

LEAGUE RULES:

1) The entry fee of **\$1,650** will be paid by each team before the season starts on April 2, 2016. The entry fee pays for softballs, umpires, park permits, city and state taxes, accounting fees and other expenses accrued while operating a "C" corporation. The forfeit fee is **\$50.00** each game and is to discourage teams from forfeiting games during the season. If a team forfeits once, it is docked **\$50.00** or **\$100.00** if it is a Double Header. After a second Date forfeit, the league will review its options and may decide to bar the team from further league play. **THIS RULE WILL BE STRICTLY ENFORCED.** If a team is expelled, no money will be refunded.

There will be a 13-game Regular Season, one division of fourteen teams, with each team playing every team in the league once.

Teams are required to bring bats, gloves, a scorebook, a catcher's mask, AND one game ball (provided to them by the league at start of the season). Any team that fails to bring a game ball will purchase one from the umpire, at a fee of **\$15.00**. Any team that fails to bring a catcher's mask will be loaned one by the umpire, at a fee of **\$10.00**. Any incurred fee is to be paid before the opening pitch. Failure to pay the fee will result in a forfeit loss by the offending team.

2) All games are scheduled for 7 innings, with extra innings being played as necessary when possible. ASA official rules are in effect, unless otherwise stated by rules published on these pages. Tie games will be entered into official standings as ½ win and ½ loss for each team. Tie games that progress beyond the official ASA game status will NOT be continued at a later date. Rainouts will be made up as possible. Final standings, which determine playoff seeding, will be determined by win/loss percentage. All tie positions in the standings, including FIRST PLACE, will be broken as follows:

- a) Head-to-head competition
- b) Run differential in head-to-head competition
- c) Run differential in division play
- d) Coin flip

3) Please refer to the Official League Schedule for game-time of all games, unless otherwise changed by the Commissioner. Teams can play the entire game using as few as 7 players, **but any team that uses less than 9 players will receive an automatic out(s) at the bottom of the order for every time players 8 and 9 in the batting order are scheduled to bat.** A team MUST begin the game at five minutes after official game time if it has 9 players present. If a team has less than 9 players present, it may choose to delay the start of the game beyond 5 minutes, but with the following penalties: 1) a delay beyond 5 minutes after game-time but not more than 10 minutes, will result in the forfeiture of the FIRST batting inning of the offending team; 2) a delay beyond 10 minutes after game-time but not more than 15 minutes, will result in the forfeiture of the first TWO batting innings of the offending team; 3) a delay beyond 15 minutes after game-time will result in the forfeiture of the entire game by the offending team. If neither team has 7 seven players by forfeit time, the game is not played, and is entered into the standings as a forfeit LOSS for both teams.

A team MUST play with 7 or more players at all times. ASA rules with regard to playing with less than nine players are in effect. Failure to do so at any time during the game will result in an automatic forfeit by the offending team. ASA rules with regard to removal of players without substitution are in effect. If you know that you cannot field a team in advance, please notify the Commissioner. The league will not even consider postponing a scheduled game unless notified well in advance (2 weeks minimum), and as a rule it makes no guaranties that it can or will be done. Curfew for the early games is 10 minutes prior to the second game start-time. No new inning can begin after that time. If an inning is started, both halves will be played to conclusion even if the inning continues beyond curfew time or game-time for the second game.

4) The two team captains will supply one new ball for each game. In the event both balls are lost, the umpire will decide to use the best practice ball that is available.

5) Umpires are paid directly by the league. No money will change hands during the games. If an umpire does not show up, the two managers will decide on the method of officiating the game, which may include using an independent umpire already at the field. If agreement cannot be reached, the game will be umpired by the manager of the team at bat in each half of the inning. A fee of \$40.00 will be paid to whoever umpires the game, including \$20.00 to each manager, if that is the option chosen. ANY option is open to managers in this circumstance, but there must be agreement. If the game is not played when it could have been, the league will rule on the outcome. Possible rulings include forfeiture if a team absolutely refuses to play. All teams will be held responsible for playing the game. Umpires not showing up for games are a rare occurrence in this league, but it's essential that these games be played when they're scheduled. If the umpire arrives after the game has begun, he can work the game ONLY if both managers agree. The league strongly suggests that the scheduled umpire be used in this situation.

