

UMPIRE CHEAT SHEET FOR LEAGUE SPECIFIC RULES:

Please be aware that not all players use she/her/hers pronouns. Do your best to use neutral pronouns (they/them/their) during games and at the venue.

- ◆ Courtesy Runner rule: 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. NOTE: If the runner comes up to bat while they are still on the bases, it is an automatic out for their turn in the line up.
- ◆ Batters Box: We do not have a specific batters box marked. This means that the batter's box is at your discretion. The main points to watch out for are if the batter moves close to the pitcher and it becomes a safety issue or if the batter steps on top of or in front of the plate.
- ◆ Foul Tip rules: There is a courtesy foul. Please announce this as the courtesy foul to avoid confusion during the game.
- ◆ Mercy Rule:
 - 3rd inning: 20 or more runs at the completion (Home team does not bat if they have these leads.)
 - 4th inning: 15 or more runs at the completion
 - 5th inning: 10 or more runs at the completionIn Division 3, a maximum of 12 runs can be scored in an inning by a team that begins its turn at bat with a leading score. Once the 12th run has been scored, their turn at bat will be over and the opposing team will begin its turn at bat.
- ◆ Inclusion terms: We are an inclusive league not an exclusive league. Anyone may play in our league unless they identify as a cis gendered male. This means that they were born male gendered and identify as male gendered.
- ◆ Regular season can end in a tie if:
 - Time has expired
 - Inning is completed
 - and score is tied***Must complete inning even if time expires during inning

Substitution rule:

If both managers agree, a team with only seven (7) players at "forfeit time" may utilize a player from a different team in the league to make eight (8) players and avoid a forfeit. That player **must be from the same division** as the teams in the game. If a rostered player arrives during the game, the rostered player will replace the non-rostered player in the line-up. The non-rostered player is no longer eligible to play in that game. A team may only use that non-rostered individual once per season. If the team only has seven (7) players again, they must utilize a different player from the division. The game will count towards the official season standings.

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II. General Rules

- 1. ASA Rules.** ASA rules will apply unless the CMSA Women's + League Softball Rules conflict with the ASA Rules in which case the local rule will supersede the ASA rule.
- 2. CMSA Membership.** All players appearing on a team's roster and all team participants (including managers, coaches, and base coaches) must be members in good standing, with all dues paid, of CMSA. All players that take one of ten playing positions on the field or bat in the lineup must be a member in good standing, with all dues paid, of CMSA Women's + League Softball before a player steps onto the field or into the batter's box. Any team that plays a game with a non-member will forfeit that game as soon as the infraction is noticed, during the game or any time thereafter. If a team loses a game in which an infraction on their part is later discovered, that team will then forfeit its most recent regular-season winning game. In addition, any team that allows a non-member to participate in a league event as a player, manager, coach or base coach will be fined \$25.00. The manager of that team will also ensure that the non-member becomes a CMSA member before that person participates in future league events.
- 3. Rules.** It is the COMPLETE responsibility of the MANAGER/TEAM CAPTAIN of each team to be sure that their players are fully aware of ALL rules and guidelines of CMSA and CMSA Women's + League Softball. A sampling of oft-contested rules can be found in the General Rules and Ground Rules sections of this manual.
- 4. Videotaping.** Videotaping of any CMSA game is prohibited without the prior written approval of the CMSA Women's + League Softball Board and the written consent of the teams participating in the game that is the subject of the request as well as any other persons who may be taped.
- 5. Voting.** Manager votes will be decided by a majority of those present. In the case of a tie, the Commissioner will cast the deciding vote.
- 6. Metal cleats or spikes are illegal.** Anyone found wearing metal spikes or cleats will automatically be ejected from the game. The player will not be replaced in the lineup and an out will be recorded each time that player would come to bat. Also, if that player is on base at the time of the ejection, an out will be charged to the offensive team and the player will not be replaced on the bases.
- 7. Time Limit.** A 60 minute time limit will be applied in all regular season games. No new inning may begin after 55 minutes have elapsed in a game. If a team is winning by 10 or more runs when 55 minutes have elapsed in the game, the game will end and the team in the lead will be declared the winner.
- 8. Forfeits.** Teams may forfeit three games during the season, occurring over a minimum of two weeks, as long as they inform the Commissioner or Assistant Commissioner by 5:00 PM the Friday before the scheduled game time. A team forfeiting a fourth game (2 Sunday's worth of games) during the regular season will be dropped from the regular season and playoffs regardless of whether they have given advance notice or not. No team fees will be returned. A team in danger of forfeit may apply to the Commissioner for permission to drop players who fail to appear and recruit permanent replacements. This permission is at the Commissioner's discretion and must be secured before 5:00 PM the Friday before the scheduled game time. Dropped players are ineligible to play on the team from which they were dropped for the remainder of the season. Should a team forfeit out of the league, its record will revert to 0-0/win-loss. All other teams' records affected by the forfeiting team will be adjusted accordingly. Teams subsequently scheduled to play the forfeited team will be issued a bye with its final roster considered as signed in for the game. If a team should forfeit a game and the game is subsequently "Rained Out" and rescheduled, the forfeit is considered void and the game will be played at its new date and time.
- 9. Forfeit Time.** Forfeit time is game time plus five minutes. Game time will be defined as either the scheduled game time or five minutes following the end of the previous game, as determined by an official umpire. A team forfeiting a game, for any reason, will be assessed a fine of \$50.00 per game forfeited unless the team has notified the Commissioner or Assistant Commissioner by 5:00 PM the Friday before the scheduled game time. ~~All fines must be paid to the Commissioner or Assistant Commissioner before the teams next scheduled game.~~ All fines must be paid to the W+SL treasurer. If there is a double forfeit, both teams will be assessed the \$50.00 fine.

