

St. Bartholomew's Old-timers Slow Pitch Softball League

2019 Rules and Regulations for League Operations

PLAYING RULES

All games will be played according to the Official Rules of Softball as adopted by the Amateur Softball Association of America with the exception where rules on the following pages differ from these. These special rules will prevail.

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1. Pitching

- A. This is a slow pitch league with unlimited arc, but the ball must be at least as high as the batter's head.
- B. An illegal pitch that is not swung at will be ruled a ball. If a batter swings at any illegal pitch, it shall be a strike if missed, foul tipped, or fouled without being caught. The ball shall remain in play if hit by the batter.
- C. Umpires, team captains and pitchers will confer before each game to determine the legality of each pitcher's pitch.
- D. The distance between the back corner of home plate and the front edge of the pitching rubber is 50 feet. The pitching rubber must be in line with home plate. (Diagram 1)
- E. A non-standard mat (Home Plate Extension) with 2 additional inches on each side and the bottom will be utilized. The home plate, as well as the mat will be the strike zone. The Mat dimensions are 20 9/16" (w) x 26 13/16" (d). (Diagram 5)
- F. Pitcher must begin pitching motion with his foot on the rubber. The pitcher must pause with at least one foot contacting the rubber prior to pitching the ball. The pitcher's foot must remain in contact with the rubber throughout the delivery.
- G. There is no defined batters box, however a player is deemed out if he steps on home plate but not the mat, while swinging.

2. Batter Hit by Pitched Ball

- A. When a batter is hit by a pitched ball, that pitch will be called a ball, unless pitch is within strike zone at which time pitch will be ruled a strike. The ball will be ruled dead with no advance by base runners.

3. Batting & Bunting

- A. No bunting will be allowed.
- B. All bats must conform to the current ASA Bat Performance Standards and have the appropriate Certification Mark. Current info can be found at <http://www.teamusa.org/USA-Softball/Play-ASA/Certified-ASA-Equipment>. All bats to be used in the game must be placed along the backstop prior to the game for inspection by the umpire. Any player wishing to use a bat that was not inspected by the umpire prior to the start of the game (e.g. a player arrives late with a bat he wants to use) must present the bat to the umpire for inspection prior to use. Any player found using a bat that has not been inspected by the umpire will be called "out" and any base runners will return to their respective bases. Any bat that is used in a game will be available for use by every player on both teams.

4. Foul Ball

- A. A second foul ball after the second strike will be a strike out. No advancement of base runners will be permitted.

- B. Any foul tip that is caught by the catcher is an out. (The strike zone is included).

5. Game Ball

- A. Initial game ball will be the official ball used for the first four and one half innings, unless lost. If the initial ball is later found, it will be put back into the game immediately. A second new ball will become the official and will be put into play at the beginning of the bottom of the fourth inning. The second new ball is not considered the back up ball for the initial ball. However the initial ball can be considered the back up ball once second ball is in play.

6. Base Running

- A. A base runner will be declared out when in the opinion of an umpire the runner deliberately collides into a defensive fielder with or without the ball, rather than attempting to tag a base. If flagrant, the player will be ejected from the game (see Rule 9G). At home plate a runner must slide, avoid contact, or surrender himself.
- B. Sliding is permitted at the runners' own risk, without endangering any position players or interfering with play. Violation will result in automatic ejection of the game.
- C. Bases will be placed at a distance of 65 feet. (Diagram 2)
- D. Two-Base First Base. Batter's base/Fielder's Base (Diagram 4)
 - 1. Whenever a play is made on the runner-batter, the defense must use the white portion and the batter must use the colored portion.
 - 2. The batter-runner is out when there is a play being made at first base and the batter-runner touches only the white portion. The umpire will make the immediate call. The defense is not required to appeal the play before the umpire calls the batter runner out.
 - 3. If a batter-runner, in an attempt to touch the colored part of the base, finds the first baseman hinders his way to the colored part, the batter-runner may touch the white part of the base in order to avoid a collision with the first baseman.
 - 4. On extra base hits, or balls hit to the outfield, and when there is no play being made at the double base, the batter-runner may touch the white or the colored portion of the base.
 - 5. On any tag up on a fly ball, the runner must use the white portion of the base.
- E. A runner will be allowed to take home at his own risk if a play is made for him or if a play is made for any other base runner. The ball is not in play if the obvious intent is to return the ball to the pitcher although overthrow results.
- F. Runner must not leave the base before the batter hits the ball; otherwise he will be called out. There will be no excuses.
- G. Two-Home Plate Base. Primary Home Plate/Secondary Home Plate (Diagram 1, 2 & 6)
 - 1. Extra Home Base: A secondary home base will be used

