

# **South Dayton Fast Pitch Softball League (Excerpt from Official League Rule Book) 2010**

## **I. SPECIAL POINTS OF INTEREST FOR SOUTH DAYTON COMMUNITY FAST PITCH SOFTBALL LEAGUE PLAY**

### Purpose and Objectives

1. The purpose of the South Dayton Community Fast Pitch Softball League (SDSL) play are:
  - A. To provide girls softball for as many children as possible in our respective communities.
  - B. To teach basic knowledge of the game of softball and to develop character in the children by teaching them to play together fairly, abide by the rules, and to win and lose like sportsmen.

The SDSL provides two leagues of play in each age division as follows:

ASA "Recreation" League – Intercommunity Recreation League

ASA "C" All Star Recreation League – Intercommunity Recreation All Star League

Relative to team formation in the "Recreation" League, each community organization is required and committed to the following process:

- Notify and advertise to all families in their respective geographic community jurisdiction regarding the opportunity for all girls meeting the age and residency requirements to sign up and play softball;
- Conduct a community-wide open registration process;
- Following closure of the registration process, each community will conduct a league approved team formation process;
- The goal of the team formation process is for each community to construct teams of equal talent and avoid situations of forming teams that are superior to other teams from that community.

Relative to team formation in the “C” League, each community may follow any process they would like so long as all girls meet each community’s player registration and residency requirements.

If a community participating in the SDSL does not have enough players to form a team in either the “Recreation” or the “C” league at any particular age level, it may request the league to allow those affected players to register with another neighboring community already participating in the SDSL. Girls from another community registering in this manner will be assigned to a team based on the neighboring community’s “Recreation” league team formation process or “C” league team formation process.

Each community organization is responsible for fielding, outfitting, and equipping its teams for league play. Games will be played on the home team’s community fields with that community’s umpires. For all “Recreation” league games, participating community umpires are not required to be ASA certified but will be required to attend preseason league organized umpire training sessions. For all “C” league games, participating community umpires are required to be ASA certified.

The “Recreation” and “C” leagues will be governed by a Board of Directors made up of an Executive Board and one (1) representative from each participating

community organization. The Board will select a four (4) member Executive Board consisting of a League President, Vice President, Treasurer, and Secretary who will be responsible for the overall operation of the league. In addition, the Board will select a board member to act as a League Coordinator for each age division of each age specific league (i.e. one Coordinator for the 10U "Recreation" and "C" leagues, one Coordinator for the 12U "Recreation" and "C" leagues, etc.). In addition, each participating community organization will be responsible for identifying a member of their organization to represent them for each age specific league who will act as the Community Liaison to represent their respective community on all league operating matters.

Any items that involve player, coach, parent and spectator behavior, rule interpretation, protests, disciplines, suspensions, or any other league matter, will be handled by the Community Liaison of the organization in which such complaint originates. To the extent the complaint involves multiple communities, the Community Liaison shall present the complaint to the SDSL League Coordinator at that age level division for resolution. The SDSL League Coordinator is required to notify the Board of all complaints/issues and will seek resolution with guidance from the Board or other League Coordinators depending on the complexity of the complaint/issue.

Operating expenses associated with league operations (i.e. trophies, league website, etc) will be shared proportionately by each community organization based on the number of teams it fields in each respective age specific league. Each community organization will maintain its organizational autonomy (relative to concessions, teaching philosophy, coach selection, liability insurance, uniforms, equipment, umpire selection, player registration, team formation (see above), field maintenance, etc..) and will continue to bear their respective costs associated with running their organizations and teams. The SDSL is a league for South Dayton inter-community softball play only and is not a merger of South Dayton community softball organizations.

## **II. General Rules**

The rules outlined in the following paragraphs are the common set of rules for SDSL play. All league play shall be governed by the Official ASA Softball Rules except as noted herein and in the ensuing individual league rules that follow.

