
MONTROSE SOFTBALL LEAGUE ASSOCIATION



RULES OF PLAY

AS ADOPTED HEREIN BY THE MANAGERS' COUNCIL ON FEBRUARY 23rd, 2023

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ARTICLE 1 GENERAL

SECTION 1.1 RULES OF PLAY

This will be a slow-pitch softball league. Rules of play shall be those adopted by the North American Gay Amateur Athletic Alliance, hereafter, referred to as NAGAAA, unless specifically amended in these rules.

SECTION 1.2 SMOKING & DRINKING POLICY

This League, in the best interest of its members, will not tolerate smoking or alcoholic beverages on the field of play (including dugouts). Montrose Softball League Association will not tolerate any players under the influence of alcohol on the field (including dugouts). Violation of this rule will be at the discretion of the Officer of the Day.

ARTICLE 2 DEFINITIONS

SECTION 2.1 AMATEUR PLAYERS

A softball player who engages in the sport solely for pleasure, and the physical, mental, or social benefits in which he/she derives.

SECTION 2.2 PROFESSIONAL PLAYERS

A professional softball/baseball player is an individual who receives significant compensation for playing that sport.

SECTION 2.3 DISQUALIFIED PLAYER

A person who has been disqualified from play in events promoted and conducted by this League, NAGAAA or another city.

SECTION 2.4 GAY

Gay shall be interpreted to include gay, lesbian, bisexual, and transgender (GLBT or LGBT) individuals.

SECTION 2.5 HE/HIS/HIM

He/His/Him shall read to include the female gender.

SECTION 2.6 INELIGIBLE PLAYER

A player who is not eligible to participate in the Montrose Softball League Association. A disqualified player is included in the definition as an ineligible player.

SECTION 2.7 TEAM

Team includes but is not limited to the following: players, coaches, managers, trainers, scorekeepers, and sponsors who represent the same group and who occupy the same player area at the game.

SECTION 2.8 UNSPORTSMANLIKE CONDUCT

Action that is detrimental or unbecoming for the purposes of this League or NAGAAA.

SECTION 2.9 MANAGERS' COUNCIL

- A. A new Managers' Council shall be assembled on the initial roster deadline of each new NAGAAA World Series qualifying season. The managers' council shall be considered officially assembled at the initial roster deadline and shall remain so assembled until the subsequent season's initial roster deadline.

- B. The managers' council shall consist of those managers indicated as the official team manager on any team registration packet that is currently eligible for league play.

ARTICLE 3 MEMBERSHIP & PLAYER ELIGIBILITY

SECTION 3.1 AGE REQUIREMENTS

- A. All playing members of the MSLA must be at least eighteen (18) years of age at the time of registration.
- B. There is no age restriction on non-playing members of the MSLA. Non-playing members who are not eighteen (18) years of age are not permitted on the field of play except where assigned in the completion of official League duties and shall not have voting privileges.

SECTION 3.2 APPLICATIONS

Each member of the League must complete and submit a properly completed membership application and membership dues as set annually by the Board of Trustees of the League.

- A. Playing member - all playing members of a team must submit a properly completed membership application and dues as set annually by the Board of Trustees.
- B. Non-playing member - all non-playing members of a team must submit a properly completed membership application and dues as set annually by the Board of Trustees.
- C. Team Entry - each team entry fee will be allowed two (2) non-playing memberships or one (1) playing membership. These individuals must complete an application for membership

SECTION 3.3 PROFESSIONAL PLAYERS

A professional softball or baseball player is ineligible to compete for any team while pursuing his/her profession.

SECTION 3.4 UMPIRES AS PLAYERS

A playing member of the League will be allowed to umpire any game in which no team in their division is playing.

ARTICLE 4 ROSTERS

SECTION 4.1 ROSTER LIMITS

Each team shall be composed of at least (10) and not more than twenty-two (22) playing members. A person's name may not appear on more than one team roster.

SECTION 4.2 ROSTER INFORMATION

Each roster must list all information required on the form. A membership application for each person listed on the roster must be submitted with the roster and where applicable, dues must also be submitted.

