

2018 / 2019 Playing Rules

Revised and Redefined March 2018



**** Play is governed by the Official USA Rules with enclosed Amendments ****

INDEX of 2004 ESA Playing Rules - Revised and Redefined March 9th, 2018

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Rule 1 – At Bat Forfeiture: A manager at any time, after notification to home plate umpire (who will then advise his partner as well as the opposing manager) has the right to give up one or as many outs as they wish during the course of a game. These outs can never be replayed & are different as compared in Rule #49 under Reverse Batting (Hammer).

Rule 2 - Base Running: **(REVISED Fall 2017)**

When a defensive player, in the judgment of the umpire, has controlled possession of the ball and is waiting for the runner, said runner must give himself up. If the runner remains on his feet and deliberately, with great force, crashes into the defensive player, the runner will be declared out. Effect...the runner is out, the ball is dead and all other runners must return to the last base touched at the time of the collision. NOTE: If the act is determined to be flagrant, the offender shall be ejected from the game. ****Exception:** There are times when both ball and runner will get to the base/plate at the same time. This is considered incidental contact.

{Special Note}: Runners aggressively sliding into bases in an attempt to break up a double play or to inflict injury to a defensive player {in the judgment of the umpires} will automatically be called out and could be ejected from the game. If the act had the intentions to break up a potential DP, than a DP will be awarded to the defensive team, in addition to an ejection as deemed fit by umpires.

***SPECIAL NOTE:** A catcher or fielder **MAY NOT BLOCK THE PATHWAY {PLATE or BASE}** of a runner attempting to score or advance **UNLESS HE HAS POSSESSION OF THE BALL.** *If the catcher or fielder blocks a runner before he has the ball. The umpire may call the runner safe.*

RULE 3 – Challenges by Teams: **(REVISED Fall 2017)**

Each team is limited and permitted only **TWO** Challenges **PER GAME**, regardless as to it being a playoff game or running into extra innings. **IT MUST BE MADE BY THE MANAGER AND ONLY THE MANAGER TO THE UMPIRE THAT MADE THE ORIGINAL CALL; OTHERWISE THE CHALLENGE WILL BE IGNORED!!!!**

Rule 4 – Chopped Ball & Chalk {Powder} Line:

It is illegal for any batter to chop downward at a pitch causing the ball to bounce high into the air. **Automatic OUT**, ball dead and runners return to their respective bases. In addition batter's box is 7' {84"} from front to back and 3' {36"} wide. Umpires will place a line with powder 3' {36"} from the base of the plate. When batting a player must start with at least one foot in the batter's box. He is permitted to run up to make contact, **BUT NO PART OF HIS FOOT CAN BE OVER THE POWDER LINE** at any time. **Automatic OUT**, ball dead and runners return to their respective bases. *In both instances OUT will be enforced regardless of a fair or foul ball.*

Rule 5 - Courtesy Runner:

Each team is allowed **TWO** courtesy runners per game. Each team must indicate their runner(s) on the submitted lineup sheet PRIOR to the games start or are at risk of losing the runner(s) for the entire game. In the event of a player injury during a game {**Reference Rule#27 Injured Players**}, the umpire must grant the extra courtesy runner. It is not automatically given. Once a player has a courtesy runner used for him, it must be for the entire game. The courtesy runner is locked into the game for the player in which he is running for not a substitute player entering in the same batting position if the starting player was replaced. The **last declared out** (not necessarily the last batted out) will be deemed the courtesy runner except in the first inning where the last man in the batting order will act. All designated courtesy runners must be circled on the lineup cards when handing in lineups to umpires. ***If batter that has a courtesy runner is issued a Base on Balls, he need not touch 1st base as ball is dead. The courtesy runner may immediately take the batters position on 1st base as the runner.***

Rule 6 - Delay of Game Infractions:

In attempt to keep the game flowing and due to permit time restrictions, umpire will enforce an automatic ball(s), strike(s) or outs in the following situations:

- {**Defense** tossing ball around infield after an registered out} **AUTOMATIC BALL**
- {**Defense** not hustling out to positions during 1/2 inning OR at game start} **AUTOMATIC BALL + ADDITIONAL BALL ADDED EVERY 30 SECONDS**
- {**Offense** stalling to start the game} **AUTOMATIC STRIKE and ADDITIONAL STRIKE ADDED EVERY 30 SECONDS**
- {**Either team** not having **fees paid and Lineup cards** before or in between Games 1 & 2 and Game Three in Playoffs if applicable} **AUTOMATIC OUT**

RULE 7 - Deposits, Non Returnable Binder and League Fees: **(REVISED S/S 2018)**

Each team must submit a **\$250 non returnable binder** prior to the season or @ 1st league meeting which will be applied towards league fees and secures their spot in the league. 50% of league fees should be paid by the 2nd meeting (usually 4 weeks after the 1st meeting) 75% of league fees should be paid by the final league meeting (usually 4 weeks after the 2nd meeting and three weeks before the season starts). By Week #3 (Teams 5th and 6th games) All fees must be paid IN FULL. All Championship teams in each division of play could have \$100 withheld from their prize winnings to be used as their \$100 non returnable binders for the following season. ***(This will ensure their return to defend titles).*** **BY TWO WEEKS INTO SEASON ALL FEES MUST BE PAID. Teams not paid in full by that date risk having forfeits applied, being deleted from schedule and dropped from league. {IN ADDITION THE LEAGUE RESERVES THE RIGHT TO DELAY PAYMENT TO WINNING TEAMS OF ONE WEEK FOR EVERY TWO WEEKS IN WHICH TEAMS ARE DELINQUENT IN SETTTLING THEIR BALANCES.}**

***2018 Team League Fees: Start @ \$1675, but must be at all 3 meetings. Add \$50 for each meet missed**

***2018 Sunday League Fees: Start @ \$975 {with reductions and missed meeting fees added}**

***2018 SNOFLAKE Team League Fees: Finalized {Sun \$750 and WN was \$950}**

***Important* Player Accident Insurance is for a full 1 year period and is included in your league fees.**

Therefore, based on your team's last participation, a small team discount might be warranted.

***Teams also opted for the purchase of 2 bat compression testers, thus add a 1X \$50 fee to fees for Fall 2017 and Spring 2018**

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Rule 8 - Designated Hitter:

A designated hitter is a **restricted hitter** and may be used for any defensive player provided it is made known prior to the start of the game. A designated hitter may never enter the game in a defensive role (playing the field) except if he replaces the defensive player in which he was hitting for. Only one DH is permitted per game. NOTE: See Rule #14 pertaining to the Extra Hitter.

Rule 9 - Disbanded Teams:

In the event of a team disbanding (and all obligations to the QLSA were paid in full) before the seasons' end, all players are considered "frozen" and not allowed to play for any other team until the following season. **SPECIAL NOTE:** If a team disbands or finishes the season and is indebted to the league because of forfeit fees, umpire fees or remaining league fees, **ALL** rostered players on said team are banished to play on any other QLSA team unless all debts are settled. Example...If one player of that rostered team wishes to play and the disbanded team owed \$150 that single player or his new team must absorb the whole \$150 debt. If 10 players wish to play for different teams than each player will be responsible for \$15. The entire debt must be paid in full and can't be partially paid or carried over from season to season.

Rule 10 - Divisions:

Teams rank themselves on registration forms for proper seeding to one of three divisions. This league will strictly enforce parity and teams that do not fairly rank themselves can be placed {by League Commissioner} into the proper Division as mandated by their rostered level of talent, after review of players, even if the season has already started. *Teams that have 4 or more players on their current roster from a stronger disbanded, former or current team will be placed in an Upper Division*

Rule 11 - Drinking:

Drinking or having alcoholic beverages on the field, bench, and dugout area, including the bleachers is **prohibited**. After ignoring the 1st warning, **team will forfeit 3 outs of their next AB**. The next observation will **warrant the forfeiting of the game as well as the facing of disciplinary actions by the league**.