- 10. To Avoid a Forfeit.** If both managers agree, a team with only seven (7) players at “forfeit time” may utilize a player from a different team in the league to make eight (8) players and avoid a forfeit. That player must be from the same division as the teams in the game. If a rostered player arrives during the game, the rostered player will replace the non-rostered player in the line-up. The non-rostered player is no longer eligible to play in that game. ~~A team may only use that non-rostered individual once per season. If the team only has seven (7) players again, they must utilize a different player from the division.~~ The game will count towards the official season standings.
- 11. Dispersal Draft.** For those players on a team that has forfeited out of a league wishing to continue playing for the duration of the season, including playoffs, a dispersal draft will be implemented. Each player interested in continuing will enter the draft, and possibly, be picked up by another team, in the following manner:
- The team with the worst win/loss record within the disbanding team’s division will choose one player from all the names listed. The team with the next worst record within the disbanded team’s division will choose next, and so on, until there are no more players listed, or until all teams in that division have been afforded the opportunity to draft one player. If additional players remain from the disbanded team, the teams in that division will have the opportunity to draft additional players in the same order as in the first round of the draft. If players remain after all teams in the affected division have had the opportunity to choose additional players and the teams in that division do not want to draft any more players, the teams in the division below that division may pick up disbanded players in the same manner starting with the last place team in that division and moving up the standings. This procedure will continue until no players remain.
 - Teams are not obligated to participate in the draft.
 - Teams that do participate in the draft are still eligible to participate in playoffs
 - Teams may only make selections if they have roster openings.
 - Teams may not “trade” or otherwise transfer their position in the draft.
 - Any team adding disbanded players to its roster must maintain its ASANA rating regarding its declared division.
 - A dispersal draft cannot occur within the last two weeks of the regular season.
- 12. Ejections.** An umpire may eject any player, manager, coach, scorekeeper, or spectator on or off the field for unsportsmanlike conduct at any time before, during, or after a game. Anyone ejected by an umpire will AUTOMATICALLY be suspended from the team’s next scheduled game, whether it is a regular season, playoff, or championship game. In addition, that player will be placed on probation for one month from the date of the ejection. If, during the period of probation, the player is ejected a second time, they will be suspended from participation in all CMSA-affiliated softball activities for the longest of either a 30-day period or the team’s next five CMSA-affiliated games. A third ejection in the course of the same season will result in their suspension from participation in all CMSA-affiliated softball for the next 120 days of CMSA-affiliated softball play. Additionally, the Commissioner will be required to present the matter to the CMSA Board of Directors for consideration of revocation of that players’ CMSA membership. Disciplinary periods will carry over into the following softball season in the event that the season concludes before they can be completed. The CMSA Women’s + League Softball Board reserves the right to revoke a person’s CMSA Women’s + League Softball membership for due cause at any time.
- 13. Umpire Complaints.** Umpire calls are final. Team managers are the only members of a team who may question and receive explanations of calls made during a game. Any protest to an umpire’s ruling should be noted by the team manager and reported to a CMSA Women’s + League Softball Board member as defined in the Protest Committee Rules and Procedures section of this manual. Complaints about an umpire are to be made via email by a manager to the Umpire-in-Chief within 2 days of the game(s) in question. In the event that the complaint concerns the Umpire-in-Chief, the complaint must be made via email to the Protest Committee. Complaints must include the specific umpire’s name and a full description of the reason behind the complaint.
- 14. Roster Limit.** A team’s roster is not limited. A player may not occupy a spot on two team rosters within the same division. A player may occupy a spot on only two team rosters at any time and may only play for the teams on whose roster the player appears. A lower division team may have no more than two upper division players from the current year’s rosters as defined below:
- Division II: Maximum of two Division I players are allowed on the roster
 - Division III: Maximum of two Division II players are allowed on the roster; No Division I players allowed on roster

