

## 2026 RULES and REGULATIONS

M.A.S.A.

MERIDEN, CT 06450

The Meriden Amateur Softball Association will begin its 43rd season with the opening meeting scheduled for **Tuesday, April 7th from 6:00 to 7:30 at Meriden Elks Lodge, 120 East Main St, Meriden. THE TEAM'S REPRESENTATIVE OR ALTERNATE MUST ATTEND THE ENTIRE MEETING. Doors open at 6:00pm, Meeting starts at 6:30pm.** Team Rep must show up with a completed roster and a signed "Team Waiver" (page 4). Please note that all information on the roster must be complete and any false information will result in a team's expulsion and forfeiture of their entry fee. Each roster must be submitted with a **check, money order or cash. Checks to be made payable to TREASURER, MASA.** The men's fee will be **\$900.00.** The women's fee will be **\$825.00.** Any check that is returned to M.A.S.A. for insufficient funds will result in a **\$50.00 CASH FINE** which must be paid prior to the beginning of league play or the violating team(s) will be eliminated from the league.

The "**Team Waiver**" form must be signed by the team representative and turned in with the team roster. ***Please note NO team rosters will be accepted after the team representative meeting.***

Teams are allowed only **TWO (2) SCHEDULE REQUESTS** for nights off from **May 4 to July 4.** These date requests are to be indicated on the roster, **when the roster is submitted to M.A.S.A.**

The Dudley Thunder SY optic yellow softball is allowed in the M.A.S.A. league. At team ID nights M.A.S.A. will provide each men's team two dozen Dudley balls and each women's team one dozen Dudley balls.

**The M.A.S.A. Board will enforce any teams for fraudulent information given on a roster and/or violations. This could result in IMMEDIATE expulsion from the league. DO NOT RISK EXPULSION** The M.A.S.A. Board reserves the right to review team's rosters, as a Board, and can request proof of player eligibility at any time during the season.

All individuals participating in M.A.S.A. in 2026 **MUST HAVE A M.A.S.A. PHOTO ID CARD.**  
**All new ID cards will cost \$5.00 each, including replacement cards.**

**ANY INDIVIDUAL WHO HAS A DIFFERENT LAST NAME OTHER THAN THE LAST NAME ON THEIR CURRENT M.A.S.A. ID WILL NEED A NEW ID.**

All players must be 18 years old at the start of league play. Any player listed as 18 years old on the roster must submit proof of age on ID night.

The men's league will start play on May 4th and the women's league will start TBD ... .all dates are subject to change.

**Remember – All players participate at their own risk. The City of Meriden and the M.A.S.A. are not responsible for any injuries or damages. Please see the Team Waiver, this must be signed and turned in with your roster.**

**ONCE A TEAM IS PLACED INTO A DIVISION, NO CHANGES WILL BE MADE. The M.A.S.A. BOARD HAS COMPLETE AND SOLE RIGHTS TO A TEAMS DIVISION PLACEMENT.**

**Rules of Conduct**

All M.A.S.A. Board officials and umpires are considered to be retained from the time they leave home until the time they return home following a game. Physical or verbal abuse **at any time** will not be tolerated. Fines, suspensions, and termination from the league will be leveled against the individual(s) or team(s) involved.