Rule 12 - Ejections / Suspensions / Fighting / Spectator Control:

When a player is ejected from a game he can't be replaced {**No Substitution**} and it is an **automatic out** each time his turn at bat comes up during the game. If the ejection of the player places the offending team below the eight player limit {making seven} needed to play the game, the game will be declared over and the offending team, regardless of the score will be declared the loser of the game. If the player conducts himself in a gentlemanly manner after ejection and offers an apology to umpire he will be allowed to participate in the next game. **However, in the event that a player is ejected on two occasions within a three week period, the player will automatically be suspended for 2 games and it will count as a suspension on record in the leagues "Hall of Shame"**. If an ejected player, Coach or Manager is unruly after the ejection as displays unsportsmanlike conduct or continues to be abusive to the umpire (s) he will be ordered to leave the playing area and must do so immediately (failure to comply could mean game forfeiture) and ejected player will be automatically be suspended for the next regular scheduled game {*more can be added based on the severity of the incident*} that is played or until the case can be reviewed by the QLSA Board.

Responsibility for control of his player and this enforcement rests with the manager of ejected player, who can also face suspension if it is deemed he failed to defuse the situation and for not taking charge of his team. If the players, coach or manager is in violation of this rule, game will be declared a forfeit and offender (s) will be suspended for the balance of the season. **Suspensions in Playoffs are doubled. In addition any player, coach or manager that is ejected twice in a season will be suspended for the remainder of the season and is not eligible to play or have a case review until after a 1 year anniversary date of the 2nd infraction.** Remember **Managers, Coaches and players all have an equal hand in spectator control. It is the responsibility of the coaches, players and managers to control their teams' spectators.** Non compliance could result in forfeiture of the game. Failure to do so could result in violators being ejected from the game. The umpires are empowered to call "no contest" if spectators interfere with proper conduct of play. If one team is guilty forfeit may be declared.

Enforcement of this rule can be levied before a game, during a game, after a game or on or off a NYC park (permitted) premises. IMPORTANT: This League will take legal action against any player involved in striking an umpire.

Rule 13 - Equipment {Bases, Bats, Catcher's & Pitcher's Masks, Cleats and Softballs}: **[REVISED FALL 2017]**

{**BASES**} Home team has the **option** of bringing a **complete set of bases** or supplying home plate + two bases OR home plate + a double 1st base. Visiting Team must supply **two bases**. Any team that fails to comply will be levied a \$15 fee and violating team gives up the right of being home team in any game of the DH and playoff series {**could be assessed to one team or both and a coin flip prevails if both guilty**} **PAID PRIOR TO THE START OF THE GAME**. If the player for each respective team, that has the bases, is not going to be at the game, *league should be advised 3 hours before game time or \$50 penalty imposed*. NOTE: *If home team has to supply all the bases they will receive the \$15 fee that was levied to the offending team which failed to have bases and bat as the home team in both games of the DH and all games in the playoff series.*

{**CATCHERS and PITCHERS MASK**} It is Recommended that **BOTH** catchers and Pitchers in all divisions, (**especially Lob Pitch & those who use eye glasses**), Wear a catchers' or Pitchers' mask.

{**CLEATS**} **The use of METAL CLEATS is PROHIBITED**. Any Player caught wearing metal spikes will be immediately ejected from the game and a player will not be allowed to replace said player in the game/lineup. *All his future AB's will be an automatic out. If player is sited after an offensive hit, automatic out assessed and runners will be put back to base last occupied. If team falls below required eight men {seven} needed to play game, regardless of score loss declared.*

{**SOFTBALLS**} Each team shall provide one new F 12 Clincher (ball) (**not F12 Gold**) per game to the umpire. {**NOTE**} *Snowflake Teams can provide 1 new F12 and one good used ball for their DH.*

{**BATS**} {**Beginning Spring / Summer 2014 Season**} Only bats marked official "ASA" softball by the manufacturer {**Older Bats MUST display this marking as well**} may be used so long as they are not on the ASA "Banned" bat list". {**ASA Non-Approved Bat List with Certification Marks off the ASA website**}.

RULE 13 {BATS} CONTINUED ON PAGE 5

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IMPORTANT: Since the league suspects that players are altering approved bats in order to gain an advantage, the league has made preparations to have a bat testing compression machine at fields. Strict penalties for PLAYERS found to have their bat NOT PASS the compression test includes a ½ season suspension from date of violation. {Suspension can also be carried over to next season or be double in playoffs and a player could be liable for criminal penalties if another player has been injured as a result of a doctored / altered bat}. In addition the OFFENDING TEAM will automatically have the game result registered as a DISQUALIFIED LOSS. In the unlikely event that a compression machine is not on a particular field, the UMPIRE WILL IMMEDIATELY CONFISCATE THE BAT FOR LEAGUE TESTING. The bat WILL BE TESTED WITHIN 24 hours and Player or Manager CAN PICK UP THE BAT AFTER TEST CONDUCTED, at a specific location. IF PLAYER REFUSES TO SURRENDER THE BAT HE WILL BE SUSPENDED FOR 1 YEAR FOR NON COMPLIANCE from date of infraction. If the bat was confiscated without cause due to the complaint lodged by the opposing manager AND IT PASSES THE COMPRESSION TEST and they win the game, the outcome will be reversed for filing A COMPLAINT WHICH WAS DEEMED UNFOUNDED.

NOTE: Opposing {Defensive} Team **Manager {o n l y}** must lodge complaint to umpire after bat has been used after the AB outcome of hitter or before or after a pitch was thrown when batter is in the batter's box with the bat in question. If in the event the opposing **Manager** makes a claim on a bat that is in fact legal and not altered, if in the beginning or middle of the count, the current hitter has the option of completing his at bat or taking a **DOUBLE**. If the opposing manager makes a claim on a bat that is legal or not altered after the outcome, than the following batter has a choice of hitting or taking a **DOUBLE**.

SPECIAL NOTE....Extra Inning challenges: If an opposing team **MANAGER {o n l y}** challenges a bat in extra innings and the bat has been deemed as illegal the game ends at that point and the result recorded is a disqualification. If the challenge was made against the home team and deemed to have no merit, than the batter still has the choice of batting or taking a double and if the action of taking an automatic double forced in the winning run, than game would end as if the winning run was driven in with a hit!!!

Rule 14 - Extra Hitter:

An extra hitter is allowed to bat. That is his position for the entire game. He is an extra hitter, not a designated hitter. You will have eleven players in your line-up. The only way he may enter the game as a defensive player on the field is if there is an injury and you do not have any other substitutes left on the bench. The extra hitter may enter the field and stay locked into the batting order. The player who was injured is out of the game and his batting spot in the line-up is skipped when his future at bats come into play. You must use the extra hitter at the beginning of the game. If your extra hitter is not there and you do not inform the ump and other coach you are using one at the games start, you can't put him in when he shows. After one lineup go around, you are not allowed to insert him in the lineup for that game. **A total combination of One Designated + One Extra Hitter / OR / Two Extra Hitters will be allowed each game.**

Rule 15 – FAIR PLAY AND GRANTLAND RICE:

{Fair Play}: The purpose of the QLSA is to foster good will ... **Grant land Rice**: When the great scorer comes to the mark against your name, he writes not that you won or lost but how you played the game

Rule 16 – Forfeits: {REVISED S/S 2018}

{ON FIELD} Umpires will be paid via check issued by league office. **In addition to paying umpire fees for a forfeit, the forfeiting team is responsible to pay the fee for the NYC Permit {in 2013, price is \$52.00}**. Based on a two man game DH or TH forfeiting team is required to pay \$50 for each assigned umpire as well as the NYC permit fee of \$52.00 = \$152 prior to next scheduled game as well as post "Forfeit Returnable Deposit" {Rule 18}. In addition, based on a two man single game or a one man single game forfeiting team is required to pay \$30 for each assigned umpire as well as the NYC permit fee of \$26.00 which = either \$56.00 or \$86.00 respectively prior to next scheduled game as well as post "\$152 Forfeit Returnable Deposit" {Rule 18}.

