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Mahoning Valley Sports Network Softball League Rules  
  
**PHYSICAL CONTACT**

Any physical contact with another player or violence of any kind will result in an automatic expulsion from the league. In order to be reinstated a majority of team captains must agree to allow the player to be reinstated. If there is a tie, the tie breaker goes to Mahoning Valley Sports Network and the likelihood of reinstatement will be most likely voted as an expulsion. Player will be expelled from all future leagues.

The penalty for throwing of bats, balls, equipment or other objects either in frustration or maliciously will result in immediate ejection from play for the remainder of the day with further penalties possible up to and including expulsion from the league. The ruling will be determined by league officials for possible further penalties beyond ejection. The penalty for unintentional throwing of a bat while batter is at home plate will be a warning for first offense and suspension and confinement to the dugout for the remainder of game that the offense had occurred. Also, an out will be recorded for that player when that player’s turn in the lineup occurs.

**LANGUAGE**

Abusive language and disrespectful behavior toward umpires or other players.  
Player will first be warned verbally by the umpire  
Player will be asked to immediately leave the park (police escort if necessary). If conduct continues into future games the player will be suspended indefinitely from the league (See rule 1)

**No Metal Spikes**

**CONTACT WITH THE CATCHER**

There is no deliberate contact with the catcher. Player running into home must pull back and avoid contact with the catcher. Sliding into home plate is appropriate. Catcher cannot block the plate. Catcher can only enter the baseline when he/she has full possession of the ball and is going to tag the runner out.

**MERCY RULE**

If a team is winning by 10 runs after 4 innings; 8 runs after 5 innings or 6 runs after 6 innings the game will be called after the home team bats.

Nine (9) players must be able to take the field to begin play. Coed games require at least 4 females take the field. If a team does not have the required number of female players to take the field, the missing female in the batting order will be an out. The game will proceed normally in all other aspects.

Teams must finish a game with at least 8 players. If this is the scenario then the “9th “player in the lineup will automatically be out when his/her turn to bat.

The full roster present at the game can bat. Fill in/substitute players not on the roster are not included in this rule. Coed must maintain the male, male, female batting order.

BATS

Softball bats are required. USSA/ASA marked bats, or bats marked with no more than a 1.2 bpf marked on the bat. Baseball bats of any type are not permitted.

Softball wood bats are permitted.

A full game is considered complete after 5 ½ innings if the game needs to be called due to weather.

Games are 7 innings or one hour and fifteen minutes (1:15). If the game runs 1:15 the batter at the plate will be permitted to finish his/her at bat.

COIN FLIP will be used to determine the home team. The Home Team book is considered the official score. It is strongly recommended to “square” the books between innings.

HOME RUN RULE

Each team is given 5 home runs (over the fence) to start the game. The 6th home run will be scored as an out. Once both teams score 5 over the fence home runs, each team will be awarded another 1 home run. Any over the fence home run after this added home run will be recorded as an out. This ladder will continue until the game ends.

Example: home team hits 5 home runs by the third inning. The visitors only have one. Any home run hit by the home team will be recorded as an out. If in the 5th inning the visitors hit 4 home runs bringing the new total to 5, each team will be awarded one more home run immediately bringing a new total to 6. If the next batter for the visitors hits a home run it will count as a run (number 6). Any home runs after will be recorded as an out until the home team “evens it out” by hitting their sixth. In this case each team will be awarded another home run, and so on.

Clarification: A ball hit into the outfield that hits a player then bounces over the fence is a 4 run ERROR and will not be counted toward the home run rule.

GAME START TIME / TIME BETWEEN INNINGS

All games must be started on time (5 minutes after scheduled start time and opponent agrees) unless delay is caused by the game being played before yours. If all players are not present to field a team, the game will be forfeited. If time permits, warm ups can take place on field, but warm ups should take place on a vacant field prior to your start time. **The time of game begins at the first pitch.**

ALSO, **one minute will be given between innings for teams to take the field**. The batter may be awarded a walk if the pitcher does not deliver a pitch within a reasonable time after being instructed by the umpire to start the inning.

BATTING LINE UP

The coed batting order will be male/male/female when four females are in the field. If there are 5 females, the lineup is male, female, male female. If there are more than 10 players batting there must be an equal amount of women and men and must be equally separated. If there are less than 4 females in the lineup the spot where the missing female would have batted is considered an out.

WALKING A MALE BATTER

If a male batter is walked with 2 outs (intentionally or not), the female batter immediately following the male batter has the option to accept a walk or bat. If the female batter decides to hit and one pitch is made the batter must continue as a hitter. If a male batter follows a male batter this rule does not apply.