

WARRIORS SOFTBALL LEAGUE RULES

MEN'S SLOW-PITCH SOFTBALL

(With all amendments thru 07-29-2004)

GENERAL RULES

A regulation game shall consist of nine (9) innings, time permitting. Games begin at 6:30 pm and 8:00 pm. Games end after one (1) hour and fifteen (15) minutes unless the score is tied, then game will continue until tie is broken. The umpire shall announce time left at about the ten (10) minute to fifteen (15) minute time mark. Bats shall not exceed 1.20 BPF. Metal or hard plastic cleat shoes will not be allowed. Balls will be .44 COR or lower, for safety purposes.

NOTE: Should any incident occur that is not covered by these league rules than the Senior Softball rules adopted by the Amateur Softball Association (ASA) and described in the ASA rulebook will be utilized. In case of a conflict between our league rules and ASA rules, our league rules shall take precedence.

PITCHING

The pitching distance shall be fifty (50) feet and begins at the front of the pitching rubber to the back point of home plate. The pitcher must take a position or begin the pitch with at least his pivot foot in contact with the pitcher's plate. The pitched ball shall have an arc of at least 6 feet but no higher than 12 feet from the ground. If the pitched ball is higher than 12 feet or lower than 6 feet it is considered an illegal pitch and the umpire will verbally call high or flat pitch.

Intentional walks are permitted, provided the pitcher first notifies the umpire.

BATTING

There shall be no intentional bunting or chop hits, (i.e. chopping the bat down on the pitched ball in order to create a higher bounce). PENALTY: The batter will be declared out. No runner may advance to the next base. Umpires judgement.

Batters will start with one strike and one ball. Foul or tipped balls are considered a strike.

There will be no pinch-hitting. If a batter is incapable of taking his turn at the plate, due to an injury occurring during the game and is unable to continue play, then the next batter in order shall bat. If the injured batter returns to play then the injured batters team shall incur an automatic out for the inning he returns. The opposing manager may forgive this out. There may be one (1) designated hitter (DH) were a team fields ten or more players, even if the DH is the tenth player. A DH must be announced to the opposing teams manager and umpire prior to the beginning of the game. A player injured during a game may not come back to play as a DH during that game. DH is not required to play.

Late players may be immediately inserted to the batting order providing the batting order has not gone through once. Otherwise, additions must be made at the END of the batting order

RUNNING

No runner shall leave his base prior to the batter making contact with the pitched ball or the ball having crossed through the hitting area over home plate. Any runner leaving the base early shall be declared out. The pitcher's delivery will be declared a "NO PITCH, BALL IS DEAD". All runners, if any, shall return to their respective bases, except for the runner declared out. No base stealing will be allowed.

Runners coming home to score shall touch an auxiliary base (usually a mat). The catcher shall touch the regular home plate, not the extended part or strike zone mat, with the ball in his possession to make the force out. The catcher may NOT TAG OR TOUCH the runner attempting to score, this action will result in the runner being safe. Any runner failing to touch the auxiliary base and leaves the playing field, without going back and touching the mat, will be called out.

A runner more than halfway from third base (the commit line) is committed to advance to home plate and may not return to third base to avoid a putout. Any re-crossing of the commit line is an OUT.

When a batter has hit the ball and there is a play at first base, the batter may cross an extended line at the right of first base to avoid contact. The runner's foot must touch the ground on or beyond the line before the throw reaches first base in order to be called "safe". When a play is not being made at first base, the runner may either touch the base or cross the line in attempting to proceed to the next base.

A runner may be forced out at any base without a tag. A runner advancing to a base may change direction but under no circumstances create a run down situation by changing direction more than two times, this will be an automatic out (Umpire's call). Upon change of direction a runner may be tagged or forced out.

Runners are no longer permitted to overrun second and third base without liability of being tagged out. If a runner makes an OBVIOUS motion to advance to the next base, he may be tagged out.

Sliding is optional. This option is primarily used so a runner can avoid a collision. Sliding or diving into first base or the scoring plate is not permitted and the runner will be called out. However, sliding or diving back into a base after an overrun while advancing to the next base is permitted and the runner may be tagged out when doing so.

The burden is on the base runner to "AVOID CONTACT" with the defensive player making a play. Defensive player however, may not obstruct the runner when a play is not being made. Defensive player may not crowd the base were in it obstructs the runner from touching the base. Runner should run wide of second or third base (either side) to avoid collision between himself and the defensive player making the play. If there is a forceful collision between the runner and the defensive player making the play, then the runner is OUT. Incidental or unavoidable contact, i.e. the throw pulls the defensive player into the path of the runner, shall not result in an out. Again this is the umpires' call.

Runners may not yell, wave their arms or interfere with the defensive player while running to a base. PENALTY: Runner will be called OUT. Umpire's decision.

In the event of a possible double play, and interference does occur, and is an obvious attempt to prevent a double play, the umpire shall call out the next succeeding runner.