2. The second home plate shall be placed eight feet from the back tip of home plate on an extended line from first base or half the distance from home plate and the fence agreed upon by both captains. (Diagram 1, 2 & 6)
3. A runner running home in an attempt to score must touch the secondary home base.
4. Runners cannot touch the primary home plate. Defensive players can only touch the primary home plate (Not the Mat)
5. All plays at home are force plays rather than tagging plays. Any throw beating the runner and controlled by a defensive player while touching primary home plate, will result in the runner being out (this is a force out). But in the event prior runner(s) cross home plate and successfully score prior to that out being recorded at home, those runs shall count as valid, as if home plate was a tag play. The distinction shall be enforced even if the out recorded at home ends the inning.
6. Runners tagged by a player after crossing the commitment line while attempting to score will not be out.
7. If the runner touches the primary home plate, he will be out and the ball will remain alive.
8. Commitment line: In addition, a line will be drawn 32.5 feet from third base. This is the “commitment line”. Once a runner crosses this line, he cannot return to third base - he is obligated to continue towards the secondary home plate in an attempt to score. If the runner does return to third base after he has crossed the line, he will be out and the ball remains alive. However, if the runner does not cross the line, it is play as usual, i.e. he may be tagged by a defensive player. (Diagram 1, 2 & 6)
9. Runners shall not be called out for contact with a defensive player not in contact with home plate unless in the umpire’s judgment the runner deliberately hit or could have avoided collision.

7. Infield Fly

- A. Infield fly rule will prevail.

8. Spikes

- A. Shoes with metal spikes are not allowed. Plastic spikes, no longer than 1/2 inch may be worn.

9. Disputes with Umpires

- A. All disputes are to be discussed with the umpires by the team captain or acting captain as designated by each team prior to game time.
- B. Plate umpire is head umpire and must be stationed behind home plate.
- C. Any player is subject to expulsion from the game by plate umpire for continued arguing or for unsportsmanlike conduct.

- D. In a given game anyone guilty of unsportsmanlike conduct will be given one warning. A second offense by the same player in a game will result in the player being automatically expelled from the game.
- E. No profanity or drinking alcoholic beverages will be allowed. Use of profanity or drinking alcoholic beverages means automatic expulsion from the game.
- F. Plate umpire can submit to the Rules Committee any member's name that has been expelled from a ball game. The Rules Committee will determine action to be taken.
- G. For any misconduct of an association member during a game, at a game, or at any association function, action can be brought by any association member to the Rules Committee. The Board of Directors will have the authority to take any action deemed necessary.
- H. It is the team captain's duty to assist the plate umpire in the discipline of his team.

10. Appeals

- A. An appeal must be made after the umpire calls time out and before the next pitch.
- B. The umpire must be notified of the appeal by the captain, or his designated representative, and then the play should be made.