## **III. Eligibility Rules**

To be eligible to play, each girl must register with their applicable community recreation softball organization and meet that community organization's residency and registration requirements.

If a participating community does not have enough girls to field a team in a particular league but has girls interested in playing softball, those girls may register to play in the league by registering through a neighboring participating community so long as such registration does not violate that community's residency and registration requirements.

## **IV. General League Structure**

### League Structure

1. Each league will be structured as follows:
  - a. 6U T-Ball League ("Recreation" League Only)
  - b. 8U Coach Pitch League ("Recreation" League Only)
  - c. 10U Rookie League
  - d. 12U Minors League
  - e. 14U Majors League
  - f. 16U High School League
  - g. 18U Senior League
  - h. 23U College League

A player's age on December 31 prior to the commencement of the season determines the league to which a player is eligible to participate.

### Schedule

2. All leagues will have at least a fourteen (14) game regular season schedule except the 8U Coach Pitch and 6U T-Ball leagues. The 8U Coach Pitch and 6U T-Ball leagues will have at least a twelve (12) game regular season schedule. There is no set number of games guaranteed in any of the league regular seasons. Regular season games rained out will be rescheduled through the League Coordinator provided they are rescheduled and played prior to commencement of the year end league tournament.

All league seasons except 6U T-Ball and 8U Coach Pitch will be followed by a double elimination tournament. The 6U T-Ball and 8U Coach Pitch seasons will be followed by a single elimination tournament.

### Trophies

3. Trophies or like awards will be determined annually by the League Board of Directors.

### Violating Rules

4. Managers, coaches, and players who violate the SDSL rules will be subject to review by the Board and may be subject to suspension by the League possibly for the remainder of the regular season and post season tournament play if such suspension is warranted by the determination of the League Board.

## **V. Responsibilities of Managers and Coaches**

Each participating community will make every effort to select managers with the ability to teach the girls good sportsmanship, develop character, and develop basic knowledge and skills of the game. As a condition of managing and/or coaching a team competing in the SDSL, each manager shall be required to read and sign the League's Manager/Coach Code of Conduct.

Some specific responsibilities of Managers and Coaches are the following:

### General

1. The manager has three (3) primary responsibilities –
  - a. To do everything possible to encourage the participation and enjoyment of each player.
  - b. To teach and develop the proper softball skills.
  - c. To protect the girls from permanent injury frequently caused by improper playing and throwing techniques.

### Discipline

2. A player may be disciplined by being benched for any scheduled games. The opposing manager must be notified before the game begins or the player must play in the game.

### Conduct of Managers

3. The manager must be in complete charge of his coaches and players at all times and is responsible for the instruction and enforcement of all League rules.

### Treatment of Umpires

4. Managers, coaches and players must not argue with or be abusive toward umpires before, during or after games. They may question interpretation of the rules but not a judgment call. The manager must also ensure that abusive language and unsportsmanlike conduct directed at umpires and other teams is completely eliminated on the part of his or her players and coaches. An umpire may remove from the game and park any manager, coach or player for use of abusive language or unsportsmanlike conduct.
5. Any manager, coach or player ejected from a game by an umpire shall also be suspended for one (1) additional game. It shall be the responsibility of the League's Coordinator and Community League Liaison to ensure enforcement of this rule.

### Profanity

6. Profanity will not be tolerated and will be cause for immediate ejection from the game.
7. Managers are responsible for the action and behavior of their parents. Any parent or spectator who is abusive toward umpires can cause their team to forfeit the game if not controlled by the manager after the first warning from the umpire.

### Use of Tobacco or Alcohol Products

8. The use of tobacco, alcohol, or other controlled substances is prohibited by anyone on the playing field and in the dugouts. In addition, all managers, coaches, and players shall abide by each participating community park rules relative to the use of tobacco, alcohol, or other controlled substances on park and/or school grounds.

### Emergency Procedures

9. If a player is injured and requires professional assistance, teams are to follow the procedures of their community organization.

