

# **MONTGOMERY COUNTY RECREATION**

2425 REEDIE DRIVE, 10<sup>th</sup> FL  
Silver Spring, Maryland 20902

## **ADULT SLOW PITCH SOFTBALL LEAGUE RULES**

**Revised: Mar 24, 2021**

Montgomery County Recreation, through the League Office, reserves the right to amend the rules and schedules as conditions may warrant.

Unless modified by this set of rules, all Montgomery County Recreation Adult Slow Pitch Softball Leagues shall be played in accordance with the current slow pitch rules of the USA Softball (formally known as Amateur Softball Association).

### **I. LEAGUE**

- I.1 Montgomery County Recreation offers four softball leagues for individuals eighteen (18) years old or older. The leagues are: Men's (men only); Women's (women 40+ Masters); Regular Co-Recreational (men and women) and Age categories.
- I.2 We strongly urge each player to be covered by personal health insurance.

### **II. PLAYER ELIGIBILITY**

- II.1 Players may be featured on multiple rosters but may only be featured on one roster per night.
- II.2 Players participating in age divisions (40, 50, 55, 60, and 65) must be that age during the current calendar year.

### **III. ROSTERS**

- III.1 The Team Manager is required to have all players sign up to their team roster online via [www.ActiveMONTGOMERY.org](http://www.ActiveMONTGOMERY.org) by the deadlines listed below. Tutorials on how to Create and Join a Team, How to Join a Team and Managing Your Team Online through [ActiveMONTGOMERY.org](http://ActiveMONTGOMERY.org) can be found on [MocoRec.com](http://MocoRec.com) in the Adult Softball section. Team Managers may delete players from their online roster and have the additional players sign up to their team roster. Additions and deletions must occur by 5pm on the designated roster deadline date to be official. Completed rosters will be used to ID players at the playoff sites.
  - A. Deadline dates:
    - 1. Spring – 1<sup>st</sup> Monday in June
    - 2. Fall – 1<sup>st</sup> Friday in October
- III.2 Each team shall be limited to 24 players. If teams do not complete their roster by the deadline, they may be removed from the league and schedule. League fees will not be refunded.

- III.3 Before the roster deadline date, a player must be officially removed from the team roster by the Team Manager before he/she can play with another team. If the Team Manager refuses to remove the player from the roster, a player may appeal this decision to the League Office. League Office will make a final decision.
- III.4 Injured player after the roster deadline: An injured player may be replaced on the roster, if a player can produce a medical note from a medical provider. Medical note must be on letterhead with a phone number. League Office will make the decision.

#### **IV. GRACE PERIOD AND FORFEITS**

- IV.1 There will be a grace period of ten minutes for all 6:00 p.m. and 6:15 p.m. games on weekdays. All games must start as soon as the minimum number of eligible players are present. For the Sunday league games and weekend make-up games there will be no grace period. If the grace period is in effect, it is understood that the time limit (see Rule V.1) is reduced from the scheduled starting time.
- IV.2 Forfeited Game: A team forfeits a game when it fails to have the minimum number of players to start a game or maintain the minimum number of eligible players to continue playing. (See Rule V.2). Teams participating in the Doubleheader Division will forfeit each game separately. Doubleheader Division teams that forfeit their first game of the day, due to insufficient number of players, must begin the second game of the doubleheader as soon as they have the minimum number of eligible players present but no later than the scheduled starting time for the second game.
- IV.3 If a team forfeits three games during the season due to insufficient numbers of players, that team may be dropped from the league unless they post a \$100.00 forfeit fee.
- IV.4 If a team drops out from the league after schedules are completed, they shall forfeit their entire league fee.
- IV.5 Game stopped due to natural causes or curfew: (see Appendix A)

#### **V. PLAYING RULES**

- V.1 Time Limit: There will be a 60-minute time limit for all games. A new inning may not begin after the 60-minute time limit has been reached. If the last inning surpasses the 60-minute mark, the current inning must be completed by the 70-minute mark. If the game is not finished by the 70-minute mark, the game will be stopped, regardless if the game is in progress. At that point, the game ends with the team ahead declared the winner. Teams may need to revert to the most recent completed inning to declare a winner. The last scheduled game on any lighted Regional Park may have a curfew imposed. A new inning may not start after the 10:15 pm curfew. If darkness or rain suspends before the 60-minute time, refer to Appendix A. An official game is a time limit or five innings, whichever comes first.