1. Any harassment of an umpire by team(s) or individual(s) during a game will result in a verbal warning or an immediate ejection by the umpire. A second warning will result in a forfeit of the game or an automatic ejection of the individual(s) involved.
2. Any player ejected from the game must leave the playing field and bench area. If the misconduct continues, officials may order the player to leave the complex or his/her team will risk forfeiture of the game and/or expulsion from the league. **A player ejected twice in one season may be barred from league play for the remainder of the season and all of the following season.**
3. Any player, coach, and/or manager ejected from a game is **suspended from participation for a minimum of the NEXT two (2) league games – if deemed necessary, suspensions may be longer.** Any player, coach, and/or manager who participates in the following game will cause forfeiture for his or her team and face additional suspension time.
4. **ANY PERSON STRIKING, BUMPING, OR TOUCHING AN OFFICIAL OF M.A.S.A. MAY BE PERMANENTLY BANNED FROM FUTURE PARTICIPATION IN M.A.S.A. ANY ASSOCIATION MEMBER FIGHTING WITH ANY OTHER ASSOCIATION MEMBER, WILL BE SUSPENDED FOR AN INDEFINITE TIME PERIOD.**
5. If fans are causing problems for the umpire, the umpire will warn the team(s) to try and control fans. If the problem continues, an umpire may end the game at that point and submit his/her report to the M.A.S.A. Board for the ruling on the game. If the league continues to have problems with a particular team's fans, said team could face expulsion from league play.
6. **ANY PLAYER WHO THROWS A BAT WILL BE EJECTED FROM THE GAME.**
7. Swearing, profane language, and taunting are strongly discouraged by the M.A.S.A. Board. Such inappropriate language may lead to an ejection. This is the call of the umpire and is not open to protest.
8. If any individual, other than the team representative or the team manager, approaches an umpire to argue, criticize, or debate a call, they will be ejected. Umpires have been instructed to strongly enforce this rule.
9. Clean up your bench areas after your game. Clean up your parking lot area after a game. There is no excuse in leaving a mess and there is no acceptable reason for a team not to clean up their bench area. 10. Drinking on the bench or bench area by players during a game is strictly prohibited. If a player is caught drinking during the game, the player is gone from MASA for the year and the team will forfeit the game in which the offense occurred.

## **TEAM WAIVER**

**Please remove this page and attach it to your completed roster. Your team roster will not be accepted without this waiver form.**

**Team Waiver of Responsibility to be signed by the team manager, team coach, or team representative.**

In consideration of acceptance of this roster and having read all of the Rules of Conduct, I hereby, for myself, my sponsor, my heirs, and my teammates, waive and release any and all rights and claims for damages or injuries incurred against the organizers (M.A.S.A.), their Associates, and Representatives.

## **PLAYER ELIGIBILITY**

**THERE ARE NO ELIGIBILITY CLAUSES**

**THE M.A.S.A. BOARD RESERVES THE RIGHT TO CONDUCT FURTHER INVESTIGATION ON ANY OF THE AFOREMENTIONED RULES. IF SAID INVESTIGATION OCCURS, DECISIONS AND PENALTIES, IF THE BOARD FEELS ANY ELIGIBILITY RULES ARE BEING ABUSED BY A TEAM, MAY BE LEVIED.**

## **M.A.S.A. ID CARDS**

**ALL M.A.S.A. ID CARDS MUST BE VALIDATED EACH YEAR.**

M.A.S.A. ID Cards must be shown to the umpire at every game prior to the first inning. Anyone without a M.A.S.A. ID card will not be allowed to play in that game or until they can produce their M.A.S.A. ID Card.

**THERE WILL BE NO EXCEPTIONS.**

If an individual loses their ID card at any time during the season, they may write to the M.A.S.A. board an email asking for an assignment date to receive a new M.A.S.A. ID Card. Said individual will be ineligible to play until they receive a new ID Card. There will be a \$5.00 charge for anyone needing a replacement ID card or for any new ID card issued in 2026.

Please read all of the rules and make sure your players listed on the roster meet the requirements of the

M.A.S.A. league. Team managers must be responsible for making sure their players have the proper information to receive a M.A.S.A. ID card and appear at the photo session at the proper time.

## **MERIDEN AMATEUR SOFTBALL ASSOCIATION SLOW PITCH RULES**

### **RULE 1.0 ELIGIBILITY:**

Membership is open to ANYONE looking to be part of the MASA Softball League

### **RULE 1.1 IDENTIFICATION:**

All players in M.A.S.A. must have a M.A.S.A. ID Card with them at all games to be eligible to play. Any player or team abusing M.A.S.A. ID's will forfeit that game and pay a forfeit fee fine of \$50.00.

A substitute must show his/her ID card to the umpire upon the request of the opposing team's manager. Failure/refusal to show the ID card will result in a player not being allowed to play.

### **RULE 2.0 ROSTERS:**

Rosters may contain the names of up to twenty (20) players. **All information on the roster MUST be complete and legible.**

- A. Managers and/or team representatives may or may not be listed on the teams 20 player roster. But to be eligible to PLAY they must be listed on the 20 player roster.
- B. With the **approval by the M.A.S.A.** Teams can add players to a roster up to 30 days after the start of the season, as long as the individual being added has not played for any other team. Teams may only submit **two (2)** roster change forms during the course of a season....FORMS...NOT PLAYERS. If an individual is found to have played on more than one team, he or she could be barred from playing in M.A.S.A. for an indefinite period of time. The team a player participates with for the first time in a season becomes his/her legal team for that season.
- C. Only individuals listed on the roster may coach bases, manage, be on the field, or be in the bench area.