COURTESY RUNNERS

Anyone on the team may be utilized as a courtesy runner. That same courtesy runner may run only one time an inning, however. Any courtesy runner found running more than once per inning, other than for himself, will be called out. In the event a courtesy runner is on base and his turn at bat comes up, he will automatically be out and removed from the base. The courtesy runner does not lose his turn at bat.

Team managers/captains will notify the umpire as to which player/s require courtesy runners.

SUBSTITUTIONS

If a team manager/captain has more than 10 players available to play, excluding a DH, he must rotate all players. The manager/captain shall rotate the players every inning. No player shall sit out more than two consecutive innings at a time.

RUN LIMITS

There will be a maximum of five (5) runs per inning, per team for the first eight (8) innings. There will be unlimited runs in the ninth (9th) inning or because of time constraints, the umpire declares at the BEGINNING of an inning, that the inning will be the last, then the unlimited runs rule shall apply.

APPEALS

Any defensive player can make an appeal during a live or dead ball situation. It is not necessary to have possession of the ball, tag a runner, or touch a base. All appeals must be made prior to the next pitch.

INFIELD FLY RULE

If in the opinion of the umpire, a fly ball can EASILY BE CAUGHT by any infielder or catcher in fair territory and there are runners on first and second base or on first, second and third base, with less than two outs, the umpire, in a loud voice shall call "INFIELD FLY - BATTER IS OUT". The batter will be out whether the ball is caught or not. If the runners proceed to the next base, they do so at their own risk, and are subject to being put out.

WET BAG CONDITION

The runner does not need to make contact with the base, however, the runner's body must cross the vertical plane of the base. The defensive player must always make contact with the base.

PLAYERS

A team shall not have more than ten (10) players on the field at any one time. This breaks down to one catcher, one pitcher, four (4) infielders and four (4) outfielders. No outfielder shall be permitted to be on the infield dirt when start of play begins.

Reserve players may be utilized when there are less than 10 regular players available, excluding the DH. When a reserve player is needed the manager will contact the Player Agent for the next player on the list. The Player Agent will maintain a list of reserve players and make calls when needed. When reserve players are not available then manager may pick up regular players from other teams not playing. Reserve and pick up players are not allowed to pitch unless agreed upon by the opposing manager.

FOREFITS

A team that is unable to field a minimum of seven (7) team members at start of game time shall forfeit the game. If neither team are able to field a minimum of seven (7) team members at start of game time, than both teams will be charged with a forfeit. A team may be granted a five (5) minute grace from start of game time to gather the minimum team members required before forfeiture is declared.

CONDUCT

Only the manager or his designated representative is allowed to question the umpire regarding the game in progress, players or game rules.

Team players or members of our league shall not make disparaging, abusive, profane or insulting remarks to or about opposing players, officials or spectators or commit other acts that could be considered unsportsman like conduct.

No alcoholic beverages will be permitted in the dugouts or field of play. For safety purposes, if in the umpire's judgement a player attempts to play a game while under the influence, he will be ejected from the game.

UMPIRES RESPONSIBILITIES

The umpire on the field shall have the responsibility for enforcement and interpretation of the rules during the time he or she is working the game. They should exercise their best judgement and not be swayed by the experts playing or in the stands. Team managers and or the commissioner may be consulted when a rule is not defined herein.

CHAMPIONSHIP AND PLAYOFF FORMAT

Team with best season record shall advance directly to championship game. The other teams shall play in a single elimination, semi final game. Deciding factor for Home team will be:

1. Best season record, 2. Head to Head record, 3. Total runs head to head for season,
4. Runs given up for season, 5. Flip of the coin.

If there is a tie between two or three teams, then the following will decide the winner:

1. Head to Head (win vs lose), 2. Total runs head to head 3. Total runs for the season,
4. Runs given up head to head, 5. Runs given up for the season.

Winner of the 6:30 pm semi finals game will play winner of the 8:00 pm semi finals at 6:30 pm on Championship night. Winner of that game will play team with best season record at 8:00 pm for Championship Trophy. This will be a double header for the winner of the 6:30 pm game.

PLAYER DRAFT

Managers will draw lots to establish the order in which each team will draft. The manager who picks lot #1 will be noted as team #1. The manager who picks lot #2 will be noted as team #2, and so on.

The first round of the draft will begin with team #1 choosing first and proceeding through team #4. The second round will begin with team #4 and will proceed back to team #1. This process will continue through the draft, until all players on the draft list, including rookies, have been drafted. If there is an odd number of players, then those remaining players will be placed on a waiting list until there are enough players to have a full round of drafting. Draft will begin where it was left off, i.e. team #4 had last pick then team #3 will have the next pick, team #1 had last pick then team #2 will begin. Exceptions will be where a team loses several players and must pick up two or more players to fill a team roster, then that team will have first choice of the remaining players.

Players who quit for one (1) season and desire to return will be treated as a regular returning player. Players who quit for two (2) seasons or one (1) full year will be placed on the rookie list.