

2023 ALMONT ADULT SOFTBALL (ASPSL) RULES AND REGULATIONS

Calendar of Events

First 12 teams registered- Initial Deadline for Team Registration

June 26 Team Roster's Due from team managers (Turn in at Coaches/Managers Meeting) (Max:20 players, 18 or older)

June 24 Schedules posted on Facebook and the league website [ASPSL-Almont Slow Pitch Softball League](#)

June 9 Team Fees Due

Week of June 26 Season Begins

1. At the Coaches/Managers Meeting, teams will receive a clip board, envelopes for umpire payment, sharpie, line up cards, rule books and score books.
2. Teams will write lineup on form provided and hang clipboard so line up is facing home plate so umpire and opposing team to see.
3. Both teams will keep score and confirm score at the end of each half inning
3. Umpire or supervisor will submit final score via league portal.
4. Both teams will place umpire fee of \$16 (exact change) in an envelope with team name and give to umpire prior to game. No change will be given.
5. From each team one used ball must be provided for each game. The League will provide balls 3 new game balls on each field each night.
6. Game times will be 6:00pm and 7:15pm. Teams will play DH's on their league night for 5 weeks, two game per night. This will allow us a 10 game regular season. All teams will be seeded into a Championship Week Single-Elimination Bracket to be played either the week of July 31st, 2023, or the following week. We are looking at a single day, Saturday tournament as well that would take place on Saturday, August 5th, 2023! More information will be shared at the managers meeting!
7. We are looking at adding the Almont HS JV field to the mix that will allow all teams to play back to back each night! This will help everyone get a full 10 game regular season schedule in and allow us our Championship week tournament. The tournament allows all teams the opportunity to play teams from the opposite night!!
- 8. Alcohol is not permitted in the park or parking lot.**
9. Schedules are posted online.
10. When arriving at fields, if previous game is not complete, please do not put equipment or wait around dugout or in dugout area. Give team space and allow them to leave before entering dugout area.

Rules and Regulations – All Divisions (These rules and regulations are directly taken/structured similar to the Troy Leagues)

***** Alcohol is not permitted in Almont Township Parks or on school property (see rule 11 for details) *****

Umpires are instructed to halt games and assess a forfeit when alcohol is present.

1. The official 2023 USA Softball Slow Pitch Softball Playing Rules shall govern all league play except as noted:

A) A team may begin or finish game with eight (8) certified players. A ninth or tenth player arriving late must bat in the ninth/tenth position when entering the game. If a team starts with 10 players, they may finish with as few as eight players. NOTE: For each scheduled batter that is not available to bat when due up, their team will receive an "automatic" out.

B) Catcher/infield masks and catcher/infield chest protectors are permitted.

C) Over the fence homerun limit for coed is two (2). Any in excess, the ball is dead, the batter is out, and no runners can advance.

D) Optional - Each team are allowed to have two "courtesy runners" during a game. The courtesy runners must be for the same players throughout the game and must be notified to the umpire and scorekeeper prior to the start of the game. If they are substituted for, the courtesy runner is no longer in effect for a different player. The courtesy runner must be the person in the line-up who made the last out. The courtesy runner must be of the same gender as the player who requires a runner. Violation of this rule shall result in a forfeiture of the game.

E) No steel or metal spikes are allowed. All-purpose sports shoes may be worn. Some type of footwear must be worn.

F) Continuous batting order (optional) - Any/all players present at game starting time may be placed in the batting line-up (optional). Once the game has started this rule cannot be instituted. A team may not change their batting line-up during the game and must bat all players for that game if this rule is used. A manager can bat any number of players they choose (i.e. 13 of 15 present) as long as this is done at the start of the game. Other players may be used as substitutes, if desired. For each scheduled batter that is not available to bat when due up, their team must receive an automatic "out".

G) Standings – Standings will be based on win/loss records and will be posted on league website www.almontslowpitchsoftball.com. In case of a tie for first place, tie break rules will determine regular season league champion(s).

Almont Slow Pitch Softball Co-Ed League tie-breaker rules are as follows:

Ties will be decided by the following:

- 1) head-to-head competition between teams involved,
- 2) run differential in common opponent games between tied teams,
- 3) overall run differential.

H) Stealing is not permitted.

I) A "commit" line will be drawn perpendicular to the third base line approximately 22 feet from home plate. Any runner crossing this line must continue toward home plate. Until the runner crosses this line, he/she may return to third base. "Extended Home Plate Line" - An extended chalk line from first base will be extended across home plate approximately 5'-6'. Runners crossing this line will be considered "safe".

