

## **2004 STATELINE EVANGELICAL SOFTBALL LEAGUE RULES**

These rules are specific rules toward our league and are used in conjunction with the USSSA Rule Book.

All new rules or changes will be **bold** and in the color **Red**.

### **The League**

- A. The league will have a maximum of 12 teams.
- B. New teams entering the league will be voted on for approval by the league managers and are on probation for one year.
- C. The league will be split into two divisions ("Diamond and "Onyx"). You will play each team in your division twice with four weeks of inter-division play during the regular season .
- D. Rosters and \$100.00 league fee (covering season fee, tournament fee and the purchase of the same brand softballs for all teams for the entire season and tourney) must be sent to the league secretary via e-mail or mail no later than two weeks before the first scheduled game. Failure to do so will result in all games being forfeited until the roster and the league fee are received by the secretary. There is no roster limit. A new player must sit out one game after the secretary receives his/her name. Using non-rostered or other ineligible players will result in a forfeit for that team. Rules for rosters and league will be enforced with **NO EXCEPTIONS**.

### **The Game**

- A. All games must be played on a type "C" softball diamond.
- B. Games will be held on Tuesday Evenings at 6:30.
- C. All games must start and end with a joint time of prayer. The home team manager is responsible for the prayer before the game and the visiting team manager is responsible for prayer after the game. Managers, please see that this is done at every game.
- D. Games will consist of 7 innings. Four and a half innings is an official game.
- E. A mercy rule can be agreed upon by both managers during a game, but there is no mandatory mercy rule.
- F. A postponed game must be rescheduled no later than 10 days after the scheduled date. If this cannot be done, both managers must notify the league president with an explanation. Failure to do so will result in the president setting a date for the game to be played. Failure of either team to field a team on that date will result in a forfeit for that team. (Note: Make up games could be made up as double headers with a 50 minute time limit for each game if the make up is with a team in your division. This could be done on the next meeting with that team later in the season.)

### **The Teams**

- A. Each team will consist of males and females. Each team is to have a minimum of 2 women playing at all times. A team can play without 2 women if they choose, but must take an automatic out at the end of their batting order for each woman missing in their line-up. You can field a maximum of 8 men. Any two

positions in the batting order must be designated as the women's positions before the game starts and men cannot be substituted in their place.

- B. A team will consist of 11 players (max) in the batting order. A team can play with a minimum of 7 players.
- C. The additional hitter (AH) rule will apply. You may list 11 players in your batting order, one of which will be your AH. It is optional whether or not you use an AH. The AH may be substituted by any player who has not already participated. Once removed, the AH cannot re-enter the game under any circumstances. If a team using an AH falls to 10 players for any reason the vacated spot in the batting order will become an automatic out. A team using an AH must start the game using an AH and must finish the game with 11 players.
- D. We recommend a minimum age of 12 years or older.
- E. The league recommends that a player attend a minimum of two services per month and each church police itself. Player's eligibility is the responsibility of that team's manager.
- F. The home score keeper is the official scorekeeper. **The home team for each game has the responsibility to e-mail or call in the game score to the league vice president.**

### **Batting & Pitching**

- A. Bats must state "Official Softball Bat". The barrel may not exceed 2 1/4 inches in diameter. Barrels must be marked by the manufacturer. Altered bats of any kind are illegal. No bats with ratings over 1.2 BPF will be allowed.
- B. A piece of carpet will be used to mark the strike zone. From the front corner of the carpet to the rear it must measure 42 inches. It must be notched at one end to fit around the triangle portion of the home plate. Any pitch hitting the carpet is a strike.
- C. Two strikes is an out. (However, one foul is allowed on the second strike.) Three balls is a walk.
- D. The arc of the pitch must be between **3 feet and 10 feet from the point of RELEASE**. Any pitch not meeting the arc requirements must be called a ball by the umpire. A hitter can hit a flat pitch if he/she chooses. Minimum arcs are to be called by the umpire, not the managers. **Managers and home plate umpire must be sure this and other key rules are clarified prior to the start of the game.**
- E. **If a male player is walked prior to a designated female position in the lineup, that male player is granted 2nd base. The female player following the male player will then have the option to take a walk or hit.**

### **Base Running**

- A. Pinch runners can run for injured players and pitchers. The pinch runner will be the person who made the last out. The batter must have had an official at-bat and be able to get to 1st base unassisted.
- B. There will be no stealing. A runner cannot leave a base until the batter makes contact with the ball or the ball passes the plate. Any runner leaving the base too soon will be called out by the umpire.

- C. When a runner attempts to score, the carpet will not be considered as part of the plate. The runner must touch the plate to score safely.
- D. Collisions with other players must be avoided. If a close play at any base occurs, the runner has the responsibility to slide in order to avoid the collision. If the runner fails to slide and a collision occurs, the runner will be out and can be thrown out of the game if the umpire feels the collision was intentional. Defensive players that cause an intentional collision can also be removed from the game by the umpire. This is a safety rule to protect all players.

### **Umpires**

- A. Each team will provide 1 umpire for the game. The home team will provide the Home Plate Umpire. The visiting team will provide the Base Umpire.
- B. Any person umpiring a game cannot play in that game during the time he/she is serving as umpire. This includes batting, fielding, running or coaching.
- C. Individual players are not to directly address an umpire concerning a call. Only managers have the authority to directly speak to an umpire concerning calls made.

### **Attire & Conduct**

- A. Long pants and shirts must be worn at all times. Tank, tube, halter, mesh, and muscle shirts or tops are not allowed. Both teams must agree on acceptable attire.
- B. No metal or screw-on spikes or cleats can be worn by players. Round nylon, all-purpose cleats are acceptable. Any player wearing illegal shoes must remove them or his/her team will forfeit the game. This is a safety rule. Let's obey it, so no one gets hurt.
- C. Unsportsman-like conduct, profanity, swearing, offensive clothing and use of alcohol or tobacco is prohibited. Team managers must remove all players who violate this rule. Umpires do have the authority to disqualify a team if the manager does not remove.

### **Miscellaneous**

- A. A plaque will be given as the sportsman's trophy. Managers will vote before the all-star game to determine which team will receive the traveling plaque for the next year.
- B. A manager has the right to protest an umpire's interpretation of the rules. A judgment call cannot be protested. Protest calls are governed by USSSA rules. A committee will be set up to consider the validity of formal protests that have been made in the proper manner. Each protest must be accompanied by a \$20 fee which must be paid by the protesting team. If the protest is turned down, the \$20 will go into the league treasury. If the protest is upheld, the protesting team is refunded the \$20. Protest and fees must be received by the league secretary within 48 hours after the protest of the game. A protest meeting will be held before the next scheduled game if possible.
- C. Any questions about rules not covered by these special league rules will be covered by the USSSA 2004 official slow pitch rule book.