ball/Strike count will continue the same as in previous innings.
  - 3. Same substitution rules will apply.

### SECTION 11.8 PITCH COUNT

All Divisions - players will begin with a 1-1 count and shall be awarded one courtesy foul.

## ARTICLE 12 EQUIPMENT RULES

### SECTION 12.1 UNSUITABLE EQUIPMENT

Any equipment deemed unsuitable for iPride and/or USA Softball play will also be deemed unsuitable for Montrose Softball League Association play.

### SECTION 12.2 SOFTBALL BATS

- A. Annually, the Managers Council has the authority to decide whether to choose the annual pick-a-stick option or the bring your own bat option. MSLA bats may not leave the field of play during play and furthermore the batter/player may be subject to the rules of Article 5. Field of play shall be defined as within the fenced area of the softball field, excluding dugouts.
  - 1. **Pick-A-Stick Option:** Only MSLA provided bats under the pick-a-stick rule may be used during play.
  - 2. **Brings Your Own Bat Option.** Players wishing to use their own bat must meet the following criteria:
    - a. All bats must have one of the following USA Softball stamps, AND



All Games



Adult Fast Pitch/All Slow Pitch

- b. Have their bat(s) tested by a bat compression tester within the first two (2) weeks of play by the contracted umpire at the contracted sports complex. Each bat brought to be tested will incur a fee predetermined by the tester.
    - c. Bats that have passed testing will then have a non-removable sticker placed on the tapered part of the barrel that has the date and initials of the testing official. Bats must keep this sticker on for the duration of the season to stay in compliance.
    - d. A bat(s) that are found to be brought onto the field of play without the approved non-removable sticker will be called out on the first offense and the bat removed and placed with the Competition Coordinator (or designated person) for the remainder of the game day.

- B. Any player who brings a non-approved bat onto the field of play or uses a non-approved bat will be declared out on the first offense, ejected from the game on the second offense and subject to further penalties under Article 5 Disqualification and Suspension.
  - a. A bat brought onto the field of play that has no sticker, the batter will be called out and the play will revert to the previous play.
  - b. Bats brought onto the field of play MUST remain on the field of play for the entirety of the game.

**ARTICLE 13 RATINGS & DIVISIONAL PLAY**

**SECTION 13.1 INTERDIVISION COMPETITION**

- A. When playing a team of a higher division within the League, the lower division team will abide by Rules of Play applied to the higher team.
- B. For the A/B/C interdivisional games, if the lower division team wins against the higher division team, a WIN will be recorded in the standings for the lower team and a LOSS will be recorded in the standings to the higher team.
- C. For the A/B/C interdivisional games, no WIN/LOSS will be recorded if the higher division team wins against the lower division team.
- D. For the D/E interdivisional games, after the D Division team scores five (5) runs in an inning, the teams will swap defensive/offensive positions.

**SECTION 13.2 DIVISIONAL REQUIREMENTS**

Teams may compete in the following divisions based on their Player and Team Ratings:

Divisional Guidelines (2025 Updates):

- A Division: No max team/player ratings; minimum team rating of 160 unless exempt by specific rules.
- B Division: Max team rating of 170; no players rated over 18.
- C Division: Max team rating of 130; no players rated over 14.
- D Division: Max team rating of 95; no players rated over 10.
- E Division: Max team rating of 60; no players rated over 6.
- Legends C & D Divisions: Ratings apply as per standard divisions.

Legends-C and Legends-D GSWS Division Qualification

Teams identifying as Legends-C or Legends-D Division GSWS Qualifying Teams must comply with the age, individual, and team roster cap requirements specific to their respective Legends Divisions. Such teams are permitted to participate in the MSLA C or D Divisions but are automatically ineligible to qualify for the GSWS in the standard C or D Divisions. Instead, these teams will automatically qualify for their respective Legends-C or Legends-D GSWS Divisions, provided all established protocols are followed.

Each Legends team is allowed two (2) players between the ages of 40-49 on their roster for MSLA play. The players rating must be at a minimum two (2) points lower than the respective division's player cap.