SECTION 4.3 UPDATED ROSTERS

Each time the playing member roster changes, either through additions or deletions to the roster, a complete new roster along with all necessary applications, dues, and/or release forms must be submitted by the team manager prior to that roster being recognized as the official roster of the team.

SECTION 4.4 PLAYER ADDITIONS

New players may be added to a team roster to fill any vacancies until the Final Roster Deadline. Before a new player is eligible to participate in league competition:

- A. the player must be registered and have paid the applicable League dues, and

- B. the manager must submit a new Player Ratings Form listing all of the required information for each player whose name appears on that form.

All information required must be submitted to the MSLA Secretary prior to a new player being eligible to participate. The deadline for player additions is 11:59pm on the Friday proceeding the date that the League games will occur.

SECTION 4.5 PLAYER TRANSFERS

No player may transfer from one team to another without a signed release from the manager of the team that the player is leaving. In the event that a transfer is requested but is not granted by the team manager, the player requesting the transfer may petition the League's Commissioner or Competition Coordinator for a hearing before the Board of Trustees. No player may transfer from one team to another more than twice during the season.

SECTION 4.6 RELEASED PLAYERS

Any player may be released from a team roster at the discretion of the team manager at any time during the season. Once released, the player may join any other team in the League, even after final roster deadline, so long as the player rating and/ or team rating falls within the divisional guidelines. Any player who feels he was released without just cause may request a hearing before the Board of Trustees. Such hearing must be requested within seven (7) days from the player's release. The Board, after hearing all evidence, will provide a formal ruling. Should the ruling favor the player, he may or may not continue to play for the team at his discretion, and no other player may be substituted for him.

SECTION 4.7 FINAL ROSTER DEADLINE

The roster change deadline shall precede the date for determining division designations of teams for NAGAAA reporting. The Board of Trustees shall set this date. No roster changes may be made to a team roster after the roster change deadline, with the following exceptions:

- A. Changes related to creation of a GSWS Representative Determination Roster, as described in Bylaw Article 8.
- B. Changes requested by a team after the Final Roster Deadline, which require a majority vote of the Managers' Council for approval, and – if approved – which will result in the team being disqualified from post-season play.

SECTION 4.8 ROSTER IDENTIFICATION

Non-gay players shall be identified on the Player Ratings Form (for league records only). Such identification shall be made and verified by the team manager.

SECTION 4.9 PLAYER IDENTIFICATION

All players should have identification at the field during league games and may be asked to furnish such identification should a question of player eligibility arise.

ARTICLE 5 LEAGUE SCHEDULE

SECTION 5.1 SCHEDULE

A complete schedule of all League games will be distributed to all team managers per Bylaw 4.6.A. The schedule will list the date, time and place of each League game.

SECTION 5.2 OPENING DAY CEREMONIES

Opening day will be set and announced to all team managers at least two (2) weeks prior to the start of league play. All members of each team are encouraged to appear in team uniforms for Opening Day Ceremonies.

SECTION 5.3 FORFEITS

- A. Starting game time is forfeit time unless teams are moving fields on back-to-back games.
- B. No game shall begin prior to the scheduled starting time for that game unless both team managers agree to start a game earlier.
- C. Any team not able to field a team as required in Sections 14.1 and 13.1 of these rules by the starting time of their game shall forfeit. A forfeited game shall be scored as 7-0 in favor of the team not at fault. A double forfeit shall be scored as 0 - 0 and considered a loss for both teams.
- D. The team not-at-fault will not be required to field a team at game time when a forfeit notification is received by email to the Competition Coordinator prior to 11:59pm the Friday before the game is scheduled to be played. This notification may not be retracted and the Competition Coordinator will notify the not-at-fault team of the forfeit.
- E. For a forfeit announced on game-day, the team not-at-fault in the forfeit must be able to field a team at the scheduled game time as required in Sections 14.1 and 13.1, unless an exception is granted by the Competition Coordinator. Any team, not fielding at least 9 players, or has less than 9 players during a game, will automatically forfeit and a score of 7-0 will be recorded in favor of the opposing team.
- F. Any team that forfeits a game against any team from another division after playing their divisional game the same day then shall be deemed ineligible for any GSWS berths and participation in the GSWS Playoff Tournament unless approval from the managers' council.