15. **Heterosexual Players.** The CMSA Women's + League Softball imposes no limitation on the number of heterosexual players on a team roster.
16. **Extra Players.** Teams may bat a maximum of 12 players.
17. **Injured Player/Game.** If a team is playing with a signed-in roster of 10 players and a player is injured during the game, the injured player, after being removed due to injury, may re-enter the game once in the same spot in the batting order, but only if another rostered player is not available at the time.
18. **Courtesy Runner.** 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.
19. **No Contact Rule.** When a runner is approaching any base or home plate where a play (i.e. a ball either in the fielder's possession or in flight to said fielder) is involved, the runner must slide or avoid initiating solid contact with the defensive fielder. If the runner fails to slide or fails to avoid initiating solid contact with the fielder, the runner is out. The purpose of this rule is to protect the safety of the fielder. However, the runner shall not be deemed to have initiated contact if the fielder stands in the base path without there being a "play," steps into the path of the runner to field an errant throw, or attempts to field a thrown ball not at or near a base. This decision is in the sole discretion of the umpire.
20. **Mercy Rule.** The ASA run rule is in effect: If a team is leading by 20 or more runs at the completion of the 3rd inning, 15 or more runs at the completion of the 4th inning or 10 or more runs at the completion of the 5th or 6th innings (2 ½, 3 ½, 4 ½, 5 ½ innings if the home team is leading), the score will be posted, the game will be called as official, and play will be ended. In the C and D Division, a maximum of 12 runs can be scored in an inning by a team that begins its turn at bat with a leading score. Once the 12th run has been scored, their turn at bat will be over and the opposing team will begin its turn at bat.
21. **Batter's Box.** While batting, a batter must stay within the batter's box or the batter will be called out and all runners returned to the bases where they were prior to any batted ball. This rule will be enforced whether the batter's box is chalked or not. Stepping on or across home plate is an automatic out when a batter makes contact with a pitched ball, regardless if the ball lands in fair or foul territory. Any runners must stay at their current base.
22. **1 and 1 Pitch Count.** Batters begin their at-bats with a "1-and-1 count" (i.e., 1 ball and 1 strike). There will be one "free-foul" allotted to a batter that has reached two strikes and then hits a foul ball. This foul will not count as the third strike, but the next foul ball will result in a third strike and the batter will be called out. All other strike-ball rules remain.
23. **Batting Out of Order.** If the error is reported to the Umpire while the incorrect batter is still at bat, then the correct batter will assume the ball/strike count of the incorrect batter. If the incorrect batter reaches base safely and then the error is reported to the Umpire, the incorrect batter will be called out and all runners will return to their original base. The defense *must* make the umpire aware of the batting out of order error before a pitch (illegal or legal) is thrown to the next batter. If they do not, then the incorrect batter will stay on base.
24. **Tie Breaker Rule (Playoffs).** If a game is tied after 7 innings or after the time limit has expired, the International Tie-breaker will be used to break the tie: the batter in the lineup immediately preceding the first batter in the next inning will be placed at second base and innings will be played until a team is leading at the end of a full inning.
25. **Tie Rule (Regular Season).** If a game is tied after 7 innings and there is time remaining, the International Tie-breaker will be used to break the tie: the batter in the lineup immediately preceding the first batter in the next inning will be placed at second base. The game will continue until time runs out. At that point, the current inning will be completed.