***Note Exception: **If team reports late**, in order to play any of the remaining game(s), then the forfeiting team must cover all forfeit fees prior to their next game. **(Example based on a one man game...** Team A has 9 players and Team B has 4 players for game one. After allocated time a forfeit is declared for the first game. A few minutes later, the remaining players from Team B show up for game #2. Team A pays only \$35.00 for the second game and Team B must pay \$35.00 for game one plus \$35.00 for game and \$26 for NYC Permit totaling \$96.00). **(If it was a 2 man DH, the numbers under this situation would be \$30 + \$50 + 50 + \$26 = \$156 paid by the forfeiting team and \$50 for the non forfeiting team).**

If both teams are not ready to play @ permit time for DH or TRPL HD, both teams will be allocated a double forfeit and the losses will be reflected in the standings as such. A ghost team inserted into the standings will be the beneficiary of the wins to balance league standings. The two teams must pay all umpire fees in full as if the games were played, on the field, prior to the start of the second game or third game if they wish the remaining game to be played.

IMPORTANT: Any team that forfeits 2X could be dropped from further league play. Also, any team that forfeits within their last 4 games, allowing a team directly to obtain a playoff berth, will be dropped and not be allowed to participate in the playoffs. All remaining teams will in fact, move up a playoff seed from the vacancy made. **Note that any team that forfeits in Playoffs risks not being invited back following year and is still responsible for same \$152.00 in fees as stated above.**

{OFF FIELD via PHONE CALL to League 3 hours before day of game or once schedule has been posted} Umpires will be paid via check issued by league office. **In addition to paying umpire fees for a forfeit, the forfeiting team is responsible to pay the fee for the NYC Permit {since 2013, price is \$52.00}**. Based on a two man game DH or TH forfeiting team is required to pay \$25 for each assigned umpire as well as the NYC permit fee of \$52.00 = \$102 prior to next scheduled game as well as post "\$152 Forfeit Returnable Deposit" {Rule 18}.

RULE 17 - Forfeit Eligibility Player Credit:

In the event of a forfeit **{whether on the field or for a team refusing to continue play}**, both teams are still required to turn in a lineup sheet to the umpire. The non offending team will have **ALL PLAYERS** in attendance as well as those listed on their roster **{on date of forfeit}** that were not in attendance receive a week's credit indicated with an "F" under weeks played. Umpires will verify all players in attendance from the offending {forfeiting} team and they will not be penalized because they did in fact make an appearance. They will receive a week's credit indicated under weeks played with a "P".

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RULE 18 - Forfeit Returnable Deposit:

In order to keep league fees to a minimum, the QLSA will not require an upfront forfeit fee, however in the event of a team forfeiting, they will be required {after the applicable payment to cover that forfeit}, to post an additional fee of \$152 prior to their next game to cover their next possible forfeit occurrence. In this case it will be in fact their returnable deposit or binder for a future season if not used.

Rule 19 - Forfeit Time Single Games:

Forfeit time is 1/2 hour after scheduled game time plus 5 minutes courtesy. If on schedule as 7:30PM THAN 8:05PM IS A FORFEIT. **P E R I O D!!**

Rule 20 – Forfeit Times Double Headers:

Twilight, Saturday Hardtop, Sunday Hardtop and Under the Lights : Game One forfeit time is 30 minutes plus 5 minutes courtesy after **scheduled game time**.

See **RULE 18 above**. Game two, forfeit time is 60 minutes after **scheduled game time**. Game three (If TRIPLE HDR against same team) is 75 minutes after scheduled game time. (Men's "under the lights" schedule time is 7:30 PM, at twilight fields schedule time is 6:00 PM.) Teams should be ready for 1st pitch to be thrown 35 minutes after **scheduled time**.....especially at Queens Bridge as lights go out @ approximately 10:15 PM...

- 1) Games must start at permitted time. {This is 1/2 hour after scheduled time}
- 2) All DH's are played with a 1 and 1 count on the batter...
- 3) 2 warm ups between innings. No throw down to 2nd. Ball right back to pitcher after each out {see Rule #5}
- 4) 5 minutes break between games

Rule 21 - Foul after Two Strikes:

Batter is out. Ball is dead....base runners **CAN NOT** advance. The out gets recorded as a "K" for statistic purposes.

Rule 22 - Foul Tip with One Strike {on 2nd Strike}:

Ball must go over the batters shoulder and caught to be declared an out.

Rule 23 - Game Curfew:

When 3 games are placed on the field, they must get off on time as stated in rule #19 & #20. Games must be completed in a 1 hour time frame with no new inning to start 15 minutes before the hour. Umpires will make every attempt to advise team when there is approximately 20 minutes left in window.

Rule 24 - Grounds Keeping Rules:

With your assistance and understanding, every attempt will be made to get games played. League will make every attempt to remove water prior to play, but there will be times that this might not be possible {same day rains}. Coaches, Managers and Players will receive instructions via HTO updates on what action their team needs to adhere to. It could be as simple as having a bucket, rake and shovel. BOTH teams are responsible in assisting each other to make field game ready. After adhering to Rule #46 {Rain Provisions}, if one team clearly tries to fix the field and the other team makes no attempt, than the offending team as reported by the umpire will be the VISITING team the entire series and is in jeopardy of having to pay the entire umpire fee for GM1. In addition, if a water absorbing substance, supplied by the league, is placed down, than both teams will pay an extra \$20 in umpire fees that night to compensate for the replacement of the substance used.

Rule 25 - Ground Rules:

Base distance is sixty five feet and pitching distance forty six feet. When personal permitted fields are used, teams must post written ground rules for their fields. Home team presents ground rules to umpires and other coach. (Not applicable as of 2009 in QLSA). **Special Ground rules that apply @ QB#2:** Any batted ball that touches a branch or leaf in RF is automatic double. (Ball can't be declared an out if caught.) In addition, a batted ball that bounces over the RF bleachers, goes into the bleachers, deflects off the bleachers or goes between the bleachers & backstop of field #3 in RF, also automatic double. If batted ball is hit on a line or fly and goes over the bleachers or under hanging branches/leaves not making any contact, it is a live ball and batter runner will be entitled to "all he can get". Same will apply to any ball hit high enough to clear trees and or opposite backstop on field #3. **Special Ground rules that apply @ WF:** Any batted ball that leaves the playing field over the fence in fair territory shall be deemed a HR from the Right of the LCF "DBLE FLAG" pole to the left of the furthest "LIGHT" pole in RCF. All other balls leaving the field on a fly in fair territory down both lines will be Doubles. Dead Ball area is confined to dugouts and Dirt Box on 1st base line.

Special Ground Rules @ St John's on Turf: Any batted ball that leaves the playing field over the fence in fair territory shall be deemed a HR. Dead Ball area is confined to inside the dugout ONLY. **Special Ground Rules @ St John's DIRT:** Any batted ball that leaves the playing field over the fence in fair territory shall be deemed a HR from the Right of the LCF Light Pole closest to the Firehouse and RF fence. Only restriction in RF is that ball must stay out or it remains live and can't be caught for an out if it strikes the trees. In LF a batted ball over the fence to the left of the 2nd light pole is a Double. Dead Ball area is confined to dugouts or over throws topping the 3ft fence.