### **RULE 3.0 FEES AND FINES:**

An entry fee of \$900.00 for each men's roster and an entry fee of \$825.00 women's roster **must be submitted with the completed rosters.** Any check returned for insufficient funds will result in a \$50.00 fine, which must be paid prior to league play. If not paid, violating teams will be eliminated from the M.A.S.A. league.

### **ALL FEES AND FINES MUST BE PAID IN CASH.**

- A. A fee of \$25.00 will be charged for a team's first forfeit. A second forfeit will result in a fee of \$50.00 and a third forfeit will result in suspension from the league. **A team that has forfeited a game must have the forfeit fee, in cash, ready to be paid at their next scheduled game. A M.A.S.A. official will be at the game to collect the fee. If the forfeiting team does not pay the fee, they will not be permitted to play the scheduled game.**
- B. A fine of \$50.00 will be assessed if a team reports a forfeited game as a played game.
- C. A fee of \$50.00 must accompany each written and submitted protest. The fee must be in cash or

money order. The fee will be returned to the protesting team if their protest is upheld by the M.A.S.A Board Protest Committee.

D. A fine of \$25.00 will be charged to a team not represented at a M.A.S.A. meeting. E. A fine of \$50.00 will be charged to a team using a non-roster and/or illegal player. The offending team will also be assessed a loss for the game in which the violation occurred.

If a team has been found to be using an illegal play-off player, the team will be disqualified and fined \$50.00. If a team is filing a protest on a player, the protesting team must have reasonable proof of the infraction and bring it to the attention of the M.A.S.A. Board Protest Committee in writing. In the event a player has been ruled ineligible/illegal during the play-offs, said player will be suspended from play for the following season. If the M.A.S.A. Board deems other persons, such as the coach, manager, team representative, or teammates as witnesses defending the ineligible/ illegal player are a party to the infraction, appropriate action such as suspensions may be instituted.

**F. A fine of not less than \$500.00 plus the cost assessed by the City Parks and Recreation Department for repair will be charged to a team, which practices or plays on a field which has been declared unplayable. Teams in violation of this rule may be subject to immediate dismissal from the league.** G. All fees and fines will be accepted in cash to a MASA official.

H. In the event of unusual circumstances, additional fines and fees may be assessed.

#### **RULE 4.0 ON-LINE REPORTING:**

Game results must be submitted by the winning team **IMMEDIATELY** following the game on-line to the M.A.S.A. website. A losing team may submit a report on-line as well. \*\* Please note the reporting team must check the box for an umpire checking IDs.....yes/no.

A game being protested must have the protest submitted on-line within 24 hours of the game completion. (See Rule 10.0).

Any problems or questions that a team or team representative may have, must be reported on-line, separate from the game report.

#### **RULE 5.0 EQUIPMENT:**

A. Each team shall supply its own playing equipment.

B. In the men's league each team shall supply one (1) Dudley Thunder SY softball for each game. In the women's league the **HOME TEAM** shall supply one (1) Dudley Thunder SY softball for each game. The home team and visiting team shall alternate furnishing balls in case the original(s) are lost. Under no circumstances will any other ball be used.

C. All teams must have a **Scorebook**. The home team's scorebook will be considered the official book for each game. **LAST NAMES MUST BE USED IN THE SCOREBOOK LINEUP**. Laptops, IPADS, or any other electronic devices will not be allowed to be used as a scorebook.

**D. No METAL SPIKES shall be allowed. Any player wearing metal spikes during a game will be ejected from the game.**

**E. USA/ASA COMPOSITE BATS WILL BE ALLOWED FOR THE (A DIVISION) ONLY. THESE BATS WILL BE**

**TESTED & STICKERED.**

**F. B, C, D DIVISIONS WILL REMAIN SINGLE WALL BATS AND MUST BE STICKERED BEFORE ALLOWING IN A GAME.**

### **6.0 PLAYING RULES:**

A. A 6 TO 12 foot pitching arc will be used.

B. GAMES ARE 7 INNINGS

C. Any batter, who carries a bat to first base or beyond, is automatically out, the ball is dead, and all runners must return to the base they last occupied.