## **VI. Team/Player/Manager/Coach/ Parent Conduct Rules**

1. The following actions will not be condoned or permitted under any circumstances:
  - a. Abusive actions, language, profanity, or unsportsmanlike behavior on the field, in the dugout, or in the stands.
  - b. Abuse of equipment.
  - c. Use of any tobacco products inside fences, dugouts, on the field, or in the stands.
  - d. Consumption of alcohol or illegal narcotics on any community park property.
2. When playing in a league game, the umpire is the final authority. He or she can eject a player, coach, or parent from the field and/or stands for any acts identified above.
3. Runners are responsible for avoiding collisions with the defensive players.

When the defensive player has the ball and is waiting for the runner, and the runner remains on his feet and crashes into the defensive player, the runner will be declared out. If in the umpire's judgment, contact was made deliberately, the player shall be ejected from the game. The intention of this rule is to encourage the players to slide.

If a defensive player without the ball obstructs a runner, it is a call to be made by the umpire(s) but collisions must still be avoided.

When a play on a runner is imminent, the runner must either slide, try to "get around" the tag or surrender to the tag without making physical contact with

the defensive player in any way. Failure to comply shall result in the runner being declared “out”.

When a defensive player blocks the runner from the base without the ball and the runner slides, she will be awarded the base due to obstruction. If the ball and the runner arrive simultaneously, the call will be based on the umpire’s judgment. If the runner fails to slide and contact is made, other than incidental, the runner will be called out. If there is no slide, but there is no contact, there will be no violation of this rule. This rule does not apply at first base as there is no requirement to slide at first base. However, malicious contact at first base will still be grounds to be called out, ejected, or both.

The intent of this rule is to minimize injuries caused by unnecessary collisions. No player shall be called out for simply failing to slide. All of these instances shall be judgment calls by the umpire(s).

4. The throwing (slinging) of a bat shall not be tolerated. On the first occasion during any game, the team shall be given a warning. On the second occasion by any player, regardless if that player was the player who threw the bat on the first occasion, the player shall be called out and the team shall be given a second warning. On the third occasion during the same game, the player who throws the bat, regardless if that player had thrown the bat the previously during that game, shall be called out and is subject to ejection from the game in the discretion of the umpire.
5. Players are not permitted to taunt the opposing team’s players. Chants may not include a player’s name or nickname.
6. The penalty for a player being ejected from a game shall be that he/she shall sit out the team’s next game. The umpire shall document the offending player and the manager shall be responsible to make the player sit out the next game. If the player does not sit out, the team will incur a forfeit.
7. The penalty for a manager, coach, or scorekeeper being ejected from a game shall be that he or she sits out the team’s next game. The umpire

shall document the offending person and report it to the Community's League Liaison who will report it to the SDSL League Coordinator for that particular league and notify the affected team manager. If the offending person fails to comply, the team will incur a forfeit.

### Player Equipment Rules

1. Each community shall be responsible at their cost for outfitting their community teams with the proper uniform attire and softball equipment.
2. Catchers must wear a chest protector, shin guards, protective mask, and skull helmet including while warming up pitchers.
3. All batters, base runners, and bat persons must wear protective helmets. Any player judged to have intentionally discarded their protective helmet while running the bases will be called out by the umpire.
4. All players are required to wear caged helmets with a chin strap.
5. All players must keep their helmets on until they are safely inside the dugout fence even if the play is dead. This includes going back to the dugout from any base or from home plate after making an out. The only time a player can remove their helmet while in the field of play is due to an injury.
6. Metal cleats are not permitted.
7. Violation of these rules is punishable by the ejection of the player from the game and suspension from the next succeeding game.
8. All equipment must be kept inside the dugout fences at all times.
9. All jewelry must be removed before a player is permitted to play. The only exception is for medical identification, which must be hidden.

