

ANDY'S SOFTBALL LEAGUE

2012 OFFICIAL MEN'S RULES

American Softball Association Rules are the official rules for this league. The following are highlights of these rules and special modifications for this league. Where these rules are different from ASA rules, these rules apply.

1. THE PLAYING FIELD - The distance between bases is 60 feet.

Pitching distance is 46 feet.

There are absolutely no alcoholic beverages or smoking allowed on the field at any time.

No smoking on the playing field at any time.

2. THE GAME - A regulation game is 7 innings unless:

- a. The home team is ahead after 6 1/2 innings.

- b. It is called due to natural causes after 5 complete innings or 4 1/2 innings if the home team is leading, except for playoff games. Lightning delays will be 15-minutes.

- c. If, after 5 complete innings, or 4 1/2 innings and the home team leading by 15 or more runs. The home team (if losing) will receive it's final at bat prior to the mercy rule.

The game will start promptly at 6:00pm, 7:30pm, or 9:00pm. If a team does not have 9 qualified players on the field by 6:15pm, 7:45pm, or 9:15pm that team will forfeit the game. Teams cannot wait 15 minutes for the tenth player. Fields with lights will be turned on after a complete inning of play. Scheduled tripleheaders will have a time limit. 1 hour 45 minutes after the first pitch a new inning will not be started. Teams forfeiting two games in one season will be expelled.

In the event of a forfeit the umpire will not call a practice game even if both teams agree to play. The teams may scrimmage among themselves and Andy's will still provide beer/soda to each team (5/4 pitchers). The scrimmage will end 15-minutes prior to the next scheduled game.

A team may play 10 players in the field plus one extra hitter (EH). A designated hitter (DH) may be used for any one of the 10 field players. The (DH) & (EH) may play in the field. You may not add additional players after the first pitch. (Exception, either team may add a player prior to advancing once through the line-up). Players may not be added while the team is playing defense. Late players on the pre-game line-up card may substitute.

If, at any time **during** the game, a team has fewer than 9 qualified players available to play, that team will forfeit the game. (Exception: if the player lost has become injured, the team may continue. There will be no automatic out at that player's turn at bat. An injured player may not return to finish the game. Fewer than 8 players anytime in the game becomes a forfeit.

3. EQUIPMENT - Bats must be regulation ASA stamped 2000 inside a circle or 2004 inside a home plate. A one-piece rubber grip and knob combination is illegal. Two piece bats are illegal. Bats with spider cracks, dents or a rattling sound are illegal. Bat or athletic tap 10-15 inches from the knob are legal. Legal wooden softball bats are allowable. Altered bats will be confiscated indefinitely and an automatic out given to the player at bat. In addition a 2-games suspension will follow.

Any glove/mitt is allowable at any position.

Helmets are strongly recommended. Player's not wearing a helmet will play at their own risk.

Metal cleats are illegal and will result in an automatic out and 2-game suspension following the game. The automatic out will only take place if the player is caught on the bases or in the batters box. ALL players must wear shoes and cannot play in socks or bare feet.

Catchers MUST wear facemasks. Shin guards and chest protectors are recommended but not required.

4. PLAYERS - A team may have 24 persons on its roster/team. No persons may be included on the roster of more than one team in any men's division within this league. One female player per men's team. Military Personal may join a team after the roster deadline with prior approval. Rosters must be submitted to www.allamericansportsrecreation.com (message board) no later than June 8, 2012. No persons may be added to a roster after June 8, 2012. (Exception, one injury replacement per season). The league must be notified prior to the replacement player entering a game. Once a player has one legal plate appearance with a team that player may not join another team unless the coach releases the player prior to the roster deadline.

A team will forfeit any game(s) played with a player not on its roster. (Exception: It will not be a forfeit if the opposing team approves PRIOR to the game and the player is not on the opposing team).

5. PITCHING - No windmill pitch will be allowed (Bowling motion only).

A banned pitchers list is available on our message board

“B1” Straight back and even with shoulder legal.

“B2” Straight back and even with shoulder legal.

“B3” Straight back and even with shoulder legal.

Pitchers are allowed 5 warm-ups to start the game and 3 warm-ups between innings.

To start a pitch, the pitcher must come to a full stop and stand facing the batter with his shoulders in line with first and third base and the ball held in both hands in front of his body. He must maintain that position for at least one (1) second and no more than ten (10) seconds and must have two feet on the pitching rubber. Penalty: Illegal Pitch

The pitch begins when one hand is taken off the ball and the back swing is begun (the hands may not be rejoined). The pitcher may take only one (1) step and that must be forward and simultaneous with the release of the ball. The pivot foot must remain in contact with the pitching rubber until the ball leaves the hand.

On release, the hand must be below the hip. The wrist may not be further from the body than the elbow at any point in the delivery. No sidearm or slingshot delivery is allowed.