11. Protested Games

- A. Any captain wishing to file a protest on a given game must do so in the following manner:
 - 1. The notification of intent to protest must be made immediately, before the next pitch, to the umpire. The umpire must then notify the opposing captain and the scorekeeper.
 - 2. A written protest must be submitted to the association commissioner within 48 hours after the game.
 - 3. Accompanying the protest must be the sum of \$25.00. Should the protest be allowed, the \$25.00 will be returned. However, if it is disallowed, the \$25.00 will revert to the association treasury.
 - 4. The protest will be decided by the ASA.
 - 5. All protests announced during the game may be withdrawn. Captains should announce withdrawal to the umpire.
 - 6. No protests will be allowed on judgment calls by an umpire.

12. Official Game

- A. Official game starting time for May, June and July is 6:30 PM, and 6:15PM for August. Play-Off games will start at 6:00PM.
 - 1. Games will start sooner if teams are ready and team captains agree.
 - 2. Batting practice will consist of three hits per member, time permitting.
 - 3. Children are not permitted on the field during practice prior to start of game.

B. Forfeit:

10 minutes after official starting time is forfeit time for all games. Any team with less than eight of their own men at that time will automatically forfeit the game. The eight-team members must remain for the entire game. In case of injury, Rule 18 applies.

C. There will be no waivers of forfeits by captains or umpire.

D. Grace time

A team that has eight or more players, but less than ten players, at game time will be allowed 10 minutes after official starting time to wait for additional team members to bring the squad up to ten if no substitutes are available or the substitutes available are not allowed by the opposing captain.

E. Once umpire declares "Play Ball" any player not at the field shall be placed at the bottom of the lineup. ('at the field' means feet in the park, at a minimum walking to the bench. In the parking lot is NOT considered and does not mean 'In the Park')

13. Game Completion

A. Seven innings constitute a game.

B. Regular season games will be considered complete after 4 1/2 innings, if the home team is ahead. Losing team must have at least five innings at bat for the game to be completed.

C. A "Mercy Rule" will be utilized after 5 innings provided a team has at least a 15 run lead.

D. Play-Off games will be considered complete after seven innings.

E. The Championship game will be considered after nine innings.

F. Games legally completed and called in a partially completed inning will revert to the last full inning for the final score.

G. If a game is called for any reason, before it is legally completed, the game will be rescheduled as a new game. If a game ends in a tie, it will be rescheduled to continue from the point of interruption. Protest-accepted games will be rescheduled to continue from the point of protest. When tie games and protest-accepted games are rescheduled, the line-up must be the same, as far as possible.

1. Players who were at the original game, and do not show up at the continuation of the game, will be dropped from the batting order.

2. Players who show up at the continuation of the game, and were not at the original game, will be at the bottom of the order.

3. Any player who played during the original game, then comes late to the continuation of the game, will also bat at the bottom of the order.

4. Rule 19A will still apply.

- H. At the conclusion of each game both captains are required to meet with the scorekeeper of the game to review the official scoresheet and/or scoring system used to ensure that all players who have played are properly recorded on the sheet/system. Only after this captains review shall the scorekeeper finalize and submit the game as complete.

14. Scheduled Games

- A. All games must be played as scheduled unless postponed due to weather or a request is made not to use the field by the Borough of Fanwood, the Township of Scotch Plains, or the Scotch Plains-Fanwood Board of Education.

15. Postponed or Called Games

- A. All postponed, called or protest-accepted games will be rescheduled, in the order postponed, if possible, by the Schedule Administrator who will notify the captains involved. These dates must be adhered to.
- B. Makeup games will be scheduled by the Schedule Administrator on the first available open date.

16. Questionable Weather

- A. When weather conditions are questionable, teams scheduled to play are required to have their players at the field ready to play, otherwise be subject to a forfeit. Every attempt will be made to play the game.
- B. The head umpire may, at his or her option, postpone a game because of field playing conditions, even after it has started.
 - 1. The Commissioner is the only person allowed to call games two hours prior to game time
 - 2. The umpire is the only person who can decide whether a game will be played or not because of the weather or field conditions. If present, the Commissioner can overrule the umpire's decision.
 - 3. At his own discretion, any player may leave the game or playing area if he feels he is in personal danger because of bad weather.