Rule 26 – Improper Batter:

If an Umpire or Defensive Team notices an IMPROPER batter while he is still in the count, the CORRECT batter will replace the improper batter and take over that count. If an Umpire or Defensive team {while still on the field} notices an IMPROPER batter after an at bat was completed and **after a pitch has been thrown**, then the outcome will remain as is and all runs scored or outs on the bases will stand. However if it was discovered before the next pitch it will be an automatic out and all runner (s) will return to their bases occupied prior to the at bat and all runs taken off the board. If it becomes the 3rd out of the inning than the NEXT BATTER in the lineup will lead off the next inning. In the event that an Umpire or Defensive team {vacates f/air territory, crossing the foul lines} than the outcome will stand with the NEXT BATTER in the lineup leading off the next inning.

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Rule 27 - Injured Player / Ejected Player: **(REVISED S/S 2018)**

If a team falls below eleven or ten players during the game due to an injury {where no sub is available to replace said player and an EH was not selected before the game} or in the ejection of a player {where regardless of bench strength, **no sub allowed**}, they continue to play and **when that player spot in the batting order comes up, it is an automatic out**. Game becomes a forfeit with less than eight players. **{Special Note}: If a team already has 2 courtesy runners** and in the event that a player injures himself while acting in the capacity of batter / runner, the umpires will deem as to a courtesy runner being allowed **{especially if the injury occurs to a last batted out prior to or in extra innings}** for said player. If a courtesy runner has been awarded to an injured position player, than a bench player must enter the game **BEFORE** any EH may enter the game. If an EH must enter the game defensively, the injured player than forfeits his right to be in the field. If the injury is to a DH, than the position player will enter the game, run and the team loses its' DH. If the injury is to the EH, and no other subs available, than a 3rd runner will be allowed. With that being said, **if a team only took 1 courtesy runner**, than a second will be allowed without question, except if a team in the opinion of the umpires, are looking for an undue advantage prior to or in extra innings.

Rule 28 - Mercy Rule:

IN LOB DIVISION ONLY **15 runs after three complete innings, 12 runs after four complete innings or 10 runs after five complete innings**, and sudden death thereafter. Note: **10 runs** in all ALL Divisions after losing team has batted five times. **{SNOFLAKE DIFFERENT SEE PAGE 12 Rule #1 which reads}: In Snoflake, all games are 12 run rules after losing team has batted 4x's or 10 runs after five complete innings and sudden death thereafter.**

RULE 29 - NO SMOKING & Clean Up:

The NYC Department of Parks and Recreation has taken a hard stand on smoking {including marijuana} in the park as well as cleanup of dugouts after each venue. Players, Coaches, Managers and Umpires are expected to adhere to the no smoke rules. *Umpires will police the dugouts and team area after each game.* **In the event of a team's non cleanup, they will start their next scheduled game with 1 automatic out to start off the 5th inning.**

Rule 30 - Outside Base:

The batter runner may use the inside base only when he is advancing past first base. If the batter runner uses the inside base on a put out, he can be called out. If the fielder uses the outside base on a put out, the batter runner will be called safe.

Rule 31 - Overthrow Fair Territory:

In case of an error or overthrow when the ball goes into fair territory, all runners may advance at their own risk.

Rule 32 - Overthrow Foul Territory:

The batter runner may advance one base and only one base on an overthrow when the ball leaves fair territory but must make it before being thrown out. If ball enters dead ball area {including clay box at WF or QB2} on the overthrow from the infield while making a play on him at first base, the batter runner can only advance to second base. All other base runners will be awarded two bases from the last base occupied when an overthrow goes into a dead ball area from the infield. Batter runner and base runners will all be awarded two bases from last base occupied upon point of release on an overthrow from the outfield into a dead ball area.

RULE 33 - Parking @ Queensbridge & ST Johns :

UNDER NO CIRCUMSTANCES are Coaches, Managers, Players and Umpires are to enter the park with their cars and park on NYC Park property. We as an organization work very hard to make sure all cooperate and do not want **our permits revoked** for non compliance. Any player or umpire sited will be asked to immediately move their vehicle. If refusal, player may not play in any of teams games for that day. If Coach/Manager fails to have the vehicle removed, than a forfeit will be assessed and violating player will face possible suspension. If an umpire is found guilty he will be fined and suspended for a week for setting a bad example.

Rule 34 - Photos of Players:

Each player must present valid ID to the League prior to his 5th Game and have his photo taken for eligibility purposes. {Please see Rule #39} **All returning players from the year 2012 to present are exempt from the aforesaid unless they choose to have a new picture taken. Players switching teams have a choice to have their past photo / picture grandfathered / transferred to their new team or if they wish they may select to have a new photo taken.**

Rule 35 - Pickoffs:

There is no stealing. If the catcher tries to catch a runner off base and in the judgment of the umpire the ball beats the runner back, the runner will be declared out. *The only time the runner may advance is on an overthrow to the base in which the catcher was trying to pick him off.* **The runner(s) can advance one base and only one from last possessed base, after retouch, with the liability of being put out. If the overthrow goes into dead ball area, then ball dead and runner(s) can't advance beyond the one base. No other runners may advance unless they were forced to advance. Examples ... if the bases were loaded or with runners on 1st & 2nd than all runners would move up ONE base. If 1st & 3rd, runner at 3rd locked in as he was not forced to advance.**

Rule 36- Pitching Regulation:

{LOB BALL 3-6 feet} The ball must be delivered at a **moderate speed {SPEED NOT MOTION MAKES A PITCH ILLEGAL}**, under hand, with a perceptible arc / hump (from the time it leaves the pitchers hand) of at least ONE FOOT before the ball reaches home plate. Pitcher must be facing home plate with at least one foot in contact with the pitchers plate. When the batter is ready a legal pitch is delivered. **Quick pitching is not allowed and the pitch will not count and the ball is dead.** Illegal pitches will result in a warning and if the batter doesn't swing will be automatic balls. *If the ball is pitched illegal the umpire will yell out ball or illegal.* **If the batter hits the ball, the ball is dead ball regardless of the outcome and all runners will return to their respective bases unless the count was at 3-2, and runners were on base, at which point a walk would be awarded and runners would advance if forced to advance. After three (3) illegal pitches,** the pitcher must be removed from the pitchers position for the remainder of the game. NOTE: A ball that slips out of a pitchers hand during delivery is a "no pitch" dead ball.

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{ARC BALL Division} The ball must be delivered at a moderate speed, under hand, below the hip with a perceptible arc (from the time it leaves the pitchers hand) of at least three feet before the ball reaches home plate. The pitchers ball should not reach a height of more than twelve feet from the ground but must be at least three feet high from the release of the pitcher. Speed and height of the pitch are left entirely to the judgment of the umpire. Effect...the umpire shall warn the pitcher about the speed. If the pitcher repeats the speed, he shall be removed from the pitchers position for the rest of the game. The ball must be shown to the batter. When he brings his arm back to pitch, he can then do whatever he wants to do with the ball. If ball is pitched illegal, the umpire will yell out ball. If the batter hits the ball, it is a live ball. The umpire should yell high if it's high and flat if it's flat.

RULE 37 - Player Statistics:

During Spring / Summer seasons, since the fee for each teams individual site is incorporated into the league website expense by the webmaster and each teams individual awards and All-star game selections are impacted by the player statistics, **mandatory** that each team enter their game stats no later than 72 hours after game is completed or a \$20 fee will be imposed their next scheduled game, as an outside vendor will enter on the teams default. Teams have the option to include an additional \$15 to ump fees to have an outside vendor enter their DH stats. If not input 3X a deposit of \$60 will be required to offset charges. **During Snow Flake Season it is not mandatory** that stats are entered by teams, however since the official league site {HTO Sports} has the capability to composite lifetime statistics for each player as well as the breakdown of regular season, playoffs, snowflake and All-star games, it is **highly recommended** that teams take a few minutes to input weekly. **SPECIAL NOTE:** Managers/Coaches/Team Statistician/Scorekeepers should not be liberal in awarding hits on fielder's choices and errors, as the statistical information on the site allows the league to properly gauge a team in an appropriate division of play. Inflating stats will impact a team being placed in a division in which they are not suited and could take the fun out of a season for them. When scoring, if unsure, ask the umpire for proper rulings.

