

Recreation League Rules & Code of Conduct: Division 1

GOALS

The MGSA stands for healthy competition, fair play, good sportsmanship, respect for players, coaches, and parents, learning and improvement. The MGSA promotes the idea that the emotional and physical wellbeing of the players are more important than winning a game.

We want our volunteer coaches to treat each player fairly but also as an individual. We promote player safety as paramount both during practice and games.

CONDUCT

Coaches, Players, their families and guests will support all players, coaches, and umpires. The plate umpire's decision is final and binding. Physical or verbal abuse and/or profanity of any kind will not be tolerated. Verbal abuse includes repeated and consistent questioning of umpire calls. Appropriate action will be taken by the umpire, coach, or a board member up to, and including, forfeiture of the game or expulsion of the offending person(s). If a parent or coach is expelled from a game their child is also expelled.

Coaches are strongly encouraged to take an active role in maintaining order during games. Questions and rule clarifications may be asked of umpires in a civil manner, during a time out or between innings, by uniformed coaches only. Parents will direct their questions and concerns to their coaches for action. Coaches are encouraged to bring to the attention of the Board any issues they may have with game officials promptly for our review and/or action.

Game Schedules & Field assignments

All Recreation League games and field assignments will be determined by the scheduler appointed by the Board of Directors. All games will be played as scheduled unless cancelled due to weather or field conditions by a designated representative of the Board, or the Umpire once the game has started.

1. Home and Away Teams will be determined by the League Scheduler.
2. There will be a 10 minute grace period for teams arriving late to a game.
3. Games will be 7 innings long except for the following:
 - A. In the event of a suspension of play, if at least 5 complete innings have been played, regardless of the length of time played, the game will be considered official and the final score will be the score at the end of the last full inning completed.
 - B. Any game reaching a duration of 2 hours shall be considered a complete game regardless of the number of innings played.
 - C. No new inning will be started after 2 hours of play as determined by the umpire, unless the score is tied. The game can be continued but will be considered official and the final score will be the score at the end of the last full inning completed if darkness prevents completion of the game or inning.
 - D. The start of an inning is immediately after the 3rd out of the home team in previous inning.
 - E. Games not started or lasting less than 2 hours with fewer than 5 innings completed will be void and rescheduled by the League Scheduler.

The only exception to the above are Tournament Games, which cannot end in a tie. If a tie game of 5 or more complete innings or 2 or more hours in duration must be suspended due to rain or darkness, play will resume the following day on the same field at 6:00 PM. Games scheduled on that field will be delayed until the tie game is completed with a winner. Home Teams during Tournament will be determined via coin flip during the umpire & coaches meeting prior to the start of the game.

WEATHER

The MGSA will try to play as many games as possible but will suspend or cancel games whenever we feel player safety is compromised. Once a determination has been made that conditions are unsuitable for play, we will post it on our web site, www.medinafastpitch.com. Once play begins the determination of unsafe playing conditions is at the discretion of the umpires. The league will monitor weather conditions at the field using our lightning detector and mobile weather radar to ensure the safety of our players and families.

LIGHTNING– if lightning is spotted in the vicinity play will be suspended immediately and players will proceed to the nearest shelter. Our dugouts are properly grounded for player safety. At least 20 minutes without lightning in the vicinity must pass before play can resume.

If for any reason you disagree with the judgment of a league official, umpire or coach regarding weather conditions, you have the right and responsibility to remove your child from the field of play without penalty to your child or her team.

Division 1:

Is a fundamental learning division. In this division, girls will learn; hitting, running, and fielding.

Each team will bat all players, starting with coach pitch and if necessary to follow up with the Tee. Once batting order is completed, field will switch.

Coaches, if fields are not playable... Grass areas will be used to play.

Volunteers/coaches, please make sure all expectations are discussed prior to play.

Games are to be approximately 1-1/2 hr

Equipment & UNIFORMS

No jewelry or hard plastic headbands. If ears were pierced and earrings cannot be taken out, the player will not be permitted to participate in the game.

BATTING ORDER AND FIELD ASSIGNMENTS

All players in attendance will bat in a continuous rotation until three (3) outs have been made. Players arriving after the start of the game will be added to the bottom of the batting order. Players leaving the game for any reason will be skipped in the batting order without penalty.

Helmets will have league approved face masks and chin straps are to be on helmets. Players may not remove their helmets until they are off the playing field.

Throwing the bat is not allowed. 1st time– warning. 2nd time– player is out. 3rd time– ejected.

Catcher must wear complete set of catcher's equipment while on the field of play. This includes shin guards, chest protector, and helmet with throat guard.

Mitts may be used at any position on the field.

No player will be added to draft or any team after the close of MGSA registration.