17. Player Eligibility

- A. All players are required to wear their current team shirts, without alterations, during all games. Any player who fails to wear his current team shirt for three games during the season will not be allowed to join the league next year.
- B. A player must have played in over 50% of the games in which they were eligible to play during the current season to be eligible to play in that season's playoff and championship game.
- C. If the data contained on the official league scoring sheets or system is disputed, the captain of the player(s) in question must provide substantive written proof to the board of all games played by the player(s) in question in order to refute the dispute.

18. Substitutions

- A. In the event both teams need substitutes, the team lower of the two in League standings will have first choice of available substitutes on an alternate basis. If both teams have equal records a coin toss will determine the order of selection. This applies only after both teams are at equal strength.
- B. In the absence of a full team, substitution is permitted to bring the team to 9 players and substitutes shall be League Members only. No team may use substitute players to complete a full team of ten (10) players. A team utilizing substitutes cannot have more than nine (9) players. All substitutes must be approved by opposing manager with the exception if there is only one player available to substitute and a given team only needs one player to obtain equal numbers on each team. Upon arrival of a regular team member, he shall replace such substitute immediately. All substitutes must bat last in the lineup and bat opposite of their normal or natural side and play right field, second base, third base, or catcher at the discretion of the opposing captain.
- C. Substitutes will NOT be permitted in playoff games or the championship game.
- D. A team will provide a catcher to field pitches and return same to pitcher for those opposing teams with eight players. This sub may not be part of any plays or in batting order. Moreover, this sub can only be the ninth man on the team.
- E. "Courtesy Runners" will be allowed. The courtesy runner must be the player who made the last batted out. If the player, who made the last out refuses to run for any reason, except if that runner, has already been granted or states his intention to take a courtesy runner, no courtesy runner will be allowed. If the player who made the last out is not able to run for the previous stated reasons, then the player who made the previous out will be the courtesy runner. If the first batter needs a runner, the man at the bottom of batting order will be the courtesy runner.
 - 1. Once a player accepts a courtesy runner the player may not on his remaining times at bat advance past first base except on an overthrow dead ball issued by the umpire. If the player makes an attempt to advance past first base ("makes the turn"), he will be ruled out and play will continue.
 - 2. If a player states his intention to take a runner, then that player will be subject to conditions of this rule.
- F. Any captain who knows they will have a problem with fielding a team and faces a possible forfeit shall email the League secretary at least 24 hours in advance. The League secretary shall send out a league wide email to all players informing them a captain is asking for volunteers to play for them in a specified game(s) with an instruction to email reply BOTH the captain making the request as well as the League secretary. The current rule of having 8 players to play a game includes both roster players and game substitute players recruited by Rule 18F.

19. Conditions of Play

- A. **Guaranteed Playing Time:** Each man present at game time must play a total of at least three innings in the field, four innings in the Championship Game, providing he is there before the third inning begins and the game goes at least seven innings (or nine innings for the Championship Game). This applies to starters as well as substitutes. The captain of each team shall make available a list of all players present at a game to the opposing captain.

Checking players in and out of the game is the responsibility of each captain. Failure to comply with the rule can result in a protest. The Rules Committee will rule such protest on with the penalty being a possible forfeit of the game in question.

- B. Free Substitution: The following is allowed upon the discretion of team captains: Each team member on the roster may be withdrawn and reinstated into play provided Rule 19A is not violated.

****Any player may waive this guarantee of playing time in the field but forfeits his right to bat.**

- C. Full Roster Batting: The captain of each team or his appointed representative will arrange and submit the batting order prior to the start of the game. The batting order will include all team members present prior to the start of the game. Late arriving team members must be added to the bottom of the batting order. In no case can a late arriving member be inserted in any position in the batting order, other than the end/bottom of the order. If a player has to leave the field and misses his at bat, and later returns, he will be placed at the bottom of the batting order.