**SECTION 13.3 RATINGS ELIGIBILITY**

Once final player ratings have been determined after all appeals meetings, a player's rating may result in him/her becoming an ineligible player for the division in which they play.

- A. In the event that the player's rating at the time of play made the player ineligible for play in that division, the team will lose all games, 7-0, for which said player appeared on the roster and participated in games played.
- B. In the event that the player's rating was eligible for play in their division at the time of play, the wins and losses of the team will stand but the player will be deemed ineligible for future play in the division, including post season play.

**(End of Rules of Play -- Appendices to Follow)**

**Appendix A. Scorekeeping Definitions**

Double play – The act of making two outs during the same continuous playing action by a team or a fielder. (Denoted on the scorebook by DP)

Error – An act, in the judgment of the official scorer, of a fielder misplaying a ball in a manner that allows a batter or base-runner to advance one or more bases or allows an at bat to continue after the batter should have been put out.

Fielder's Choice – A term used to refer to a variety of plays involving an offensive player reaching a base due to the defense's attempt to put out another base-runner, or the defensive team's indifference to his advance. It is recorded by the official scorekeeper to account for the offensive player's advance without crediting him with a hit. (Denoted on the scorebook by FC)

**Modified Batting Average** – The ability for a batter to make it on base without an out occurring. The MBA is calculated as such:

1. Add the number of times the player reached base.
2. Subtract any Fielders' Choice where an OUT occurred.
3. This is your NUMERATOR
4. Add the total number of at Bats
5. Subtract any Walks
6. Subtract any Sacrifice flies
7. This is your DENOMINATOR
8. NUMERATOR divided by DENOMINATOR = MBA

Sacrifice Fly/Sac Fly - A batted ball that satisfies four criteria:

1. There are fewer than two outs when the ball is hit
2. The ball is hit to the outfield (fair or foul), or to infield foul territory
3. The batter is put out because an outfielder (or an infielder running in the outfield, or foul territory) catches the ball on the fly (alternatively if the batter would have been out if not for an error or if the outfielder drops the ball and another runner is put out)
4. A runner who is already on base scores on the play

It is called a "sacrifice" because the batter presumably intends to cause a teammate to score a run, while sacrificing his own ability to do so. (Denoted on the scorebook by SF)

# Appendix B. Scorekeeping Reference Guide

## Example of a Score Sheet

VISITOR		1	2	3	4	5	6	7	8	9	TIME		PLACE		DATE		
White Walkers		2	1	1	7	1						9:33am	Field 3		4/15		
HOME											TIME		PLACE		DATE		
Fighting Martins		3	4	5	2	—						9:33am		Field 3		4/15	
NO	PLAYERS	POS	1	2	3	4	X4	X5	7	8	9	AB	R	H	ER		
13 <sup>1</sup>	Ned Stark	3															
23 <sup>2</sup>	John Snow	7															
09 <sup>3</sup>	Petyr Baelish	4															
01 <sup>4</sup>	Jaime Lannister	6															
56 <sup>5</sup>	Renly Baratheon	2															
22	Grey Worm- T4																
03 <sup>6</sup>	Daenerys Targaryen	1															
33 <sup>7</sup>	Khal Drogo	EH															
38 <sup>8</sup>	Margaery Tyrell	9															
10 <sup>9</sup>	Sandor Clegane	5															
75 <sup>10</sup>	Oberyn Martell	8															
19 <sup>11</sup>	Jorah Mormont	10															
12																	
13																	
18 <sup>12</sup>	Rickon Stark																
22	Grey Worm																
15																	

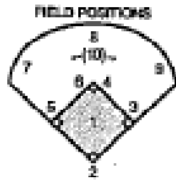
Final 12-14  
 Martins win  
 Martins Manager  
 Walkers Manager

