

Nassau County's 5th Battalion Softball League

League Rules

With Bats



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Objective:

The objective of this organization shall be to foster and promote, and regulate amateur softball within the 5th Battalion.

These objectives must have the proper safeguards in accordance with the spirit of true sportsmanship, encouraging the unification of all eligible teams.

All teams will be under affiliation with the **Amateur Softball Association of America (ASA)**.

History:

1. January 25th, 2015: Current rules and format voted on and adopted by the league at the January 2015 meeting.
2. March 24th, 2015: Bylaw change separated responsibilities of the Bylaw and Rules committee and created three independent committees –
 - Bylaw
 - Rules
 - Playoffs
3. March 24th, 2015: Rule 17 modified, voted and implemented.
4. March 26th, 2015: Official 2015 Bat list added

Rules:

1. For all Fifth Battalion league play, the playing field must conform to the ASA official dimensions of softball diamonds, with the exception that base lines shall be sixty-five (65) feet. Teams with home fields that have non removable bases will be exempt and use bases in place.
2. For all Fifth Battalion league play, the strike pad will be in effect for all games. The pad will be used behind home plate and will be league issued. If the ball hits any part of home plate or the strike pad it will be a strike. The height of the pitch will determined by the umpire in the flowing manner. Pitching arch will be a minimum of six (6) feet and a maximum of twelve (12) feet. Flat or too high pitches will be called by the umpire.
3. The distance from the pitching rubber to the rear of home plate shall be fifty feet (50' 0").
4. Each team must bring to the game a pitching rubber and a strike pad.
5. A one (1) ball and one (1) strike pitch count will be used for all games including the playoffs.
6. All foul lines must be clearly marked and reviewed during ground rule discussion prior to game. The use of chalk line, flags or cones may be used to mark foul lines.
7. All teams with home fields must submit to the league Secretary a set of written ground rules and directions for their field no later than the schedule April league meeting.

8. Game starting times will begin as scheduled. Forfeit time will be fifteen (15) minutes after the schedule start time of the first game, unless otherwise approved in advance by the league. Forfeiture of the second games is thirty (30) minutes after the scheduled start of the first game.
9. All playoff games will comply with established playoff format see playoff section for details.
10. If an umpire fails to be present fifteen (15) minutes after the scheduled first game start time, the game should not be play unless both mangers agree to have the game played as an official game.
11. The home team must be off the field at least fifteen (15) minutes before schedule first game start, allowing visiting team infield practice. When applicable.
12. It is both teams responsibility to review ground rules with the opposing manger and umpire prior to the game. Ground rule challenges after the game has begun will be ruled and judged by the umpire in charge.
13. If a team has a fire and/or major incident and a game has not reached official status [four and one half innings (4 ½)], this game must be rescheduled and started as a new game. However should a game be official it will be rescheduled and resumed from the point of stoppage.
14. In the event that a team is engaged in a prior alarm or receives a significant alarm reasonably prior to the game, it is the obligation of the aforementioned team to notify the opposing team. In these cases the forfeit time shall be eliminated and if there is sufficient time the game shall be played. If there is a question as to the legitimacy and reliability of the reason a particular team arrived too late or not at all the issue will be referred to the grievance committee for a review; bylaw number eight (8) must be followed.

15. Suspended game rule: A game called by the umpire shall be regulation if five or more complete innings have been played, or if the team second at bat has scored more runs in four or more innings than the other team has scored in five or more innings. NOTE: The umpire is empowered to call a game at any time because of darkness, rain, fire, panic or other cause which places the patrons or players in peril.
 - a. For games called prior to five innings, games that are not considered regulation shall be resumed at the exact point where they were stopped.
 - b. For regulation tied games suspended shall be resumed at the exact point where they were stopped.

16. Fifteen (15) run rule, a game will be complete if a team is ahead by fifteen (15) runs after five (5) innings.

17. **Courtesy runners:** Prior to the start of each game managers will agree on the amount of courtesy runners to be allowed per inning. Together they will inform the umpire of their agreement. If mutual agreement cannot be reached the following rule will be in effect.
 - a. Two courtesy runners will be allowed per team per inning and the runner must be the last batted out.
 - b. Team will be allowed to use a designated runner (DR) for one member of their team. The designated runner can only run for the designated player and will not be eligible to enter the game in any other capacity. The designated runner must be announced prior to the start of the game and cannot be changed during the game. As well the player he/she is running for must be identified. The designated runner does not count towards the number of courtesy runners.