SECTION 5.4 POSTPONEMENTS

- A. The suitability of the fields to be prepared for league play shall be determined by the Competition Coordinator in conjunction with the management of the fields. To avoid a full cancellation of the day, adjustments to the start time for the day may be made in the event the inclement weather affects or is anticipated to affect the field conditions.
- B. In the event a game is cancelled (due to rain, power failure, etc.) the game may be rescheduled. The Competition Coordinator will make adjustments to the schedule as required and communicate any adjustments to the schedule no later than 11:59pm on the Friday before adjusted games are to be played.

SECTION 5.5 TIME LIMIT

For regular season play, a time limit will be in effect. For the end of season playoffs for all divisions that may or may not determine the GSWS representative, a time limit may be in effect if deemed necessary. The Competition Coordinator, when developing the regular season and playoff schedule, will set the time limit.

The game time will be displayed using the scoreboard clock when one is functional and available. In the event no working scoreboard clock is available for use, the game time will be displayed on an alternative count-down timer monitored by the home plate umpire. The game time remaining will be announced to both teams every half-inning.

ARTICLE 6 UNIFORMS

SECTION 6.1 UNIFORMS

Players must play in like color shirts or jerseys with an Arabic whole number (00-99) on the back at least six (6) inches in height. Identical numbers are not permitted. Headgear of any color (included but not limited to ball caps, handkerchiefs, head wraps, and sweatbands) and accessories are permitted to be worn in any fashion, unless otherwise deemed a safety issue by the game umpire.

SECTION 6.2 UNIFORM OWNERSHIP

Uniforms purchased by a sponsor shall remain the property of the sponsor unless other arrangements have been made between the sponsor and the team member(s). Each player is responsible for his/her uniform and its return to the team manager at the close of the playing season or at such time as the player discontinues, for whatever reason, his/her participation with that team. In the event that a player does not return his/her uniform in satisfactory condition, normal wear and tear expected, that player shall be ineligible for league play until the uniform is returned or other restitution is made to the satisfaction of the team's sponsor. Request for return of uniform(s) must be made prior to the next playing season.

ARTICLE 7 FINAL STANDING AND TIE BREAKERS

SECTION 7.1 TIE BREAKING

If at the end of the regular season, two or more teams finish with identical won, loss and tied percentages, the following steps shall be taken until the tie is broken:

- A. Best record in head to head competition
- B. Best record in head to head competition with the higher placed teams from first place down until the tie is broken
- C. Fewest runs allowed against common opponents, not considering forfeits, with teams within your division.
- D. Coin flip

ARTICLE 8 LINEUP SHEETS & SCOREKEEPING

SECTION 8.1 ELIGIBLE PLAYERS

- A. A team's current league roster will be the official list of players who will be eligible to participate for that team during a particular game.
- B. Managers must list all present, eligible players for a game on the line up sheet that is submitted to the official scorekeeper opposing team prior to each game. Only players physically present or within close vicinity of their team bench or dugout may be included on the line up sheet; however, eligible players arriving to the game late may be added to the lineup sheet as a sub at any time and included in the official score book along with all other subs listed from the start of the game.
- C. It is the duty of the managers to note in the official scorebook at the end of the game any players listed on the exchanged line up sheets and listed in the official scorebook who do not accurately reflect those present for the game (including players who may have arrived late).
- D. If there is a discrepancy, the manager will notify a Board member on the day of the game. The Board member will notify the Competition Coordinator or Assistant Commissioner and a decision will be made on the player's attendance credit.

SECTION 8.2 SUBMISSION DEADLINE

- A. Official lineup sheets will be provided by the League through the Competition Coordinator and must be used by each team for all scheduled games.
- B. The top copy of the lineup sheets must be provided to the Home Plate Umpire before play begins. A copy of the lineup sheet is also to be given to the opposing team.