## VII. General Playing Rules

### Playing Field Dimensions and Requirements

1. The distance between bases is different by league. If the bases are found to be at a different length and play has started the teams will complete the inning and adjust the bases to the proper distances. The time necessary to fix the bases will not be counted toward the game time limit.
2. The pitching rubber must be on a horizontal plane with home plate.
3. The home team will occupy the third base dugout.

### Rosters, Eligibility and Participation

4. A team must field at least eight (8) players if a particular league normally plays with nine (9) or ten (10) players at game time. A manager shall have up to fifteen (15) minutes after the scheduled time of his game to field a team of eligible players after which a forfeit will be declared.
5. Each player must play three (3) innings in each six (6) or seven (7) inning game with two (2) innings of participation occurring within the first four (4) innings. Additionally, each participant must play two (2) innings in the infield for each six (6) or seven (7) inning game, there being no requirement to play each participant two (2) innings in the infield when the game is five (5) innings or less. In addition, no player will sit the bench for two consecutive innings and no player may sit twice before all players have sat one inning.

For the 23U College League and 18U Senior League, the two (2) inning infield rule above shall not apply. In addition, for the 12U and older leagues, the two (2) inning infield rule shall apply for all regular season games but not in post season league tournament games.

A violation of this rule will not be subject to protest; however, a warning shall be given to the manager for the first rule violation and the removal of the manager for the rest of the year for a third violation of this rule. A violation of this rule in a tournament game will be protested to the League

Coordinator and be subject to the Coordinator's decision to remove the manager for the remainder of the tournament or forfeit of the game, if so warranted.

The above rule does not apply in the event of player disciplinary action. In the event of player disciplinary action, the League and opposing manager must be informed of such action before the start of the game.

6. All team players present at the start of a game will be in the offensive line up and bat continuously.

Any team player arriving after the start of the game but before the top of the third (3<sup>rd</sup>) inning will be added to the end of the batting order, but shall only be required to play half (1/2) of the remaining innings.

7. If an umpire ejects a team player from the game, her position in the batting order is an out.
8. If a player leaves a game due to injury, her inability to bat will not result in an out.
9. In all leagues, when a player is injured or unable to continue playing and is removed from the game, another player can come in off the bench and take the injured player's place in the field. If a player is injured or unable to continue during her at bat and is removed from the game, the batter who made the last out comes to the plate and assumes the injured batter's count. The injured batter from that point on is skipped in the batting order unless she is later able to participate, when she shall assume her prior batting order position.
10. Only team players, manager, three coaches, one scorekeeper, and a bat person for each participating team will be allowed in their respective dugout. The offensive team will be permitted base runners, on deck batter, batter, and only two members of the coaching staff (limited to the coaching boxes) on the field while the ball is in play. The coaches must not interfere with any player or their attempt to make a play on the ball.

All players must remain in the dugout and behind the fences until moving onto the on deck spot. Players may not stand in the doorway to await their turn to bat or while sitting out of the defensive lineup.

11. In the Coach Pitch League, the coach/pitcher may not coach or talk to any players while pitching. The only exception to this rule is if the coach/pitcher is giving instructions to the batter before making a pitch.
12. The base coaches cannot touch a player until the play is dead.

### Hazardous Conditions

13. The stated inclement weather and field condition protocol of the home team community park shall govern the guidelines to be used in determining whether it is safe for a game to start or resume.
14. When hazardous weather conditions threaten the safety and health of the players, the game shall be suspended until the conditions have subsided. At that time, the umpire may resume the game.
15. At a minimum, if lightening is imminent or a thunderstorm is approaching, all personnel, athletes and spectators shall evacuate to available safe structures or shelters.
16. Thirty-Minute Rule – Upon the first indication that thunderstorm development is within fifteen miles of the contest, the umpire shall suspend the competition until thirty (30) minutes after the storm has left this fifteen (15) mile zone. Any subsequent lightning or thunder after the beginning of the thirty (30) minute count shall reset the clock and another count should begin.
17. The umpire shall wait a minimum of thirty (30) minutes before calling a game unless the managers agree to terminate earlier.

