

MAYFIELD VILLAGE PARKS AND RECREATION
Summer Men's 18 and Over Softball League 2025

RULES

1. Fees

- Scorekeeper/Umpire Fees - \$74/team per night.

2. Rosters/Player Cards: Roster limit is **25**. All players on teams must fill out player information/liability cards before playing in game. Each team will receive the cards prior to first game and need to be filled out and handed to the supervisor. **Please note that a player can only occupy one roster and cannot play for other teams including teams in opposite divisions.**

- All players must be 18 by the end of the calendar year.

3. Matching Shirts/Equipment: Teams are asked to have same color shirts but with a number on the back. **No metal spikes.** A player caught wearing metal spikes must immediately change their shoes or the player will be ejected from the game and suspended. If caught twice, the player is suspended 2 more games.

Softball

- ONCY12- 12" EXTREME GOLD DOT
- Managers are supplied balls at the beginning of the season and at the half way mark. The Softballs provided are to be used at each game. No other ball type will be allowed. Please bring balls each week, and keep the old ones to be used for alternate balls.
- If a ball that is given to the pitcher is the incorrect type of ball it needs to be switch immediately upon discovery or the game will be forfeited by the team that is using the incorrect ball.
- 1 dozen balls will be provided for each playoff match up. These balls must be used and recovered by each team. No more than 1 dozen will be given per match (best 2 out 3).
- **Bats – USSSA/NSA Standards.** USSSA/NSA Standards. Bats must have a USSSA or NSA stamp. All bats will be tested, stamped and approved with our bat tester.
 - **If a bat is deemed illegal/altered in any way, the Player automatically receives a lifetime ban from all Mayfield Village Leagues. GSL will have their own suspension as well.**
 - **If a bat comes back as illegal (deemed by GSL) the game of which it was used during will automatically become a forfeit win for opposing team.**
- Players who turn 65 years old in the calendar year (with valid ID approved), are permitted to use senior bats which are marked with bright tape. Any batter caught using one of these bats who is not over 65 years old, the game is forfeited and 2 game suspension for violator.

4. RainedOut Notification: Text: **MVMENSSOFTBALL to 84483** to sign up for RainedOut in order to get notifications on weather cancelation.

5. Bases/Pitching Rubber: Bases will be located at 70 feet and the pitching rubber will be at 50 feet. Pitchers will have a 6ft pitching gap behind the rubber. The pitcher can pitch anywhere within that 6ft gap as long as they remain within the box. There will be a safety base at first base.

6. Awards/Trophies:
Playoffs

- The champion will receive a trophy/plaque or T-Shirts for teams Playoff participants
 - Choice of award is required within 14 business days after completing playoffs.
 1. If T-shirts are choose, sizes for t-shirts are required within 14 business days of completing the playoffs.

2. T-shirts limited to the number of players on your Playoff Rosters. Only Playoff Roster can get the t-shirts.
 - Tshirts are 100% cotton. One color choice for shirt. The Team shirts will be 1 side print (Front or Back) that print will be 1 color
 - The Runner up will Receive a trophy or plaque.
 - Choice of award must be given within 14 business days of completing the playoffs.

7. Pitching Screen Rules:

- Pitchers will decide inning by inning if they want to use the screen due to sun light issues on the fields.
 - 1.) If both teams agree to use the screen:
 - a.) First ball to hit the screen in an at-bat is considered a "dead ball"
 - b.) If the screen is hit for a second time in the *same* at-bat, the batter is out.
 - 2.) If one team decides not to use the screen:
 - a) That team can hit the screen an unlimited amount of times in an at-bat without any penalty.
- “Chuck and Duck” - If using the screen, the pitcher may not field the ball until it is past them. They must pitch the ball, then stand behind the screen until the ball in play is past them. Any ball hit in front of them must be played by the catcher.

8. Forfeit Rules:

- 2 business days in advance notice of a team’s inability to play is needed. Anything less than that will be considered a forfeit and the \$148 forfeit fee will be collected before the next game can be played. Our business days/hours are Monday-Friday 8:30am-4:30pm.
- If a team forfeits two games, then that team must pay another \$148 before the next game.
- If a team forfeits four games, then they will be kicked out of the league.
- If a team shows up for a game and the other team forfeits, those players from the ready-to-play-team will receive credit for a game played.
- There will not be rescheduling of games to avoid forfeits.

9. Miscellaneous Items:

- All teams must turn in a **legible line-up card before game.**
- Playoff Format – TBD
- Music in the dugout will be kept at a reasonable volume that will not impede the umpire to do their job. At any time, the umpire or Mayfield Village Parks and Recreation can ask you to turn it off or down. All music must be appropriate in a park setting. Radio version only. No explicit language.
- All players may be asked to show ID to prove age for the league. Birthdays will be marked on the roster and will be verified that all players are 18+ by the current calendar year.

