

## **SUN CITY GRAND SOFTBALL CLUB RULES**

Approved by the Board January 6, 2009  
revised 1/22/2009, 2/4/2009 and 11/8/2009

These rules apply to all Leagues unless otherwise noted herein.

Official ASA rules apply unless amended by one or more of the following rules.

### **RULE 1. LEAGUES**

A. There will be 2 or 3 leagues for each of the Fall & Winter sessions. Starting dates to be decided by the Board.

B. Leagues for the Summer and Saturday sessions will be decided by the Board, based on the number of players available.

C. Teams will be formed based on the number of players available and the Club's player ratings. Players will play in the League in which they are rated and drafted. Players 70 years of age or older may opt to play "down" one league by signing the waiver form prior to the draft.

D. All leagues will play with 11 players in the field.

### **RULE 2. ROSTERS**

A. Rosters shall be no more than 12 per team during the Fall/Winter Season. This may be increased by the Board for any season.

B. Players must be rated by the Club's Rating Committee before they will be assigned to a roster.

C. New players (first time applicants) who have registered, paid and been rated at least two weeks prior to the Draft shall be assigned to a team.

D. New players (first time applicants) registered, paid and been rated after the date set in Rule 1A shall be assigned to a Sub list in the appropriate League according to their rating.

E. Players failing to appear for 6 or more games may be dropped from the team roster at the manager's discretion and with the approval of the Commissioner(s).

F. Players who do not inform their manager that they cannot play and do not arrive at the field to play may be dropped from the line-up by the manager for the next game.

G. All roster players, dressed in the approved uniform and ready to play, SHALL play both offensive and defensive positions. All players will bat in the line-up rotation. Every player must play a minimum of 3 innings

defensively unless game is called earlier than the 7<sup>th</sup> inning due to weather or the Mercy rule.

### **RULE 3. LENGTH OF GAMES**

A. Games are scheduled for seven (7) innings or 75 minutes in length. Just prior to the sixty (60) minute mark, the score keeper or field umpire shall be responsible to notify the Home Plate Umpire. The Home Plate Umpire shall then notify the managers as follows:

1. If a game is between innings, the start of the new inning will be the last inning and the unlimited run rule will apply.

2. If an inning has already started, the following inning will be the last inning and the unlimited run rule will apply.

3. In the event the score is tied after the last inning, each team will start the succeeding inning with a runner on second base. The runner will be the last batter of the previous inning. A team may not score more than five (5) runs in this extra inning. The runner on second base must advance to third base before they can be replaced by a substitute runner.

4. In the event the game is still tied, each team will be credited with half (1/2) a win.

### **RULE 4. SUBSTITUTE RUNNERS**

A. Substitute runners may be used at any base. Players may act as a substitute runner only once per inning and twice per game. Managers **MUST** designate on their line-up cards which players will need a runner. Only those designated on line-up cards may have a runner unless a runner gets injured during the game.

### **RULE 5. PLAYER SUBSTITUTIONS**

A. If at least 11 roster players report to a game, no substitute players can be used.

B. Substitutes will be chosen first from the Sub list and second from any roster player, only if there are no appropriate subs available on the Sub list.

C. Players on active rosters may only substitute once per week and **TWICE** per team per season. Pitchers may substitute **TWICE** per week and **TWICE** per team per season.

D. Players on the Sub list may only substitute three times per week and twice per team.

E. Players who violate this rule will be suspended from substituting for the next two (2) weeks in which games are scheduled. Managers who violate this rule face forfeiture of the game.

F. Substitutes, no matter how selected, must be rated at the same rating as the player being replaced (Example: a player rated 3.5 may be substituted for by a player rated 3.5 – 5.0 only). Pitchers may be substituted for by any League pitcher, regardless of rating number in the National League.

G. If a player who is expected to play fails to arrive at the field by game start and it does not put the roster below 9 players, the team will play without that player. If the player arrives before the end of the first inning, he/she will be allowed to play.

H. Substitutes may bat in any position in the batting order.

I. A maximum of five (5) substitutes can be used by a single team in one game.

K. When a substitute player has been booked to replace a roster player, the roster player is technically not on the team roster the day of the game. If both the roster player and the sub arrive for the game, the roster player will not be permitted to play.

If the roster player informs the manager that his/her availability has changed and the roster player will be able to play, and the manager is informed the night before the game, or several hours before the game, the manager is to contact the sub to advise him/her of the change in need, and is to confirm to the roster player that the roster player can now play. If a manager is unable to contact the sub before the game, the sub will play and the roster player will not.