6) Both teams should keep a scorebook, though the home team scorebook will be the official book in case of rainouts, protests, etc. The visitor's book becomes official if the home team cannot keep score for both teams. If neither team can perform the function, each team will keep score for themselves.

7) All teams will provide a scorebook, fielding gloves, a catcher's mask, a game ball, and at least two official softball bats. Baseball bats are not allowed at any time during the game.

8) If a game is to be postponed for poor weather or other reasons, the league will notify both managers and the umpire at least 90 minutes prior to game-time. ASA rules are in effect with regard to official games. Once a game begins, it will be played to conclusion. If a game is not played to completion, i.e. an official ASA game, it will be considered a suspended game and be played at a later date from the point of suspension, if possible. Rainouts, postponements, and suspended games will be rescheduled and played IF POSSIBLE.

9) **MERCY RULE:** If one team leads another by 10 runs or more at the end of 5 innings, the team leading will be immediately declared the winner. The mercy rule does not take effect until the losing team has batted at least 5 innings.

10) Eight teams make the playoffs. Playoff format this season is the following: All post-season playoff series will be a best-of-three format, with the team seeded higher during the regular season having home field advantage for all rounds.

Round One (Best two out of three):

Team 1 will play Team 8

Team 2 will play Team 7

Team 3 will play Team 6

Team 4 will play Team 5

Round Two (Best two out of three):

Series 1: Highest seed will play lowest seed

Series 2: Second highest seed will play second lowest seed

Finals (Best two out of three):

Winners of Round 2

11) All results stand, prior to the team forfeiting out of the league. Games scheduled after will result in a win for the remaining teams.

12) Rosters will be set at up to a maximum of 25 players, and MUST be presented to the league by the Team's 5th game of the season. Any team not submitting a fully completed and signed Roster Form and a Waiver signed by each player by the Team's 5th game of the season will forfeit its games until it complies. **NO ROSTER MOVES OF ANY KIND WILL BE ALLOWED AFTER the Team's 5th game of the season.** It makes no difference if a team submits a roster with less than 25 players. All rosters must be submitted to the Commissioner. There will be NO jumping from one team to another after rosters are submitted, i.e. after the Team's 5th game of the season.

13) If a team withdraws or is expelled from the league, any player on that team who is interested in playing for another team in the league must make that intention known to the Commissioner. Each team in the league will conduct a draft for available players. Prior to April 30, this draft will be done in reverse order of the previous season's FINAL regular season standings. Teams that did not play the prior season will draft first, in alphabetical order. On and after April 30, the draft will be done in reverse order of the current season's standings. Each team will select an interested player from the defunct team, until all interested players are selected. Teams do not have to select anyone. All rules regarding roster moves will apply in this draft.

14) Player identification is required at all games, and MUST be produced on request. If an ID cannot be supplied, the game will be played. The opposing manager can make a formal protest, whereby the accused team has the obligation to produce acceptable ID to the league. Depending on circumstances, the league will govern the procedure of verifying the ID of the questioned player(s). If the player is ruled ineligible, the game is automatically forfeited, and the league forfeit rules and penalties will apply. If the player is rules eligible, the result on the field will stand. Opposing Manager and Umpire are instructed to take a picture of player that is to be reviewed.

15) No non-roster personnel or suspended players are allowed in the dugout during the game. No alcoholic beverages are allowed on the playing field during the game.

16) All money is nonrefundable.