*Regular season games can end in a tie. If the game is tied at the end of an inning and there is no time remaining on the clock, then the game will end as a tie.
26. **Division Standings.** In the case of any ties, division standings will be determined as follows (in descending priority):
 - Head-to-head record
 - Head-to-head total runs

- Average runs scored per game in division play
- Average runs scored per game in all games played

27. Division Make-Up. Prior to the beginning of each season, teams state at what level of play they competed during the prior season and whether a move between divisions is going to be made. The prior season standings and results of the League Playoffs and Championship will be considered by the CMSA Women's + League Softball Board to determine if such a move is appropriate. In addition, if a team clearly belongs in a division higher or lower than where it was stated to be placed, the CMSA Women's + League Softball Board reserves the right to move a team up or down to the appropriate division. This type of decision will be based upon consultation between the Board and the team captain and team performance through the prior season and prior season League Playoffs and Championship will be taken into consideration.

III. ASANA Softball World Series

Created in 2007, the Amateur Sports Alliance of North America (ASANA) is a new non-profit sports association dedicated to promoting amateur athletics for the gay and lesbian community. ASANA's current focus is on the development and support of Women's + softball and as host to the Softball World Series. Before emerging as their own organization, the Women's + division was a part of the North American Gay Amateur Athletic Alliance (NAGAAA) which is called International Pride Softball now "I Pride Softball." The first Women's + division competition played in Milwaukee, WI in 1985. Moving forward, ASANA will continue to grow and support gay and lesbian athletics for all.

ASANA's membership base comprises Women's + leagues across North America in 26 cities: Atlanta, Austin, Boston, Chicago, Dallas, Denver, Fort Lauderdale, Greater Palm Beaches, Houston, Indianapolis, Kansas City, Long Beach, Los Angeles, Madison, Memphis, Nashville, Norfolk, Orlando, Philadelphia, Phoenix, Portland, San Diego, San Francisco, San Jose, Seattle, Tucson, Twin Cities and Washington DC. This amounts to over 5,300 players and 326 teams that are ASANA members and ASANA is getting bigger every day.

Any teams or players interested in more information or attending should contact the CMSA Women's + League Softball Board via email at wpslcommish@chicagomsa.org as soon as possible to secure your place at the Series.

Visit ASANA on the Web

Official Site: <http://www.asanasoftball.com/>

Facebook: <https://www.facebook.com/ASANAWorldSeries>

IV. League Playoffs and Championship

- 1. Participation.** To be eligible to play in the League Playoffs and Championship, a player must appear on the roster of the team participating and have signed in for at least three (3)* of that team's regular season games. The CMSA Women's + League Softball Board reserves the right to limit playoff participation if scheduling and/or weather so require.
- 2. Seeding.** The team with the better regular season record will be designated the home team for the first game of the playoffs. Home team and visiting team after the first playoff game will be determined by a coin toss. Tie-Breakers for seeding will be: Head to Head record and then run differential.
- 3. Time Limit.** No new inning will begin after 55 minutes have elapsed in a game. There is no time limit in the Championship Round.
- 4. Tie Breaker.** The International tie breaker applies in all games in which there is a time limit. (See Section I for definition).
- 5. Mercy Rule.** There is no Mercy rule.

**Note: ASANA requires players to have played in 33% of all regular season games to be eligible for the annual World Series tournament.*