### Time Limits

18. The time limit for all league games, except 6U T-Ball League games, will be one (1) hour and thirty (30) minutes or six (6) innings in those leagues that play six (6) innings or seven (7) innings in those leagues that play seven (7)

- innings. For 6U T-Ball League games, the time limit will be one (1) hour and fifteen (15) minutes or six (6) innings.
19. The umpire shall announce the official start time and keep the official time. The umpire's watch will be the official time.
  20. For purposes of determining the time limit, a new inning will be considered to have started upon the execution of the third (3<sup>rd</sup>) out of the previous inning, or the sixth run crossing the plate (for those age level divisions playing with the six (6) run inning rule).
  21. No new inning may start after one (1) hour and thirty (30) minutes. However, any new inning started prior to the time limit shall be completed in full (unless, of course, the home team is ahead after the visiting team has finished its offensive half of the inning).
  22. Teams will have a two (2) minute time limit between innings. The umpire will have sole discretion on this as it is his/her responsibility to keep the game moving.
  23. Fifteen (15) minutes will be allowed after the umpire calls "play ball" before a forfeit is declared due to the inability of either team to field a team.
  24. Both teams shall be granted five (5) minutes of infield practice, fifteen (15) minutes before game time. Managers (not umpires) are responsible for seeing that their team gets to practice. Failure to comply will result in forfeit of practice time. Games must be started on time. Pitchers will be granted three (3) to five (5) warm-up pitches or two (2) minutes, whichever comes first, before each half inning.
  25. Games will not be started after 7:00 p.m. on school nights and 8:00 p.m. on other nights.

#### Legal Game

26. A complete game shall consist of six (6) or seven (7) innings, depending on the league involved. In a game called for any reason other than time limit, four (4) innings shall constitute a legal game and the losing team must have

completed four (4) times at bat. In the case of a time limit, the game is legal after the losing team has had its turn at bat.

27. Games stopped for the four (4) inning requirement due to inclement weather, will not be rescheduled.
28. When a legal game is tied after the time limit has expired, the international tie-breaker rules shall be in effect at the start of the next inning and play shall continue until a winner is determined. The international tie-breaker rules require the team at bat begin the inning with one out and a runner at second base. The player representing the last out of the previous inning is the runner that occupies second base to begin the inning.

6U T-Ball games tied at the earlier of the time limit or six (6) innings will not be played out except for tournament games.

29. League standings will be final at the conclusion of the regular season play. Teams that end up tied will be decided by the tie breaker system defined in General Playing Rules VIII.54, 55 and 56.
30. If the scheduled umpire(s) fails to appear, the game played will only be a legal game if both managers agree prior to the start of the game on how the game is to be umpired.

### Forfeits

31. A manager shall have up to fifteen (15) minutes after the scheduled time of his game to field a team of eligible players or forfeit the game (see General Playing Rule VII.4).

### Substitutions

32. Substitutions may be made freely but must be made prior to the start of new innings on defense. However, pitchers may be substituted from the bench or the field at any time.
33. If a pitcher is removed during any game, the manager shall be permitted to remove her from the pitching position for a minimum of three (3) outs and

then later return her to the pitching position as long as she does not pitch more than the innings (outs) allowed for that league. Only one (1) re-entry at pitcher is allowed.

34. If a pitcher hits three (3) batters in one inning, that pitcher shall be removed from the pitching position and is permitted her one (1) re-entry at pitcher pursuant to the guidelines above provided she has not already re-entered at the pitching position.