SECTION 8.3 REQUIRED INFORMATION

Each lineup must be completed on the League-provided lineup sheet and must include the following (see also Appendix B):

- A. Each player's and substitution's first and last name
- B. Each player's corresponding jersey number
- C. Each player's initial defensive position (denoted using the numerical or abbreviated defensive position).

SECTION 8.4 SCOREBOOKS AND SCOREKEEPING

Each official scorebook must be completed to include the following (see also Appendix B):

- A. Date, field number, start time (will be notified by the UIC of official time), and name of scorekeeper.
- B. Each player's first and last name, jersey number and initial defensive position (denoted using the numerical or abbreviated defensive position). Include listed substitutions from the line up at the bottom of the scorebook.
- C. Record statistical data:
 - 1. Number of bases reached safely by drawing a line between each base.
 - 2. Defensive plays and errors.

In the event that the team receiving the "home" designation either by schedule or as the result of a coin flip is unable to provide a qualified scorekeeper to maintain the home book, the home designation will be transferred to the opposing team, provided they have qualified personnel available to keep the home book.

SECTION 8.5 ANNOUNCE CHANGES

All substitutions or reentries must be announced to the home plate umpire before such substitution(s) become legal. (Note: It is not the scorekeeper's or umpire's responsibility to notice changes in the lineup or positions; it is the manager's or coach's responsibility to see that all changes are properly entered.)

SECTION 8.6 END OF GAME PROTOCOL

Both team representatives must verify the correctness of their respective lineup sheets and score then sign the scorebook before departing the field of play. Once the Scoresheets/Scorebook has been signed, each team's lineup sheet and score become official.

SECTION 8.7 SCOREBOOK AND STATISTICAL DISCREPANCIES

Managers will have the right to submit a Scorebook Change Request Form (SCR) to report a discrepancy in the official scorebooks under the following drop-dead criteria:

- A. Up to seven (7) days after official scorebooks have been uploaded to the MSLA website.
- B. Up to seven (7) days after the MBA has been distributed.

ARTICLE 9 PROTEST

SECTION 9.1 PROTESTS DURING REGULAR AND POST-SEASON PLAY

The following steps must be taken when filing a protest in a regular season or post-season game:

- A. Umpire's judgment - no protest will be allowed.
- B. Umpire's interpretation of the rules:

1. Protest must be announced to the home plate umpire prior to the next pitch (legal or illegal). In the event of the protested action occurring on the last play of the game, then the protest must be announced to the home plate umpire prior to the umpire leaving the field.
 2. Upon notification of the protest, the home plate umpire shall immediately halt play and notify the UIC of the protest. The UIC will make a ruling based on the play and his ruling will be final.
- C. Player/Team Eligibility (not ratings-related)
1. Protest must be announced to the home plate umpire prior to the completion of the game in question. The umpire will instruct both scorekeepers to note in the scorebook that the game is being played under protest based on player or team eligibility. The game will then continue and be completed as scheduled.
 2. A written protest must include:
 - a. Date and time of game.
 - b. Teams involved in the game.
 - c. If protesting team eligibility – the protest must include a description of the reason for ineligibility.
 - d. If protesting a player – the protest must identify the name of the player and a description of the reason for ineligibility.
 3. The protest must be submitted to the Competition Coordinator & Assistant Commissioner via their official MSLA email addresses no later than 11:59 pm on the date two (2) days following the completion of the game. As applicable, the timestamp on the email shall determine the time of the filing of the protest.
 4. Upon receipt of the protest, the Assistant Commissioner and Competition Coordinator will – within 24 hours – determine if the protest is valid.
 5. If the protest is valid, the Board will convene (in person, by phone, or by email) and make a ruling on the protest. The Board will notify both teams involved by 11:59pm on the Friday after the protest was filed.
 6. If the protest is denied, the protesting team will only be granted one additional protest related to player or team eligibility.
 7. A protest related to the eligibility of a player or team (non-ratings related) will be prohibited during post-season play.