V. GROUND RULES

1. FIELD GROUND RULES

- a. The area that is designated as out of play, generally the backstop extended, will be marked off with orange cones. Managers and umpires will be responsible for keeping players and spectators from this area.
- b. Effective 2019, WPSL will follow ASA Rule on the matter: Rule 8, Section 2N & 5L: When there is spectator interference with any fair batted ball, the ball is dead at the moment of interference. The umpire shall award bases that in the umpire's judgment the runner or runners would have reached had there been no interference.
- c. If a fielder is in possession of a live ball and carries the ball out of play, all runners advance one base from the base last crossed when the fielder went out of play. A fair ball that deflects off a defensive player and goes out of play results in all runners advancing one base from the base last crossed before the ball went out of play.
- d. If a batted ball hits any obstacle on the playing field, i.e., base, pitcher mound, manhole, debris or umpire, the ball is live and runners advance at their own risk. If any fielder collides with any obstacle in pursuit of a fair ball, play continues, the ball is live and runners advance at their own risk. This includes the ball or fielder striking benches, bicycles, spectators or players from other fields. The only time play will be stopped is when a person picks up the ball.
- e. A double first base will be used in order to reduce the risk of injury at the first base position. The outside base will be demarcated in orange and will be used by the runner running through the base and not attempting to round first to get to second. If the runner is running around first base to second, it is acceptable to touch the inside first base. It is the umpire's judgment when an infraction occurs in following the double first base rule. The main issue to remember is that the intent of the double first base is to avoid risk of injury and interference. Exception: It is expected that the runner will avoid contact with the first basemen when there is a play at first base. If touching the inside base will avoid contact, then the runner should follow the No Contact Rule and do what the player needs to avoid contact, including touching the inside first base.

2. RE-ENTRY RULE

- a. A substitute may enter for a starter and bat in that position and field in any position. If the starter re-enters the game, they must re-enter for the substitute and bat in their original position. They may field any position in the field.

3. THE STRIKE ZONE

- a. The strike zone is any ball that passes over the plate in an area lower than the top of the batter's high shoulder and higher than the bottom of the front knee. The black border is not a part of the plate.
- b. There is no marked batter's box. By rule it is 3 feet wide and 7 feet long. The umpire will determine if the batter is in a legal position.
- c. The pitch arch is a 6 foot minimum and a 12 foot maximum.
- d. If a pitch is illegal, the umpire will call "illegal" before the pitch has crossed the plate. The batter may swing at the pitch. If there is no swing, the pitch is called a ball.

4. PITCHING POSITIONS, MOTIONS

- a. Prior to releasing the ball, the pitcher must have one foot in contact with any part of the pitching rubber. It must remain in constant contact until the ball is released.

- b. Prior to beginning the pitching motion, the pitcher must present the ball in front of their body for at least one second. Within 10 seconds, the player must face home plate, pitch the ball in an underhand motion, below and within 6" of the hip.

5. PLAYER LIMITS TO START AND PLAY A GAME

- a. Teams must have 8 players to start the game. A team starting with 8 players will not be penalized via an automatic out for the vacant 9th, 10th, 11th and 12th positions. A 9th and 10th player may be added at any time during the course of the game, but must bat in the 9th and 10th positions. A team that began the game with less than 10 players may not fill the 11th and 12th positions once they have batted through their line-up one time.
- b. Teams may bat 10, 11 or 12 players and must fill all batting places throughout the game. If a team loses a player due to injury, or any other reason and cannot substitute, that player's spot shall be an automatic out each time it is their turn at bat. If a team walks the batter (intentionally or otherwise) before the automatic out WITH TWO OUTS in the inning, the automatic out is bypassed and the next regular batter bats.
- c. Extra hitter(s) may go into the field to play a defensive position, but must continue batting in their same position.
- d. Players must be listed in the line-up prior to entering the game. While substitutions do not have to be listed in the line-up at the start of the game, the Umpire/Opposing Manager must be notified before the player enters the game. If a player arrives after the start of the game, the player may be added without penalty to the line-up by notifying the Umpire/Opposing Manager.
- e. If a team is leading by 20 or more runs at the completion of the 3rd inning, 15 or more runs at the completion of the 4th inning or 10 or more runs at the completion of the 5th or 6th innings (2 ½, 3 ½, 4 ½, 5 ½ innings if the home team is leading), the score will be posted, the game will be called as official, and play will be ended.

6. COURTESY RUNNERS

- a. 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.

