

2019 Marlboro Summer League Rules – Revise 7-17-19

1. There will be 3 teams in the Minors and 4 in the Majors.
2. The season will be 9 games for Minors teams and 9 games in Majors with a minimum of 1 and a maximum of 2 additional playoff games possible per team.
3. Games will be a maximum of 7 innings in the Majors and 6 innings in the Minors, if time permits. Regular season games may end in a tie, but playoffs may not. In the event of playoff game extra innings, the International Tie-Breaker will be used.
4. Minor and Major League teams will field 10 players.
5. Only rostered summer league players may play in the Summer League.
6. Outfielder Positioning: Outfielders must be positioned on the grass.
7. All players bat in a continuous line-up. All players must be rotated into fielding positions and no player may sit for more than one inning in a row or more than a total of 2 innings in the Minors or 3 innings in the Majors. Because this is a summer league and intended to be fun for the players, all players should be rotated into the infield at least once during the game, if they choose to, and can do so safely. This applies to regular season games only and not the playoffs.
8. Games will begin at 6:00 and 8:00.
No inning is to start after 1:30 with a drop-dead time of 1:45. If an inning is not completed, the score reverts back to the last completed inning unless the home team is winning. In the playoffs, once an inning is started it will be played to completion. The Finals will have no time limit. Note that the start of inning is considered to have occurred at the last out of the previous inning.
9. Should a game be shortened due to rain, a game will be legal once the losing team has batted 3 times (Minors) or 4 times (Majors). Playoff games will be suspended at the point play is stopped as long as one inning has been completed and the time limit has not been reached. Games suspended in the first inning without the inning being completed will start the rescheduled game from the beginning.
10. Rain-outs: Prior to the game, both coaches should agree that a game is to be postponed. At least one of those coaches should visit to field to make certain it is not playable. The league director should be notified a minimum of one and a half hour before the game so umpires can be notified.
11. Thunder & Lightning: At the first sign of thunder or lightning, umpires must stop a game. After 30 minutes waiting time, if there is no more thunder or lightning, then play can resume. At the next sign of thunder or lightning the game will be called. Both coaches should agree at that time on a make-up date, but if not possible, no later than 48 hours later. The league director should be notified of all make-up games.
12. There is a 6 run limit per inning in both leagues during the regular season , EXCEPT the 6th inning for minors and the 7th inning for majors in the first rounds of playoffs will be unlimited, should you reach that inning. In the Finals there will be no time limit and the last inning will be unlimited

13. No team may steal once they are up by 10 runs.
14. The Mercy Rule does not apply in the Summer League. Games are played to their completion if time permits. Mercy rule will apply in all rounds of the playoffs
15. The mercy rule is as follows. 13 runs after 4 innings minors and 13 runs after 5 innings majors. Playoffs only.
16. Bunting is allowed in both leagues but “slashing” is not. Slashing is defined as faking a bunt and then swinging away.
17. Stealing is allowed in both leagues including stealing of home. Minor League Only: runners may only steal one base per pitch. Players may not advance if there is an overthrow on a steal attempt or if there is an overthrow on the return throw to the pitcher. Batters may advance one base to second on a walk at their own risk.
18. Base runners cannot lead until the ball crosses the plate (Minors), or until the pitcher releases the ball (Majors).
19. Overthrows: if a fielded ball is overthrown, runners may advance as many bases as possible as long as the ball is in play. The fences at all fields are considered in play. The dugout facing and nets above the fences are not. If the ball goes out of play, the runners are entitled to two bases from the last base touched. Exception: Minor League stealing – runners may advance only one base.
20. The ASA “Look Back Rule” applies in both leagues. After a play, the ball is live until the pitcher has control of the ball in the 8 foot radius of the pitcher’s mound. Once possession is made, all runners may only stop once and then must immediately return to the base or advance to the next base or they will be called out. If she does not, she will be declared out. The only exception is if a pitcher fakes a throw, the play is still live.
21. When going into a base, players should slide “or avoid contact” or they will be called out by the umpire. If they do not slide, but do not make contact, they should not be called out for that. But, this is a judgment call to be made by the umpire.
22. The dropped third strike rule applies in the Majors only. The batter may run to first if the third strike is dropped by the catcher, but only if first base is unoccupied, unless there are 2 outs.
23. The infield fly rule applies in both leagues.
24. A 12 inch ball is used in both leagues.
25. If a pitcher in either league hits 3 batters total in an inning, she must be pulled for the inning. If she hits 5 in a game, she must be pulled for the remainder of the game.
26. Minor League only: If a pitcher is having difficulty throwing strikes, she may pitch from 35 feet rather than 40 feet if she can do so without risk to her safety. This is not available to pitchers who regularly pitched in the Spring league for their team, unless it was a Marlboro Junior or other town instructional team. Please

do not try this with a player who may have difficulty reacting to line drives. If a player pitches from 35 feet she is required to wear a face mask.