Example of a Lineup Sheet

©Tom Glover 1987

### GLOVER'S "Line-Up Cards"

BAT ORDER	Team: <i>Fighting Martins</i> <i>4/15/2017</i>					
	Coach: <i>Coach Martin</i>					
NO.	PLAYER	POS.	NO.	SUBSTITUTIONS	POS.	
1	<i>Ned Stark</i>	<i>3</i>	<i>18</i>	<i>Cassidy Coyer</i>		
2	<i>John Stark</i>	<i>7</i>	<i>22</i>	<i>Michael Koch</i>		
3	<i>Peter Baelish</i>	<i>4</i>				
4	<i>Jaime Lanister</i>	<i>6</i>				
5	<i>Renly Baratheon</i>	<i>2</i>				
6	<i>Chris Hunkeler</i>	<i>1</i>				
7	<i>Tony Wilkerson</i>	<i>6</i>				
8	<i>Brian Crumby</i>	<i>5</i>				
9	<i>Julie Tyree</i>	<i>8</i>				
10	<i>Brian Smith</i>	<i>10</i>				
11						
12						
13						
14						
15						
16						
17						
18						
19						



FIELD POSITIONS

Please contact your local sporting goods dealer for our products. If they are unable to help you, please contact us for prompt service.

**GLOVER'S**  
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Scorekeeping is accomplished by a sort of "shorthand," which is basically a combination of position numbers and abbreviations. Refer to the *Scoring Abbreviations* section to see position numbers and abbreviations used to keep score. A score sheet tells a play-by-play story of how the game took place. Each cell contains a diamond along with 1B, 2B, 3B, BB and HR.







## Scorekeeping Abbreviations

How on Base		Positions		Outs	
1B	Single	1	Pitcher	DP	Double Play
2B	Double	2	Catcher	F	Fly Ball
3B	Triple	3	First Base	FO	Foul Out
BB	Base on Balls	4	Second Base	K	Strike Out
FC	Fielder's Choice	5	Third Base	Sac	Sacrifice Fly
		6	Shortstop	TP	Triple Play
HR	Homerun	7	Left Field	U	Unassisted
E	Error	8	Left Center		
		9	Right Center		
		10	Right Field		
		EH	Extra Hitter		

## Scorekeeping Shorthand

When marking a play on the score sheet, use the following shorthand:

- Dotted line for a ground ball to the point where the defending player picked up the ball
- Solid, straight line for a line drive to the point where the defending player picked up the ball
- Solid, curved line for a fly ball to the point where the defending player picked up the ball

Base on Balls/ Walk		Fly Ball Double	
Put out		Fielder's Choice	
Ground Ball Single		Line Drive Triple	

Strikeout



Line Drive Single



Fly Ball Triple



Fly Out



Unassisted Out



Sacrifice Fly



Line Drive Double



Homerun



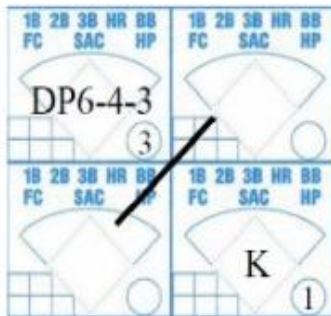
Triple Play



Double Play



End of Inning



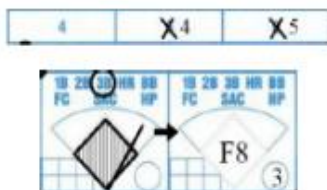
Foul Out



Running Score

	1	2	3	4	5	6	7	8	9
White Walkers	2	1	1	7	1				
Fighting Martins	3	4	5	2	-				

Extended Inning



End of Game Procedure



**Substitutions**

Before play starts, all substitutes are to be listed at the bottom of the "Players" column on the score sheet. For a batting substitute, under the "Players" column on the score sheet, write the substitute's name under the player who is being replaced. To the right of the incoming substitute's name, write the inning in which the substitution is taking place by using a 'T' for top or 'B' for bottom (see example below.)

NO	PLAYERS	POS
56 <sup>5</sup>	Renly Baratheon	2
22	Grey Worm- T4	