20. Tie Breaker

- A. In the event two or more teams finish the season with identical records the tie breaker procedure will be:
 - 1. First – Head to head competition. (Best record against each other including Bumper games.)
 - 2. Second – If the head to head competition does not break the tie, the division record will be used.
 - 3. Third – Coin toss (to be used only when teams cannot be separated by the first and second methods.

Example: Teams A, B, & C finish with the same record and the first and second procedures cannot be applied. The captain (or representative) of each team will simultaneously toss a coin in the presence of the Commissioner (or representative). The toss will continue until an odd coin comes up. The team with the odd coin will be determined the highest of the other two. If the first and second procedures cannot separate the remaining two teams they should use the third procedure also.

21. Playoffs

- A. Playoffs are a double elimination tournament play. Home team will be the higher seed (Lowest Seed Number) as established by final regular season standings, whether in the winner or losers bracket.
- B. Playoffs will follow a predetermined set bracket format. Teams will not be re-seeded during the playoff competition.
- C. Championship game is a single game elimination tournament where the home team is the team entering the championship from the Winners bracket and shall take the First base side of the field bench during championship play. The team from the Losers bracket shall be the visiting team and shall take the Third Base side of the field bench during championship play.

22. Field Layout (Diagram 1 & 2)

- A. The distance between the back corner of home plate and the front edge of the pitching rubber is 50 feet. The pitching rubber must be in line with home plate. (Diagram 1)
- B. The distance between the back corner of home plate and the back edge of the first base is 65 feet. (Diagram 2)
- C. The distance between the back corner of home plate and the back edge of the third base is 65 feet. (Diagram 2)
- D. A second home plate will be located as per the diagram (Diagram 1, 2 & 6)

The following diagrams show the field layout and distances for a St. Bart's Old-Timers softball game using a 50 ft. pitching distance, 65 ft. bases, and no outfield fence. Please remember that the outfield fence distances all can change according to the field.

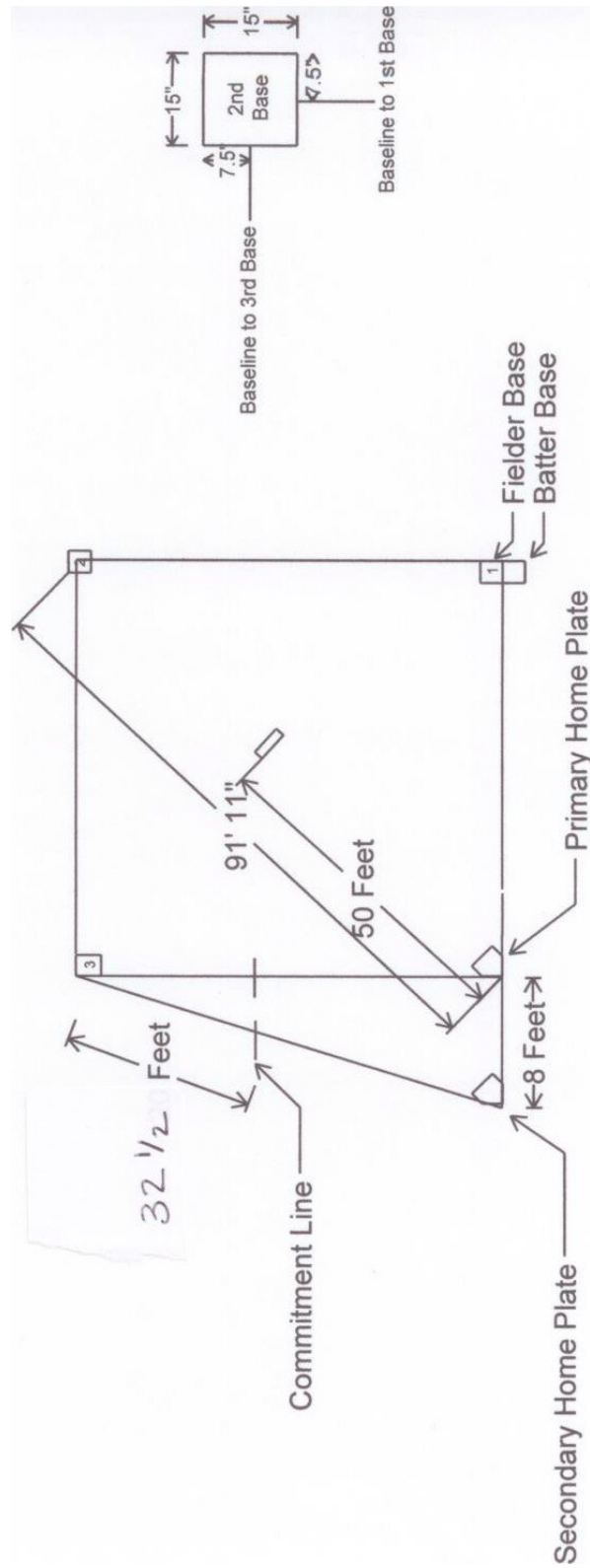
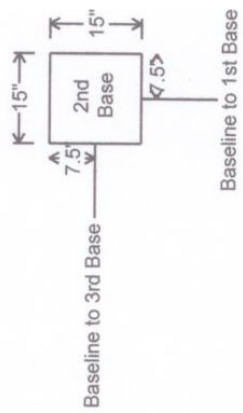