- V.2 The number of offensive players to start and continue a game shall be as follows:
- A. Men's and Women's
1. A minimum of eight players to start the game, only if the 9th and 10th eligible players are not available.
  2. If a 9<sup>th</sup> and 10<sup>th</sup> player arrive after the start of a game, they bat in the 9<sup>th</sup> and 10<sup>th</sup> positions.
  3. If a player leaves the line-up for any reason causing the team to play shorthanded, that player may not return to the line-up.
  4. A player arriving late, however, may substitute for the vacant batting spot.
  5. No more than a maximum of 12 batters in a line up.
  6. If a game starts with 11 or 12 players, it must end with 11 or 12 players if substitutes are available.
  7. A team may start or drop to eight players without penalty. Exception: if the vacancy results from an unsportsmanlike ejection, an out will be taken when the vacant batting order position is due to bat.
- B. Co-Rec
1. A team may bat 12 players (two additional hitters), one male and one female.
  2. If 12 players are used, the game must end with 12 players, if substitutes are available.
  3. If a team has elected to use the "additional hitter" rule and substitutes are not available, the player who leaves the line-up will be recorded as an out.
  4. If a team chooses to play with ten players, it must end with ten players if substitutes are available. If substitutes are not available, they may drop to nine, with an out in the vacant batting position.
- V.3 Additional Hitter(s) Rule (optional in ALL LEAGUES). Men's and Co-Rec Leagues may bat 12 players, but defensively play 10. A team may insert an additional hitter, (two hitters in Co-Rec: one male and one female), into its line at the start of a game only. The batting order must remain constant: however, any 10 of the 11 players (Men's) or 10 of the 12 (All Co-Rec five men and five women) can take defensive position throughout the game.
- V.4 Reentry: Any of the starting players, may be withdrawn and reentered once, providing players occupy the same batting spots whenever in the order. The starting player and their substitute(s) may not be in the lineup at the same time. A substitute who is withdrawn may not reenter. Substitutes must be of the same sex in the Co-Rec league.
- V.5 Injured Player:
- A. If a player sustains an injury, they may be removed and replaced by any eligible player who has not yet participated in the game. If the injured player can resume participation, they may resume their lineup spot.
- B. If a player leaves for an injury and there are no remaining eligible players, they can elect to:
1. Continue with the injured player's batting position being skipped with no out recorded. The injured player may not re-enter the game.
  2. Replace the injured player with a starter or substitute who has previously participated in the game. The injured player may not re-enter the game.
  3. Take a declared out when the injured player is scheduled to bat. If the injured player can resume participation, they may resume their lineup spot.