17) IMPORTANT RULE: IN ORDER TO QUALIFY FOR THE PLAYOFFS, A PITCHER MUST APPEAR AND PITCH IN A MINIMUM OF FIVE GAMES DURING THE REGULAR SEASON WITH 28 INNINGS PITCHED AND 50 INNINGS PLAYED. THE DEFINITION OF A GAME APPEARANCE IS SIMPLY ONE COMPLETE INNING PITCHED. All other position players must be on the submitted roster. Failure to comply will result in a Forfeit.

FIELD RULES:

1) Free substitution is allowed. Familiarize yourself with the ASA rules regarding substitutions because they change frequently. Consult your umpire.

2) A Pinch-hitter is considered a free substitution, with the player being pinch hit for allowed to re-enter the game at any time after the pinch-hitting.

3) A Designated Batter (DH) may be used, if desired. ASA rules apply to the DH.

4) The Extra Hitter (EH) rule is in effect, with the following modification: The EH may enter the game at any position in the field, with the position player becoming the EH. There is no penalty for this type of fielding shuffle, but the lineup must remain the same.

5) A Designated Batter (DB) may be added to the batting lineup only. This is a league attempt to get more players into the game. Under NO circumstances may the DB be allowed to perform any other function in the game besides bat. If you start the game with a DB, you MUST continue to play the entire game with one.

6) A team adding players to its field or batting lineup can only do so prior to the first pitch in the top half of any inning. Once a pitch is thrown, players cannot be added until the top of the next inning. The only exception will be if a team has less than nine players, and in that situation the players will be allowed to enter the game as they arrive to the field, up to and including the ninth player. Teams are allowed to add players up to eleven batters (10 fielders and EH) at any time in the game, as long as it is done at the top of the inning.

7) One Designated Runner (DR) can be used in a game, to replace a player who will not run the bases. The DR will be the last BATTER who did not reach base safely, but will include batters who reach base safely but are thrown out on the SAME play trying to stretch a base. If no one has made out, the DR will be the last batter in the lineup. There is no obligation to use a DR for the replaced player for each and every time the runner is on base, but no other runner may use a DR for the remainder of the game, with two exceptions: 1) a pitcher may use a DR at all times, regardless if another runner has used a DR, and 2) any player who is injured DURING the game may use a DR, if the team has no substitutes available on the bench. The injured player is removed from the game, and not allowed to return, and the opposing manager will appoint a DR. Please note that ASA rules regarding the removal of players from the lineup will apply.

8) ASA rules apply with regard to empty positions in the batting lineup.

9) NO BULLDOZING IS ALLOWED. Sliding is permitted. Any attempt to deliberately knock over a fielder when he has possession of the ball means that the player is AUTOMATICALLY OUT AND IS EJECTED FROM THE GAME. The league will rule on the future eligibility of the offending player. The umpire ruling on the field is final and cannot be protested. If the catcher blocks ALL of the plate without the ball, and the runner is forced out of the baseline, the runner is AUTOMATICALLY declared SAFE.

10) The umpire has control of ALL field conditions and personnel at all times that he is present. He is a representative of the Parks Department and is empowered to eject individuals from the park as well as the game. Any discussion with the umpire is limited to the manager or his representative only. Any player under the influence of alcohol or drugs will be ejected from the game and his future eligibility ruled on by the league. Verbal or physical abuse of the umpire, before, during, or after any game, if substantiated, will result in a suspension of up to 5 games for the first offense. If there is a second offense, the player will be suspended for a longer period and may be banned from play in the league. Physical abuse of an umpire, even the first offense, may result in a permanent ban from league play from that point on.