ARTICLE 10 PLAYER AWARDS

SECTION 10.1 AWARDS

The following awards may be made at the end of the season to recognize outstanding players for their performance in each division of play: Rookie of the Year Award, Golden Glove Award, Most Improved Player Award, Mr. or Mrs. Hustle Award and Most Valuable Player Award.

SECTION 10.2 GUIDELINES AND REQUIREMENTS FOR SELECTION OF AWARDS

- A. Rookie of the Year Award: Players to be considered for this award must be a new player to NAGAAA. Persons to be considered for this award must have exhibited excellence in play on the field and League support/spirit in accordance with the objectives of the League.
- B. Golden Glove Award: Players to be considered for this award must have exhibited excellence and /or improvement in defensive play throughout all games. Maximum effort, consistency, and teamwork should be criteria for this award. This player must exhibit League support in accordance with objectives of the League.
- C. Most Improved Player Award: Players to be considered for this award must have exhibited improvement in play on the field, either from the previous year, or from the beginning to the end of the present season should the

player be a new member of the League. Also, the player must have exhibited League support/spirit in accordance with the objectives of the League.

- D. Mr. / Ms. Hustle Award: Players to be considered for this award must have exhibited continued playing effort throughout all of their games. Also, they must have displayed a positive attitude and good sportsmanship, always "hustling" for the play both offensively and defensively.
- E. Most Valuable Player Award: Players to be considered for this award must have exhibited both excellence in play on the field and League support/spirit in accordance with the objectives of the League. The players to be considered for this award must also have been judged to be "key" persons for their team efforts on the field of play.

SECTION 10.3 NOMINATIONS

All managers/coaches will submit their team nominees for each player award. All nominees submitted will be presented at a meeting of the Managers' Council. The managers will get a chance to discuss all nominees and afterwards, vote on award winners.

ARTICLE 11 DIVISIONAL RULES

SECTION 11.1 ROSTER & LINE UP

All Divisions (except E): Teams may begin a game with nine (9), ten (10) eleven (11) or twelve (12) players. Should a team begin with nine (9) players, they may add a tenth (10) player as long as he/she is added to the bottom of the lineup upon arrival. An out will be recorded every time the vacant 10th batting position has a turn up to bat. Teams must begin and finish with a minimum of 9 players to avoid forfeit.

E Division: Teams must begin and finish a game with a minimum of nine (9) players to avoid forfeit. An out will be recorded every time the vacant 10th batting position has a turn to bat. Teams may bat up to the full roster in their lineup as extra hitters (indicated as "EH" on the lineup sheet) provided they are on the initial lineup submitted prior to start of play.

SECTION 11.2 DEFENSIVE SUBSTITUTIONS

Defensive player rotations may be made at any time among players in the batting order (the batting order will not change). Players not in the batting order must use USA Softball substitution rules to enter the game unless added to the batting order per 13.1.

SECTION 11.3 HOME RUN & RETRIEVE

Ball hit over a fence (even if it is less than USA Softball regulation 300- foot requirement) will constitute a home run. Any balls that are hit over the fence (as home runs or foul balls), will be retrieved by the team responsible for hitting the ball over.

The specified divisions will have the following number of home runs allowed. Any home runs over the limit will be inning ending out.

A Division - 4 home runs

B Division - 3 home runs

C Division - 1 home run

D Division - 0 home runs

E Division - 0 home runs

SECTION 11.4 COURTESY RUNNERS

Courtesy runners will be allowed in all divisions. Courtesy runners may be any player in the lineup sheet, including substitutes. Each team will only be allowed one (1) courtesy runner per inning, per team. The courtesy runner may be used at ANY time but must be declared to the umpire and scorekeeper. If a courtesy runner is on base at the time that player is scheduled to bat, the runner is removed from the base, an out is recorded on the original batter and the courtesy runner becomes the next batter. Player substitution is not permitted at this time. If an illegal courtesy runner enters the game and is properly appealed before the next pitch, the player will be declared out.