7. TIME LIMITS FOR GAMES

- a. Each game has a 60 minute time limit. Games begin at game time. No exceptions. (EDIT: define gametime as the posted time in the schedule or 5 minutes after the end of the previous game on the field? - Cat Michels)
- b. Any inning started before the time limit has expired will be completed. If the home team is ahead, the bottom of the inning is not played. No new inning will be started with less than 5 minutes left in the time limit.
- c. The game clock will be suspended only for the following reasons:
 - i. Treatment of injury to a player on the field.
 - ii. Suspension of play due to bad weather.
- d. No on-field conferences of players or coaches will be permitted during the last 10 minutes of the time limit.
- e. Two warm-up pitches will be allowed by the pitcher at the start of each inning.
- f. No infield or outfield warm-up between innings.
- g. Relief pitchers get three warm-up pitches when entering the game.

8. SLIDE RULE, OBSTRUCTION AND INTERFERENCE

- a. If there is a play on a runner, the runner must AVOID CONTACT. A slide is not required, but if there is excessive contact and no slide, the runner is called out. Be aware that the rule is excessive contact, not any contact. It is up to the umpire to determine if the contact is excessive and could cause injury. If the runner slides, contact is allowed and is normally not going to be considered excessive. In the case of excessive contact, the runner is called out, the ball is dead and base runners return to the base last crossed before the play.
- b. If a runner purposely attempts to obstruct a fielder from making a play by running, stopping or waving arms in a manner to affect the players fielding opportunity, the runner is declared out, a dead ball is declared and runners return to their bases last crossed. In the case of a possible double play, the runner at the completion of the play is also called out.
- c. If a fielder who is not attempting to field a batted ball interferes with a runner running the bases, obstruction is called. If the runner, after advancing as far as possible, has not reached the base the player would have had reached without this obstruction, the umpire shall declare the ball dead by calling "time" and award the runner the bases they would have reached. This play is most common when a runner is rounding first base and the first baseman fails to get out of the way after going to the base for a possible play.

9. EQUIPMENT

- a. All divisions will use the provided 11" Yellow (52/300) ball. There will be no exceptions. There will be one (1) ball provided for each game. When a ball goes out of play, the umpire may insert a replacement ball. If the game ball must be retrieved, the fielder closest to the ball should retrieve the ball in as quick a manner as possible. The intent is to keep the game moving due to the 60 minute time limit.
- b. ASANA and ASA rules apply. If ASANA and ASA equipment rules conflict, the ASANA rule will take precedence. Thus, no titanium bats are allowed. A list of banned bats can be found at the following web site:
<http://www.teamusa.org/USA-Softball/Play-USA-Softball/Certified-USA-Softball-Equipment>

VI. Umpires and Managers

1. All umpires will:

- a. Be on time and in uniform.
- b. Hustle at all times to cover the field.
- c. Enforce rules consistently.
- d. All CMSA umpires have the ability to eject a player from a game before, during, and after a game while in the immediate area of the field. This ejection results in a suspension from the next game. The Board would suggest you take charge early in the game and be consistent with your rules enforcement. If any undue criticism is given, take any action needed to maintain control. This action is backed by the Umpire-in-Chief and the CMSA Women's + League Softball Board.
- e. Perform random pregame inspections of bats. They will also inspect bats if requested by the other team. All bats must have an ASA/USA stamp of approval to be legal.
- e. Game cards must be filled out after each game to record the score. This is also required for payment of the umpire's fee. This card is used for standings and future tie-breakers, so it is vitally important and MUST be done.

2. All managers will:

- a. Be responsible for their team. Any abusive conduct or language will not be tolerated and any player abusing an umpire or player is subject to ejection from the game and suspension from additional league games.
- b. Understand that our umpires are at different levels, just like your players. Some are new, some are experienced, but all are umpiring in this league to give us all a more enjoyable experience.

- c. If an umpire is absent at game time, managers should inform a Board member who will then appoint a replacement.
- d. Please direct any comments or concerns about umpires to:

Umpire-in-Chief
Anita Whitefield
Email:

