



INLAND EMPIRE ADULT HARDBALL LEAGUE (I.E.A.H.L.) & MAJOR LEAGUE SOFTBALL SUPPLEMENTAL LEAGUE RULES

1.0 OBJECTIVE

To offer a wholesome competitive program that is primarily concerned with safety, fair play & sportsmanship, and recognizes the various skill levels of participants.

2.0 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 competitive leagues.

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

714-289-1983 x103 or customerservice.ie@mlsoftball.com

We are open Monday – Friday from 9:00am – 5:00pm and we are closed on most major holidays.

3.0 LIABILITY

- 1) As participants in the I.E.A.H.L., 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 and the City of Riverside/City of San Bernardino and their 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 I.E.A.H.L.
- 2) All participants understand and accept the fact that neither Major League Softball, the City of Riverside/City of San Bernardino or their respective agents, employees, contractors, or insurers provide any form of medical or accident insurance for bodily injury or death sustained while participating in the I.E.A.H.L. 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.
- 3) **All players must sign an individual Hold Harmless agreement prior to participating in each I.E.A.H.L. game.**
- 4) In the event that a team changes its manager at any time during the season, the new manager must notify Major League Softball's Customer Service department immediately.

I.E.A.H.L. OFFICIALS WILL NOT PROVIDE ON-FIELD FIRST AID.

4.0 TEAM ROSTER

- 1) Each team shall be allowed to roster a maximum of 20 players. All players must be at least 18 years of age.
- 2) No roster additions may be made to the roster after the seventh (7th) game of the season.
- 3) **ROSTER ADDITIONS MAY BE MADE UP UNTIL THE DEADLINE** (as long as you have not reached your max of 20 players). After the deadline, no roster additions will be allowed without the express written consent of the Major League Softball Customer Service Department. MLS reserves the right to deny any roster additions in the interest of keeping leagues competitive. Please email MLS Customer Service for all post deadline approvals.

5.0 TEAM ACCEPTANCE CRITERIA

- 1) Teams must be in good standing to join, or return, to a league. Teams may lose their good standing should any of the following occur:
 - Failure to register online, and to submit a current roster with updated contact info for each season.
 - Failure to pay the Good Faith Deposit, Forfeit Bond or FULL Registration Fees on time.
 - Repeated ejections, issues with alcohol, aggressive behavior, or bad sportsmanship.
 - Repeated game forfeitures.
 - Any previous League Drop Outs.
- 2) The roster of teams not in good standing may be evaluated, and each individual player that participated to any extent on said team will be in jeopardy of being banned from all Major League Softball league and tournament events. All decisions regarding team eligibility will be the sole discretion of Major League Softball's Customer Service department.
- 3) **CLASSIFICATIONS:** League classifications are done at the sole discretion of Major League Softball's Customer Service department. Any team who is deemed to be on a "higher level of play" and are thus unable to compete fairly with the other teams participating, may not be accepted.

6.0 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.** We will also not discuss, review, or consider any protests after a game has been played related to PLAYER IDENTITY or ELIGIBILITY.
- 4) **After the game concludes and before leaving the field, a \$40 CASH protest fee must be paid to the Umpire or League Director ON SITE and they will then hand you 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 PROTEST FORM emailed to MLS within 48 hours = NO PROTEST.**

7.0 PLAYER EJECTIONS & SUSPENSIONS

MLS Officials will not tolerate foul language, un-safe actions, or disruptive / aggressive behavior on the fields at any time, whether involuntary or not. 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.**
- 2) Any player ejected from any game will be **automatically suspended** for a minimum of TWO (2) additional games.
- 3) If the same player is ejected twice during a season they will be **automatically suspended** for the remainder of that season.
- 4) If a team incurs a second ejection, **for any ‘OTHER’ player**, during that season, the automatic 2-game suspension will be enforced for that player(s) **PLUS the MANAGER** will also be **automatically suspended** for a minimum of TWO (2) additional games (for **every** ‘OTHER’ instance).
- 5) 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, FOFEIT FEES will be due, and further penalties may be levied at the discretion of MLS.
- 6) Ejections may occur at any time BEFORE, DURING or AFTER a game. Anytime a player is ejected **AFTER** the conclusion of a game, the player(s) will be **automatically suspended** for the next THREE (3) games.
- 7) Suspensions will include playoff/championship games, and BYE weeks do not constitute a game.