D. When a batter/runner slides into first base creating contact with a first baseman, if the umpire, in his judgment, deems such contact as a flagrant, intentional act by a batter/runner to cause injury to the first baseman, said umpire may eject the batter/runner from the game.

A. All M.A.S.A. games will be played in accordance with USA slow-pitch official softball guides, **UNLESS SUPERSEDED BY A M.A.S.A. RULE.** If a conflict should occur between USA rules and the by-laws or rules of M.A.S.A., the M.A.S.A. rules shall prevail. **Interpretation of any M.A.S.A. of any M.A.S.A or USA rule will be the responsibility of the M.A.S.A Board or the Protest Committee.** All official communications will be with and through the team manager or team representative, both on and off the field.

B. All players must be 18 years old at the start of league play. All players participate at their own risk. **The City of Meriden and/or the M.A.S.A. Board is not responsible for any injuries or damages.** C. Any player running into a defensive player at any time regardless of where the fielder is stationed, with or without the ball, may be ejected from the game. **It is the runner's responsibility to avoid a collision.** If the fielder is an obstruction, the umpire will make the call.

D. The batter starts his/her at-bat with a one ball/one strike count.

E. **MEN ONLY:** over the fence Homerun Limit

A: 5

B: 6

C: 4

D: 2

F. **MEN ONLY:** New ball top if the first inning – new ball bottom of the first inning. G. The game is to be considered as started after the first pitch at the top of the first inning. The line-ups are to be considered official after the delivery of the first pitch to start the game.

H. **MEN ONLY:** After hitting a homerun, the batter may immediately return to the bench. Also, any runners on base when a home run is hit, will immediately return to the bench. **THIS IS KNOWN AS THE HIT AND SIT RULE.**

### **RULE 6.1 SUSPENSION OF RULES:**

**In extreme circumstances the Executive Committee of M.A.S.A. reserves the right to set aside any of these rules where an obvious unfairness exists or occurs.**

### **RULE 7.0 POSTPONEMENTS:**

Postponed games will be made up on the next open day in the schedule. The rainouts and rainout schedule

will be listed on the M.A.S.A. website

A. Check the website as to whether or not games have been postponed. Updates on specific fields will be listed prior to game time. Postponements of games not listed on the website will be decided at game time at the discretion of the umpire. Remember, some fields may be playable. It is the responsibility of the team to go to the field and check on the condition of the field during inclement weather. If the first game on a weeknight game is canceled on a particular field, all games at that field are canceled.

**RULE 8.0 REQUESTED NIGHTS OFF:**

Teams will be allowed two (2) individual dates for nights off during the regular season. These dates must be written on the front left hand corner of the team's roster before it is submitted to M.A.S.A. During the playoffs, teams can't request nights off. Requests for game time slots will not be granted.

**RULE 8.1 REQUEST DATES – ONCE THE REGULAR SEASON HAS STARTED:**

Team representatives may request certain dates during the season, which they do not want to be rescheduled for a postponed game. Team representatives may request such dates twice a season. The following guidelines are to be used for during the season request dates: 1. The request dates may be only for dates which the team is not originally scheduled or have been already scheduled for postponed games. 2. Team representatives must submit a schedule request a minimum of three (3) weeks prior to the requested date. 3. Request cannot be for an originally scheduled game or a game that has already been rescheduled for said date. No requested night off dates during the playoffs will be allowed.

**RULE 9.0 CONDUCT OF THE GAME:**

A regulation game shall consist of seven (7) innings in the men's leagues. A regulation game shall consist of seven (7) innings in the women's division. A game called by the umpire shall be regulation if five (5) or more innings have been played, or four and one half , if the home team is ahead. Any game halted because of inclement weather before becoming an official game, will be rescheduled as a new game.

**RULE 9.1 12 RUN RULE:**

If the **HOME** team is ahead by twelve (12) or more runs at the end of four and one half innings or the **VISITING** team is ahead by twelve (12) or more runs at the end of five (5) innings, the game shall be terminated.