VII. Protest Committee Rules and Procedures

- 1. Protest Committee.** The Protest Committee will consist of one (per team) Manager from the Champion and Runner Up teams from the previous season's playoff bracket and the Umpire-in-Chief.
- 2. General Issues.**
 - a. Grounds for a protest include challenges to players' eligibility/ineligibility and rules misinterpretation by an umpire. Protests may be handled by the umpire during the game and if no resolution is reached at that time, the coach/manager may file an official protest as described in this section.
 - b. A \$25.00 filing fee is required to initiate a protest and must be paid to the treasurer within three calendar days of the game being protested. If the protest results in a ruling in favor of the team initiating the protest, the \$25.00 filing fee will be returned within seven calendar days.
 - c. The CMSA Women's + League Softball Board members may request that the Protest Committee review a player's rating for purposes of ASANA World Series competition. Such requests will not impact the results of any games that have already been played. The CMSA Women's + League Softball Board members are not required to pay the \$25.00 filing fee.
- 3. Player Eligibility Protest:**
 - a. The coach/manager should register the protest with the umpire before the next live ball.
 - b. If the umpire cannot resolve the protest by reviewing team rosters and player identification with both coaches/managers, the coach/manager may proceed with filing an official protest with the WPSL Board.
 - c. The coach/manager must notify the WPSL Board via email at wpslcommish@chicagomsa.org and coordinate payment of the \$25.00 filing fee with the Board within three calendar days following the protested game.
- 4. Rules Misinterpretation Protest:**
 - a. The coach/manager should register the protest with the umpire before the next live ball.
 - b. If the umpire cannot resolve the protest by reviewing the rules with both coaches/managers, the coach/manager may proceed with filing an official protest with the WPSL Board.
 - c. While at the fields, the coach/manager must note the essential facts in the official scorebook. The home team's scorebook will serve as the official scorebook. If the home team's scorebook is unavailable, the visiting team's scorebook may serve as the official scorebook.
 - d. While at the fields, the coach/manager must have the umpire and opposing manager sign the official scorebook. If either team's coach/manager refuses to sign the official scorebook, the umpire will note that it is a refusal, rather than an omission, in the book.
 - e. The official scorebook will be made available to the Protest Committee.

- f. The coach/manager must notify the WPSL Board via email at wpslcommish@chicagomsa.org and coordinate payment of the \$25.00 filing fee with the Board within three calendar days following the protested game.

5. Protest Committee Meetings:

- a. The WPSL Board will notify the Protest Committee, the opposing team's coach/manager, and the player that is being protested (if an eligibility protest has been filed) immediately via email when an official protest is filed.
- b. The protesting coach/manager, the opposing team's coach/manager, and player being protested (if an eligibility protest has been filed) will be contacted by the WPSL Board by email or telephone to provide feedback or answer questions, as related to the protest prior to the Protest Committee meeting.
- c. The Protest Committee will meet within 7 days of the protest. Protest Committee members that are players/coaches on either of the teams involved in the protest will be excluded from that meeting.
- d. The Protest Committee will consider all information provided and obtained during the protest before ruling on the protest.

6. Protest Committee Rulings are FINAL:

- a. The WPSL Board will respond via email or telephone to the protesting coach/manager, the opposing team's coach/manager, and player being protested (if an eligibility protest has been filed) within 7 calendar days after the protest is registered, as to the ruling of the Protest Committee.
- b. If a protest of player eligibility is upheld, the team with the ineligible player shall forfeit the game being protested.
- c. If a rule misinterpretation is upheld, the WPSL Board will coordinate rescheduling as soon as possible based on team, field, and umpire availability. Based on ASA rules, the game will be replayed (with as many original players in their original positions as possible) from the point at which the incorrect decision was made, with the decision corrected.
- d. In any case involving a tie vote by the Protest Committee, the Commissioner will be the tiebreaker, unless the committee or commissioner's team/division is involved in which case, the Assistant Commissioner or other CMSA Women's + League Softball Board members who are not affiliated with the division in question will serve as tie-breaking votes.
- e. The Commissioner has final approval for ASANA ratings. There is the potential that a League rating established by either the coach/manager or Protest Committee may be different than the rating submitted to ASANA.

7. League Playoffs and Championship:

- a. If a protest is filed during the League Playoffs and Championship, play will be stopped.
- b. The Protest Committee (or a quorum, if all are not available) will be called together by the Commissioner or the Assistant Commissioner, to make a ruling.
- c. All procedures described above will be followed. In the interest of expediting the process and allowing games to continue play, a decision will be made immediately, after all sides have been heard by the Protest Committee.
- d. The \$25.00 filing fee applies to protests filed during the League Playoffs and Championship and will be due by the end of the day.