I) USA rules regarding bats will be followed for all divisions of play. Updated bat listings may be found on the USA of Metro Detroit website www.metrodetroitasa.org

2. Noted below are USA softball rules emphasized for reasons of clarification:

A) Pitching Rule: The ball must be delivered at a moderate speed underhand - below the hip - with a perceptible arch (from the time it leaves the pitcher's hand) of at least six feet from the ground, before the ball reaches home plate. The pitched ball should not reach height of more than ten feet at its highest point above the ground. Speed of the pitch and height are left entirely to judgment of the umpire. Pitcher may pitch from 50 – 53 feet. Pitcher must start within the frame of the pitching rubber and follow all USA pitching rules for start and delivery (USA rule 6-C). Ball must hit rubber mat to be called a strike. Mat will cover home plate.

B) The pitcher shall take a position with both feet firmly on the ground and with one or both feet in contact with the pitcher's plate. This position must be maintained at least one second and not more than 10 seconds before starting the delivery.

C) Appeal Plays: On appeal plays, the appeal must be made before the next legal or illegal pitch, or before the defensive team has left the field. The defensive team has "left the field" when the pitcher and all infielders have clearly left their normal fielding positions and have left fair territory on their way to the bench or dugout area. Dead Ball Instant Appeal: Not until time out has been requested and granted by the umpire, or all play has stopped and the umpire calls time (8-7-I), will this rule go into effect. The ball remains dead until the next pitch, and nothing can happen. Once the ball has been returned to the infield and time has been called, any infielder (including the pitcher or catcher) with or without possession of the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon. The plate umpire should acknowledge the appeal, and the administering umpire should then make a decision on the play. Base runners cannot leave their base during this period, as the ball remains dead until the next pitch. NOTE: 1) If the pitcher has possession of the ball and is in contact with the pitching plate when making a verbal appeal, no illegal pitch is called. 2) If the umpire has indicated, "play ball" and the pitcher now requests an appeal, the umpire would again call "time out" and allow the appeal process.

D) Overthrows: When the ball is in play and is deflected or is overthrown beyond the boundary lines. EFFECT - all runners will be awarded two bases and the award will be governed by the position of the runners when the ball left any fielder's hand. EXCEPTIONS: see rulebook for clarification.

E) No player's name shall be on the starting line-ups unless the player is available in the team area.

F) The batter must take his/her position within 10 seconds after being directed to do so by the umpire.

G) RE-ENTRY RULE: Any of the starting players may be withdrawn and re-entered once, provided such player occupies the same batting position whenever he/she is in the lineup. (Any player not available to bat when due up will receive an automatic out). Situation - Player "A" appears in the line-up as one of the starters and is replaced by Player "B". Player "A" may re-enter the game once, but must re-enter in the same batting position. NOTE: The original player and the substitute(s) cannot be in the lineup at the same time. 1) Violation of the re-entry rule results in the use of an illegal player. 2) Violation of the re-entry rule is handled as a protest, which can be made anytime during the game.

H) FAKE TAG: When a runner is obstructed while advancing or returning to base by a fielder who neither has the ball nor is attempting to field a batted ball, or a fielder without the ball fakes the tag, the umpire shall award the obstructed runner and each other runner affected by the obstruction the bases they would have reached in his judgment, had there been no obstruction. The runner does not have to stop or slide, only slow down, to be considered a fake tag. A "FAKE TAG" in game play may result in that player being removed from the game. No warning is required.

I) BLOOD RULE: A player, coach or umpire who is bleeding or who has blood on his uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire's judgement. The umpire shall: 1) Stop the game and allow treatment if the injured player would affect the continuation of the game. 2) Immediately call a coach, trainer or other authorized person to attend to the injured player. 3) Apply the rules of the game regarding substitution, short-handed player or re-entry if necessary.

K) One and One Count - USA Rule 7-3-B: Adult Slow Pitch Only. Prior to the pitch the batter will enter the batter's box with a one ball one strike count. Batters will be permitted one foul ball after 2 strikes have been reached. Any foul balls after the first foul ball following 2 strikes, will be an out.

3. No team may have more than twenty (20) players rostered at any time. All participants in this league shall be 18 years of age or older, by the time they sign the team roster. Individuals presently attending high school may not be concurrently participating in inter-scholastic softball.