SECTION 11.5 POST SEASON GAME ELIGIBILITY

A player whose name appears on the team's final official roster will be eligible to compete in post season play if they are eligible for participation in the Gay Softball World Series.

SECTION 11.6 RUN AHEAD RULE

For regular season play:

- A. A twenty (20) run rule will be in effect after 3 innings. Should a team be ahead by twenty or more runs at the beginning of the fourth inning (middle of the 3rd inning if the home team is ahead) the game shall end and be considered a completed game.
- B. There will be a fifteen (15) run rule in effect after 4 innings. Should a team be ahead by fifteen (15) or more runs at the beginning of the 5th inning (middle of the 4th inning if the home team is ahead) the game shall end and be considered a completed game.
- C. There will be a ten (10) run rule in effect after 5 innings. Should a team be ahead by ten (10) or more runs at the beginning of the 6th inning (middle of the 5th inning if the home team is ahead) the game shall end and be considered a completed game.

The same rules will be in effect for all playoff games if deemed necessary by the Competition Coordinator.

SECTION 11.7 TIE GAMES

- A. For regular season games, one inning under the International Rule will be played. If the game is still tied after one additional inning the game will remain a tie for purposes of the regular season standings.
- B. For all playoff games the International Rule will be used for all extra innings until the tie is broken.
- C. The International Rule is as follows:
 - 1. the last batter of the previous inning will begin their half of the inning on second base.
 - 2. Ball/Strike count will continue the same as in previous innings.
 - 3. Same substitution rules will apply.

SECTION 11.8 PITCH COUNT

All Divisions - players will begin with a 1-1 count and shall be awarded one courtesy foul.

ARTICLE 12 EQUIPMENT RULES

SECTION 12.1 UNSUITABLE EQUIPMENT

Any equipment deemed unsuitable for NAGAAA and/or USA Softball play will also be deemed unsuitable for Montrose Softball League Association play.

SECTION 12.2 SOFTBALL BATS

- A. Only the specific MSLA marked softball bat(s) may be used during play. No other bats will be allowed on the field of play and are herein defined as non-approved equipment. Field of play shall be defined as within the fenced area of the softball field, excluding dugouts.
- B. Any player who brings a non-approved bat onto the field of play or uses a non-approved bat will be declared out, ejected from the game and subject to further penalties under Article 5 Disqualification and Suspension.

ARTICLE 13 RATINGS & DIVISIONAL PLAY

SECTION 13.1 INTERDIVISION COMPETITION

- A. When playing a team of a higher division within the League, the lower division team will abide by Rules of Play applied to the higher team.
- B. If the lower division team wins against the higher division team, a WIN will be recorded in the standings for the lower team and a LOSS will be recorded in the standings to the higher team.
- C. No WIN/ LOSS will be recorded if the higher division team wins against the lower division team.

SECTION 13.2 DIVISIONAL REQUIREMENTS

Teams may compete in the following divisions based on their Player and Team Ratings:

- A. A Division: No team rated lower than 170 is allowed to play in the A Division.
- B. B Division: All teams rated 180 or lower. No players rated over 20 are allowed on a B Division team.
- C. C Division: All teams rated 140 or lower. No players rated over 15 are allowed on a C Division.
- D. D Division: All teams rated 110 or lower. No players rated over 12 are allowed on a D Division.
- E. E Division: All teams rated 75 or lower. No players rated over 8 are allowed on a E Division.

An exception will be granted for a team that identifies as a Masters- C Division GSWS Qualifying Team and that complies with the age, individual and team cap roster requirements for participation in the Masters- C Division. Such a team will be allowed to participate in the MSLA C Division with the provision that they are ineligible for earning an automatic berth to the GSWS in the C Division. This declaration must be acknowledged via email to the Competition Coordinator prior to the start of League play.

An exception will be granted for a team that identifies as a Masters- D Division GSWS Qualifying Team and that complies with the age, individual and team cap roster requirements for participation in the Masters- D Division. Such a team will be allowed to participate in the MSLA D Division with the provision that they are ineligible for earning an automatic berth to the GSWS in the D Division. This declaration must be acknowledged via email to the Competition Coordinator prior to the start of League play.