- V.6 One and One Count: In all leagues, when a batter enters the batter's box, he/she will have the count of one ball and one strike. On the second foul ball after reaching two strikes, the batter will be declared out.
- V.7 Tie Game: If the game is tied after the time limit has been reached, the game will remain a tie. No new inning will start after the time limit. For the purpose of league standings, teams will receive two (2) points for a win, one (1) point for a tie, zero (0) for a loss and a (-1) for a forfeit.
- V.8 Mercy Rule: Any team leading by 20 after three (3) innings, 15 after four (4) innings or 10 runs after five (5) innings or any complete inning thereafter will be declared the winner and the game will be complete.
- V.9 The following home run rules will be in effect: For the purpose of this rule, a "home run" means over the fence fly ball.
- A. Men's C – 5 home runs, one-up rule
  - B. Men's C/D – 3 home runs, one-up rule
  - C. Men's D – 3 home runs, one-up rule
1. One-Up rule: Once both teams reach their home run limits, the teams are allowed one additional home run. As long as both teams keep matching the limit or equal number of home runs, teams may continue to hit additional home run(s). If one team reaches the limit and goes over the limit before the other team reaches their limit the home run becomes an out. The one-up rule is in affect for all innings (top and bottom).
- V.10 Courtesy Runner: Teams will be allowed courtesy runners.
- 1. A team may only use one courtesy runner per inning (one of each sex in Co-Rec).
  - 2. The courtesy runner can be any eligible player on the team.
  - 3. If a courtesy runner is on base and their turn at bat comes up, they will be called out and removed from the base. They will then proceed to bat in their normal spot in the order.
  - 4. Someone being used as a courtesy runner may not be substituted for except in the case of an injury.
  - 5. If someone that is serving as a courtesy runner gets injured and must leave the game, the person that they are running for may take their spot on the base. If this occurs, the person removed as a courtesy runner **MUST** come out of the game and is not eligible for re-entry or as a substitute later in the game.
- V.11 Pitcher's Box Rule: There should be two chalk lines, six feet long; running directly back towards second base. The box should be closed on the back side, becoming a pitchers box. The rule is that the pitcher must have one foot anywhere within that box before he or she delivers the ball. Please see ASA or NSA pitching rules and regulations. If a box is not lined/chalked it becomes the judgment of the Umpire.
- V.12 Stealing will not be allowed.
- V. 13 When a double first base is used whenever a play is being made by an infielder on the batter-runner, the defense must use the white portion of the base and the batter-runner uses the colored portion of the base. Batter-runners inappropriately touching only the white base shall be declared out, (no appeal is necessary). If the fielder touches only the orange base, the batter-runner will be

declared safe. Exception; if in the judgment of the umpire the batter-runner is avoiding a collision, he or she can use the white bag without penalty.

- V.14 A runner shall be declared out when a defensive player has the ball and the runner remains on his or her feet and initiates contact with the defensive player. The runner shall be ejected from the game (if, in the judgment of the Umpire, and the contact is declared flagrant by the Umpire).
- V.15 A runner shall be declared safe (obstruction shall be called) when a defensive player initiates contact by blocking a base or home plate and the defensive player does not possess the ball. A defensive player must grant unimpeded access to a base when he is not in possession of the ball or in the act of fielding a batted ball.
- V.16 **Strike Zone Mat and Commitment Rule:**
- A. Commitment line is three feet long, shall be marked, halfway between third base and home plate and perpendicular to the foul line. A base runner, advancing beyond this line, who re-crosses to return to third, is automatically declared out—this includes re-crossing on a caught fly ball. If a runner re-crosses the line, he/she shall be declared out and the ball will remain alive.
- B. A Scoring Plate (called second home plate) shall be placed eight feet from the rear point of home plate (behind the right batter's box) on an extended line from third base. If a scoring plate is not available or if weather or field conditions would make its use unsafe, a scoring line extended from the third base line shall be marked.
- C. A Strike Zone Mat (called original home plate) shall be placed behind home plate to demarcate the strike zone. The mat, 17 inches wide and 24 inches long (measured from either side point of home plate to the end of the mat), shall be placed behind and touching home plate. Legal pitches striking any portion of home plate, including the black edge and the PARTIAL mat, shall be called strikes. A defensive player may use any part of home plate or the partial mat for a play on a runner attempting to score.
- D. Advancing Home: A runner advancing from third base and crossing the commitment line:
1. Must use the second home plate when attempting to score.
  2. Is awarded home if he/she is tagged by a defensive player or touches the scoring plate (or crosses the scoring line) before a defensive player is in possession of the ball touches home plate.
  3. Will be called out when crossing the original home plate.
  4. Once the runner crosses the commitment line, the defensive play becomes a force out. The catcher or defensive player must have one foot on the home plate or strike zone mat to make the force out at home.

#### **REGULAR CO-REC PLAYING RULE EXCEPTIONS (ALL)**

- V.17 A team may consist of five men and five women. The offensive line-up may begin with either a man or woman. There after the sexes shall alternate. If a team is playing with nine players, there must be five of one sex and four of the other sex participating. Additionally, if a team is starting with nine players, there will be a repetition of sex in the line-up. The out will be in the tenth spot

until such time as a substitute arrives. Therefore, the line-up must begin with the sex which has 5 players.