4. The ASPSL will operate under guidelines of the USA Softball of Metro Detroit, thus we will honor all USA Softball of Detroit suspensions/probations.

5. Game time is forfeit time - No inning shall begin 65 minutes after the start of the game, with no inning after 9:00 p.m. For 6:00pm games only, a 10-minute grace period will be allowed. Once a team has the minimum number of players required to start a game, the game will begin immediately. The 65-minute time limit will begin at 6:00 pm (original game starting time).

6. Normal standards for a complete game are those in which a losing team gets to bat at least five innings, unless halted because of the time limit. The time limit begins when the umpire declares "play ball" after the pre-game meeting/or if the manager does not show to the pregame conference, the time limit begins immediately.

7. Make up games may be scheduled on any day of the week. It is the team's responsibility to contact The Almont Slow Pitch Softball League prior to season stating which days that team is not available for make ups. Due to limited field availability, games may not get made up.

8. A team forfeiting three (3) games may be dropped from the league for the remainder of the current season. This does not include a forfeited first regular scheduled game due to not enough player registration forms submitted by the initial deadline.

10. Mercy Rule. If after the fifth inning there is a thirteen (13) run or more difference in the score, the game will be officially ended. The visiting team must bat at least five times.

11. Alcohol is not permitted in Almont Township Parks without a permit in conjunction with a shelter rental and beer/wine permit. There will be ABSOLUTLEY NO ALCOHOL permitted on HS property. Umpires will halt games and declare a forfeit for teams violating rule. Team in violation will be responsible for umpire fee for both teams and the team manager may be suspended.

12. Amplified music is not permitted in the Township Park per Village Ordinance. Umpires will not start and/or will stop games and assess a forfeit after one warning. Team in violation will be responsible for umpire fees for both teams and the manager may be suspended.

13. Uniforms are recommended, but are optional. Players should have a large number on their shirts with no duplicate numbers. Players with dissimilar shirts shall announce their names to the scorekeeper each time they bat. No forfeits will be awarded for being out of uniform. Players are not required to wear caps. Only baseball style hats/visors are permissible.

15. Disciplinary Procedures:

THREATS to any official or Village employee will not be tolerated. If a threat is made to an official or Village employee, person(s) will be suspended indefinitely pending a hearing. FIGHTING will not be tolerated. If a fight occurs, the player(s) involved will be suspended indefinitely pending a hearing. ABUSE whether verbal or physical by any person, physically touching or making an obscene gesture at an umpire/official/city employee, will be suspended indefinitely pending a hearing. All cases are subject to review by the Almont Slow Pitch Softball League to determine length of suspension. Suspension may also carry over to following season. If a hearing is required, an email will be sent to the individual with a copy to the team manager within 10 days of the incident. Player is suspended until the hearing takes place and a decision is made. The individual involved in the incident will have seven (7) days from the date of the letter to request a formal hearing/appeal. Failure to respond will result in the ASPSL staff determining length of suspension.

HEARING BOARD to consist of the following individuals:

- 1 One current manager from a team not within the division of the infraction
- 1 Umpire-in-Chief/Referee Supervisor
- 1 Game Supervisor
- 1 ASPSL League Director

The suspension board would then make a recommendation to the Director of the league for final approval. This decision is then final and there are no further appeals. Any suspension other than the normal game/match suspension will also have a probation period (to be determined).

FALSIFICATION OF ANY PLAYER INFORMATION or signature on the team roster/waiver will result in a two (2) year adult athletic league suspension followed by a two (2) year probation from ALL adult athletic programs in Almont.

16. Taunting Will Not Be Tolerated. Taunting is unsportsmanlike conduct and disqualifies the offending bench personnel or contestant from (at a minimum of) that game until the next regular scheduled game. A warning may be given, but is not required, before ejection. An umpire OR Site Coordinator can rule on the taunting violation. Taunting includes any actions or comments by coaches, players or spectators which are intended to bait, anger, embarrass, ridicule or demean others, whether or not the deeds or words are vulgar or racist. Included is conduct that berates, needles, intimidates or threatens based on race, gender, ethnic origin or background and conduct that attacks religious beliefs, size, economic status, speech, family, special needs or personal matters. Examples of taunting that would lead to ejection include, but are not limited to, 'trash talk'; physical intimidation outside the spirit of the game; reference to sexual orientation; 'in the face' confrontation by one player to another; standing over/straddling a tackled or fallen player.

