

MSA MEN'S FAST PITCH RULES

(Clarification of rules and bylaws)

BAT TESTING – (Article II 15.3)

- A) All bats must be USA Softball approved and must have the ASA logo.
- B) All bats must be tested and have the readable 'MASA D16' hologram label unaltered and affixed to the bat.
- C) Penalty for using an illegal or altered bat:
 - i. Before the game: No penalty and bat cannot be used and will be removed from bat rack area.
 - ii. Once play ball is called up to the end of the game, (even if umpire had previously passed bat for game play): For using a bat without the hologram label, will result in an out, ejection, and suspension for one (1) year from the date of the occurrence for any and all MSA play excluding USA Softball state play.
- D) Equipment may be confiscated by the umpire, field director, or the MSA Board at any time, and/or if someone is injured and needs medical assistance.

TIE BREAKER (Article II 2.3 B) - The international tie-breaker rule is in effect for all games tied after the 7th inning.

RUN AHEAD RUN (Article II 9.2) - If one team is leading by the number of RUNS listed in the chart below after the indicated amount of INNINGS in the particular type of GAME, and the opposing team has had equal or more turns at bat, the team leading shall be declared the winner.

<u>GAME</u>	<u>RUNS AHEAD</u>	<u>INNING</u>
Fast Pitch	Fifteen (15)	After 3
	Ten (10)	After 4
	Seven (7)	After 5

COURTESY RUNNER TEAM RULE (Article II 8.1) - Rule 8, Section 9, B2 (All leagues except Seniors) Any eligible player on the official line-up including available substitutes may be used as a courtesy runner. A courtesy runner may be used once per inning.

COURTESY RUNNER PITCHER/CATCHER RULE – USA Rule Book – Rule 8, Section 10

All other rules will follow USA SOFTBALL RULE BOOK & MSA Bylaw