- V.18 Walk Rule: When a male batter is walked intentionally or unintentionally the male batter is awarded first and second base and the following female batter must bat. Exception: With two outs the female batter has the option to walk or bat. NOTE: When a team is left with a vacant spot in the line-up because of the removal of a player, the opposing team may not, with two (2) outs, intentionally or unintentionally walk the previous batter in order to get the “automatic out” created by the vacant spot in the batting order. If the previous batter is walked, the vacated spot is skipped.
- V.19 In all Regular Co-Rec Divisions the men shall hit a 12-inch circumference softball (.52 core/300 compression) and the women shall hit an 11-inch circumference softball (.44 core/375 compression).
- V.20 The Defensive positioning rule is not in effect.

## **VI. PROTEST ADMINISTRATION PROCEDURES**

- VI.1 Rule misinterpretation protests pertaining to a playing rule must be made before the next pitch. Failure to present league rules to an umpire at the time of misapplication of that rule will result in a non-protestable decision. It is the manager/coach’s responsibility to point out the exact rule that is in question. Judgement calls cannot be protested. Protests shall be submitted in accordance with the USA Softball national rules and a \$50.00 protest fee, within 48 hours of the game. The entire fee will be returned if the protest is upheld. The League Office will provide the activity number in Active Montgomery where the protest fee can be paid. The written protest should contain the following information to the League Office by email.
1. The date, time and place of game (field location).
  2. The name of the Umpire. The Umpire must sign the scorebook before the protesting team leaves the field.
  3. The Manager must cite rule and section of the official rules or local rule under which the protest is made. Please reference USA Softball Official Rule Book, page 108 and 109.
  4. The information, details and conditions relevant to the decision to protest.
  5. All essential facts about protest.
- VI.2 Player eligibility or illegal protests: Player eligibility protests must be submitted in writing to the league office within 48 hours after the completion of the game. The illegal player being protested must be done during the game, and the Umpire must be made aware of the protested/ineligible player. The Umpire MUST sign the protesting team’s scorebook before teams leave the field. No fee is required. The written protest should contain the following information to the League Office by email.
6. The date, time and place of game (field location).
  7. The name of the Umpire. The Umpire must sign the scorebook before the protesting team leaves the field.
  8. The Manager must cite rule and section of the official rules or local rule under which the protest is made. Please reference USA Softball Official Rule Book, page 108 and 109.
  9. The information, details and conditions relevant to the decision to protest.
  10. All essential facts about protest.

- VI.3 Any team using an ineligible player shall automatically forfeit each game in which the player participated.
- VI.4 Any player who participates under an assumed name will automatically be suspended from all Montgomery County Recreation Department activity for a period of one year from the date of the incident. League fees will not be refunded.
- VI.5 If a team uses a player under an assumed name or ineligible age requirement, that team shall automatically be removed from the league. Each game played with that player, and all scheduled games not played, shall be forfeited to the opponents. League fees will not be refunded.

## VII. DISCIPLINARY ACTION

Montgomery County Recreation sports leagues are intended to be recreational in nature. It is expected that all participants will conduct themselves in keeping with the highest standards of sportsmanship. Unsportsmanlike conduct will not be tolerated. Unsportsmanlike conduct includes, but not limited to such things as assault, verbal abuse, threats, and physical violence against other participants, umpires, staff, managers, coaches, etc., inappropriate language at a recreational environment, excessive arguing with umpires, and dangerous actions, e.g., throwing a bat.

