

St. George Softball League - 2010 Rules and Regulations

[GENERAL]

1. There is a maximum of 10 defensive players on the field at one time. However, in order to begin the game, a team may field a minimum of 8 players for the game to begin. If a team has 9 players present and the game time has passed, they must begin the game (i.e. – they cannot wait for more players to arrive to start). There will also be the introduction of a DH this year. This is a player that doesn't play on defense, but bats only. This is optional to use, and a team can choose to play with 10 players in their lineup, or 11.
2. There will only be a 15 minute grace period for the first game (1:30pm) of each week. Every other game will have at most a 5 minute grace period. After which, if a team does not have at least 8 players to start the game, they will be charged with a forfeit/loss.
3. Each team should have a designated Captain and Co-Captain. Prior to each game the Captain and Co-Captain must introduce themselves to the other team, they must also introduce themselves to the umpire. These two are the vocal leaders of the team and are the only ones involved with the umpire during the game.
4. All teams must place their team bats leaning against the inside of the fence before the game starts. It is the opposing captains' responsibility to inspect the bats to ensure they meet the bat requirements (discussed below). If a new bat is introduced mid-game, it must be cleared by the opposing captain first.
5. Each game will be 7 innings or 1 hour, whatever comes first unless due to darkness or rain the game is called early. It is based on the umpire's discretion when a game is considered an official game usually after 4 full innings are played.
6. All Teams are required to keep their area of play as well as the benches and surrounding areas clean. Playing on these fields is a privilege, but that privilege could be taken away if the teams are not respectful of the property.
7. If a game is rained out, best efforts will be made to reschedule to another day & time. If there is a question about whether your game is on or not, **Team Captains Only** - Please call 914.879.0055
8. If a player arrives late for a game, they can enter the game in during any half inning of play and then must bat last in the batting order. If they are used as a pinch hitter, pinch runner, or defensive replacement, the person who they are coming in for is now out of the game.
9. Every player must be wearing their jersey at all times on the field, and that player must wear the same jersey number each week.
10. **Metal Cleats BANNED:** No ifs, ands or buts, metal cleats are BANNED from SGSL and most ASA leagues and parks, if not all. If a player is caught wearing metal cleats at any point of the game, he will be ejected with no exceptions. This is for the safety of the other players. If the player is at bat and is noticed wearing metal cleats, that player will be called out, and will be out of the rest of the game.

11. A 10 run lead at the end of any inning will result in the game being called under the mercy rule. This rule only takes affect starting with the end of the 4th inning. i.e. – a 10 run lead after the 3rd inning does not end the game, the trailing team still has until the end of the 4th inning to reduce the deficit to less than 10 runs.

12. The field is Ardsley Middle School. The address is 700 Ashford Ave, Ardsley, NY.

13. Substitutions can be done at any time during the game. All substitutions must check in at the scorer's table before entering the game. Once a player is subbed out (for any reason), they cannot re-enter that same game.

[Pitching]

1. A pitcher must pitch from the mound indicated by the Umpire at the start of the game. At least one foot must remain on the mound at all times while pitching. The pitcher must take a position with both feet firmly on the ground and with one or both feet in contact with the pitcher's plate. The pitcher's pivot foot must be in contact with the pitcher's plate throughout the delivery. The pitcher must not make any motion to pitch while not in contact with the pitcher's plate. i.e. – The pitcher cannot make a running start towards the mound, and must start their motion from a stationary position.

2. This is a **Slow-Pitch** league. The ball must be thrown underhand and arc at least 4-6 feet after leaving the pitcher's hand before crossing any part of Home Plate.

3. The pitch should not rise higher than 12 feet off the ground. Violations of any of the pitching rules detailed above will result in that pitch being called a ball.

[Hitting]

1. All players will enter the at bat with a 1 and 1 (1 ball & 1 strike) count

2. Strikes and Balls will be called by the umpire and are not subject to argument. Do not argue strikes and balls with the umpires. Umpires have been hired to assist with the games, therefore please respect their calls at all times.

3. The strike & ball count will follow the normal baseball structure. 4 Balls will lead to a walk. 3 strikes will lead to a strikeout. The batter can foul an unlimited number of times.

4. If a player throws his bat during his swing, he will be automatically called out at the discretion of the umpire.

5. No bunts allowed. A hitter must fully swing through the pitch for the ball to be considered in play. The umpire may call a strike or call the batter out if the umpire rules that the batter didn't swing fully or if a bunt was attempted.