DIAGRAM 1
Playing Field



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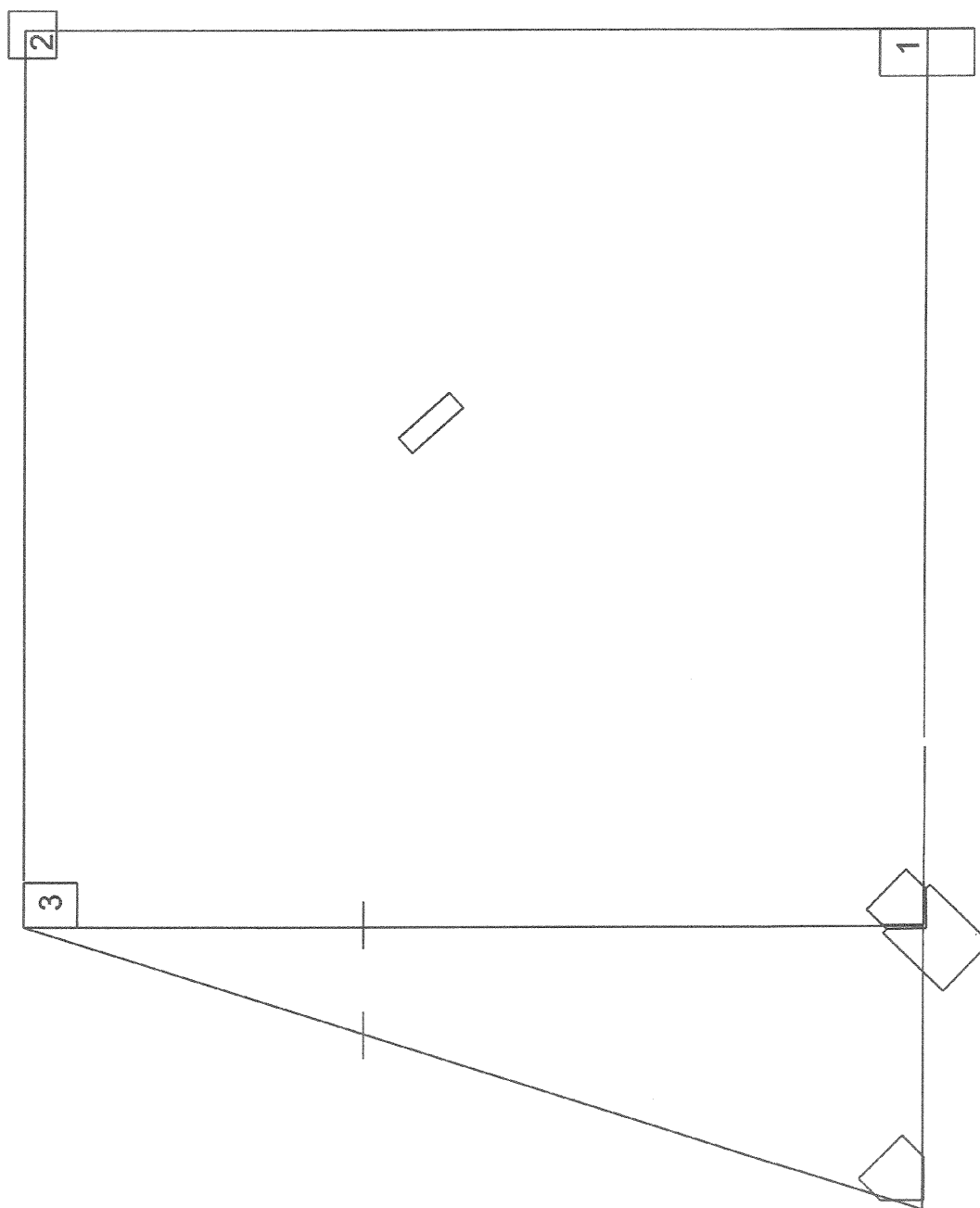