- VII.1 The manager/coach is responsible for the conduct of their team and spectators.
- VII.2 **TECHNICAL OUT**; As a sanction against those teams or individuals whose behavior is unacceptable, but the Umpire judges that ejection is too severe a penalty, the Umpire may invoke a technical out against the offending team.
  - A. Offense: If the team at bat is guilty of unsportsmanlike conduct; the umpire may enforce an out against them. If this is the first or second out of the inning, the game continues with the batter and base runners being unaffected; an additional out is simply added to the team's total. If the technical out is the third of the inning, the next inning will resume with the batter who would have batted had the out not been called. In this case, the batter will begin with a fresh one-and-one count.
  - B. Defense: If the team in the field is guilty of unsportsmanlike conduct, the Umpire may invoke the technical out rule by reducing by one the number of outs that the defense will have when they come to bat.
  - C. Two consecutive technical outs may not be assessed against the same team. At least one pitch (legal or illegal) must intervene. An ejection for any unsportsmanlike behavior must be accompanied by the charging of an out against the offending team.
- VII.3 In cases where players, managers, coaches etc. transgress the limits of appropriate behavior, umpire have the authority to eject these individuals from the game. A player, manager, coach who is ejected from a game is suspended for at least one (1) game, but League Office will make final decision on length of suspension. A second ejection will have further suspensions ramification from the League Office, which could be for a period of at least one (1) year from the date of the incident.
- VII.4 Anyone who makes physical contact or threatens an Umpire, other players, managers, spectators, or staff shall be suspended for at least one (1) year from the date of the incident.

- VII.5 Any player, manager, or coach that approaches an Umpire in a negative manner after the conclusion of a league game will be suspended for at least one (1) game, but League Office will make final decision on suspension.
- VII.6 **PLAYER EJECTION:** If a player is ejected\* from the game, no substitute will be allowed for that player. The team **MUST** play the remainder of the game short-handed. The player who was ejected must sit out the next game (if there is a next game). For unsportsmanlike conduct, please see rule VII.3 through VII.5.
- VII.7 **APPEAL PROCESS FOR DISCIPLINARY ACTION**
- A. If a participant is suspended for violations under the rule VII. Disciplinary Actions, the individual, player, manager, or the coach will be allowed 72 hours, following receipt of the decision, to respond, in writing, if he/she elects, to appeal.
  - B. Any Suspensions will be held in abeyance pending the outcome of an appeal.
  - C. An Appeal Board will only hear an appeal if requested. An appeal will be heard within five working days from the date that the appeal is received by the Sports Program Supervisor.
  - D. The Board will be composed of persons knowledgeable of the standard regulations used by the Recreation Department and the philosophy and objectives of the Recreation Department sports programs. The Board will designate one individual to act as the Commissioner of the Board. The Board will be convened and assigned on a case-by-case basis by the Team Leader/Sponsor supervising the incident. A board must comprise at least three members to hear an appeal and to determine the outcome. No more than one (1) member of the Appeal Board may be a current MCR Sports staff member.
  - E. The Appeal Board will meet and make recommendations concerning the conduct and rulings associated with team sports as referred. The Board will not rule on appeals concerning officials' calls or rule interpretations.
  - F. The Program Supervisor will present a written statement of all findings and/or action(s) taken.
  - G. Any individual requesting an appeal may present any evidence having a bearing on the case before the Board. Additional testimony may be heard from up to 2 additional individuals, unless specifically waived by the Board.
  - H. The Board will make a decision concerning the action to be followed. The decision to uphold the original decision or to modify or disallow the decision will be communicated to the parties involved, in writing, within a reasonable period of time (five working days of the hearing).

## **VIII. GAME POSTPONEMENT: WHAT TO DO IN CASE OF RAIN**

### **VIII.1 Montgomery Recreation Department must follow the rules and guidelines of Montgomery Parks or MCPS field cancelation policy.**

Find out if a Montgomery Parks or MCPS athletic field is open, closed or experiencing inclement weather delays in real time! Use the RainoutLine.com system and:

- View field status via <http://www.montgomeryparks.org/rainoutline/>
- Sign up for customized email or text messages for the leagues you play in and/or field of your choice.



- Call the RainoutLine phone number at 301-579-5610 to find out the status of the field of your choice. Enter the extension for the field of your choice.
- View the free iPhone or Android Mobile App (Search for Montgomery Parks)

VIII.2 All games that are rained out or postponed on the field by the Umpire must be called into the League Office the following day. If not reported within 48 hours of rainout –no make-ups will be allowed. Please contact your League Office.

VIII.3 Thunder or Lightning Rule: If thunder or lightning can be heard or seen, participants should seek shelter and the game will be stopped. A minimum of twenty (20) minutes will be allowed to pass after the thunder and or lightning ends before resuming play.