## **RULE 6. UMPIRES**

A. Two umpires are to be assigned per game. If a player is unable to fulfill his duty, it is his/her responsibility to get a replacement. If the player fails to fulfill the duty without getting a replacement then a one game suspension shall be imposed on that player.

## **RULE 7. CANCELLATIONS**

A. One or more Commissioners may decide to cancel play due to weather conditions, field conditions, or other reasons. Such cancelled games will not be replayed unless they are scheduled in the last 2 weeks of the season and

will affect the Division Championship. Games will be replayed during the period between the two (2) halves or between the appropriate winter/spring/summer leagues and will have priority over other uses of the field, such as tournament play, tryouts, etc.

### **RULE 8. RUNNING BASES**

A. Any runner who deliberately attempts to run into the fielder who is covering a base or home plate or attempting to field a ball shall automatically be declared out.

B. There will be no sliding permitted and the runner will be called out.

### **RULE 9. HOME PLATE**

A. When a runner is running to the secondary Home Plate, the runner must either run across the secondary Home Plate or to the right side of it. Under no circumstances may the runner run between the 2 Home Plates or touch the Batter's Home Plate, he/she will be called "out" by the umpire.

### **RULE 10. EXCHANGE OF ROSTERS**

A. Rosters on line-up cards must be provided to the Home Plate Umpire and exchanged between managers prior to each game indicating players who require runners and any substitute players and who they are subbing for with their ratings.

### **RULE 11. SCOREKEEPER**

A. Scorekeeper will be assigned by each team per the schedule. If a player is unable to act as scorekeeper on their assigned day, the player is responsible for finding a replacement. If a player is unable to fulfill his/her duty, it is his/her responsibility to get a replacement. If the player fails to fulfill his duty without getting a replacement then a one game suspension shall be imposed on that player.

### **RULE 12. MERCY RULE**

A. The Mercy Rule shall be implemented when one team leads by 12 or more runs after 5 complete innings, or 4 ½ innings, if the home team is ahead.

### **RULE 13. INJURED PLAYERS**

A. If a player is injured during a game and must come out of the game due to the injury, that player is NOT an automatic out in the batting lineup.

B. A substitute player may be obtained from the stands with respect to ratings, if a manager wishes.

### **RULE 14. PROTESTS**

A. Protest of interpretation of a playing rule must be made prior to the next pitch or before all fielders have left fair territory. If, on the last play of the game, the protest must be made before all umpires have left the playing field.

B. If a decision cannot be made by the game's home plate umpire (umpire in charge) at the time the game is being played, the umpire will advise the opposing manager the game is being played under protest and the protest will be forwarded to the League's Commissioner in writing. It must state the date, time, umpires names and how the rule in question was violated. If the Commissioner(s) cannot make a decision the protest will be forwarded to the Board who will make a decision on whether or not it is a valid protest. Protests that are upheld may result in a game forfeiture, player and/or manager suspension, probation or warnings. Protests not upheld will not result in any penalty.

### **RULE 15. CONDUCT**

A. "Individual" means a coach, manager, player or spectator.

B. "Official" means an umpire including the League's Head Umpire, a Commissioner, Assistant Commissioner or a Board member.

C. "Ejection from the game" and "suspension" mean ejection from and suspension from using the playing field, the grandstands, scorekeeping tower, the Ramada area and the grassy area containing the practice pitcher's mound.

D. "Probation" means that a Club Member is under scrutiny and can have his or her penalty increased to the maximum if another incident takes place.

## **NO INDIVIDUAL SHALL:**

A. At any time lay a hand upon, shove, strike or threaten an individual or official.

1. Minimum penalty: Removal from the game plus two additional game suspension and one year probation.

2. Maximum penalty: Banned from all Sun City Grand Softball activities for one year.

B. Be guilty of objectionable demonstration of dissent by throwing gloves, balls, bats, caps or any other object.

1. Minimum penalty: Warning by official.

2. Maximum penalty: Ejection from the game, plus one additional game suspension.

C. Be guilty of using unnecessary rough tactics in the play of the game.

1. Minimum penalty: Ejection from the game plus one additional game suspension.

2. Maximum penalty: Suspension for 12 months plus 6 months probation after reinstatement.

D. Be guilty of an abusive verbal attack upon any individual or official on or off the field of play.

1. Minimum penalty: Ejection from the game plus two game suspension, plus one year probation.

2. Maximum penalty: Suspension for 12 months plus 6 months probation after reinstatement.

E. Be guilty of any demonstration of unsportsmanlike conduct not specifically referred to elsewhere in these rules.

1. Minimum penalty: Warning by official.

2. Maximum penalty: Ejection from the game plus 2 game suspension.

F. If a club member is on probation when another incident occurs, the penalty can be increased to the maximum penalty, by the appropriate Commission, or by the Board.