DIAGRAM 3
Playing Field

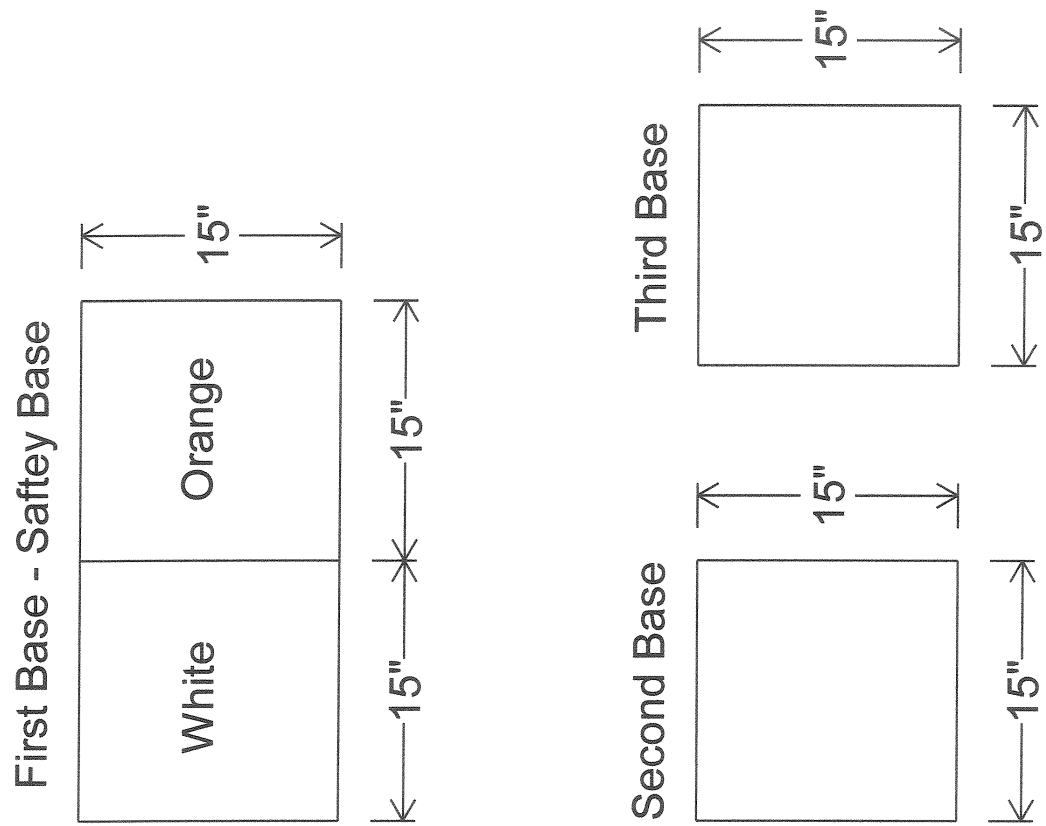


DIAGRAM 4
Bases



Appendix A

The Rules Committee

Approved:

Jim Killeen League Commissioner

Read & Approve

League Commissioner James Killeen _____

Secretary Jim Sosinski _____

Team Captain Read & Approve

St. Vincent Keith Karyczak _____

St. John Paul II Joseph McEvoy _____

St. Moses Nash Warfield _____

St. Sebastian Wells Pickart _____

St. Russ _____

St. Joseph Tom Grycan _____

St. George Jeff Friedlander _____

St. Wolfgang Rich Polhamus _____

Appendix B

2017 St Bart's Grounds & League Specific Playing Rules

Brookside In Play – 1 st base side. Corner of fence to corner of basketball court. Hit tree = Dead Ball 3 rd base side. Corner of fence to straight out to woods. Over outfield fence = Home Run Under or through opening in fence – Umpire's discretion, 2 bases or Home Run	Farley Ave In Play – 1 st base side. Follow back fence straight out. Hit tree or bush =Dead Ball 3 rd base side. Corner of dugout fence straight out. Over outfield fence = Home Run. Under or through opening in fence – Umpire's discretion, 2 bases or Home Run
Forest Road In Play – 1 st base side. Corner of fence straight out. Hit tree or bush =Dead Ball 3 rd base side. Corner of fence straight out. Hit tree or bush =Dead Ball Over outfield fence = Home Run. Everywhere else = All you can get Under or through opening in fence – Umpire's discretion, 2 bases or Home Run	Jerseyland In Play – 1 st base side. Corner of fence to blacktop pathway. Follow pathway up to parking lot 3 rd base side. Corner of fence to wooden fence, Follow straight out. Hit tree = Dead Ball Over outfield fence = Home Run. Everywhere else = All you can get Under or through opening in fence – Umpire's discretion, 2 bases or Home Run