## **IX. RESCHEDULING PROCEDURES**

IX.1 The League Office is responsible for making arrangements to make-up rained out or postponed games.

IX.2 Games which are incomplete or postponed must be rescheduled before any playoff games start.

IX.3 If any game is not rescheduled, the League Office will have the discretion to set the date, time, and field location of the make-up games. All make-up games not played will result in no points toward the standing for both teams, which affect seeding towards any playoffs, unless one team has agreed to forfeit. This rule will be strictly enforced.

## **X. EMAIL IN SCORES**

X.1 The winning team shall be responsible for notifying the League Office of the score within 48 hours following the game.

X.2 Failure to report scores by the winning team will result in no points recorded in the standings for both teams.

X.3 Final standing will be based on reported scores only.

## **XI. PLAYOFFS**

XI.1 Teams qualifying for the playoffs are as follows:  
 Social Leagues – No Playoffs  
 All other leagues will TBA

Normally, playoffs are scheduled for the weekend following the last game of the season. Tentative date: last weekend in July (Co-Rec), third weekend in July (Men's). The rain date is determined by the League Office. Fall playoffs are TBA. Playoff format will be decided by the League Office.

XI.2 League standings will be determined using the following point system: win: 2 pts., tie: 1pt., loss: 0 pts., and forfeit: -1pt. In the event of a tie in league standings, the record of involved teams against one another from league play will be used to break the tie.

**Tie Breakers.**

- Overall league record
- Head-to-Head Competition
- Score Differential
- Runs scored against for the entire season
- Runs scored for during the entire season
- Coin Toss

Standing will be posted on the county website:

<https://www.teamsideline.com/montgomerycountymd>

XI.3 Players participating on multiple teams in the same level must choose one roster for playoffs and stick with that team throughout the playoffs. Photo ID's will be checked against the roster at the fields. Also, see rule II.1 for eligibility, which could affect playoff teams.

## **XII. MISCELLANEOUS**

### **XII.1 Awards**

A. The following awards will be issued:

Spring Season

All Division Champions – 1 team award or 18 individual awards

Playoff Champion – 1 team award or 18 individual awards

Playoff Runner-up – 1 team award or 18 individual awards

Fall Season

Playoff Champion – 1 team award or 18 individual awards

Playoff Runner-up – 1 team award or 18 individual awards

XII.2 Field without Bases – The home team shall furnish one set of substantially constructed softball bases (15"x15"x3" dimension) for each home game not played at a regional park. Arrangements may be made with the visiting team to supply bases. There should be at least one strap and one spike per base. Failure of the home team to provide bases may result in forfeiture of that game. (The bases should be placed at least 70 feet apart at all levels).

XII.3 Bats: Please refer to the department's website at [www.montgomerycountymd.gov/rec](http://www.montgomerycountymd.gov/rec) under Adult Softball Programs to view the bat list.

XII.4 Balls: The official game balls are as follows

Men's- any 12" .52 core ball with a 300 compression

Co-Rec both 12" (Men's) and 11" (Women) .44 core balls with a 375 compression

Women's- any 11" .44 core ball with a 375 compression

All balls must be yellow with the USA Softball certification marked on the ball.

XII.5 The home team will furnish two new balls to start the game. If additional back-up balls are needed, the team that loses the ball shall furnish ball(s) as needed. Any additional or non-league supplied balls must have a USA Softball certification marked on the ball.

XII.5a The Department shall furnish game balls to all teams. Two softballs for each home game.

XII.6 Scheduled games will not be changed under any circumstances.

XII.7 Metal cleats and screw on cleats are illegal at all levels in all league games. Tennis shoes or all-purpose molded athletic shoes must be worn.