Rule 38 - Play-offs: **{REVISED FALL 2017}**

Teams in all divisions must make arrangements to be available to play on Saturdays for overall championship / play-offs starting on or about August 1st. Since teams were given options to supply league office with **selected non play dates** {Worst Days / Times to Play when submitting their Registration form}, **NO CANCELLATIONS** will be considered. In addition **NO SELECTING PLAYOFF TEAM IS ALLOWED TO CHOOSE THE OPPOSING TEAMS BLACKOUT DAY or TIME {Sundays} FOR A PLAYOFF GAME/ SERIES.** During the regular season each team will be required to play 1 or 2 DH on their Blackout day as league deems fit. This is in consideration in the event of many cancellations during the Regular season that filter down at the end of the season.

Rule 39 – Playoff Eligibility:

In order to be eligible for the playoffs, all 18 players selected must have participated in at least 6 weeks of play **PLUS have their photo on file with the league.** {Rule #33} Playoff eligibility is set for **50% of your selected weeks, not games + 1.** Example...If you team is listed on the schedule 16X than the player had to be in attendance for 9 weeks, etc...{formula used: $\frac{1}{2}$ of 16 weeks of physical games or forfeit wins = 8 weeks plus 1 = 9 weeks needed. DH ties are a week backed out}. **NOTE:** A special courtesy will be given if a player was added at Roster Deadline {An "L" will be displayed in Eligibility category for the late adds}. Instead of $\frac{1}{2}$ plus 1, the formula for those players will be $\frac{1}{2}$ -1.

Special All-star Game Attendance consideration: A player in need of earning a week of eligibility can do so by registering as a spectator for the leagues All-star festivities by signing in with the League Commissioner prior to or while at the event as well signing out. The player must have at least stayed for the entire HR derby or All-star game. (PARTICIPANTS OF EITHER EVENT DO NOT GET ANY CREDIT AS THE LEAGUES OPINION IS THAT IF THEY WERE NOT IN FACT REGULAR PARTICIPANTS OF THE TEAMS WEEKLY GAMES, THEY SHOULD HAVE NEVER REPRESENTED THE TEAM IN EITHER EVENT)

In an effort to help the league have ample manpower at maintenance projects on certain fields, when players are summoned to spread dirt on a Saturday, etc... any player who attends and helps the league can earn a Week Playoff credit. If a player who attends is not in need of the week's credit, he can proxy his maintenance credit to another player in need of making eligibility. {Note: A player can only receive one proxy credit, per event, per teammate} This special credit will appear under weeks played with an "M".

Forfeits do not count as a free pass and in the event of a fraction, it will go to the rounded off number pertaining to rules of fractions. **REMEMBER IT IS THE SPIRIT OF THE RULE.** Eligibility is determined from the information extracted from the lineup sheets provided to the teams by the league, turned into the umpire prior to each game, which are kept on file with the league till seasons end. Managers that use player nicknames should alert the league office at roster posting, to eliminate conflicts before playoffs begin. **Any team caught listing a player who is not in attendance, gives up the right of his team receiving credit for any of the other players in attendance for the entire night.** The league will make notification on the website bi weekly, next to the players name on his stat page under the heading "position". It is recommended that managers and coaches review this information weekly, to stay abreast as to their teams' requirements. Opposing coaches are invited to view their playoff opponents' information on each player to ensure that there are no ineligible players participating in the playoffs. League Office will make every attempt to insure as to compliance.

RULE 40 Playoff Eligibility Codes:

"1, 2, 3, 4" = Week Number that Player was in attendance
"A" = Attended All-star Game or HR Derby League Event
"B" = Team had a Bye Week
"DOB" = Players Date of Birth Missing from profile
"ELIGIBLE" = Player has met all requirements & OK
"L" = Late player add to Roster

"F" = Teams rostered players forfeit credit received
"f" = forfeited and player a no show **no credit**
"INCMPT" = Player profile incomplete missing info
"M" = Maintenance credit for assisting league with fields
"P" = Player in attendance at his teams Forfeited DH
"PROXY" = Player that was at All-Star game and reached eligibility gave a credit to team member in need

"PIC" = Player Picture missing or new one needed
"R" = This DH was Rained Out
"RC" = Player in attendance for Rainout DH
"SR" = Week in which Rain Out DH was made up
"S" = Player Suspended and **not eligible** for week credit

{IMPORTANT}: No more than a total combination credit of TWO "Proxies" OR an "A" + ONE Proxy can be allocated to a player. {NOTE} once proxy given a player IT CAN NOT BE REALLOCATED to another player!!!

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RULE 41 Playoff Format: **[REVISED FALL 2017]**

Since 2014 the following format was used when there are 3 divisions : All teams in A Division make main playoff {If more than 6 teams in the A Division, there will be a Qualifying Round to get down to 6 teams with the possibility of 1st and 2nd place drawing a qualify round bye} and Top 2 in B Division. All others will be placed in the consolation playoffs seeded by Positions finished during the regular season. **Important : Since the C Division never plays the A Division, they can NEVER be seeded higher than a B Division team.** If there are only 2 Divisions, {depending on how teams were placed in respective Divisions} a similar format will be used, with top teams advancing to Main Playoffs and bottom placed in Consolation playoffs. **When only 2 Divisions, ALL Playoff series will be a crossover.** **{Example and only a Sample : Div A 1st place plays Div B 2nd Place in Main P/O and Div A 5th Place plays Div B 7th in Consol P/O. All this will be finalized at meeting of before mid season once participating number of teams has been determined.**

Most important...Last place team of A goes to B following year, Last place team of B goes to C. 1st Place of B goes to A and 1st Place of C goes into B. If any of those teams are not returning, then the next team will take their place, unless Commissioner sees a great need for parity in the league...

RULE 42 - Playoff Series: **[REVISED FALL 2017]** **ALSO SEE RULE#38**

All play-off games will be the best two of three in all playoffs rounds, (qualifying, quarter finals, semi final play-off games, consol finals & main finals). Rounds must start on a Mon, Tues or Wed for WN's. The top records will have choice of day {M,Tu or W} and fields. **In the event of a rubber game {GM#3} or if there was a rainout game or series will be played either the next night or on Thursday of the same week, however it is contingent on field availability.** If all games in regular season were contested at the same field {League only had 1 field} than top seed would have choice of game time / game date. **Top seed vs. Lowest seed** throughout the play-offs **{re-seeding each round}**. Teams **will not be required to play THREE {3} SERIES within the same week, unless they request so, but teams could play as many as TWO {2} SERIES in the same week.** **IMPORTANT : Top Seeds MUST select the day and field within 24 hours of their advancement as to not hold up the scheduling for the other teams. In the unlikely event that a team fails to comply, the League reserves the right to select day and field for series in which selecting team was delinquent.**

Rule 43 - Postponements:

If you need a week off from play, you must notify the league office before the season starts. **If schedule is completed, there will be no postponements or changes allowed.** In an emergency situation, each team during the scheduled season will be allowed one and only one (EXCLUDING PLAYOFFS) consideration of cancellation if league office has been notified 72 hours prior and verbal confirmation is made. No e-mails, text messages or voice mails will be accepted for cancellation. *In addition, remember that teams are responsible for umpire fees if they cancel (which would be a forfeit) within the 72 hours before game time.*

RULE 44 - Prizes:

After QLSA expenses and all teams PIF the Divisional prize amounts /structures will be announced. {Hopefully after week number six}. It will be displayed in the QLSA PRIZE\$ section on navigation bar of the website". As discussed , 1st & 2nd place in each Division (for 3 Divisions) or 1st, 2nd, 3rd in each Division (for 2 Divisions) along with PO Champs and Runner-ups as well as Consolation Champs and Runner-ups. **Fifteen (15) Cash prizes were distributed in 2016. In 2017 prizes TBD after teams PIF and league determines budget after permit expenses and All-star game expense... "ALL C A S H" or a choice of Seventeen Individual Rings OR Seventeen Crystal Stadium Trophies FROM A VENDOR SELECTED FROM THE LEAGUE, will be awarded with remaining cash to the MAIN PLAYOFF CHAMPIONS. {APPX COMBINED VALUE TBD. All prizes are contingent on number of participating teams} {PIC OF BOTH AWARDS CAN BE SEEN ON PAGE 16 IN NOTE SECTION}**

{N O T E : IN ADDITION THE LEAGUE RESERVES THE RIGHT TO DELAY PAYMENT TO WINNING TEAMS OF ONE WEEK FOR EVERY TWO WEEKS IN WHICH TEAMS ARE DELINQUENT IN SETTLING THEIR BALANCES.}

Rule 45 – Protests: *{protests must be filed in the following manner}:*

- The intent of protest to umpire & opposing manager on the field of play at the time of the infraction. *(Except in cases of ineligibility)* umpire will note in writing, exact conditions of play at the time of protest.
- Within 48 hours after scheduled game, team protesting must complete and submit **FORM PF QLSA 2013-8 rev 8/2014** and online payment under credit card payment {found in online form section} **BOTH form submission and payment will validate time frame of protest.**
- Remember that protest fee of \$100 must accompany all protests. Fee is returned if the protest is upheld.
- Decision of the governing board of the QLSA is **FINAL**.
- **NOTE: If this procedure is not followed, protest is invalid**

****SPECIAL NOTE** Umpires are encouraged to get the call right if a protest is lodged , even if it means correcting the situation and contacting QLSA Directors for proper rule interpretation. This action is welcomed as to avoid having teams come back to play the game from point of infraction.**

Rule 46 - Rain Provisions:

All games will be called approximately two hours prior to scheduled time except for Sunday Division on Hardtop / Turf which is on an individual basis. **It is highly recommended that when posting your roster, proper cell numbers are given to receive game alerts notifications and updates from the QLSA.** If game hasn't been called off on league web site, **both teams must show up with enough players (minimum of 8) before they will be allowed to make a decision to cancel the game.** If one team fails to have the required 8 players and field is deemed playable, than they risk a forfeit being levied and all fess will apply. If not unanimous to play by both teams than game is cancelled, but both teams must show 8 players. It is the Managers responsibility to present a lineup card with players in attendance on the field at the time of the cancellation. These sheets will be presented to the umpire WHO WILL VERIFY BY SIGHTING EACH PLAYER AND INITIALING HIS PRESENCE!!!! These players will receive "RC" as week's credit towards eligibility.

Rule 47 - Re-entry: There is no re-entry rule in any division of Softball

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RULE 48 - Rainouts and Make ups:

Every effort will be undertaken to reschedule all rainouts within 3 wks of cancellation, thus allowing the QLSA to hopefully ensure that a full schedule can be played. **Teams could play 2X per week. Special Note:** *In the event of permit time restraints or playoffs starting, games not rescheduled will be recorded in standings as ties as to not effect overall win / loss percentages and playoff eligibility will not be affected.*

RULE 49 - Reverse Batting {Hammer}:

When the winning team has a seven (7) run or greater lead ** (see below) after they have in fact batted five times in a game they will give up their at bat **{unless Mercy Rule comes first with game ending}** and allow the losing team to bat twice without taking the field. If in fact the losing team tallies enough runs as to take a lead, than the team who surrendered their at bat, will become the home team as warranted and regain their at bats...

• Mandatory Weeknight Dirt / UL	-----	7 Runs or greater.
• Mandatory Sunday Dirt & TURF	-----	7 Runs or greater.
• Mandatory Weeknight Hardtop	-----	6 Runs or greater.

RULE 50- Rosters & Roster Deadline:

You may have up to as many as 24 players on your Roster UNTIL deadline at which time 21 players is maximum. Roster deadline is set for Week #4. This means that after your 8th game played your roster is final. **{SF WK2 and after 4th Game}** Roster is limited to 21 players in the regular season. **It is recommended by the league to have more than 12-15 players on your roster as a means to avoid forfeits.** Rosters must be trimmed to 18 players for the playoffs. On line Rosters must be submitted & completed in full by all teams.

RETURNING TEAMS CAN COMPLETE THE "QUICKIE ROSTER" and NEW TEAMS MUST COMPLETE "NEW TEAMS ROSTER". {A DESCRIPTION OF HOW AND WHETHER YOU CAN USE THE PROPER FORM IS AT THE TOP OF EACH ROSTER SO MAKE YOURSELF FAMILIAR ON WHICH FORM WILL BE ACCECTABLE FOR YOUR TEAM}. In addition to the Online Roster, a **Physical Roster Form ER2010-3 REV2/10 BACK SIDE** (obtained in forms section) must be signed by each player, with his printed name & turned in prior to teams 1st League Game so input can be verified to the web site. A team that fails to submit BOTH rosters risks a protest being made by an opposing manager that could result in loss of games. **After roster has been submitted**, managers and coaches must add or drop players by using the **Online Roster Change Form** so that a record of the player transaction is on file. This **player will also have to sign a Physical Change Form ERC2010 REV 1/10** (obtained in forms section) prior at his next game, submitted by Team Mgr / Coach. **{CONTINUED ON PAGE 10}**

Playing on two teams is prohibited regardless of Division. Once a player signs a roster he is locked into that team for the remainder of the season. In the event that a team folds, players may complete an online "Player looking for a Team" registration form. The names will be placed in a draft pool and selected via a "hat pick" with the bottom teams picking first. In the event of a team in need of players for the current season, in order to not forfeit out, **the League Commissioner shall have the right to assign these players to a low seeded team in order to keep them afloat for the remainder of current season.**

Please note that the players of roster must pay if team has disbanded, before players can be picked up, any monies owed the league by the disbanded team. Debt must be satisfied / paid before they can enter a draft of play with another team the following year(s). {See QLSA Rule #9 Disbanded teams}

Rule 51 - Schedules:

Schedules will be posted on the league website {www.QLSANY.com}. **The SCHEDULED GAME TIME ON THE WEBSITE IS THE ACTUAL TIME** that teams, coaches and players should be at the field prior to the 1st pitch. This is when line ups should also be created to ready the start of the game immediately at permitted time which is 8PM. **{SCHEDULED TIME STARTS THE FORFEIT CLOCK}**. If the field is ready at that time, both teams should make every attempt to start the game before permitted time as lights can be an issue.

Rule 52 - Scoring:

Teams must keep a score book and confirm the score with the umpire after each 1/2 inning.

Rule 53 - Softball Insertion:

The softballs are going to be inserted as follows: A new ball for the top of the first inning. A new ball for the bottom of the first inning and then the best ball each inning after that. If your #6 batter in the top of the first inning losses the ball, you will use the next best used ball for the remaining part of the first inning. Then the next best used ball will be used the remainder of the game. **Two (2) F12 Clinchers must be brought by each team for their DH.** {See Special Snowflake Note in which one new and one good used ball is supplied} **In playoffs, recommended that each team have three (3) F12 Clinchers. If a team fails to supply a new F 12 Clincher, the umpire will mark the ball and that will be the ball they will hit with throughout the game.** In the event a new ball is entered into the game by said team that didn't have a ball, then they will hit the new ball and best ball will be used the remainder of the game.