8) PHYSICAL CONTACT: AGGRESSIVE CONTACT WITH ANOTHER PERSON ON THE FIELDS WILL NOT BE TOLERATED, IN ANY WAY, FOR ANY REASON. 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 a park supervisor / attendant, 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 are involved in a physical incident resulting in a FORFEIT; the ENTIRE TEAM will be subject to suspension from ALL MLS sponsored programs indefinitely (same rules apply for reinstatement).

9) **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 forfeited.
- **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.

8.0 GAME TIMES & MERCY RULES

- 1) **NO SET # OF INNINGS ARE GUARANTEED** - games will be (2) TWO hours (15) FIFTEEN minutes or nine (9) innings, whichever comes first ... with no new inning starting after 2:15. A game will drop dead @ 2:30 and unless the home team ties the score or takes the lead in the bottom half of the last inning the score will revert back to the last completed inning.
- 2) Games tied after nine (9) innings will only be continued if time remains on the clock.
- 3) **GRACE PERIOD:** There will be a fifteen-minute (15) grace period for all games.
- 4) Any time spent waiting for either team to submit their lineup card and/or pay their Official's Fees or Registration Fees will be subtracted from the official game clock.
- 5) **MERCY RULE:** as follows ...

20 runs after 4 innings	15 runs after 5 innings
12 runs after 6 innings	10 runs after 7 innings

9.0 LEAGUE RULES

- 1) Teams may use a "continuous" batting order such that they may bat more than nine (9) players. If a batter fails to take his turn at bat for any reason, they shall be declared "out" the first time and will be dropped from the batting order thereafter.
- 2) All players who are in the batting order may be substituted in and out of the game **defensively** at will.
- 3) Pitchers who are relieved may only return to pitch if they remain in the game defensively for the duration of their relief.
- 4) **COURTESY/PINCH RUNNERS (PR):** A manager may use a courtesy runner (PR) for any batter/runner in any 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 (PR) that may be used each 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 courtesy runner (PR) cannot be requested for a courtesy runner (PR) ... plan accordingly.**
- 5) The Flip-Flop rule is NOT allowed.
- 6) There will be NO DEPOSIT/REGISTRATION FEE REFUNDS after the first scheduled league game.
- 7) No infield practice or batting practice will be allowed prior to game time.
- 8) All teams must start and finish each game with a minimum of 7 players. Fewer than 7 players will result in a forfeit.
- 9) This league is a "no contact" league. Base runners must observe the "slide or avoid" rule at all times.
- 10) **All registration fees must be paid IN FULL prior to the first pitch of the third (3rd) league game, failure to do so may result in a team being dropped from the league.**

10.0 EQUIPMENT RULES – these are all in place for SAFETY reasons.

1) **SHOES:** open toed shoes are never allowed.

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.

3) **CASTS / INJURIES:** common sense rules should be enforced here, if you are on crutches or in a cast, you should probably not be playing. If an MLS Official feels it is unsafe for you to participate due to an obvious injury, they can request you sit out at their discretion.

4) **BATS:** All questions regarding the legality of a bat should be addressed before the game begins with either the MLS League Director or Umpire.

- **ALL BATS MUST BE WOOD - BBCOR – BESR**
- NO bats with more than a drop 3 (-3) will be allowed regardless of type.
- NO USSSA BATS.

10.1 ILLEGAL BAT PENALTIES ***Each Manager is responsible for inspecting their OWN 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.**

11.0 OFFICIAL'S FEES

1) Each team is required to pay the officials' fee prior to the first pitch of **every game**. The fees are: \$95-2MAN / \$65-1MAN. **Games played @ Fiscalini Park will be 1-MAN ... games played @ REID #3 will be 2-MAN** (occasional exceptions may be necessary).

2) Official's fees must be paid in cash and please bring exact change – our Officials are not required to carry change and may not be able to break large bills.

- MLS is not responsible to "owe you at a later date"
- Change cannot "roll over to the next week"

12.0 FORFEITS & FORFEIT FEES

1) A team that does not submit their lineup card **AND** Official's Fees 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 seven (7) players. If at any time you fall below the required minimum of seven (7) the game will be declared a FORFEIT.

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**.

