

VIEJAS SOFTBALL LEAGUE
LEAGUERULE GmDE
5 APRIL 2005

UMPIRE FEES TO BE PAID BEFORE EACH GAME -CASH ONLY
\$15.00 per game, per team -Please have exact amount.

FORFEIT BOND: If a team forfeits a game, **\$30.00** is taken out of the team's forfeit bond.

Teams may not pay umpires on the field at the time of forfeit. All forfeits will be taken out of the teams's Forfeit Bond.

GAME TIMES: **All games are SEVEN (7) innings or one hour and five minutes.** A new inning shall not be started with less than five minutes before the start of the next scheduled game. A full seven innings need not be played if the team second at bat scores more runs in six and one-half innings and/or the third out in the last of seventh inning, or if the Mercy Rule is applied. Games will begin at 6:00 pm, 7:15 pm and 8:30 pm, for all Monday & Wednesday night scheduled games. Forfeit time is exactly 10 minutes after scheduled game time. Batter may complete turn at bat if game is called while batter is in the box.

BALLS: Game ball is the Dudley Thunder, ASA COR .44, SW 12 RF80 Gold Stitch, poly core, synthetic cover or a like model from an equal brand.

PARK RULES: All Ipai-Tipai Park rules apply to participants in the softball league. Such rules include no loitering, no glass containers, **NO ALCOHOL OR DRUGS**, no shooting, and no off-road vehicles. Teams are also expected to vacate the park immediately after their game if it is past closing hours. Failure to adhere to park rules may result in forfeit, suspension, or expulsion from the league.

FORFEIT: A minimum of 8 players is required on each team for the game to begin. Teams not having 8 players 10 minutes after start of game will forfeit. Teams cannot use players (males or females) from other awaiting teams. When a player has left the game is scheduled to bat, an out shall be declared for each turn at bat. The player who left the game cannot return to the lineup. **EXCEPTION:** A player who has left the game under the blood rule or Firefighter Rule may return even after missing a turn at bat. The team which shall earn the victory via forfeit has the right to decline the forfeit. Both manager's must agree that the game will be played without a forfeit victory. Once this decision has been made and the game has started, the team elected to play may no longer exercise their option to win by forfeit.

FIREFIGHTER RULE: If firefighters are called to an emergency during a game they may leave and return to the game without penalty. Substitute players may take their spot in the line-up while they are gone. However, the game will not be stopped nor delayed longer than necessary. Upon the firefighters return, they shall return to their original spot in the line-up and batting order.

PROTESTS: There are three type of protests:

- A. Misinterpretation of a playing rule -must be made before the next pitch or, before all infielders have left fair territory, or if on the last play of the game, before the umpire leaves the playing field.
- B. Illegal player -must be made while they are in the game and before the umpire leaves the playing field.
NOTE: An umpire cannot reverse a decision after a pitch (legal or illegal) to the next batter.
- C. Ineligible player -can be made any time.

NSA SOFTBALL RULES WILL APPLY WITH THE FOLLOWING EXCEPTIONS:

- a. Pitchers are required to wear a glove.
- b. All players must be at least 14 years old.
- c. The Viejas League allows 12 players to bat.
- d. The batting order must include 2 female roster players on Monday and Wednesday night scheduled games.
- e. Female Batter Line: A line 150 feet from home plate, marked by cones or chalk, in front of which no more than six defensive players may play. EXCEPTION: The rover or fourth outfielder may start an inning in front of the line, but must continue to play in front of the line for the rest of the inning.
- f. USSSA strikes: (2+2). Low limit: 6 feet. High limit: 12 feet.
- g. Strike Zone: Any legal pitch hitting any part of home plate and/or the extension mat will be considered a strike.
- h. Legal Pitch: The delivery is a continuous motion. No stops or reversal of the forward motion. No behind the back or through the legs motion. Release the ball within 10 seconds after receiving the ball or after the umpire indicates, "play ball". Pitchers may not use excessive speed.
- i. Double bases at first base. Inside base for the fielder, outside base for the batter/ runner. **Avoid collisions.** All runners shall score using the mat and the defensive players touch home plate, as all plays at home plate are force outs. Any runner scoring on home plate shall be declared an automatic out.
- j. Commit Line: It shall be an out anytime a base runner touches or passes the commit line between third base and home plate and then returns to third base. Defensive player must touch home plate for force outs and may not tag runner scoring on the mat. Penalty: Runner is safe.
- k. Pinch runners must be the last out or the previous out. If no outs, the last batter in the line-up shall be the pinch runner .
- l. Mercy Rule: 10 or more runs after four innings or 15 or more runs thereafter .
- m Home Run Up Rule: One home run up rule, a single thereafter. Base runners advance one base.
- n. Tie Games: A game that is tied at the end of seven innings shall be continued by playing additional innings using the International Tie Breaker Rule. The team 's last out the previous inning, shall be placed at second base, for the visiting & home teams half inning, with no outs recorded.
- o. Courtesy Runner: Managers must identify one player requiring a runner prior to start of the game at the Umpires pre-game managers meeting. However, once approval has been given, it cannot be rescinded. Thereafter, only injured players approved by the opposing manager may utilize a courtesy runner .

BATS: Bats deemed illegal by ASA or the Recreation Program Manager are not allowed in the league. ASA usually updates their list in January of each year and intermittently thereafter. Bats that have been retrofitted or have the current year's certification stamp are allowed. An updated list is attached.

ALL TEAM MANAGERS MUST KEEP A COPY OF THESE RULES IN THEIR SCORE BOOK. IF ANY QUESTIONS OCCUR DURING THE GAME, THIS LEAGUE RULE GUIDE SHOULD BE USED TO CLARIFY OR RECTIFY ANY PROBLEMS.

MANAGERS SHOULD NOT AGREE TO WAIVE A RULE OR POLICY

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