XII.8.1 If the assigned umpire has not arrived for the start of the game within ten (10) minutes, the team's manager should confer and decide upon one of the two options listed below. The option chosen should be exercised within ten (10) minutes after the starting time of the game (the term starting time refers to the scheduled game time or to five minutes after the completion of the preceding game, whichever is later). If the umpire arrives during the ten-minute waiting period, the game is to begin immediately with the home team taking the field. The two courses of action available to the teams are:

A. Choose not to play the game. Rescheduling is then handled as described in Rule IX.

B. Agree to begin the game without an official umpire. If the game is started without an umpire, it must be completed. (Note: if the assigned umpire after the game has begun the games would continue with the umpire assuming the duties). Note: The Time Limit is in effect and reckoned from the scheduled starting time. Both managers are required to sign the official score book, and contact the Recreation Department, as proof of agreement. Payment to volunteers or unauthorized umpires is at the risk of the teams and Montgomery County will not reimburse such payments.

C. In either case above, the starting time for the next game is to begin no later than 15 minutes after the scheduled starting time. (That means 6:15pm for a 6:30pm game, etc.) Both teams will have to agree to start or no game will be played.

XII.8.2 In any case when an umpire arrives late or is a no-show; the teams shall email the League Office.

### **ADA STANDARDS**

Individuals with disabilities are encouraged to participate. In compliance with ADA, auxiliary aids and services are available upon request. Please contact a Therapeutic Recreation Specialist at 240-777-6870 or email [rec.inclusion@montgomerycountymd.gov](mailto:rec.inclusion@montgomerycountymd.gov).

### **MISSION STATEMENT**

The Department of Recreation strives to provide and maintain quality programs and facilities that meet the recreational, social, cultural and physical needs of a diverse and changing community.

**Sports Unit Telephone Number: 240-777-6870**

**Find Sports Programs on MCR website: [www.MoCoRec.com](http://www.MoCoRec.com).**

**GAMES STOP DUE TO NATURAL CAUSES OR CURFEW**

**APPENDIX A**

	1	2	3	4	5	6	7
Red	0	1	0(a)	1	0(c)	1 (e)	2 (g)
Blue	0	0	0	0 (b)	2 (d)	2 (f)	0 (h)

- (A) GAMES STOPPED DUE TO NATURAL CAUSES OR CURFEW IN THE TOP OF THE THIRD WITH RED LEADING 1-0 AND TIME LIMIT (60 minute) HAS NOT BEEN REACHED.  
*Incomplete game: Game will start at the exact point the game was stopped. Make sure both teams agree on the situation (i.e., outs, baserunners). The umpire should sign both books*
- (B) GAME STOPPED AND 60 MINUTE TIME LIMIT HAS BEEN REACHED: *Completed game and Red wins 2-0*
- (C) GAME STOPPED DUE TO NATURAL CAUSES OR CURFEW IN THE MIDDLE OF THE FIFTH INNING WITH RED LEADING 2-0  
*Complete game (if reached 60 minutes – revert back to the last complete inning for the final score): (IF game has not reached 60 minutes) Game will start at the exact point the game was stopped. Make sure both teams agree on the situation (i.e., outs, baserunners). The umpire should sign both books.*
- (D) 1. GAMES STOPPED DUE TO NATURAL CAUSES OR CURFEW AFTER THE FIVE INNINGS WITH THE SCORE TIED 2-2  
*Game ends in a tie 2-2*  
 2. GAMES HAVE REACHED 60 MINUTE TIME LIMIT. SCORE TIED 2-2 AFTER COMPLETE INNINGS  
*Complete game ends in a tie 2-2*
- (E) GAME STOPPED DUE TO NATURAL CAUSES OR CURFEW IN THE MIDDLE OF THE SIXTH INNING WITH RED LEADING 3-2  
*Because blue has not batted in the sixth inning, the game reverts to the full Complete inning with the score tied 2-2, and the game ends in a tie.*
- (F) GAME STOPPED AFTER SIX INNINGS WITH BLUE LEADING 4-3. 60 MINUTE TIME LIMIT IS REACHED.  
*Complete game and the final score is 4-3.*
- (G) GAME STOPPED IN THE MIDDLE OF THE SEVENTH INNING WITH RED IN THE LEAD 5-4.  
*Because Blue has not batted in the seventh inning, the game reverts to the last complete inning and blue win 4-3.*
- (H) GAME ENDED AFTER SEVEN INNINGS WITH RED LEADING 5-4.  
*Complete game and Red won 5-4.*