



M.I.T. Community Summer Softball 2026

Dear Captains,

June 1, 2026

In this document, you should find: (1) general league information, including **important insurance information**, (2) playoff and tie-breaking procedures, (3) clarification of rescheduling policies, (4) league- and field-specific ground-rules, (5) rule clarifications and differences with ASA rules, and (6) a map of the fields.

In **separate attachments or links**, expect your **schedule**, **Captain contacts**, and a **Roster Information Form** for your team. Kentucky Fried Captains will have received instructions about equipment. If you think there is something missing, or if any questions pop up for us, please email: mitsb-com@mit.edu.

Unless otherwise noted in calendar invites, our reservations begin at 5:00pm, and end promptly at 7:30pm. For Serious Slowpitch games, our ASA Umpires will be instructed to get the games going and keep the games moving, but please do your part by arriving early and being ready to start promptly. Expect to have a difficult time parking at MIT. There is construction around the fields we're using, so access is limited. Use the **gate across from Simmons for Briggs Field, or the gate near the Z-Center for Jack Barry Field** to access the fields.

Please study your schedule carefully.

Once again this year **we are asking all captains to report game scores**. You should confirm with the umpire and opposing captain at the end of each half-inning. Captains from BOTH teams should **report the score at the end of the game via** <https://forms.gle/oXLZLer8HcGYaBFz7>.

As always, we are available to answer questions and solve problems throughout the season, but **please use common sense during games and manage real-time situations with your on-site umpire and/or opposing captains.**

Have an enjoyable summer!

Yours in softball,

Ben Ahlers and Roshni Gohil
on behalf of MITCSS League Office
mitsb-com@mit.edu

2026 Captains General Information

CONTACTS

Commissioner's Office: mitsb-com@mit.edu

EARLY RAINOUT CALLS will be made by email to the league lists before 4:00pm. After that, it is a game-time decision between the Umpire and the Captains.

Campus Police 253-1212 if problem/emergency
DAPER Ryan Steele 617-908-5853
Building Supervisor 617-593-5067

INSURANCE: per MIT's request, the league now carries liability insurance (accounting for most of the increase in fees the past few years); accordingly, we also distribute a waiver to captains, which has been attached to this email. **All captains need to have their players and spectators sign the waiver. The waiver is available via Docusign. Share this link with your team:** <https://tinyurl.com/mitcss2026waiver>

NO ALCOHOL: MIT is an undergraduate campus with a strict policy. In general, clean up after yourselves and be good campus citizens.

Dates: Regular season weeks of **June 1st through week of July 31st** – followed by the playoffs. Depending on day of week field availability, and the number of postponements, this schedule may vary slightly. See schedule for details. No games the week of July 4th, unless teams agree to hold make-up games that week.

For double-headers, no new inning will begin after the teams have played for 50 minutes. This situation may result in ties being the final result of a (regular-season) game.

ALL LEAGUES MON – THU: 5:30pm start

- **Forfeits** - 15 min after game time (scored 7-0); if you must reschedule, call or email 24 hours in advance to mitsb-com@mit.edu **AND the opposing captain/co-captains** (see below re: Rescheduling Addendum).

Rosters should be >80% affiliated with MIT (students, faculty, staff, alumni, spouses, Draper, Broad, Whitehead, etc.). You should use the Excel Roster Form to provide this information.

- INITIAL ROSTER AND WAIVER DUE AFTER **WEEK 3:** **JUNE 18, 2026**
- FINAL PLAYOFF ROSTER (same form) DUE: **JULY 23, 2026**

Illegal Bats: all bats must bear 2000, 2004, or 2013 ASA approved mark, and not be on the list of banned bats. **ASA umpires have complete jurisdiction in this matter!** Please take up issues about any questionable bats with your umpire.

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Unless you have an urgent problem, you should **email the League Office** (mitsb-com@mit.edu) for most issues. **Please use common sense during games and manage real-time softball situations with your on-site umpire and/or opposing captains.**

The **equipment box** will be located attached to the **outside of the centerfield fence of the Men's Baseball Diamond** (using the **WORD COMBINATION LOCK**, combo = "**BASES**"); KF Captains will access it directly. While SS Captains can also do so, **usually the umpires will access the equipment box for your games.** To make the league run efficiently, we ask **you to do the following:**