18. If you start a game with ten (10) players, and one (1) gets hurt, you may finish the game with nine (9) players. No less, all grievances, protests, challenges or complaints must be submitted in harmony with bylaw number eight (8).
 - a. During the regular season a team with only eight (8) players, playing a team with twelve (12) or more players shall be entitled to receive one player from the other team. The player will be chosen by the team with twelve (12) or more players. The minimum number of players on the field will be nine (9).

19. When the tenth (10th) player arrives late for a game, he/she is to be inserted immediately. Contrary a player cannot enter the game late if he/she is present for the first pitch, and the team has started the game with nine (9) players.
- a. If the tenth (10th) player arrives when it is their turn to bat, they will be entitled to bat. If the tenth (10th) player does not show y their at bat it will not count as an automatic out when their turn at bat comes around.
20. Managers must report players entering and exiting game to the respective score keepers.
21. No defensive player can use a glove that is distracting by markings, colors, etc. The umpire on site will decide if glove is serviceable.
22. All players must wear a team shirt/uniform. Only rubber sole or plastic sole shoes may be worn during play. All metal spikes or metal containing soles are deemed illegal within the fifth battalion softball league.
23. Only bats approved and documented on the League approval bat list will be allowed to be used during regular season and playoff games. Approved bat list will be established prior to the seasons and distributed all active team's managers. It is the responsibility of each team to understand and complied with approved bat list.
- a. Team bats should be checked prior to game
 - b. Team bat can be challenged at any time during the game
 - c. Use of any illegal bat will render the violating team a forfeit and subject user to penalty in compliance with bylaw number one (1).
24. Teams have the option to use an **Extra Hitter (EH)** allowing eleven (11) players to participate in a game.
- a. The EH must remain in the same position in the batting order throughout the game.
 - b. The EH may enter the game on defense, however the EH must remain in the same position in the batting order.
 - c. The EH may be substituted for at any time, either by pitch runner or pitch hitter who then becomes the EH.

25. Teams have the option to use a Designated hitter to allow twelve (12) players to participate in the game. The **Designated Hitter (DH)** may hit for any of the primary ten (10) fielders. The DH cannot play defense at any time.
 - a. If used the DH must be identified prior to the start of the game.
 - b. The DH players name must be indicated on the lineup card within the score book as one of the ten (10) or eleven (11) hitters in the batting order.
 - c. The starting DH may re-enter one time, as long as the player returns to the position in the batting order that the player occupied when they left the game.

26. Any starting player may withdraw and re-enter once, including a player who was originally designated as the EH, provided such player occupies the same position in the batting order whenever the player is in the lineup. A substitute who is withdrawn may not re-enter the game.

27. A player that starts the season with one (1) team must complete the season with the same team unless he moves between districts and elects to play for the team within his new district.

28. Each manager will be responsible to sign each other's scorebook after each game. For the game the Home teams scorebook will be the official score book. Each team is required to report scores after the game.

29. After the first pitch any changes to the lineup must be made in accordance to the rules and regulations of the fifth battalion softball league and rules governed by the ASA softball association.

30. Prior to the beginning of each game the batting orders/ lineups should be shared by each manager. The umpire should review to acknowledge the use of DH, EH and designated runners.

31. All other rules and regulations can be found in the currently issued “**official guide and rules book for the ASA**” except where superseded by the above rules for the fifth battalion softball league.

Bats:

The 5th Battalion Softball League limits the use of the bats for all league games to the six bats on this official list. Any team and/or player found using a bat NOT on this list will be dealt with in accordance to established leagues bylaws and rules. Bats in use must match model and color of bats pictured as follows:

DeMarini

DeMarini Rayzr Slowpitch Model # WTDXRZX



DeMarini

DeMarini White Steel DXWHI-14



Easton

Easton B3.0 model #SP14B3



Worth

Worth Resmondo model # SBRBBA



Worth

Worth Resmondo model # SBSKRA



Anderson

Anderson Rocketech SP Model # KRKTSP



The End