11) Fighting is strictly prohibited under any and all circumstances. FIGHTING DEFINITION: Physically abusing or verbally causing a threatening situation for any other participant, player, umpire, or spectator. Any player fighting will be ejected from the game and SUSPENDED for a number of games to be decided by the league. A second offense will result in ejection from the league for the rest of the season, including the playoffs. In addition, the league will rule the player's future eligibility. Any player using a bat or any other type of weapon will be banned from the league permanently. The fighting rule is in effect for duration of 10 minutes prior to the first scheduled game of the day through the completion of the final game and 10 minutes after that, and encompasses the field, park, and environs (street, sidewalks, avenue, and playground). The umpire is responsible for controlling the situation and his judgment will be accepted summarily. Ejection, forfeiture, or double forfeiture are some of the possible sanctions he can use. The league always has and always will back the umpire and will suspend or eject offending players from the league if necessary.

12) No artificial noisemakers of any kind are allowed while the game is in play. No bat banging is allowed while a pitcher is in motion or a batter is in the batter's box. Blatant attempts to distract or insult other members of another team will be dealt with punitively by the league. The umpire will issue one warning. Disregard of the warning may result in forfeiture of the game. Opposing manager can protest if the umpire does not take action.

13) All protests will be ruled on by the Commissioner of the League. If the Commissioner's team is involved in the protest, and alternate committee comprised of managers in the division will be used. Please be aware of the ASA rules for protests, as they will be strictly adhered to.

14) Throwing a bat is an automatic ejection.

GROUND RULES:

1) Dead ball areas are the dugouts and a perpendicular line from the end of the backstop or dugout fence. If a thrown ball leaves the park, it is a dead ball and all runners are given 2 bases from the base path position.

2) There is no dead ball if it hits a participant on another field, spectators, basketball players, and other individuals within the playing field, animals, or inanimate objects.

3) At CHELSEA PARK the trees do not exist except down the left field line. A batted ball hitting the tree down the left field line will be considered a foul and a dead ball. A batted ball hitting a tree anywhere in the park not down the left field line is in play (this includes the trees down the right field line). If it is caught before it hits the fence, ground, non-player or other stationary objects, it is an out. If it falls from a tree and hits the ground only, it is a fair ball, depending on where it lands. If a batted ball hits an outfield tree and falls over the fence, the ball is considered to be like any other ball hit over the fence, and the same rules apply.

4) At CHELSEA PARK, any batted ball hit over the fence between the right field foul line and the SECOND fair light pole (Center Field) is a ground rule single, with runner advancing ONE base. Between the second fair light pole (Center Field) and the third fair light pole (Left Center) is a double. Over the fence anywhere else in fair territory is a home run. If a batted ball bounces over the left field fence (in excess of 300 feet), it is a home run. Balls going through or under the outfield fence are subject to the same ground rules as balls going over the fence.

At PETER'S FIELD, any batted ball hit over the fence in left and right field is ruled a pop out to the catcher, with NO base runner advancing. A batted ball in dead center field that clears the fence is a home run. See the umpire to determine the correct markings on Peter's Field.

5) At CHELSEA PARK, if a batted ball hits a light pole or fixture at the top of the pole and continues over the fence, it is a single if it hits the second fair light pole and a double if it hits the third fair light pole from the right field line. If the ball rebounds into the playing field after hitting any light pole or fixture, it is a live ball and is in play as if it had hit the FENCE, not a tree. Any batted ball that hits a light pole or fixture will NOT be ruled an out if a fielder catches the ball before it hits the ground.

Any batted ball getting stuck in a tree will be ruled a ground rule single, double, home run, or foul ball depending on where it was stuck relevant to the fence and the playing field.

6) BASERUNNING

- a) No stealing allowed
- b) No bunting
- c) Runners MUST return to base after each pitch. He can advance on an errant throw-back to the pitcher only after he returns to the base first.
- d) On all pick-offs, the fielder only has to tag the base before the runner returns to remove the base runner from base.
- e) The ball is LIVE if it leaves the pitcher's area (circle) after being thrown from the catcher or another fielder. Runners are allowed to advance at their own risk, but the runner must return to the base BEFORE he will be allowed to advance on an errant throw.
- f) Tagging up on fly balls is allowed.
- g) Runner cannot lead from base until the ball leaves the pitcher's hand. If he does, the umpire will call the runner out.
- h) Batter MUST step on the outside base at first base when running from home to first. Fielder MUST use inside base.
- i) You are allowed 3 courtesy runners per game. The pitcher and two other players. They must be presented before the game. If you do not start the game with courtesy runners, you cannot add them. The courtesy runner must be the last batted out. If beginning of the game and no batted out must be the last batter in line up.

