

AOSL Softball Rules

- 1. General Rule: League Rules will be governed by the United States Slo-Pitch Softball association (USSSA) Official Playing Rules and the All Out Sports League's Slo-Pitch Softball Rules Manual. (This Softball Manual contains revisions, additions and league policy not specifically covered by the USSSA Rulebook.) All rules and policies covered in the manual shall take precedence over the USSSA rulebook. The League director reserve the right to eliminate, revise or interpret any and all rules covering the Softball League at any point before or during the season without the consent of the participants. The All Out Sports League will have the power to make any decisions on any matters not covered in these rules.
- 2. <u>Entry Fees:</u> Entry fees prescribed by the All Out Sports League shall be assesses for the operation of this League. Fees will be payable to ______ on the prescribed registration dates set by the Department. Fees and team information sheets must be turned in at registration, or teams may not be included in the League plans. Once teams are accepted into the League/division assigned, all fees are non-refundable.
- 3. <u>Team Rosters:</u> Team rosters signed in player's handwriting should be submitted to the AOSL during registration. Any additions, hardship cases, or other specifications shall be prescribed in a manner set by the AOSL and noted in League Rules Manual.
 - a. Each manager is responsible for his/her team's actions. All correspondence and communication will be directed through the manager. It is the manager's responsibility to <u>inform and implement</u> all league policies, regulations, information & current websites to his/her players.
 - **b.** Team rosters <u>must be signed</u> and completely filled out by each player and manager prior to a specified date. Additional late add-on players may be added on team roster prior to the start of the **third** game.
 - c. Player Eligibility: A player may play on one team only. (Exception: Players may play on both a Co-Ed team and either a Men's or Women's team.) A player is committed to the first team he/she plays with and cannot change rosters. Any player caught participating on more than one team may be automatically suspended and must appear before the League Supervisor for reinstatement. Teams that knowingly allow dual participation are subject to forfeiture of games that individual played in (2-game suspension for offending player).

- **d.** Managers must present lineup cards to scorer well in advance of the start of the game: lineups must include first and last name and position.
- e. A player must by eighteen (18) years of age or older and out of high school.
- f. Only rostered managers (coaches) and players may appear on the field as base coaches
- g. Teams losing players during the season because on injury or mitigating circumstances may replace players by applying to the League Director for a "hardship case" consideration if the team roster falls below eleven (11) players. You cannot add hardship players for the last three (3) games of the regular season. Forms for a "hardship case" must be picked up at the ball fields and approved by the Director. Any other exceptions will need to be approved by the League Director.
- **h.** Players must have played in three (3) league games to be eligible for play-offs. For Co-Ed teams all rostered players are eligible for play-offs.
- i. Game start times: TBD

4. Player/Team Conduct: (ALL PLAYERS NEED TO KNOW THESE)

- a. Any player ejected from the game for unsportsmanlike conduct may be automatically suspended for two games. Should any player, coach, or team manager swing at or push another player, coach or umpire during or after a game, the guilty party shall be suspended from the League and any All Out Sports League sponsored or co-sponsored program for at least one complete year.
- **b.** Team managers are responsible for the conduct of their players and team followers <u>on</u> <u>and off the field.</u> Misconduct of teams will not be tolerated and the All Out Sports League will take disciplinary action against any team or players that violate player conduct rules.
- c. Use of alcoholic beverages by managers or players will not be permitted on the playing field and dugouts. Players under the influence of alcohol or an illegal substance will not be permitted to participate in legal play. No player or manager shall have in his/her possession prior to or during their game alcoholic beverages. This will be cause for dismissal from participating in any game immediately. (No alcohol allowed at any site)
- **d.** Players who stay in the bleachers and surrounding area before and after a game and subject the umpire to ridicule or verbal abuse will be suspended for two (2) games. It may result in team suspension for the remainder of the season.
- e. No player or manager shall be guilty of any abuse (verbal attack, profane, obscene or vulgar language). This includes objectionable demonstration of dissent, or any unnecessary rough tactics in the play of the game against the body and the person of an opposing player or umpire. Players or managers will be suspended for two (2) games.
- f. No player shall discuss with the umpire in any manner, the decision reached by such umpire (with the exception of the manager or captain). Team members are reminded to remain in the dugout to insure safety and noninterference with play. Umpires may give one team a warning. Should players or managers not adhere to warning, the player or manager will be suspended from further play.

- **g.** Any player who throws a bat in a flagrant manner will be automatically ejected from the game. This may be deemed unsportsmanlike conduct and a player may be suspended for two (2) games.
- h. Physical Contact: Any physical contact with an umpire will be evaluated and offenders will be suspended indefinitely and may result in permanent disqualification from further participation in all adult sports sponsored by the All Out Sports League. Any player ejected from the game will have to leave the facility immediately Out of sight and sound within 2 minutes.
- i. <u>Identification:</u> Players may be requested to show I.D. to a league representative before, during or after games. If I.D. is not available, he/she then must produce I.D. to All Out Sports League within 48 hours. Failure to comply with any of the above will result in his/her team's forfeit of any games questioned in which the player participated.