**RULE 9.2 TIME LIMIT:**

**There is no grace period for any time slot.**

**NO NEW INNING WILL START AFTER ONE HOUR AND TWENTY MINUTES, REGARDLESS OF THE INNING AND THE GAME WILL BE OFFICIAL.** In the case of a tie, play will continue until the first full inning where the tie is broken. Any inning will be completed if the **HOME** team is behind at the point of the **1 HOUR AND 20 MINUTE** time limit. If the **HOME** team is ahead at the **1 HOUR AND 20 MINUTE** time limit, the game will be terminated at the point of the **VISITING** teams third out. **The umpire has complete authority in regard to any stalling tactics by a team abusing this rule. The M.A.S.A. ID Card check is part of the one hour and thirty minute**

**time limit. All players should have ID cards ready for review.**

### **RULE 9.3 PLAYER LINEUP PER TEAM:**

A team must have nine (9) players to start and complete a game. **A 10<sup>TH</sup> PLAYER MAY BE INSERTED INTO THE GAME UPON ARRIVAL AT THE FIELD WITHOUT PENALTY FOR FIVE (5) FULL INNINGS. AT THE TOP OF THE 6<sup>TH</sup> INNING, A TEAM CAN USE THE LATE ARRIVING PLAYER AS A SUBSTITUTE, BUT CAN ONLY HAVE NINE (9) PLAYERS IN THE LINEUP. THE 10<sup>TH</sup> PLAYER MUST ASSUME THE LAST BATTING SPOT IN THE LINEUP. THIS APPLIES TO TEAMS ON OFFENSE AND ON DEFENSE.**

In the event of an injury a team starting with only 10 players may finish the game with nine (9) players. **THIS DOES NOT INCLUDE EJECTED PLAYERS.** If a team is using 11 or 12 players in their lineup and a player is injured, they can drop to 10 or 11 players skipping over the injured player's spot in the lineup **WITHOUT** an automatic out.

### **RULE 9.4 EXTRA HITTER – 11<sup>TH</sup> OR 12<sup>TH</sup> BATTER:**

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Teams will be allowed to use an 11<sup>th</sup> or 12<sup>th</sup> batter in their lineup, listing them in the batting order as EH. The EH (or EH's) may, at any time during the game, be placed in the field with the fielding player assuming the EH role, **always keeping the original batting order.** If you start with 12 players, you must finish with 12 players, if you start with 11 players, you must finish with 11 players. **THE ONLY EXCEPTION INJURY RELATED LINEUP REDUCTIONS.**

**ONCE THE FIRST BALL IS PITCHED, ADDITIONAL EH'S CANNOT BE ADDED.**

### **RULE 9.5 RE-ENTRY RULE:**

**A PLAYER ONCE REMOVED FROM THE GAME FOR A SUBSTITUTE MAY RETURN TO THE LINEUP ONE TIME.**

### **RULE 9.6 EH AND RE-ENTRY RULE:**

Teams use both the EH rule and the Re-Entry rule simultaneously during the game in accordance with M.A.S.A. rules. Please read the EH rules carefully because there are penalties for incorrect usage.

### **RULE 9.7 COURTESY RUNNER:**

- A. Two (2) courtesy runners per team per game.
- B. The player needing a courtesy runner can be designated before the start of the game or a team can elect to use a courtesy runner at any time during the game. **ONLY ONE OPTION CAN BE SELECTED.**
- C. The last out made will be the courtesy runner.
- D. **If necessary, the umpire can designate the courtesy runner.**
- E. If a player is designated to have a runner, he/she must be run for every time.....no back and forth.

### **RULE 9.8 STRIKEOUTS:**

- A. In the men's league, after a batter has a two (2) strike count, the batter will be called out if he hits ONE

(1) Pitched ball foul. **THE BALL IS DEAD AND NO RUNNERS MAY ADVANCE.**

B. In the women's league, after a batter has a two strike count, the batter will be called out if she hits TWO (2) pitched balls foul. **THE BALL IS DEAD AND NO RUNNERS MAY ADVANCE.**

#### **RULE 10.0 PROTESTS:**

- A. Only cash or money orders will be accepted with a written protest. **NO PERSONAL CHECKS.** All game protests must be submitted, in writing and sent to the email address no later than 24 hours after the game in question has been played.
- B. **All protests must be made to the umpire at the time of the play in question and the umpire must sign the scorebook in accordance with M.A.S.A rules.**
- C. All protests will be presented to the Executive Committee along with any recommendation of the Protest Committee as to the course of action to be taken.
- D. If the scorebook does not contain the last names in the official lineup, a protest hearing will not be granted.