- **CHECK YOUR EMAIL** all important announcements will be sent via email. DO NOT expect calls or mailings.
- **INJURIES:** If a player is seriously injured during a game you should call **Campus Police 617-253-1212** as well as **Ryan Steele at DAPER 617-908-5853** (or the building supervisor 617-593-6067). On-campus services will likely respond quicker than an ambulance, so please call them. You can also call them if you have problems with other groups using our field space.
- **STANDINGS AND RESULTS** will be emailed to you via the league mailing lists. Please inform us immediately of any errors.
- **HOME TEAMS** will receive one used ball after games (except during the first week of the season so that we can build up our supply of old balls) or when a ball is lost during the game.
- **PROTESTS** must be announced by the protesting team captain to the presiding umpire before the next pitch. Both team captains and the umpire should record the situation (runners on base, score, number of outs, count on batter, etc.). The protesting team captain must submit a written protest (by email) to the Commissioner (mitsb-com@mit.edu) by 5:00pm the next day. **JUDGMENT CALLS ARE NOT PROTESTABLE** (only rule applications and interpretations)!
- **PLAYOFFS** will follow the regular season, and will have its logistical details announced closer to the official playoffs date. In the past, there have been pairings across SS divisions for playoffs bracket formation; however, this year, there is only one SS division, and so playoffs will be organized slightly differently. Keep an eye out for more information as the season progresses.
- **HAVE FUN** and watch for future emails!

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RESCHEDULING Information 2026

SUMMARY: with >24-hour notice, rescheduling is at the discretion of the League Office. After that time until 4:00pm on game day, it is at the discretion of the opposing Captain whether to accept a reschedule or a force a forfeit. After 4:00pm on game day (absent prior agreement with the League Office) the umpire will simply call a forfeit if a team is absent or undermanned.

Weather-Related Postponements/Cancellations

- **RAINOUTS:** ALL RAINOUT MESSAGES WILL COME BY EMAIL, and we will send a message by 4:00pm if there is no chance to play or if MIT has revoked the reservations. DO NOT CALL DUPONT DESK OR THE ATHLETIC DEPARTMENT! **After 4:00pm, it is a game-time decision between the Umpire and the Captains.**

- **RESCHEDULING RAINOUTS:** Rained-out games will generally be rescheduled automatically by the League Office as double-headers later in the season, but there is a possibility that we may seek alternative days to play pending field availability on a case-by-case basis (especially late in the season). DO NOT expect a phone call. All rescheduling discussions and revised schedules will happen by email.

Non-Weather-Related Rescheduling PRIOR to GAME DAY (>24-hour notice required):

- **RESCHEDULING GAMES:** It is the **responsibility of the Captain of the team that cannot play** to contact the League Office (mitsb-com@mit.edu) *and the opposing team Captain* to tell them that the game cannot be played with 24-hour advance notice. If both teams agree to play a future double-header (e.g., at their next scheduled meeting), this is the preferred option. Alternatively, such a game can be made up as a full game if the Captains can promptly agree on a date to make it up on a different day with a field available (in consultation with the League Office). **If the Captains cannot promptly agree on a date to reschedule, the game will be rescheduled automatically by the League Office as a double-header later in the season, if possible (i.e., an opposing Captain cannot force a forfeit with >24-hour notice if the League Office deems rescheduling reasonable).** If the League Office determines there is no reasonable possibility to reschedule, the original scheduled game will result in a forfeit.

Non-Weather-Related Rescheduling on GAME DAY (prior to 4:00pm on game day):

- **RESCHEDULING GAMES:** It is the **responsibility of the captain of the team that cannot play** to contact the League Office (mitsb-com@mit.edu) *and the opposing team Captain* to tell them that the game cannot be played prior to 4:00pm on game day, and immediately plan arrangements to reschedule. **In this case, it is the prerogative of the opposing Captain whether to accept such a plan or accept a forfeit.** If the League Office does not approve a mutual agreement to reschedule by both Captains by 4:00pm on game day, the League Office will impose a forfeit on the team that cannot play.

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Field-specific Ground-rule Guidelines

THESE ARE GENERAL GUIDELINES. Check with your umpire before the game for the actual ground rules. THE ASA UMPIRE HAS FINAL DISCRETION ABOUT GROUND RULES.

NOTE: For all applicable fields, **interference by players from another game** will be a judgment call by the presiding umpire. **Judgment calls may not be protested.**

Field C: In the judgment of the umpire, balls interfered with by team equipment on either side may be deemed out of play. Along both the left-field and right-field sides, the out-of-play line will be an extension of the plane made by the “backstop”, determined in advance by the umpire (parallel to the baseline ~15 feet away).

Field D: Along the left-field and right-field sides, the out-of-play line will be an extension of the plane made by the “backstop”, determined in advance by the umpire (parallel to the baseline ~15 feet away). In the judgment of the umpire, balls interfered with by team equipment on either side may be deemed out of play.

Field E: Along the left-field and right-field sides, the out-of-play line will be an extension of the plane made by the “backstop”, determined in advance by the umpire (parallel to the baseline ~15 feet away). In the judgment of the umpire, balls interfered with by team equipment on either side may be deemed out of play.

Women’s Softball Diamond (Field W): The out-of-play line will include the backstop, the fence in front of each dugout, and lines extended from the fence in front of each dugout parallel to the left- and right-field baselines. Each team should be awarded up to 4 out-of-the-park home-runs, after which such hits are ground-rule doubles.