G. If a Club member is suspended and is found to be playing on another team, the player will be ejected from the game and the penalty for the original violation can be extended to the maximum penalty by the appropriate Commission, or by the Board. The severity of the infraction will determine the penalty, which will be determined by the appropriate Commission or by the Board, within a reasonable period of time.

H. Sponsor's team shirt, Club or team sponsor cap, light gray pants or softball style shorts shall be worn. No black pants, no long sweatpants, no

other style or color of shorts or metal spikes may be worn. Substitutes shall wear their regular team's shirt when subbing, unless they are not on a team roster in which case, they will wear a solid color t-shirt in place of a team shirt. It is recommended but not mandatory, that for team appearance and unity, that shirts be tucked in. No watches, rings (except smooth wedding bands) earrings or bracelets shall be worn. Neck chains, if worn, shall be worn under the shirt at all times. Medical bracelets and necklaces may be worn.

1. Upon the first violation by a player, there will be a warning by the manager or umpire, who will inform the League's Commissioners. The player will be allowed to play that day. In the event the violation is jewelry, the player will be allowed to play that day after jewelry is removed.

2. Upon a second violation the manager or umpire will notify the League's Commissioners. The player will not be allowed to play that day.

3. Upon a third violation. The manager or umpire will notify the League Commissioners; the player will not be allowed to play in that day's game and will be suspended for an additional game. At this time, the manager shall also receive a one game suspension.

I. The consumption of alcoholic beverage and smoking is prohibited on the playing field, grandstands, scorekeeping tower, rest rooms, grassy area containing the practice pitcher's mound, and grassy area outside the 3rd base line fence.

1. Upon a first violation by a player or spectator there will be a warning.

2. Upon a second violation by a player, the player shall be given a one game suspension. A second violation by a spectator will result in the spectator's removal from all areas where alcoholic beverage and smoking is prohibited.

J. Any manager who intentionally violates a Club Rule:

1. Upon first violation, will be ejected from the game, forfeit the game and the manager will serve a 2 game suspension.

2. Upon the second violation, will forfeit the game and the manager will be given a suspension for the remainder of that season.

## **RULE 16. GROUND RULES**

A. A ball which has been legally hit by a batter and comes to rest under an outfield vinyl panel is "in play".

B. A home run is any ball that is hit out of the park in fair territory, or hits a foul pole above the fence. A ball that strikes the outfield fence including the top of a column in fair territory, or the block wall supporting the "Field

of Dreams” sign, and bounces back onto the field is a ball “in play”. A ball that on the fly strikes the scoreboard or any other object which is out of the park and in fair territory and then bounces back onto the field is a home run.

C. When a home run is hit, all runners on base must advance at least one base.

D. One-up Rule: If both teams have hit a home run, either team is allowed to hit one additional home run. If the team has now hit 2 home runs and the other team has only hit one, any additional home run is scored as a single and any base runners may only advance one base. Any team may only equal the number of home runs hit by the other team plus one until the other team hits a home run.

E. Pitchers may throw from anywhere within the six foot box behind the pitching rubber.

F. No one and one strike/ball rule to be used unless implemented by the Board.

G. The Scoreboard countdown clock shall be started when the first pitch of the game has been delivered.

## **RULE 17. EQUIPMENT**

A. The 44/375 softball will be used unless otherwise approved by the Board. Home team shall provide 1 new ball per game.

B. Only Club approved bats shall be used. A list of approved bats is posted at the field and on the Softball website. Any bat not listed must be approved by the Bat Approval Committee before use.

C. The Club has provided a Protective Screen for use by the pitcher’s (optional) and will include the following rules:

1. The screen shall be placed on either side of the pitching rubber, at the pitcher’s discretion. After a pitch is made the screen is not to be moved until the umpire declares the play is over.

2. The screen shall be parallel to the pitching rubber.

3. The legs of the screen shall be in contact with the pitching rubber.

4. Batted balls that hit the screen shall be ruled a dead ball – no pitch.

5. Thrown balls that strike the screen are in play and play will continue until the umpire declares the play over.

6. A pitcher may field any ball hit to him/her in the infield, which does not strike the screen first.

7. If an overthrown ball gets lodged behind the screen while the screen is not in use, it would be ruled as an overthrow into the dugout. All runners

would be awarded the base they are going to plus one more base from the time of the throw.