27. Minor league pitchers are allowed to pitch a maximum of 4 innings per game. Major League pitchers may pitch up to 4 innings per game, EXCEPT for Patricia O'Toole's team. That team has been granted an exception to allow any of their regular or borrowed pitchers to pitch unlimited innings. One pitch in an inning counts as a full inning. The penalty for pitching a pitcher more than the maximum innings is 6 runs will be added to the opponent's score for each extra inning pitched.
28. Pitchers are allowed 5 warm up pitches in their first inning and 3 in subsequent innings.
29. Coaches should not try out new pitchers in a game. They should prove they can pitch on the sidelines before being allowed to pitch in a game.
30. Your next inning's catchers should be ready before the start of inning to speed up the game. Both your next inning's pitcher and catcher may be pinch run for at any time. The player who made the last out must be the pinch runner.
31. Game scores should be e-mailed to the league director by Friday night for the week's games.
32. All teams make the playoffs, which will be one-game elimination. In all rounds, the home team will be the higher seeded team.
33. Points will be awarded as follows: 2 points for a win, 1 point for a tie, 0 points for a loss. If there is a tie at the end of the season, the tie-breakers will be: 1) head to head record, 2) least runs given up in the season, and 3) most runs scored.
34. Minor League teams may "borrow" players from another Minor League team when short, including a pitcher. The Minor League team must be down to 10 position players at some point in the game to borrow one player, 9 to borrow 2 etc. You may borrow one pitcher if your number one pitcher is missing, but you can only borrow a #2 pitcher from another team. You may not borrow a team's #1 pitcher. The only minor league pitcher designated as a # 1 at the start of the season is Shauna Bopp. As the season progresses it is possible another pitcher may be added to the list.
35. Major League teams may borrow one player from another Major League team if they are down to 10 position players at some point in a game, 2 if they are down to 9, etc. They may also borrow a Major League pitcher from another Major League team if their number one pitcher is missing. You can only borrow a #2 pitcher from another team. The designated # 1 pitchers, which may not be borrowed by any team as a pitcher are: Avery Cullen, Erin Dwinells, and McKenna Olson. These players may be borrowed as position players. A team also has the option of calling up an 11 or 12 year-old Minor League player if shorthanded. Minor League players will not be permitted to pitch in the Majors. No players may be borrowed from a Minor or Major League team that has a game at the same time.
36. Borrowed or called up players must bat last in the line-up. They must wear their regular team's uniform. A player on the team's roster must be played in the field before a borrowed or called up player fields. Borrowed or called up players may not play more innings than a team's rostered player. No Minor league call up or Minor or Major League borrowed player may play more than 2 innings in any position, and no

more than 3 innings in the infield, except pitchers. The catcher is considered an infielder. They are subject to the 4 inning limit Majors and 4 inning limit Minors, with the only exception being Patricia O'Toole's team. Borrowed player rules apply in the playoffs, too.

37. Teams may not borrow or call up the same player for more than 2 games in a row or a total of 4 in the season including playoffs

Rescheduling Games When Shorthanded

38. Teams are expected to play games by calling up players if they have 7 or more of their team's players available. However, if a team is expected to have 6 or less players available, they are required to reschedule their game. The shorthanded and opposing coaches should agree on the potential make-up date before rescheduling and must do so 24-48 hours ahead of time. The availability of pitchers or catchers will have no bearing on whether a game may be rescheduled. Only the number of players available will be considered.
39. The home team at Baldelli is responsible for making sure the snack shack is opened 1/2 hour before the game. No one younger than 16 is allowed to work in the snack shack.
40. Both teams are responsible for lining and closing the fields, putting out the bases and returning them and the base plugs after the game, pulling the two game balls from the equipment bin and locking the gates after the last game of the night at Baldelli. Each team should open and close its own equipment bins at the end of the night. Please empty the trash barrel in your dugout before it overflows. New bags are in the snack shack. The home team at all fields is responsible for assigning someone to run the scoreboard at your game, preferably an adult or sibling who is at least 13. This applies to all fields. Please make sure whoever you chose is committed to doing the scoreboard the entire game. Controllers are located at each field and need to be returned to the storage bin after each game. The bottom line is everything must be shut off and locked tight before you leave. Both coaches are ultimately responsible for getting this done on the last game of the day at a field and should help each other out.
41. Players are not permitted to wear jewelry in a game.
42. Equipment & Uniforms: Only USA approved softball bats are permitted in a game. Faceguards are mandatory on all helmets. All players must wear the team shirts. Visors are optional. Borrowed or called up players must wear their assigned team's shirt. Metal cleats are not allowed. Defensive facemasks are strongly recommended, especially in the infield.
43. Marlboro Spring League Rules (see copy under Documents on the website) apply for situations not covered by the summer rules.
44. USA Rules apply to all situations not covered in the summer or spring league rules.
45. The lights at Baldelli are programmed to go on and off at certain times. NO ONE is to touch the lights at all. If there is a problem during the game contact Karen Callahan right away at 508-265-1842.