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Rule Clarification and Rule Differences from ASA Rules

This list is not intended to be all-inclusive; instead, it defines the slight rule changes between ASA and MITCSS rules, and clarifies some important and often misconstrued ASA rules. THE ASA UMPIRE HAS FINAL DISCRETION DURING THE GAME.

PITCHING

Slow Pitch:

- Both feet on the ground, with one or both feet in contact with, but not off the side of, the pitcher's rubber (or designated location).
- Before the delivery of the pitch, the pitcher must stop 1-10 seconds with both hands on the ball in front of the body facing the batter.
- One step is allowed; this step must be towards the batter.
- Ball must be delivered with moderate speed (left to the judgment of the umpire).
- A windmill delivery is allowed if the ball is released the first time the arm passes the hip.
- Ball must be delivered with a perceptible arc of at least 6 feet, but no more than 12 feet; it becomes an illegal pitch, however, only when the umpire rules it illegal.
- The pitcher has one minute to deliver no more than 4 pitches to the catcher at the start of each inning.
- An illegal pitch results in a ball on the batter. The base runners **DO NOT ADVANCE**.
- An illegal pitch is negated if the batter strikes at it.
- There is no out on a foul ball with 2 strikes.
- A caught foul pitch on the third strike is ruled an out.

PLAYERS AND SUBSTITUTIONS

Up to 10 fielders allowed. 8 players needed to start. Empty position bats last and an OUT is recorded if the spot is not filled by the 9th turn in the order. **TEAMS MAY BAT AROUND ENTIRE LINE-UP.** A batter cannot be up again until at least 9 batters have preceded him/her in the batting order. If a player drops out for any reason, bring the batting order to fewer than 9, their spots are recorded as outs if not filled by a legal substitute. Teams may drop down one player during the game due to injury, etc. If agreeable to both teams, a team may play with as few as 7 players with the batting team providing a catcher to return the ball to the pitcher only. In this case the team with 7 players would take TWO outs at the end of the lineup to conform to the "9 batter" rule. Should a team need to drop down below 7 players total, the game is then forfeit to the opposing team. All else ASA.

CLARIFICATION OF THE SUBSTITUTION RULES

- Players may reenter the game as many times as desired.
- Players must sit out one full inning before re-entering the game.
- At least 9 players must bat before a player can bat again.
- A pitcher may leave the game and re-enter as a pitcher.

OVERTHROW RULE

On ANY overthrow, each runner advances 2 bases from the base he/she last held at the time the throw is made (not the time it arrives!).

- If a fair ball is carried out of play unintentionally by a fielder, each runner is awarded 1 base from the base held when the ball was carried out of play.
- If a fair ball is carried out of play intentionally by a fielder, each runner is awarded 2 bases from the base held when the ball was carried out of play.

LENGTH OF GAMES

- At least 5 innings must be completed for a game to be official. There are **NO MERCY RULES IN EFFECT FOR GAMES THAT ARE PART OF DOUBLE-HEADERS**.
- If the trailing team has been to bat 5 times and the leading team has a lead of at least 15 runs, the game may be ended **at the discretion of the trailing team**. The trailing team must have batted at least as many times as the leading team (**FIFTEEN RUN RULE**).
- If the trailing team has been to bat 6 times and the leading team has a lead of at least 10 runs, the game may be ended **at the discretion of the trailing team**. The trailing team must have batted at least as many times as the leading team (**TEN RUN RULE**).
- The umpire may call/end any game on account of darkness, inclement weather, or other unplayable conditions. Tied games will be finished according to ASA rules.
- If teams are playing a double-header, no new inning can begin after the teams have played for 50 minutes. The home team still gets their final at bat if they are tied or losing. If the score remains tied after this last inning, the result is a tie.
- The umpire reserves the right to end any game after 1.5 hours of play. **Note that ALL games will need to end by 7:30pm due to field reservation restrictions.**

BASERUNNING

The runner may leave the base when the ball crosses home plate. The runner is out and no pitch declared if he/she leaves early. **NO STEALING IS ALLOWED**. The runner must return to the base after each pitch without liability of being put out. The ball is dead when it crosses the front of the plate without being hit.

Pinch runners are allowed for a given player if specified to both teams in advance of the game, and must be used for that player for the entire game. The pinch runner is the last person in the batting order to have gotten out in their at-bat, and must line up behind the extended third base line. The pinch runner may not start running until the ball crosses the plate.

ALL BASE DISTANCES ARE 60 FEET. Fake tags ARE NOT ALLOWED. The first fake tag in a game will result in a warning to both teams, and the second one in a game will result in the expulsion of the player involved. Once a runner has returned to his/her base, he/she may not leave it once the pitcher has the ball within 10 feet of the pitching rubber. If a runner does, he/she will be declared out.

FIELD MAPS 2026

