

Serra Mesa - Men's Softball League Rules

GENERAL RULES, GROUND RULES & EQUIPMENT

The League Supervisor or Director reserves the right to make changes deemed necessary to insure the safety and efficient operation of the league.

The current A.S.A. Rule Book will be used with the following specified exceptions.

Only A.S.A. approved WOOD bats are permitted for use in this league.

One game ball shall be supplied by the umpire. Backup balls should be supplied by the home team and should be the same make & model ball used by the league.

Each game will be 7 innings or 55 minutes, whichever comes first. No new inning shall begin after 55 minutes. If the game is tied after time runs out, one additional inning (Tie Breaker) will be played. All games tied after one Tie Breaker inning will remain a tie.

Tie Breaker: The last out from the previous inning will be placed on Second Base. If that player is unable to run due to injury, the batter prior to the last out shall be used. Each batter receives one (1) pitch. In essence, each batter starts with a full count with no foul balls to waste. A called "Ball" is a walk; a strike/foul ball is an out; and, a batted ball is whatever happens on the play.

Run Rule: If a team is winning by 15 or more runs in the completed inning after 40 minutes or 5 complete innings, the game shall be considered complete, regardless of the amount of time or innings remaining in the game.

Game time is forfeit time. However, opposing manager may allow a ten (10) minute grace period. The ten (10) minutes will be deducted from game time. Forfeiting team is responsible for umpire fees for BOTH teams. There are no exceptions. You will not be allowed to continue play in this league until umpire fees are paid.

Teams must have a minimum of 8 players to begin and end a game. Teams may carry 20 players on the roster. Rosters must be turned in by the START of the first game and may be changed until the end of the 6th GAME using the Player Add forms. Your team will not be allowed to begin without a roster! All players must be a minimum of 18 years old, out of high school and covered by medical insurance (personal, A.S.A. or other).

No metal spikes are allowed. Multi-purpose shoes or tennis shoes only. No football, soccer or track cleats. No open toe shoes (e.g. sandals, flip flops) or bare feet.

PITCHING, BATTING & BASE RUNNING

Pitches shall be a minimum of 6 feet above the ground and a maximum of 12 feet high. Umpires will verbally announce illegal pitches. If the batter chooses to swing at an illegal pitch, he has made the pitch legal and it is a live ball. The pitcher may begin one step behind the pitcher's plate, take a step forward and release the pitch. The pitcher shall have one foot in contact with the pitcher's plate at the time of the release of the pitch.

All batters start with a 1 & 1 count. Batters receive one extra foul ball at two strikes ("one to waste"). Both the plate & mat are a strike. Pitched balls are dead once they hit the ground prior to reaching Home Plate.

Base runners may lead off when the pitch is released. It is a force out back at their bag (for an out, the defensive player only needs to touch bag prior to the runner returning – a tag may be applied for the out, but is unnecessary if defensive player is in contact with the bag). On an errant throw, the base runner MUST TOUCH their bag prior to any attempt to advance toward the next base. The runner may advance with liability to be put out on a tag (no force out when advancing).

HOME RUN RULE

Home Run Rule is 1-up. You can never have more than 1 home run greater than your opponent. All additional over the fence Home Runs are foul balls. The 1-up rule applies throughout the entire game. The Home team may go 1-up to win the game.

In the event a fielder makes contact with the ball prior to the ball landing in the out of play area beyond the home run fence, an error shall be scored with a four base award and will not count toward the home run total. Whether the batted ball is scored as an error or a home run shall be solely in the judgment of the umpire. To be declared a home run or a 4-base error, the ball must make contact with the out of play area beyond the fence.

SPORTSMANSHIP

Throwing the bat at any time is not allowed. Unsportsmanlike actions are prohibited. If in the judgment of the umpire a penalty is warranted, the umpire may either warn the player or disqualify the player for the remainder of the game. If in the judgment of the umpire a more severe penalty is required, the umpire shall eject the player. This ejection can not be appealed nor protested.

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ADMINISTRATIVE RULES

Players must appear in 1/2 of the league games to be eligible for the playoffs.

Teams that forfeit twice in one season -- for any reason -- are ineligible for post-season or playoffs.

Protests may be made on only 2 items: Rules interpretations OR Ineligible players. Protests on rules interpretations must be registered with the umpire before the next pitch. Protests on ineligible players must be filed with the umpire before the end of the game. All protests must be filed in writing with a \$20.00 protest fee by 5 pm the next working day. Protest fees are only returned on successful protests.

A player ejected for any reason, including pre-game or post-game ejection, will be suspended from playing in the next 2 league/playoff games. A player receiving two ejections for any reason in one season shall be expelled from the league for a minimum of 365 days, beginning on the date of the second ejection. The player will be allowed to return to the league only upon permission by the League Supervisor or Director.

Consumption of Alcoholic Beverages during a game is forbidden. Any player observed drinking alcoholic beverages during a game will be warned. Further violation of this rule will result in the player being ejected and suspended from playing in the next 2 games.

Playoffs: Top 4 seeded teams qualify for double elimination playoffs. Season standings determine seeding.

Seeding Tie breakers will be (in progressive order):

- 1) Head to Head (team with more Head to Head wins is the winner)
- 2) Head to Head Runs (comparison of total runs scored by each team in Head to Head play)
- 3) Total Runs scored in the season (comparison of grand total of runs)
- 4) Coin Toss

Awards:

1st Place Playoffs = \$100 team credit towards league fees

2nd Place Playoffs = \$50 team credit towards league fees