6. A hit that makes contact directly with the fence behind/above the batter's box is considered a foul ball.

[Base-Running]

- Players are allowed to run through first base only. If they turn the corner and take a step in the direction of 2nd base, they will be back "in play" and can be tagged out at the discretion of the umpire.
- Players are allowed to try to take a maximum of (1) extra base per each overthrow that occurs. If it is an overthrow deep into foul territory, the umpire will call a dead ball and award that base regardless.
- There is a 1 step leading allowed. The base runners can *only* run when the hitter makes contact with the ball (on contact), not an instant sooner. Runner will be called out if leading more than the 1 step, or if caught running before contact.
- If a base runner is hit with the ball before a defensive player touches it, that base runner is automatically out. The remaining base runners, including the hitter are still free to advance to their next base in the meantime. If the base runner is hit with a ball after a defensive player touches it, the runner **is not** out, they must be tagged or forced out at a base once the ball is initially fielded.
- The base-runner cannot, under any circumstances, run into the catcher at home. The runner must either step through home plate or slide into home plate. This is done to avoid any injuries. Any runner that runs into the catcher in hopes of dislodging the ball will automatically be called out by the umpire. **NO EXCEPTIONS!** The catcher cannot block the plate unless going for the ball; if they block the plate then the runner is automatically safe. The catcher has to stay to the side of the plate to make sure that contact is avoided.
- Tagging up is allowed. The base runner must wait until the defensive player catches the ball before he may begin tagging up to the next base.
- Base runners or members of the hitting team cannot purposefully distract the infielders (by waving their arms, slowing directly in front of the fielder, or screaming). Good sportsmanship must be exercised. No taunting allowed.
- 1st and 3rd base coaches may not interfere with the play a must remain at least 5-10 feet on the side of the base. If a throw is coming to the base they have to make every attempt to get out of the way. If they are hit with the ball the ball is dead and the runner must stay at the base that they are on and cannot advance any further. They may also not make direct contact with the base runners at any point.
- Pinch-hitters can come in to replace hitters in the rotation only or be added at the end of a rotation. The hitter that is subbed out cannot return to the same game. Likewise, Pinch-runners can come in to replace base-runners but those that are replaced can't return to the same game. The pinch-runner must hit in the spot of the player he replaced. If a player is injured upon reaching a base and there are no bench players available, then the opposing captain can select a runner to replace

the man on base.

- In the case of an injury to the batter, a pinch runner may be used for that one occurrence without the batter being pulled from the game. This can only be done once per player per game, i.e. – a batter cannot have a pinch runner run for them every time they come up to bat.

[Fielding]

- Teams are allowed to have a maximum of 10 players on the field. If you have 10 players, you are free to position them however you want (aside from a mandatory pitcher and catcher).
- The catcher or bench players cannot distract the hitter while he is in the box. Everyone must remember that we're playing a fun, friendly game and trash talking and "psyching out" has no place.
- Infielders must get out of the base path while the offensive players are rounding the bases. If an infielder obstructs the path of a base runner, the base runner will be ruled safe at the umpire's discretion.
- Once an infielder has control of the ball and the runners are holding their positions, the infielder can end the play simply by throwing or rolling the ball to the pitcher's mound. If baserunners are in between the bases, the play is still live.
- Infield fly rule: There is no Infield fly rule.

Anything not specifically stated in the above rules, is at the discretion of the Umpire and the SGSL Committee.

[Playoffs]

The playoffs will start after the end of the regular season. The playoff date is tentatively scheduled for August 8th, 2010 (assuming no rain dates).

- The top 3 teams from each Division will make the playoffs. The ranking of the teams will be determined in this order:
 - Overall Record
 - Divisional Record
 - Run differential (Total Runs Scored – Total Runs Against)

If any teams are still tied after these criteria are all taken into account, they will play a 3 inning game to determine who ranks higher.

- The top team in each Division will have a first round "bye", and advance directly into the semi-finals.
- The first round (quarter-finals) of the playoffs will work as follows:

Game 1: 3rd place team in Division B **vs.** 2nd place team in Division A
Game 2: 3rd place team in Division A **vs.** 2nd place team in Division B

- The second round (semi-finals) of the playoffs will work as follows:
Game 3: The winner of Game 1 **vs.** #1 seed from Division A.
Game 4: The winner of Game 2 **vs.** #1 seed from Division B
- The third round (finals) of the playoffs will work as follows:
Game 5: The winner of Game 3 **vs.** winner of Game 4 (the team with the higher overall ranking based on the ranking criteria will be the home team)

[Important Reminders]

- First and foremost if your bat says ASA2004 or ASA2008 it is 100% legal in our league to play in 2009 as your bats are grandfathered so you do not have to read any further. Your bat has to be ASA 2004 or 2008 certified, or it can be ASA 2000 certified and on the approved list for 2004. Captains, be sure to print out the Approved *and* Banned Bat lists from http://www.asasoftball.com/about/certified_equipment.asp and keep them with you at all times. It is up to you to double check your opponent's bats for certification.
- No one is allowed to consume any type of alcoholic beverage, or any type of recreational drug, either before or during a softball game. No one is allowed to openly display any type of alcoholic beverage during a game. Please be advised that if you trespass on any school property in Westchester County and have alcohol that is considered criminal behavior.
- The park must be kept parks clean, and pick up all of our garbage. Captains are responsible if your team leaves garbage on the field.
- Keep in mind that playing in this league is a privilege and not a right, you will be asked to leave the league if you choose not to follow the rules set forth by this league. Remember this is an invitation only league, at the end of the year, your invitation for future years can and will be reconsidered. No fighting or threats will be tolerated, it will result in you, and possibly your team being thrown out of a game by the umpire. Each team captain and co captain is responsible for his team's behavior.
- If there is ever a physical altercation, the person who started it as well as the person who responded is out of the game, and possibly out of the league.