#### **RULE 11.0 PROTEST COMMITTEE:**

Prior to the start of each season, a Protest Committee will be appointed by the Executive Board in accordance with the Constitution and By-Laws of M.A.S.A.

#### **RULE 12.0 UMPIRES:**

- A. All umpires will be sanctioned by the Executive Board which will endeavor to obtain the best officials for league play. If because of extenuating circumstances no umpire is present for a scheduled game, the game may be played upon acceptance of another umpire by both team managers or coaches before play begins.
- B. There will be one (1) assigned umpire to each game during the season. Two umpires will be assigned for all playoff games although one umpire may do the games.
- C. Teams cannot protest the selection or assignment of umpires for a scheduled game.

#### **RULE 13.0 PARTICIPANT CONDUCT:**

A. Notification to the Executive Committee of any association member either striking an umpire or M.A.S.A. official will result in the person(s) being barred from future participation in M.A.S.A. B. Any association member fighting with any other association member will be suspended for an indefinite time period.

#### **RULE 14.0 EJECTION:**

- A. If a player, manager, and/or coach is ejected from a game, he/she must **IMMEDIATELY** leave the playing area of his/her team. If he/she continues to disrupt the game or harass the umpire, he/she will be asked to **IMMEDIATELY LEAVE THE PARK.** If the offending person does not leave the park, he/she may be suspended from league play one (1) year from the date of occurrence and the team will forfeit the game and face expulsion from the league.
- B. In the above paragraph, **IMMEDIATELY means with TWO (2) MINUTES**, any playing area means the bench, coach's boxes, and the area behind the backstop.
- C. Ejected players, managers, and/or coaches will be ineligible for the teams **NEXT TWO (2) PLAYED**

**GAMES.** Ejected players, managers, and/or coaches may not enter the playing area of a game during his/her period of suspension. Nor may said players, managers, and/or coaches participate in any form or manner during said suspension – this would include scorekeeping as well.

**D.** If a team has FIVE (5) ejections during the season, they may be barred from the play-offs. **IF A PLAYER IS EJECTED 2X DURING THE SEASON, SAID PLAYER MAY BE RULED INELIGIBLE FOR THE PLAY-OFFS.** Any individual ejected from any M.A.S.A. game, men's or women's, is suspended from all M.A.S.A. games/participation for the length of the suspension.

**DEFINITION: PARTICIPATION:**

The word participation as it applies to the Meriden Amateur Softball Association is defined as: playing, managing, coaching, scorekeeping or any other direct involvement with a team while said team is playing a scheduled league game.

**IT IS IMPORTANT TO NOTE THAT THIS LEAGUE IS SPONSORED AND SUPPORTED BY THE MERIDEN AMATEUR SOFTBALL ASSOCIATION (M.A.S.A.) AND THE CONDUCT OR ALL PARTICIPANTS IS EXPECTED TO BE ABOVE REPROACH. POOR SPORTSMANSHIP AND ABUSIVE ACTIONS WILL NOT BE TOLERATED. M.A.S.A. OR AN OFFICIAL OF M.A.S.A. IS NOT LIABLE OR RESPONSIBLE FOR ANY ASSOCIATION MEMBER DURING PRACTICES, PRE-GAME WARM-UP ACTIVITY, ACTUAL GAMES, OR ANY OTHER M.A.S.A. SPONSORED ACTIVITY.**

**ONLY SINGLE WALL BATS WILL BE ALLOWED IN M.A.S.A FOR THE LOWER DIVISIONS.**

**COMPOSITE BATS ARE ONLY ALLOWED FOR THE TOP DIVISION**

**SEVERE PENALTIES WILL BE IMPOSED FOR THE USE OF BANNED BATS.**

**ALL BATS MUST HAVE THE M.A.S.A. BAT STICKER TO BE DEEMED LEGAL AND USABLE**

**PENALTIES:**

**If a batter steps into a batter's box with an illegal bat, the batter will be ejected and suspended for two (2) games. If the use of an illegal bat is discovered after the batter hits the ball, the penalty will also be enforced.**

**The second offense by any member of a team which has one offense of illegal**

bat use, will result in a three (3) game suspension and the team will forfeit the game.

**TO BE A LEGAL BAT – ALL BATS MUST HAVE THE M.A.S.A STICKER  
AFFIXED ABOVE THE HANDLE GRIP.**