

2009 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**. (Feb. 5, 2009)

Revisions will be **bold** and in the color **Purple**. (Apr. 15, 2009)

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 **and each team in the other division once** during the regular season.
- D. The **\$150.00** league fee (covering season fee, tournament fee, league insurance and the purchase of the same brand softballs for all teams for the entire season and tournament) must be sent to the league secretary via e-mail or mail by the dates specified. Rosters must be sent to the league vice president via e-mail or mail also by the dates specified. Failure to do either of these will result in all games being forfeited until the roster and the league fee are received by the treasurer or your team will be replaced by another team. 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. **Effective 2009, the regular season games will be a "Double Header" format. Each of the two games played at each field will consist of a 60 minute time limit.**
 - 1. **The season will consist of 12 weeks of play, totaling 16 games in which you will play each team in your division twice along with the other division once.**
 - 2. **Each team will have 4 weeks of double header play along with 8 weeks of single game play.**
 - 3. **The double header team will be the home team and will also be required to prep the field designated for play along with paying the umpire the designated payment for his/her service.**
 - 4. **There will be four designated fields selected by the league.**
 - 5. **Once the time limit is up, that inning will be finished if the bottom of the inning needs to be played.**
 - 6. **If there is a tie between the teams when regulation is finished, one more inning will take place. Each team will start their half inning with 1 out and the next person in the batting order will begin on 2nd base. When this extra inning is over and there is still no winner, a tie will be scored for both teams.**
 - 7. **A maximum 10 minute break will be issued between the 2 games if at least one of the teams requires it.**
- 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. 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 **will have a 60 minute time limit as well.**)

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 two designated spots for the women in the batting order. You can field a maximum of 8 men.
- B. A team will consist of 11 players (max) in the batting order. A team can play with a minimum of 7 players. **No automatic outs will be enforced unless specified in rule "A" above.**
- C. The number 4 & 7 spots in the batting order are designated for the women. Men cannot fill the women's spots. If there are more than 2 women in the batting order, they can be placed in any of the remaining spots.
- D. The additional hitter (AH) rule will apply. You may list 11 players in your batting order, one of which will be your AH. The designated female spots in the batting order, 4 and 7, may not be used for the AH spot. **The AH is not a starting position, so the re-entry rule (USSSA-Rule 5/Sec.5 Re-Entry) does not apply to the player starting as the AH batter.** The AH, if not already removed, may become a position player in the field. **A position player may become the AH as long as the batting order is maintained.** It is optional whether or not you use an AH. A team using an AH must start the game using an AH and must finish the game with 11 players. 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.
- E. We require a minimum age of 14 years or older.
- F. The league requires 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.
- G. 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. All bats used for league and tournament play must meet current USSSA standards and be on the USSSA approved bat list (Miken bats are not allowed in this league). Altered bats of any kind are illegal. In addition to current USSSA rules, all bats used in this league SHALL meet the following requirements (with no exceptions):
 - 1) All bats SHALL be legibly marked with the words "Official Softball" or words to that effect.
 - 2) All bats SHALL be legibly marked "USSSA BPF 1.20"; bats manufactured before January 1, 2004 are to be marked "1.20 BPF" or "BPF 1.20".
 - 3) Older bats that may not appear on the current USSSA approved bat list, but meet the marking requirements noted in 1) and 2) above, shall be considered legal for use.
 Only League Officials and Umpires will have the final say on which bats will be allowed for use.

- B. Whenever a female player is batting, we are to use an 11" softball during her time at bat **unless she requests the 12" to be used.**
- C. Any bat at the field of play may be used by either team during their offense. (If you do not want the other team to use your bat, do not bring it.) If the bat is not allowed for use by the other team after it has been used by the owner's team, the owner's team will forfeit that game.
- D. Softballs will be ordered by the league officers and distributed to every team. These softballs must be the softballs used during the regular season and tournament play.
- E. 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. The color of the carpet must be of a bright orange or red.
- F. Two strikes is an out. (However, one foul is allowed on the second strike.) Three balls is a walk.
- G. The arc of the pitch must be between 5 feet and 10 feet from the GROUND. Any pitch not meeting the arc requirements must be called a ball by the umpire. A hitter may 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.
- H. If a male player is walked prior to a female in the batting order, 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. **A pinch runner may be used for a player who has been injured while on the base path, during the at-bat or base running.** This rule may be used only once per game per person. Managers may come to an agreement prior to the start of the game. **As well, whether injured or not, the active pitcher within the inning and anyone 65 or older may use a pinch runner for all of their at-bats.** The pinch runner will be the person who made the last out, whether male or female. **If this situation occurs in the first inning and no outs have been recorded, then you will work backwards through the batting order. For instance, if batter number 3 needs a pinch runner and batters 2 and 1 are still on base, then your last batter in your line up will be the runner. If batter 2 or batter 1 have already passed home plate, then the last person to pass home plate will become the runner.** The batter must have had an official at-bat and been able to get to 1st base unassisted.
- B. First base must be a double base (one piece, 15"x30", or two bases next to each other). One base (or half of the double base) must be bright orange in color. The colored part of the base will be in the foul territory. The base runner must make contact only with the colored part of the base where there is a potential out to be made. This is a safety rule to avoid collisions. When rounding 1st base to attempt 2nd base, any part of the double base may be used.
- C. 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.
- D. 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.

- E. 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. The umpires will be hired umpires by our league. There will be one hired umpire for each field. **The home team will provide the designated umpire fee** at the time of his/her service. If no umpire is present, 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. These Umpires must be on their team's roster.
- 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.

Tournament

- A. The tournament is double elimination with all twelve teams represented.
- B. In order for a player to be eligible to participate in the tournament, that player must be on their team's roster **by the "roster lock" date specified**. Team rosters will be locked for the remaining of the season after this particular date.
- C. Regular season rules apply to the tournament with the addition that **home field will be granted to the team with the higher seeding**.

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. If shorts are agreed upon by both managers, they need to be moderate and knee length.
- 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 official slow pitch rule book for the respective year.