- **Forfeit fees must be paid by 12 NOON the Friday before your next scheduled game.** If the forfeit fee is not paid by this time, the team will be suspended and/or removed from the schedule until the balance is paid in full.
- **FORFEIT BONDS:** If the forfeit fee remains un-paid your \$190 Forfeit Bond will be pulled to pay the officials and the team will then be removed from the league. The team will also not be eligible for any future seasons until the \$190 Forfeit Bond + the forfeit fee itself is paid to MLS.

4) Forfeit fees will not be charged if a team has enough players to start a game and then forfeits during the course of the game due to players leaving, 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' 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 **12 NOON THE FRIDAY PRIOR TO YOUR GAME**. Any notice sent after this **WILL BE CHARGED A FORFEIT FEE**.

- Only the first & last games scheduled for the day may qualify for waived fees. Any MIDDLE game times, our officials are still required to be present to officiate the games before & after and must be compensated fairly for their time.

7) **MLS OFFICIALS WILL NOT WORK FORFEITED GAMES.**

13.0 PLAYER ELIGIBILITY & LINE UP CARDS

- 1) All players must be at least 18 years of age and free from any disciplinary penalties or suspensions to participate.
- 2) Each player is required to personally sign the official lineup card form (which also contains a Release, Hold Harmless and Indemnity Agreement) before they are eligible to play in any game.
- 3) Managers may not sign for their players. Everyone must sign for themselves.
- 4) 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.
- 5) **PLAYERS THAT HAVE NOT YET ARRIVED SHOULD NOT BE PLACED ON THE LINE-UP CARD** penalties may be enforced:
 - **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 (team's 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 they arrive (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.
- 6) Late arrivals must check in with the umpire and only then may they be added to the bottom of the lineup.
- 7) If a player's name is listed on two (2) rosters, whichever team they played on first will be their legal team for the season. **You may not be on 2 rosters within the SAME division.**
- 8) If you play illegally under another name you may not play for your "rostered" team later that day within the same division.

14.0 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 Official 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 Umpire and/or League Director will conduct the I.D. check for each player in question to determine if the player or players are on the roster.
- 5) Players who cannot produce a positive picture I.D., or whose names are not on the computer roster, will be disqualified from play and penalties will be enforced.

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

15.0 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 three (3) pickups to bring the total number of players to nine (9). 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 seven (7).

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.

3) **PICK UP PLAYER CONDITIONS:**

- Pickups may **only** play the following defensive positions: (left, center, or right field).
- 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** as long as all rules are followed & the opposing manager consents.
- During PLAYOFF and/or CHAMPIONSHIP games pickups may only come from your **CURRENT SEASON ROSTER**. Meaning rostered players that are NOT be 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 Umpire 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.

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

16.0 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 7 players

(B) continue playing using the PICKUP PLAYER RULE – moving them defensively as needed & to the bottom of the lineup

(C) receive an automatic win by forfeit due to cheating. NO EXCEPTIONS / NO DISCUSSIONS.

17.0 ALCOHOL & SMOKING/VAPING POLICY

- 1) **SMOKING & VAPING ARE NOT ALLOWED IN ANY CITY PARK.** Any program participant (or any spectator who is associated with a team) caught smoking/vaping will be asked to stop or to leave the field area (including immediate surroundings & dugout/stands). Failure to do so will result in their ejection from the game and removal from the park.
- 2) **ALCOHOLIC BEVERAGES ARE NOT ALLOWED IN ANY CITY PARK.** In the event that 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 follow 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 forfeit fees are paid in full.**
 - **Any team with multiple alcohol infractions may be suspended from MLS play indefinitely.**
- 3) **COOLERS / ICE CHESTS:** If someone brings a LARGE CONTAINER or any suspected item 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**
- 4) Be aware that smoking/vaping and/or alcohol violations may be discovered by either City Staff or MLS Officials. There will be no exceptions for any failure to comply with this rule.

18.0 REGISTRATION FEE PAYMENT POLICIES

Failure to follow the Registration Fee Payment Policies may result in your team being dropped from the league.