35. The violation for violating Substitutions Rules shall be forfeiting of that game.

#### Legal Team

36. See General Playing Rule VII.4.

#### Batting Order

37. See General Playing Rule VII.6, 7, 8, and 9.

#### Contact Rule

38. See Team/Player/Coach/Parent Conduct Rule VI.3.

#### Charged Conferences

39. With the exception of the 6U T-Ball, 8U Coach Pitch, and 10U Rookie Leagues, required pitching changes will be based on “Defensive Charged Conferences.” A Defensive Charged Conference will be defined as occurring when time is called for the purpose of a conference by a manager or coach with any defensive player. A second such charged conference in an inning with the same player on the mound will result in that player’s removal from the pitching position. Time granted for an obviously incapacitated player shall not constitute a Defensive Charged Conference. There shall be no limit on the number of offensive charged conferences.

### Player Pick-Up Rule

40. Teams may pick-up players to fill in for an absent or injured roster player(s) so long as the player is a second (2<sup>nd</sup>) year player from that community's league below.
41. No Pick-Up players from outside any participating community's organization are allowed.
42. The Pick-Up players must be used in the outfield and bat in the last position of the lineup.
43. Any team using Pick-Up players must field at least six (6) rostered players.
44. Players rostered on a SDSL "C" Recreation All Star League team are not eligible to play as Pick-Up players for a "Recreation" League team.

### Protests

45. No protests will be allowed on judgment calls of the umpire.
46. If a manager desires to protest a rule interpretation by the umpire, the manager shall notify the Home Plate Umpire that they are lodging a protest prior to the next pitch. At this point the Home Plate Umpire will call a conference at home plate with both managers, other members of the umpire team, and both scorekeepers to notify them that the game shall be played under protest. The Home Plate Umpire shall mark in the score books the current game situation and complete the league Protest Form within twenty-four (24) hours of completion of the game. If the protesting manager desires to follow-up on the protest at the end of the game, the protest has to be presented in writing to the League Coordinator in writing within twenty-four (24) hours.
47. All protests must be accompanied by a fifty (\$50) dollar cash protest fee which will be refunded if the protest is ruled in favor of the manager.
48. The League Coordinator shall review the protest with the assistance of the League Executive Board and strive to return a decision within one (1) week from the date of the protest.

### Score Keeping

49. The home team will be the official scorekeeper.
50. The home team will be responsible for reporting all game score results to the League Coordinator within 24 hours of the completion of each game.
51. Umpires must sign the official scorebook at the end of each game.

### League Tournaments

52. All league regular seasons except 6U T-Ball and 8U Coach Pitch will be followed by a double elimination tournament. The 6U T-Ball and 8U Coach Pitch seasons will be followed by a single elimination tournament.
53. Team seeding for each league tournament will be based on a team's position in the final regular season league standings (the team finishing with the best record shall be awarded the #1 seed, the team with the second best record the #2 seed, etc.).
54. In situations where teams have played at least ten (10) games, league team winning record percentages will be used to determine team final position in the standings.
55. In situations where two teams are tied in the league regular season standings, the following tie breaker system shall be used in order of priority until the tie is broken:
  - a. Head-to-head competition
  - b. Record against team immediately above them in the standings
  - c. Record against team immediately below them in the standings
  - d. Runs scored in head-to-head competition
  - e. Runs scored against team immediately above them in the standings
  - f. Runs scored against team immediately below them in the standings.
  - g. Flip of a coin

56. Team record winning percentage will not be used for teams that have not played at least ten (10) games. It is possible for a team not to play at least ten (10) games in the event rained out games are not rescheduled before the completion of the regular season.

In such a situation, a team that has played less than ten (10) games will finish in the final standings based on the number of wins they earn during the regular season. For example, a team that finishes with nine (9) wins and zero (0) losses, will finish behind a team that finishes with ten (10) wins and four (4) losses. Furthermore, a team that plays less than ten (10) games but finishes with the same number of wins as a team that plays at least ten (10) games will finish in the standings behind the team that played at least ten (10) games. For example, a team that finishes with nine (9) wins and zero (0) losses, will finish behind a team that finishes with nine (9) wins and five (5) losses.

If two teams that have played less than ten (10) games finish with the same number of wins, General Playing Rules VII.54 and 55 above will apply to break the tie in the final regular season standings.