Rule 54 - Ten Men + 11th + 12th insertion and "non forfeiture" provision:

Ten players constitute a team. If a team has eight players, they must start the game. However, if their ninth and tenth players show, they can only be put in at the end of the batting order any time during the game {offensively or defensively} even up to extra innings. **THE 11TH AND 12TH PLAYER CAN NOT BE ADDED INTO THE LINEUP, AT ANY POINT ONCE BATTING ORDER HAS GONE AROUND!!!! IF THEY ARE LISTED ON LINEUP SHEET AS A STARTER AND THEY ARE NOT PRESENT FOR THEIR TURN AT BAT IT IS AN OUT!!! Teams forfeit with less than eight players.**

{Special Consideration Rule} Every effort should be undertaken to avoid forfeits. **During the regular season and only the regular season**, a team may pick up a maximum of two (2) non rostered players as a means to not forfeit the game. **These two players can only be the 7th and 8th men and will play with a 0-2 count.** In the event other team members come, they must replace the non rostered players first before being added to the lineup to round it out.

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Rule 55 – Tie Breaker after 7th Inning:

*During the regular season and Playoff Series in GM#1 and GM#2 in a best of three and GM#1, GM#2, GM#3 and GM#4 in a best of five only, when the score is tied after seven complete innings of play in a game, both the visiting and home teams will start the eighth inning and all innings thereafter with the last batted out from the prior inning at second base with none out, until a winner has been determined. ****NOTE**** A courtesy runner cannot be inserted, unless one was used for said player throughout the game. A pinch runner, which would remain in the game, can be used.*

Rule 56 – Tie Breakers in Standings:

In the event that two teams are tied, head to head competition will be used as a tie breaker to determine final standing positions. If two teams have similar records in head to head, (even split) or three teams are tied, then the run differential between tied teams will be used

Rule 57 – Tied and Incomplete Games {Regular Season & Playoffs}:

In Regular Season, game will be continued from its ending point if there is greater than a five run difference and the game has not gone more than 4 innings. If the umpire calls the game due to darkness, rain or permit limitation, there will not be a twelve run rule – it is considered a suspended game ONLY if the losing team has not batted four times and a tie will be inserted in the standings. If game goes three complete innings, then each umpire is entitled to their full game fee from each team. **The game will be declared “OFFICIAL” after the team losing has batted four times.** If game is called prior to three complete innings than see Rule #53 regarding travel fees. *In the event of a tied game after four innings, score will stand as a TIE. In the event of a complete inning not being finished, score will revert back to the prior complete inning and if four complete innings were played, the game will be over and score and all stats will stand.* **In Playoffs**, game will be continued (unless run rule in effect) from point of suspension until completion.

**** NOTE **** *In both instances, lineups will stay intact {Umpires will collect scorebooks which will be used at games continuation}; however substitutions will only be allowed from the players listed in attendance for that evening {DH and not specific game} when game is resumed from the original point at which game was halted. This will be the only instance allowed in a QLSA game that a EH or DH can enter the game defensively. {Instead waiting for an injury or in the case of the DH for the player he is hitting for}.*

UNDER NO CIRCUMSTANCES CAN A PLAYER NOT IN ATTENDANCE THAT SPECIFIC NIGHT, BE INSERTED AS A SUBSTITUTE INTO THE GAME. If one or both teams fall below the required eight players {seven} than both teams will have been declared as forfeiting {double forfeit}. Teams must complete game with the same amount of players that they started with or an automatic out will be inserted at time of missing players at bat in order.

Rule 58 – Travel Fees:

If game is canceled or deemed incomplete prior to the completion of three full innings, then each team will pay each assigned umpire \$15.00.

Rule 59 – Umpire Fees: **{REVISED Spring / Summer 2018}**

Fees have increased for 2018 {Umpires were due an increase in 2014 but none was given. A review decided that an increase will not be given in 2017 as well, but there will be an increase in 2018 season and subsequent **EVEN seasons** only thereafter}.

Fees are as follows and should be PAID before game or between games to avoid Delay of Game infractions as outlined in Rule #5:

- **\$35 per game per team per game when a single umpire** is assigned.
- During the regular season, **if two (2) umpires used, Cost per team will be \$50.00 per team per game = \$100 per team per DH.** {SF \$50.00 = \$100}
- In play-offs two umpires or three will be used. Anytime, two are used, same fee structure as it was during the regular season in effect.
- When **THREE UMPIRES ASSIGNED** each team is responsible to pay \$65.00 per game for GM1 & GM2, which means \$130 for the 2 games and additional \$40 for GM3 which equals \$170 for the three game series, *provided all games played on the same night.* {SF \$65 per game = \$130 for 2 games and \$170 for a three game series, *provided all three games played on the same night*}.
- **HOWEVER if a GM3 is played on a different night** than each team will pay \$65.00 for the game NOT \$40.00

Rule 60 – Uniforms: **{REVISED FALL 2017}**

IT IS OUTSIDE AN UMPIRES PURVIEW TO DEViate FROM THIS RULE!!!!

All team members, **including defensive players**, must be dressed in an **IDENTICAL** jersey of uniform color for their team, with an **assigned number at least 6” high in the same color.** (An exception must be approved by the league Commissioner in the event of a duplicate jersey having been made with a minor manufacturing problem. Example: Legends 2009, extra ¼” white stripe down side on fill-in uniforms & 2011 Ramblers number issues). Players **MUST BE** in uniform by teams 7th & 8th GM.

Commissioner reserves the right to deem a uniform identical; especially when 2 colors appear to have a different color consistency {Example Red Jerseys have a tendency to have a different color consistency, especially if manufactured during 2 different months or 2 different manufacturers. However RED or ORANGE can never fall into this category, as they are 2 completely different colors}.

Pitchers are prohibited to wear PLAIN WHITE tee shirts. In addition if a pitcher is out of uniform and he has a DH, than the DH will incur an 0-2 count regardless of the his being dressed properly as no penalty can be assed to the non hitting pitcher.

During the summer months, players must still be properly dressed in uniform. If a player is on the field uniformed {as he has elected to remove his uniform} he will start 0-2 his next AB and if he **fails at that point to put his jersey on....** He will be ejected without allowed substitution !!!

RULE 60 {UNIFORMS} CONTINUED ON PAGE 12

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If team has a button down uniform, player can leave one button unbuttoned, *however for the most part he must look presentable*. If sighted and after a warning by the umpire, the player still fails to conform, his next at bat is an AUTOMATIC OUT. In the event the player is replaced by another player before the violators at bat, than the replacement player will absorb the out.

Once a player has had his jersey number registered to the league, he can't switch his number without league approval. The only time a duplicate number can be used is if a player is dropped and the manager/coach assigns that number to the player added. **Jerseys are not to be swapped.**

Any player who participates in a Regular season game without a uniform will start off with a 0-2 count each plate appearance. If it is a non batting player, he will be removed from the game. **UNDER NO CIRCUMSTANCES will players be allowed to participate in the playoffs without a jersey and his assigned number.** During frigid weather, players are allowed to cover their jerseys with warm clothing, permitted the jersey is still being worn. Opposing managers reserve the right to challenge any player to ensure proper adherence.

{SPECIAL SNOFLAKE PROVISION}: Since some players are replacing their regular season players with draft choices from the league or merging for snowflake with another team, in order for a specific team to compete in fall play, the league is aware of tight budgets. For this reason **Snowflake participants will be allowed to play with two different fabric jersey types (button down or pull over tees) of their team, however they must be of the same color with the same colored lettering and same colored numbers.** If this requirement is not met, 0-2 will be in effect till playoffs at which time player will not be permitted to participate as is spring/summer rule. Hoodies may be worn as a substitute for jerseys in cooler weather if the fabric color is the same, lettering is the same & is numbered.