The pitching motion will be complete and legal if the feet never cross over one another and the hips remain square to the plate.

Any infraction of the pitching rules is an illegal pitch; a ball is called and all base runners advance one (1) base. If the batter hits safely and all base runners advance at least one base on the hit, the illegal pitch is nullified. Teams will not have an option on delayed dead ball infractions.

Intentional walks are legal and pitches do not have to be thrown. The pitcher must notify the umpire prior to the next pitch.

Any pitch hitting the plate is considered a ball unless swung at.

6. MISCELLANEOUS - The batter may not run on a dropped third strike.

No leading or stealing is allowed. A base runner may leave the base as soon as a pitched ball touches the

ground, reaches home plate, or is batted. If the base runner leaves before this, he is out (The pitch does not count. If the ball was hit, it does not count.) Plays may not be made on runners following these conditions, a dead ball.

If a live ball is overthrown and goes out of play or is blocked (wedged), base runners will be awarded two (2) bases from the last base touched at the time of the throw.

If a ball is overthrown and does not go out of play and it is not blocked, base runners may advance at their own risk.

A batter throwing a bat will be ejected after one (1) warning, unless the umpire deems the offense dangerous, automatic ejection .

The defoe rule (ASA) will not be allowed.

A runner cannot advance on a wild pitch.

Free substitution of qualified players is allowed. A player must have one legal plate appearance and play in the field for a full ½ inning before being removed. A player must return to the same batting position. Once a pitcher is taken off the mound, he may not return as a pitcher, even if he has remained in the game (see exception below). However, he may play any other position.

Re-Entry Rule: A substitute can pinch hit for the fielder and the fielder can re-enter, but the pinch hitter is out of the game from that point on. Each team will be allowed one re-entry per game.

If a pitcher comes out of the game for any reason, for example a pinch hitter or runner, he may not return as a pitcher. (Exception: A pitcher may return as a pitcher, if a subsequent pitcher becomes injured.)

Sliding = If the fielder has the ball in his possession, the base runner must slide or avoid contact of the defensive player. If a collision occurs, the base runner will be called out (deadball). The second and subsequent such collisions by members of the same team will also result in ejection of the base runner.

A batter hit by a pitched ball is awarded first base if, in the opinion of the umpire, he has attempted to avoid being hit by the pitch.

Batting out of order will follow ASA Modified rule.

Bunting is not allowed. If a batter bunts or squares to bunt, he is out (dead ball).

A fake tag is a form of obstruction. If it imperils the runner(s), the runners will advance one base from the completion of the play. The player will be given a warning and the second occurrence will result in an ejection. If the obstruction occurs on the third out, ALL runners will advance one base prior to the inning ending. Any player attempting to gain extra-bases beyond the umpire's discretion can be called out if the defensive team makes a play on him.

A courtesy runner is allowed for (1) player injured or unable to run the bases prior to or during the game only. In case of dispute, the umpire will make the decision. The courtesy runner will be the player who made the last BATTED out. Exception, a second courtesy runner will be allowed for a player injured during the course of the game only.

Obstruction: Defensive Player
Interference: Offensive Player

Scores must be turned in at the bar prior to using beer tokens.

7. UMPIRES AND PROTESTS - The umpire will determine if the field is playable.

The umpire prior to the game will determine dead ball territory.

The captains must pay the umpire prior to the start of the game. The fee is \$24.00 cash per team. If the field is deemed unplayable prior to the start of the game, each captain will pay the umpire \$12.00. If the game does not become official the umpire will only receive \$12.00 per team.

Protests may be made for rule interpretations only. All judgment calls are final. The team captain must inform the umpire that the game is being protested before the next pitch. Protests must also be filed with the Commissioner by the team captain within 24 hours. E-mail frogers@nycap.rr.com & allamericansoftball@nycap.rr.com

Abusive language will result in a team warning. The second and subsequent offenses for members of the team warned will result in ejection. Abusive language toward an umpire will result in an automatic ejection without warning. The ejected player must leave the field and visible confines within 5-minutes or his team will forfeit.

Ejections may result in suspension or expulsion from the league. Each incident will be reviewed carefully and the Commissioner prior to the next game will make a ruling.

8. **PLAYOFFS** - Dates to be announced – All games to be completed in full!

Tiebreakers:

- 1) Win/loss Record
- 2) Head to Head
- 3) Overall Run Differential

Teams will be seeded. (No reseeding after each round.)

Single elimination format used for all playoff rounds.

Players must participate in eight (8) or more games to be eligible for the playoffs. The umpire will sign the scorebook after each game. The Commissioner will make judgment whether a player has played in eight (8) or more games.

ALL TEAMS MUST BE IN MATCHING COLOR JERSEYS OR T-SHIRTS BY THE FIRST GAME!

Penalty: The player(s) will be fined \$10.00 to be paid to the umpire prior to playing!