Each Maters team is allowed two (2) players between the age of 40-49 on their roster. The players rating must be at a minimum two (2) points lower than the respective division's player cap.

SECTION 13.3 RATINGS ELIGIBILITY

Once final player ratings have been determined after all appeals meetings, a player's rating may result in him/her becoming an ineligible player for the division in which they play.

- A. In the event that the player's rating at the time of play made the player ineligible for play in that division, the team will lose all games, 7-0, for which said player appeared on the roster and participated in games played.
- B. In the event that the player's rating was eligible for play in their division at the time of play, the wins and losses of the team will stand but the player will be deemed ineligible for future play in the division, including post season play.

(End of Rules of Play -- Appendices to Follow)

Appendix A. Scorekeeping Definitions

Double play – The act of making two outs during the same continuous playing action by a team or a fielder. (Denoted on the scorebook by DP)

Error – An act, in the judgment of the official scorer, of a fielder misplaying a ball in a manner that allows a batter or base-runner to advance one or more bases or allows an at bat to continue after the batter should have been put out.

Fielder's Choice – A term used to refer to a variety of plays involving an offensive player reaching a base due to the defense's attempt to put out another base-runner, or the defensive team's indifference to his advance. It is recorded by the official scorekeeper to account for the offensive player's advance without crediting him with a hit. (Denoted on the scorebook by FC)

Modified Batting Average – The ability for a batter to make it on base without an out occurring. The MBA is calculated as such:

1. Add the number of times the player reached based.
2. Subtract any Fielders' Choice where an OUT occurred.
3. This is your NUMERATOR
4. Add the total number of at Bats
5. Subtract any Walks
6. Subtract any Sacrifice fly's
7. This is your DENOMINATOR
8. NUMERATOR divided by DENOMINATOR = MBA








































































































































Sacrifice Fly/Sac Fly - A batted ball that satisfies four criteria:

1. There are fewer than two outs when the ball is hit
2. The ball is hit to the outfield (fair or foul), or to infield foul territory
3. The batter is put out because an outfielder (or an infielder running in the outfield, or foul territory) catches the ball on the fly (alternatively if the batter would have been out if not for an error or if the outfielder drops the ball and another runner is put out)
4. A runner who is already on base scores on the play

It is called a "sacrifice" because the batter presumably intends to cause a teammate to score a run, while sacrificing his own ability to do so. (Denoted on the scorebook by SF)

Appendix B. Scorekeeping Reference Guide

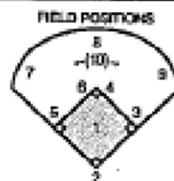
Example of a Score Sheet

		1	2	3	4	5	6	7	8	9					
VISITOR	White Walkers	2	1	1	7	1									
HOME	Fighting Martins	3	4	5	2	—									
		TIME		9:33am		PLACE		Field 3		DATE		4/15			
NO	PLAYERS	POS	1	2	3	4	X4	X5	7	8	9	AB	R	H	BB
13 ¹	Ned Stark	3													
23 ²	John Snow	7													
09 ³	Petyr Baelish	4													
01 ⁴	Jaime Lannister	6													
56 ⁵	Reahy Baratheon	2													
22	Grey Worm- T4														
03 ⁶	Daenerys Targaryen	1													
33 ⁷	Khal Drogo	EH													
38 ⁸	Margaery Tyrell	9													
10 ⁹	Sandor Clegane	5													
75 ¹⁰	Oberyn Martell	8													
19 ¹¹	Jorah Mormont	10													
12															
13															
18 ¹²	Rickon Stark														
22	Grey Worm														
15															

Example of a Lineup Sheet

GLOVER'S "Line-Up Cards"