5. Forfeited Games:

- **a.** A team not having at least 8 eligible players on the field ready to play at scheduled time will forfeit the game. If a team has eight (8) players at game time, the game must start, or as soon as the eighth player arrives.
- **b.** Game shall be forfeited if team membership drops below eight (8) players because of injury or removal of a player for any above listed reason(s).
- c. Any team beginning a game with 9, 10, 11, 12, 13 or 14 players (10 plus the additional hitters) on the line-up cards, must complete the game with that number. If due to ejection or injury that line-up drops below the original number listed and no eligible substitutes are available. PENALTY: An out will be recorded every time that Unoccupied space is scheduled to bat.
 - This doesn't effect a team starting a game with less than 9 players (example: 8). A team can start a game with 8 and not receive this penalty. If a 9th, 10th, 11th, 12th, 13th or 14th player is added during the game, then the above rule applied, if they are lost due to ejection, injury, etc.
- **d.** Any team forfeiting three (3) games may be dropped from further play. A \$25.00 fee will be assessed for each game forfeited in the season including practice games, if scheduled by League.
- **e.** The game shall be forfeited if one team fails to resume play within two (2) minutes after umpire has called for resumption of play.
- f. The game may be forfeited if any player employs tactics designed to delay the game. The umpire can also terminate any game he feels is becoming a "Travesty" with consent of Supervisor.
- g. If any rule is willfully violated after fair warning from umpire, game may be forfeited.
- **h.** Game shall be forfeited if order for removal of a player or coach is not carried out within two minutes. (out of sight, out of sound)
- i. Teams using ineligible players will forfeit all games they participate in and will be assessed forfeit fees.
- j. Should a team forfeit, the \$25.00 fee must be paid to the AOSL the team is eligible to play another league game or play-off game. This must be done during regular working hours Monday- Friday, 8:30 a.m. 5:30 p.m. should a team forfeit a game and fail to pay the forfeit fee prior to the next game, the game will be forfeited. Any teams with outstanding

forfeit fee balances unpaid will not be permitted to participate in the next seasons program unless paid in full. This includes League scheduled practice games.

6. Scheduling:

- **a.** Teams which participate in league or tournaments outside the All Out Sports League jurisdiction will do so without disrupting the established schedules. Failure to comply with this rule will result in forfeiture of said disrupted games.
- **b.** Team divisional alignments will be established by the All Out Sports League department. All division assignments are final and entry fees are non-refundable after entry fee deadline.
- **c.** Divisional nights are established at the Department's discretion.

7. Play-Offs/Awards:

- **a.** Play-Offs will begin at the conclusion of the regular season. Teams may play on **other nights** than their designated City League nights during the play-offs.
- **b.** Division standings will be determined the wins, losses, runs scored, runs allowed, etc. This will all be kept online.
- **c.** Ties in the standings will be broken by the following system:

Two Teams

- 1. Head to head record with ties teams.
- 2. Record against teams in order of final standings. (if applicable)
 (Example 2: 2 teams tied for 3rd place, team A lost twice to 1st place team and lost once to 2nd place team. Team B lost once to 1st place team and lost twice to 2nd place team. Team B would take 3rd place. Team A would be 4th place.)
- 3. Least amount of forfeits.
- **4.** Flip of the coin.

Three or More Teams

- 1. Head to Head (best won-lost-tied record in games among teams, if applicable)
- 2. Record against teams in order of final standings. (If applicable)
- 3. Least amount of forfeits
- **4.** Flip of the coin
 - **NOTE:** If two teams remain tied after a third team is eliminated during any step, tiebreaker reverts to step 1 of two-team format.
- **d.** All play-offs will be conducted on the basis of a single elimination schedule.

Divisions of Less Than 6 Teams

- First, Second, and third and fourth place teams will advance to the play-offs.
- **e.** All regular season rules apply for <u>all play-off games</u>. 65 minute time limit will apply to all games except championship games.

Championship games will have a 15 run rule.

- f. Coin flip will determine home team for all play-off games.
- **g.** Sponsor trophies will be awarded to the divisional champion for the regular season. In the event of a tie for the divisional championship the tie breaker system will apply.
- h. Play-off Champions will receive 15 individual awards.

- **8.** <u>Insurance:</u> Person, players, spectators participating in activities sponsored by the All Out Sports League are not covered in any way for personal liability of property damage. This means the above are participating AT THEIR OWN RISK.
- **9. Softball Rainy Day Policy:** On rainy days, or days which follow rainy days when it is possible that fields may be too wet to play on, team managers are instructed to do the following:
 - **a.** Call 925-203-5626 and ask for Casey for updates or visit the AOSL website for updates. www.alloutsportsleague-clayton.com or follow us on facebook or twitter for updates.
 - **b.** If at the time the fields are said to be non-playable, no games will be played.
 - **c.** If at the time fields are said to be playable, but rain persists, a determination of the ability to play will be made by the Field Supervisor at game time at the field.
 - d. Make-up nights may be any night of the week.

*NOTE: This policy will apply on games scheduled Monday-Friday. On games scheduled on Saturday or Sunday, a determination will be made at your scheduled game time.