7) ASA clothing rules are NOT in effect.

8) Pitcher MUST start with one foot on the "rubber". One foot MUST remain in contact with the rubber throughout complete delivery.

9) Any rule not covered in this document is considered to be covered by the ASA rules of the umpire judgment.

10) All players play in this league subject to their own risk. The league assumes no responsibility for any injury before, during, or after any scheduled games. All players further agree to abide by the rules and by-laws of the league and rulings as necessary during the course of the season. The league reserves the right to suspend or ban any player for any period of time for detrimental or inflammatory conduct.

PITCHING REGULATIONS:

- 1) Pitcher MUST start with one foot on the "rubber". One foot MUST remain in contact with the rubber throughout complete delivery.
- 2) The Pitcher may not start his motion until his pitching foot is on the rubber. If the foot is off the rubber the pitch is considered illegal.
- 3) Sidearm, Sling and Windmill pitches are not allowed and will be considered illegal.
- 4) 1st illegal pitch is a ball, 2nd illegal pitch the Pitcher is out of the game. 3 such occurrences in one season and the offending pitcher is not allowed to pitch for the remainder of the season (and may be subject to a further ban beyond that season). Note: the offending pitcher may be deemed by the league able to play, just NOT pitch. It is up to the discretion of the umpire as to whether or not a pitcher is illegal.

- 5) **IMPORTANT RULE: IN ORDER TO QUALIFY FOR THE PLAYOFFS, A PITCHER MUST APPEAR AND PITCH IN A MINIMUM OF FIVE GAMES DURING THE REGULAR SEASON WITH 28 INNINGS PITCHED AND 50 INNINGS PLAYED. THE DEFINITION OF A GAME APPEARANCE IS SIMPLY ONE COMPLETE INNING PITCHED.**

RULE 6 - PITCHING REGULATIONS (MODIFIED PITCH)

- A. The pitcher may take the ball behind the back on the back swing.
- B. The pitcher must not use a windmill or slingshot-type pitch or make a complete revolution in the delivery.
- C. Position of the ball:
 - 1. (10-Player Only) The ball must not be outside the pitcher's wrist on the backward swing, at the top of the back swing, on the downward motion, or during the complete delivery.
- D. The delivery must be an underhanded motion with the hand below the hip and the pitcher's palm may be pointing downward.
- E. Arm, shoulder, hip:
 - 1. (10-Player Only) On the forward swing of the pitching arm, the elbow must be locked at the point of release, and the shoulders and driving hip must be squared to home plate when the ball is released.
- F. The release of the ball must be on the first forward swing of the pitching arm past the hip. The release must have a complete, smooth follow-through with no abrupt stop of the arm near the hip.
- G. In the act of delivering the ball, the pitcher must take one step simultaneous with the release of the ball. The step must be forward and toward the batter within the 24-inch length of the pitcher's plate. The stepping foot must be pointed toward home plate and must not touch the ground in front of, or cross over a straight line between the pivot foot and home plate. It is not a step if the pitcher slides the pivot foot across the pitcher's plate, provided contact is maintained with the plate. Raising the foot off the pitch-ing plate and returning it to the plate creates a rocking motion and is an illegal act.
- H. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.
- I. The pitcher shall not deliberately drop, roll or bounce the ball in order to prevent the batter from hitting it.
- J. The pitcher has 20 seconds to release the next pitch after receiving the ball or after the umpire indicates "play ball".