Rule 61 – X for Umpires:

Beginning Spring / Summer 2016 season, each umpire must pay a \$50 non refundable registration fee which also covers their insurance. Also, at the end of each game, when turning in cards, each umpire must turn into the Umpire in Chief \$5.00 assign fee.

In addition, umpires must furnish a \$50 deposit to the league. This deposit will be held by the league till seasons end. The umpire reserves the right to receive any credit {pending no fines withheld} balance returned to them at season's end or they can opt to have the balance retained for the following season. Once the respected Umpires credit drops below \$30 due to fines imposed, they must bring the balance back up to \$50.

Proper attire for a QLSA Umpire consists of solid BLACK long pants {NO SHORTS except in Sunday Division, NO CARGO and NO SWEAT PANTS}; QLSA cap {wear is optional not mandatory}; QLSA logoed or a plain Black windbreaker {not your local ball team, etc...} when weather is frigid and three (3) QLSA umpire shirts {1 pink, 1 red and 1 gray}. Duties include the following and non compliance can result in having a fine imposed, suspension or termination:

\$20 Fine list includes:

- **Non Enforcement of QLSA permit** against soccer, football or softball players on any portion of our paid playing fields
- **Non Enforcement of NYC Parks & Recreation Rules** as listed on our permits. NO Parking, No Smoking, No Drinking & Clean Benches
- **Not dressed properly.** Includes wrong hats, shirts not tucked in, shirts dirty, wrong pants and wrong shirt color of the day.
- **Not having any one of the following at their assigned game :** Rule Book, Bat List, single base, two (2) cones & container white powder
- **Failure to assist partner in field setup or not gathering of lineup cards**
- **Failure in not having a pregame conference** {Ground rules}
- **Failure to be in proper position** {"A", "B" or "C" umpire positions}
- **Improper Handling of Lineup Sheets** {Subs must be checked + initialed they are in attendance, especially under Rule #16}. Umpires should add substitutes to sheets when advised by managers of their arrival and check their being in attendance. They should report to league any team trying to "slip a player in" as to gain playoff eligibility credits. After games end, they are to sign, date and hand into league office for use of playoff eligibility calculation. In addition Umpires will be given a supply of "reduced score sheets" to keep accurate game records for the league.

\$25 Fine list includes:

- **Not having game sheets and lineup cards into league office within 3 hours** of umpired game.
- **Failure to be at field at allocated scheduled time which is 30 minutes before NYC permit time.** {In addition to fine, Penalty for being late {circumstances will be reviewed by Commissioner} could result in a both a fee reduction of \$13 per team = \$26 loss of fee for DH or Triple HD assigned and a fine
- **Failure to get games off on time** which is normally 30 minutes after schedule time and under Rule#15, #18 & #19 pertaining to forfeits.
- **Failure to not assist in field cleanup** after games and **personal cell phone usage between innings and during a game**
- **Failure to keep the game moving** {example : teams getting on and off field, pitcher conferences, deliverance of a pitch, etc}
- **Assignment turn back is prohibited and changes must go through Commissioner.** {1st offense \$25 / 2nd offense \$25 + 1 week off}

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Other Fines and penalties to the umpires include:

- **MINIMUM \$2.00 / MAXIMUM \$6.00 PER CARD** for turning in inaccurate, illegible lineup sheets and game scorecards
- **NON ASSIGNMENT** until Umpire *passes a written test* and *achieves* a score of better than **80%** from 100 questions.
- **NON ASSIGNMENT** for *failure to give 3 weeks availability via text* to Commissioner. {*Acceptance must also be made on HORIZON*}
- **NON ASSIGNMENT** of **1 week** for *non participation* in QLSA Allstar Game & HR Derby
- **TERMINATION For Fraternizing** {this includes use of internet communication such as face book, etc...}.
- **SUSPENSION** for **3rd Assignment turn back** {**\$50 fine + relieved of umpire duties remainder of season**}
- **30 DAY SUSPENSION + \$50 FINE** for **NOT TOSSING UNRULY PLAYERS** or **NON ENFORCEMENT of UNIFORM RULE #58**
- Each umpire is expected to do a game behind the plate + game in the field {with field umpire completing a legible scorecard}. If an umpire fails to do a scorecard, the base umpire will be compensated \$20 by the home plate umpire for his doing the cards 2x. **This would mean for a DH: HP gets \$70 and Base ump \$110.**

SNOWFLAKE RULES

**** In addition to ASA Rules and QLSA Supplement Rules the following changes are in effect:***

- Snowflake Rule #1:** All games are 12 run rules after losing team has batted 4X's or 10 runs after five complete innings and sudden death thereafter.
- Snowflake Rule #2:** Times on schedule are 35 MINUTES BEFORE actual start times. FAMILIARIZE YOURSELF WITH QLSA RULES #19, #20, #46, #48 and #49.
- Snowflake Rule #3:** Forfeit and you are out of the league.
- Snowflake Rule #4:** Use judgment on rainy days. A text from the league will prompt you if games are off. Rule #46
- Snowflake Rule #5:** One new F12 Clincher and One good used ball can be submitted for the DH. FAMILIARIZE YOURSELF WITH RULE #13 {Equipment}

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TOURNAMENT RULES CRITERIA FOR PARTICIPATION:

- * Register now limited to first 20 teams*
- * 3/4 game Guarantee (NO Saturdays or Sundays)*
- * 13 day tournament Quad Elimination*
- * Played under the Lights at Queens Bridge Park*
- * Entry fee is \$235 for existing QLSA teams or 1st 10 registered. \$265 all others.*
- * F12 Clinchers DONATED by DePhillips Sports in Bayside*
- * 1 Champion & 1 Runner up Trophy DONATED by Crown Trophy in Forest Hills*
- * \$15 umpire fees per team per game*
- * Prizes for 1st and 2nd place are as follows: 1st Place receives a voucher for 50% off QLSA 2011 entry fees (Non participating QLSA teams will get to play in BOTH the 2011 AND 2012 Pre Halloween Bash without entry fee). 2nd Place receives a voucher for 25% off QLSA 2011 entry fees (Non participating QLSA teams will get to play in the 2011 OR 2012 Pre Halloween Bash without entry fee).*
- * After expenses, all monies donated to the American Cancer Society*
- * Complete a 2010 Team Registration online entry form on upper RHS of this page*
- * Deposit of 1/2 fees required by September 7th and remainder paid on field before 1st game.*
- * Back up Contact: R Rich 347-453-7111*
- * Schedule will be listed on main page of site under ALERTS....*
- * In addition to ASA Rules and OLSA Supplement Rules the following changes are in effect:**
 - ~ Games to commence on time. 15 minute forfeit courtesy in effect*
 - ~ Coin toss each game*
 - ~ Umpires supply bases*
 - ~ 1 Umpire used each game until semis & finals*
 - ~ Umpire fees must be paid by each team \$15 @ coin toss*
 - ~ F12 Clincher supplied by tournament host*
 - ~ Only 1 F12 Clincher used per game*
 - ~ 3 courtesy runners announced before game*
 - ~ 3 balls and 2 strikes on each batter*
 - ~ Player walks, K's, makes out or hits fair ball. Foul ball is a K*
 - ~ No tag ups on foul balls*
 - ~ Jersey rule NOT IN EFFECT, however would like teams presentable.*
 - ~ 10 run mercy rule after losing team has batted 5X and 6 run hammer rule in effect*
 - ~ Tie breaker rule for extra innings in effect (last batted out starts @ 2nd in 8th innng & all innngs thereafter)*
 - ~ Rosters must be completed and turned in prior to 1st game*
 - ~ Charity Tournament, therefore, unsportsmanlike conduct will not be tolerated and immediate ejection for entire tournament will be enforced. If team infraction, forfeiture of any prizes.*

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