SPECIFIC CO-ED SOFTBALL RULES

1. Six males and four females must be on the defensive team at all times (except if they have only 8 or 9 players).

Teams can play with 6 males and 3 females and receive an automatic out in the batting order for the missing female.

A team must have 3 females, if not, the game will be ruled a forfeit.

Teams may play with more females than males with no penalty (Ex. 5 females and 4 males or 8 females and 2 males).

2. You must alternate the sexes in your batting order. No exceptions will be made for this rule except if you have more females than males playing (i.e. 8 females, 2 males). The batting order must be alternated from the first batter on down through the line-up...male, female, male, female, female, female, etc... With the gender balance of defensive players at 4/6, the bottom of the order may end up with two males in a row and, returning to the top of the order, making 3 males in a row. This will not carry a penalty.

3. Any walk to a male batter will result in a two base award. The next batter (a female) will bat.

EXCEPTION 1: With two outs, the female batter has the option to walk or bat. (USA rule 8-1- 8 C,4)

EXCEPTION 2: The 4/6 set up will negate the walk rule at the bottom of the order (2-3 males hitting in a row).

4. A team may use a continuous batting order. (See page 2 for clarification of rule.)

OPTIONAL. PROCEDURES – All Divisions

1. Bases for games provided by the League. There are no bases provided for practices.
2. Diamond playability will be determined by the League until 4:00 p.m. Game status updates will be available in the following ways:

- 1) Website – www.almontslowpitch.com

2) Text Message – A group text will be sent to the team managers who will then contact all players on his/her roster.

After 4:00 p.m., if games are not cancelled, teams should report to fields. If inclement weather occurs after 4:00 p.m., the two-team managers and the umpire shall determine if the game shall be played. The three parties shall discuss and vote on status of the game, two votes shall determine outcome. Every effort will be made to update weather notification alerts after 4:00 p.m., but it is not always possible.

3. Equipment to be provided by the teams: bats, practice softballs, gloves, etc.

4. Umpire costs are \$16.00 per game payable at the field only in cash in envelope.

5. Scorekeepers will not be provided by the ASPSL for games. Both teams are responsible for keeping score (managers should consult after each half inning to verify the score), provide final score to umpire for game sheet report. Umpire or staff will submit score electronically via email or league website submit score page if necessary.

POLICIES – All Divisions

1. Awards for the team sponsor are given to the regular season league champions and runner-ups. Individual awards (tee shirts) are given to the regular season champion teams. If a tie exists for during the regular season, the tiebreaker method will be applied to determine final standings.

2. Awards for the team sponsor are given to the Single-Elimination Tournament champions.

3. Batting practice is not allowed on the infields on league nights, and not allowed within 5 minutes of the start of a league game. Be prepared to start your game once the proceeding game is completed. Line-ups should be on the scoresheet at least five minutes prior to game scheduled time.

3. Teams will play two games one night a week the first 5 weeks. This will give all teams 10 regular season games to determine league champions. There will be a single-elimination tournament the final week of the season to determine a tourney champion.

4. Official game balls (Worth Blue Dot 12") will be provided on site.

5. The ASPSL reserves the right to rule and make recommendations on any and all matters related to the softball leagues which it deems beneficial to the league.

6. Safety considerations must always be evaluated by managers and umpires. The majority shall decide playability of the field. Neither the Township or Almont, nor the umpires will be responsible for any injuries incurred as a result of individuals participating in the ASPSL program. If the Lapeer County tornado siren is activated signifying a "tornado warning", all games will automatically cease. If enough innings were played for an "official" game, the score will be final. If the minimum game standards were not met, the game will be "replayed" (from the start of the game) at a later date. USA Softball lightning guidelines will be followed (pg 192). Minimum 30-minute waiting period if lightning or thunder is present.

7. All participants in any softball league should be prepared for player identification checks throughout the season. All players should have their driver's license in their possession at all times. Failure to provide a current valid Michigan driver's license (with photo) or a state of Michigan picture I.D. may result in forfeiture of game and further suspension.

8. Participants may only play for one team in the Co-Ed League this season, unless they are an Official League Substitute that has signed up through the official league form. That player may play with as many teams as needed, unless they officially join a team's roster prior to the roster additions deadline (End of Week #2, July 9th, 2023). This change will allow for a fair end of season Championship Week single-elimination tournament.

Have a Great Season!