La Grande Park In Play – 1 st base side. Anything over the fence is out of play. 3 rd base side. Anything over the fence is out of play. Outfield = Over fence is home run	Terrill Road Middle School In Play – 1 st base side. Follow tree/bush line. Hit tree or bush =Dead Ball 3 rd base side. Follow line of hill. Anything on the hill =Dead Ball Outfield = All you can get
Sansone Field – Berkeley Heights In Play – 1 st base side. Follow tree/bush line. Hit tree or bush =Dead Ball 3 rd base side. Follow corner of bleachers straight out. Outfield = All you can get	Milt Campbell In Play – 1 st base side. Corner of fence straight out. 3 rd base side. Corner of fence straight out. Over outfield fence = Home Run. Under or through opening in fence – Umpire's discretion, 2 bases or Home Run
General League Rules	
<ul style="list-style-type: none"> Only courtesy runner allowed is last batted out, unless that player has already asked for his own courtesy runner. Players must be on the bench or in the field when game begins. Late arriving players must go to bottom of batting order. On the way in from the parking lot is not considered on the bench. New ball at top of 1st and bottom of 4th. Second new ball is not a back up ball. Second foul ball after second strike is a strike out. Each player must play the field for a minimum of three innings. All players are required to wear their current team shirts during all games. 	<ul style="list-style-type: none"> Slow Pitch with an unlimited arc. Pitch must be as high as batter's head. Pitcher must start from the rubber. Rubber is 50 feet from back corner of home. Bases are 65 feet apart. Play at first runner must hit orange bag.