10. <u>Alcohol Policy:</u> <u>No Alcoholic beverages</u> are allowed in the sports complex area and parking lots at the Clayton Community Park.

11. Recreational Co-Ed Slo-Pitch League

a. At least 4 men and 4 women must start a game within 5 minutes of game time or a forfeit will be declared. The number of women is unlimited to field a team.

Examples:

7 men and 3 women – not allowed

6 men and women - not allowed

5 men and 3 women – not allowed

5 men and 4 women - allowed

5 men and 5 women – allowed

4 men and women - allowed

4 men and 5 women – allowed

4 men and 6 women – allowed

- b. League standings will be kept. (play-offs & awards to be given)
- **c.** There will be no protests. All questions will be solved at the time of incident by the umpire supervisor.
- **d.** Roster additions for the Recreational Co-Ed League can be done up to the first 3 weeks of the
- **e.** At least one umpire will be provided by AOSL. The umpire(s) will also be responsible for the lineups and score.
- **f.** Managers must present line-up cards to umpire well in advance of the start of the game; line-ups must include first and last names.
- **g.** Sixty (60) minute time limit will be observed.
- **h.** An inning shall be three (3) outs.
- i. MAX HOME RUNS PER GAME/PER TEAM IS 1. ANY HOME RUNS AFTER THIS WILL BE CONSIDERED AN OUT.

- **j.** AOSL will furnish a game ball. Game ball used will be a 12 inch for men and an 11 inch for women.
- **k.** The batting order shall consist of alternating sexes with the male batting then a female.
 - When there are more men then women or more women then men in the lineup, the lineup shall continue to alternate genders. For instance if there are 5 men and 4 women in the lineup and the men lead off, then the batting order should go like this = m1, w1, m2, w2, m3, w3, m4, w4, m5, w1, m1, w2, m2, w3...etc.
- I. Each team may bat their entire roster in their starting line-up. This is optional for each team and must be declared before the game with the umpire. Male and female players must still alternate in the batting order, but each team is allowed to hit up to 14 players.
- m. If there are only 4 men and 5 or more women in the lineup, on defense, the team must only field 4 men and 5 women.
- **n.** No bunting; must take a full swing. No stealing.
- o. The mat behind the plate is called a strike when the batter does not swing and the pitch from the pitcher lands on the mat. Any portion of the mat is considered a strike.
- p. 3/2 count 3 balls is a walk, 2 strikes you are out.
- **q.** Batter is out when he/she hits the 2nd foul after 1 strike.
- **r.** A base runner cannot leave a base until a ball is hit to the ball has reached home plate.
- s. Courtesy runners are allowed only with the consent of both managers. Courtesy runner must be the same sex. One courtesy runner per inning unless the safe batter is injured then the runner will be able to have a courtesy runner even if a courtesy runner was utilized earlier in the inning.
- t. Sliding is permitted at all bases except at home. Base runners may <u>not</u> overrun second or third base.
- **u.** Line of No Return: There shall be a line perpendicular to the third base line 20 feet from home plate. Any runner that touches or crosses this line and re-crosses going back to third base is automatically out. Ball remains alive and other runners are in jeopardy.
- v. All plays at home plate are force plays. For the safety of the catcher and runner to avoid collisions, we have developed a scoring line at home plate. A scoring line shall be placed in foul territory starting three feet from the base line directly in line with the corner of home plate that is closest to the third base line. The scoring line shall be drawn at a 90 degree angle to the third base line and be 8' in length. Runners coming in contact with the ground on or beyond the scoring line shall be, in effect, touching home plate. Any defensive player must record an out by holding the ball and touching home plate. At no time may the defensive player touch the runner or the runner shall be judged safe. The purpose of this rule is to avoid any physical contact between the catcher and runner.
- **w.** 3 cones are placed in the outfield about 120 feet from home plate. 1 come rests on the left field line, the 2nd cone is straight away center field, and the third cone is placed on the right field line. Outfielders must stay behind the designated outfield cones until the ball is hit. Infraction will result in batter being awarded first base.
- x. If a ball is hit to the <u>outfield</u> and not caught, it is an automatic single. The ball cannot be thrown to first base. If a play can be made at second, third and home plate in a safe manner without "gunning" the ball into the base in the official's judgment, the play will be allowed. If it is done in an unsafe manner the runner will be called safe. The purpose of this rule is to prevent injury and to keep high speed thrown balls from coming into the area of runner and defense.

- y. When a ball is hit to a female player, male players may not interfere with the female's ability to make a play on the ball. If the male player takes a play away from the female player, the batter is awarded a single or double depending on the location of the incident. Ruling is at the discretion of the umpire.
- z. Rover play is allowed as long as the outfield positions remain in alternate positions (i.e. male, female, male and female). Rover play must remain behind cones (See rule v. in section 11. Recreational Co-Ed Slo-Pitch League.) and must be a female player.
- aa. Substitutions are unlimited as long as the players play an entire inning when they sub in for another player. All substitutions are for players of the same gender. All substitutions must occur at the beginning of either half of an inning unless there is an injury substitution.