10. Rules:

Rules will follow One Nation Softball League standards except those rules created specifically for the Mayfield Village

Parks and Recreation Men’s 18 and Over Softball League:

- Games start with 1 & 1 count
- There is a (5) minute grace period for the first game (6:30 time slot) only.
- 60 Min time limit.
- If the game is tied after the time limit or 7 inning, the game will continue until a winner is declared.
- At 5 minutes left to the game the next new inning will be called by the score keeper and umpire as the last inning.
- **Run Rule** – 20 runs after 3 innings, 15 after 4 innings or 10 after 5 innings.

- **Pitching Rules**
 - **Arc – 5 – 10ft arc**
 - The Pitcher must deliver the ball within 5 seconds after assuming the pitching position on the pitchers plate (or in the 6ft pitching area), and **must present the ball in front of his body**. During this 5 second timeframe, (after presenting the ball) the pitcher may make any windup or motion desired, either in front of his body, above his head or behind his back, including stops and pauses, but the **pitcher must face home plate on delivery of pitch**.
 - The ball must be pitched underhanded at slow speeds with the arc gap of 5ft – 10ft.
 - The umpire shall declare a ball if the pitcher does not deliver the ball within the 5 seconds, delivers the pitch from outside the pitching area, and/or a quick pitch.
- Each team has the option to field 10 players and bat 12 players continuously (plus 2 AH). If a team starts with 12 players then they must end with 12 players. If a team start with 12 and continue playing with less than 12 (if someone has to leave, gets thrown out, or is injured, etc.), each time that person is up to bat, it is an out. If 2 or more players are ejected, injured, or leave the field, then the game is automatically declared a forfeit.
- Must have 9 players to start a game. When a team is playing with nine players, if someone is ejected then there must be a replacement or else it becomes a forfeit.
- No player can be added to the batting order after going through the lineup 1 time.
- **Substitution Rule** – Teams will be allowed to substitute all players a maximum of 2 times per game. Any player may be substituted or replaced and re-entered once, providing players occupy the same batting position in the line-up.
- **HOMERUN RULE - DHH + 3 additional HR's.**
 - All teams may have one (1) Designated Homerun Hitter (DHH) that, without penalty, may hit a homerun every time at bat. Teams must designate their DHH prior to the start of the game, or there won't be a DHH for that team. Should the DHH be walked, whether intentional or not, the next person to hit a homerun may do so without penalty, until the DHH's spot comes back up in the line-up. An additional three (3) total Homeruns are allowed for all others in the line-up. Once the three homeruns are hit, all other homeruns hit will be an out.
- If the catcher is at home plate, then the runner must slide (slide or give up), except on a wild throw when it is not close (Umpire's judgment).
- An official game is complete after 5 innings
- **Courtesy Runner:** A courtesy runner may be ANYONE on the roster. The courtesy runner may be used unlimited times for one player per inning. Meaning you can use that courtesy runner as many times as you need **in that one inning but only for that one player**. The following inning, teams can use a different courtesy runner **but they must be in uniform and on your roster**. If the courtesy runner is on base and their name comes to bat, an out will be taken for that spot in the order. There can be no substitution for the courtesy runner.
- **Playoff Qualified Players:** 8 games or 24 plate appearances. If a team tries to use a player in the playoffs who is not eligible for the Playoffs, it is an automatic forfeit. It is the job of each manager, not the scorekeeper or supervisor, to inquire into the legitimacy of each of the opponent's players. Once a team has submitted its lineup to the scorekeeper and the first pitch is thrown, every player in that lineup is subject to the rule.
- **Sportsmanship/Bad Language:** No player, coach, or occupants of team bench shall not incite, or try to incite by words, or sign, or demonstration to either opposing teams/spectators, or umpires. The use of profane or abusive language or taunting will not be tolerated. Players violating the above can be ejected from the game without warning. A player/coach with excessive arguing of balls/strikes, carelessly throwing bats, or any other act considered to be unsportsmanlike conduct shall be given a warning. A repeated violation shall cause the offender to be immediately removed from the game and playing area, including the bench. **Please note: Umpire or Mayfield Village Parks and Recreation staff can eject a player without warning due to the severity of the single offense.**

- Any ejection from a game by the umpire or Mayfield Village Parks and Recreation Staff will result in a minimum of a week suspension from the league for the player(s). The suspension timeline will be determined by the severity of the incident. One Nation has the ability to further this suspension throughout any USSSA league if deemed necessary based on the severity of the occurrence. 2 or more ejections could result in a minimum of season suspension based on the severity of the offenses. Any suspension will be documented and emailed directly to the player(s) who were involved and the manager of the team.

11. Team Conduct: Mayfield Village Parks and Recreation has the authority to eject players or teams from the league based upon improper behaviors and/or any other situation that arises which Mayfield Village feels is inappropriate. If a team is ejected, then they will not receive any refund from Mayfield Village Parks and Recreation.

12. Alcohol/Smoking/Trash:

- **No Alcohol permitted at the park (this includes spectators).**
- **Ordinance 521.10 prohibits smoking or any products containing nicotine, on any Mayfield Village properties.**
 - Person smoking will get a warning and ask to stop. If they continue or start smoking again the police will be called to issue a citation.
- **Trash** – Following each game, and before vacating the bench area, please throw away all garbage, bottles, etc. into the cans located at every bench. **Please help keep our facilities clean!**