B A T O R D E R	Team: <i>Fighting Martins</i> 4/15/2017					
	Coach: <i>Coach Martin</i>					
	NO.	PLAYER	POS.	NO.	SUBSTITUTIONS	POS.
1	13	Ned Stark	3	18	Cassidy Cuyr	
2	23	John Stark	7	22	Michael Koch	
3	09	Peter Baelish	4			
4	01	Jaime Lanister	6			
5	56	Renly Baratheon	2			
6	03	Chris Hunkeler	1			
7	33	Tony Wilkerson	8			
8	10	Brian Crumby	5			
9	75	Julie Tyree	8			
10	19	Brian Smith	10			
11						
12						
13						
14						
15						
16						
17						
18						
19						



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Scorekeeping is accomplished by a sort of "shorthand," which is basically a combination of position numbers and abbreviations. Refer to the *Scoring Abbreviations* section to see position numbers and abbreviations used to keep score. A score sheet tells a play-by-play story of how the game took place. Each cell contains a diamond along with 1B, 2B, 3B, BB and HR.

Scorekeeping Abbreviations

How on Base		Positions		Outs	
1B	Single	1	Pitcher	DP	Double Play
2B	Double	2	Catcher	F	Fly Ball
3B	Triple	3	First Base	FO	Foul Out
BB	Base on Balls	4	Second Base	K	Strike Out
FC	Fielder's Choice	5	Third Base	Sac	Sacrifice Fly
HR	Homerun	6	Shortstop	TP	Triple Play
E	Error	7	Left Field	U	Unassisted
		8	Left Center		
		9	Right Center		
		10	Right Field		
		EH	Extra Hitter		

Scorekeeping Shorthand

When marking a play on the score sheet, use the following shorthand:

- Dotted line for a ground ball to the point where the defending player picked up the ball
- Solid, straight line for a line drive to the point where the defending player picked up the ball
- Solid, curved line for a fly ball to the point where the defending player picked up with ball

Base on Balls/
Walk



Fly Ball Double



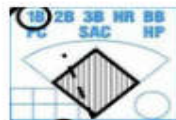
Put out



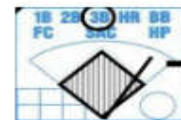
Fielder's Choice



Ground Ball Single



Line Drive Triple



Strikeout



Line Drive Single



Fly Ball Triple



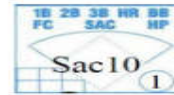
Fly Out



Unassisted Out



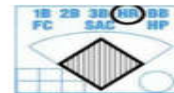
Sacrifice Fly



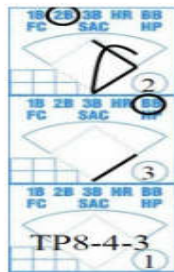
Line Drive Double



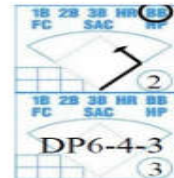
Homerun



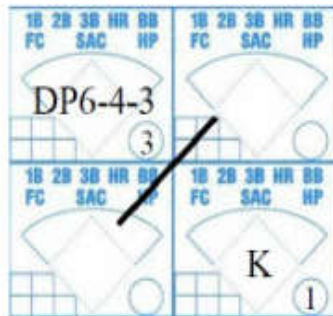
Triple Play



Double Play



End of Inning



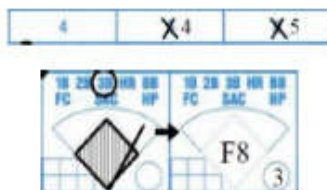
Foul Out



Running Score

	1	2	3	4	5	6	7	8	9
White Nations	2	1	1	7	1				
Fighting Nations	3	4	5	2	-				

Extended Inning



End of Game Procedure



Substitutions

Before play starts, all substitutes are to be listed at the bottom of the "Players" column on the score sheet.

For a batting substitute, under the "Players" column on the score sheet, write the substitute's name under the player which is being replaced. To the right of the incoming substitute's name, write the inning in which the substitution is taking place by using a 'T' for top or 'B' for bottom (see example below.)

NO	PLAYERS	POS
56 ⁵	Renly Baratheon	2
22	Grey Worm- T4	