- 1) Registration fees must be paid in FULL no later than the 3rd week of play via [PayPal](#) (through team login portal), CASH, Money Order or Personal Check (made payable to **Major League Softball, Inc.**).
- 2) If Registration Fees are not paid on-time you will be assessed a \$50.00 late-fee and your team will forfeit and/or be suspended until the balance is cleared up. + **FORFEIT FEES WILL BE INCURRED**
- 3) **MLS WILL NOT ACCEPT / HONOR POST DATED CHECKS!**
- 4) **LATE PAYMENTS** will only be accepted via CASH, [PayPal](#) (through team login portal) or MONEY ORDER. **NO CHECKS!**
- 5) Any teams that do not have a valid \$190 FORFEIT BOND on record AND any NEW Teams (or teams in poor standing) that do not have the \$300 Good Faith Deposit paid by the Registration Deadline will not be accepted into a league or placed onto a schedule!
- 6) Returned Checks will be subject to a \$50 Returned Check Fee (NSF) and no further personal checks will be accepted!
- 7) **Acceptance into the league is not automatic. Teams must be in good standing with no league drop-outs, no unpaid dues, and no previous unacceptable on-field incidents or altercations on record.**

19.0 MAKE UP GAMES & WEATHER HOTLINES

- 1) 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 issues that arise. Major League Softball reserves the right to reschedule games in any order and at any date/time that we determine optimal and any previous schedule requests will not be considered on these revisions.
- 2) Any game that ends before the time limit has elapsed and/or 9 innings have been played that is called for **ANY** reason **shall be considered a COMPLETED Regulation Game**, and will not be suspended / re-scheduled in accordance of S.C.M.A.F. rule 1, sections 7, 8, 9 and 10.
- 3) 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.
- 4) **WEATHER HOTLINES:** To find out if your field is still playing, please visit <https://www.mlsoftball.com/programs-listing> and select your city of play, then click on FIELD CONDITIONS.
- 5) 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 on (**this will be RIVERSIDE or 748**) then press 2 for **RIVERSIDE BASEBALL**. If you hear OLD INFORMATION that means your field has not been cancelled and all games are still playable as scheduled.

20.0 PLAYERS CODE OF CONDUCT

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 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 except the manager or 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 as an aggressor, 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 personal opinion of other players, during the game. Players shall not mingle or fraternize with spectators during the course of the game but shall remain on the player's bench 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 shall apply to all team personnel, such as manager, coaches, batkeeper, scorekeepers, sponsors, etc.

21.0 PLAYOFFS & CHAMPIONSHIP GAMES

- 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 IMMEDIATELY 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. Any previous BYE or schedule requests will not be considered for playoff and/or championship games, NO EXCEPTIONS.
- 3) Playoff and/or Championship games will have the regular game time limits you played with all season (unless otherwise agreed upon in advance), and the mercy rule will still be in effect.
- 4) All players MUST HAVE played in at least 6 games that season to participate in the playoff and/or championship games. The number of games played for each player will be determined solely by the official MLS "LINEUP CARDS" that were turned in at each game, and cannot be contested on the field.

4 - 6 TEAM LEAGUES TOP 3 TEAMS MAKE PLAYOFFS

- #2 seed vs #3 seed
- #1 seed vs winner

7 - 8 TEAM LEAGUES TOP 4 TEAMS MAKE PLAYOFFS

- #2 seed vs #3 seed
- #1 seed vs #4 seed
- (winner) vs (winner)

5) **HYBRID LEAGUES:** these are made up of teams that have a "mix" of playing levels where we cannot form 2 separate independent leagues so they participate in some inter-league play throughout the season and end in **2 SPLIT PLAYOFF GROUPINGS of 3 / 3 or 4 / 4 or 5 / 5** with all teams participating (some variations may occur). MLS will be the sole decider on what the fairest "split" will be.

6) **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. run differential in the games played between the teams tied (**who beat who by how much**)
3. lowest total runs allowed between teams still tied

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

1. run differential in the games played between the teams tied (**who beat who by how much**)
2. overall run differential between the teams that are still tied
3. blind draw

21.1 CHAMPIONSHIP 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 the City RULES tab:
<https://www.mlsoftball.com/programs/rules/66005/IEAHL>
- 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) If you have any questions regarding awards orders or status, please email: awardsorders@mlsoftball.com

*****LEAGUE CHAMPIONS WILL RECEIVE INDIVIDUAL PLAYER AWARDS AND ONE TEAM AWARD.
SECOND PLACE FINISHERS WILL RECEIVE INDIVIDUAL PLAYER AWARDS *****