

2015 City of Glen Cove Men's Softball League

Red Lamberson League Rules

Effective May 1, 2015

1. The City of Glen Cove Men's Softball Red Lamberson League is sanctioned by the Metropolitan Long Island A.S.A.
2. All official A.S.A. rules as listed in the current official guide will apply to league play, EXCEPT WHEN SUPERSEDED BY A SPECIFIC LEAGUE RULE OR GROUND RULE.
3. The umpire(s) rulings are final. The only recourse for a change is via protest (See #16 below).
4. ***The only bats that may be used are the bats that are provided by the league. Any player found to be using any other "outside" bat will be removed from the game for the first offense. For the second offense, the team will be suspended from the league for the remainder of the season and all games will be forfeited.***
5. The official league ball is a 12" Trump MG-61 leather cover .44 cork core optic yellow softball, or similar. Any manager, coach or player may request the umpire to check the ball at any time when play is stopped.
6. The League will supply to the umpires one ball per game (i.e. two balls per doubleheader). If this supply is used up during play of games, the team that caused the ball to go out of play will supply the replacement. Each team will be issued two dozen balls per season to use as replacements. After this supply is used, the teams are responsible to buy their own supply of the exact ball. Balls may be purchased by the dozen *at cost* from the Dept. of Parks & Recreation.
7. All batters will start his at-bat with a one & one count.
8. Game time is 8:45 PM, with a 9:00 PM forfeit time for the first game. Forfeit time for the second game will be 9:15 PM. If a team forfeits the first game, that team must pay \$75.00 to the City Stadium Attendant on duty and will then be permitted to wait the additional 15 minutes for the start of the second game. If that team does not come up with the \$75.00 forfeit fee, that team will forfeit the second game. A team forfeiting four (4) games will be dropped from the league.
- 9) Curfew time is 11:20 PM. No full inning will start after this time and games not past the fifth inning will end as a suspended game.

Suspended games will be finished when the two teams meet again during regular season play and/or if the completion of suspended games will affect league standings/playoff spots, as determined by the Director of Parks & Recreation. Suspended games will continue where the game left off at curfew time.

There will be no exceptions made to curfew times.

Please note: An addendum to these rules regarding start/forfeit times will be issued prior to the start of the Sunday Night League.

10. If a team is losing by 12 or more runs after completion of 5 full innings, or any inning thereafter (unless home team is ahead after 4 1/2 innings), the game will be halted and considered complete. This is the 12-Run Rule. This rule will *not* apply to playoff and championship games.
11. An official team roster should have a maximum of (20) players with a minimum of (14) players required to register before the start of the league. All players must be 18 years or over by April 1, 2015. The manager has (30) days from the date of their first scheduled game to add, change or delete players on the team roster. The manager must notify the Director of Parks & Recreation (24) hours prior to next game if he wants to add, change or delete any players. NO CHANGES MAY BE MADE AFTER THE (30) DAYS. There is one exception:

If a player or players are injured and cannot play for the rest of the season, they may be replaced at that time. Once replaced, the injured player or players cannot play again for any team that season. All managers should seek to max out their roster to 20 players; this could help to prevent a forfeit.
12. ILLEGAL PLAYER(S): Use of an illegal player(s) in a game will result in the forfeit of the game. A second violation in the use of an illegal player, by the same team, will result in the team expulsion from the league for the rest of the year. An illegal player is a player not on that team's roster.
13. No player can play for more than one team in the Weeknight League. If a player knowingly plays for a team while on the active roster of another team, the player will be suspended for two games for the first offense and for the rest of the year for a second offense. Once a player enters an inning for a team, that is the team they are on for the season and will be removed from the other Weeknight League rosters they were originally on.
- 14) All teams must be uniformed. Minimum identification shall include a least a uniform shirt. Team shirts must be worn at all times during the game. ABSOLUTELY NO TANK TOPS! Cut-off sleeves are permitted as long as the entire team is wearing cut-off sleeves. Any player without a uniform shirt will not be eligible to play in the game. Head gear may consist of baseball cap, visor or headband only. Du-rags are not permitted.
15. Metal spikes are not permitted. Any player wearing metal spikes will not be eligible to play in the game.
16. All protests must be submitted in writing with the specific protest situation presented clearly and signed by the Manager of the team submitting the

protest. The umpire must be notified immediately after the situation occurs that the game is proceeding under protest. This MUST be done before the next pitch is delivered to the batter, or the protest will be disallowed.

EXCEPTION: Illegal player protests will be accepted at any time it is discovered; if proven, the game or games will be forfeited.

All written protests must be delivered to Director of Parks & Recreation within 24 hours after the protested game has been completed. Protests received after the 24-hour time limit will be deemed invalid.

The Director of Parks & Recreation and the A.S.A. Umpire-in-Chief will determine the validity of the protest and make a determination within 48 hours of receipt of the protest. Remember, judgment calls made by the umpire CANNOT be protested.

17. Offensive language is not permitted. Players will be ejected from a game at the discretion of the umpire(s) for use of offensive or foul language.
18. The use of two (2) Extra Players (EP's) are permitted in this league. The umpire and opposing manager must be notified during ground rules before the start of the game if an EP or EP's will be used.
19. An optional Designated Hitter (DH) can also be used. The Umpire and opposing manager must be notified during ground rules before the start of the game if a DH will be used.

EP's and the DH must remain in the same batting order throughout the game. The DH may play the field in the case of an injury only and only if there are no other substitutions available. If you start the game using the EP or EP's and the DH, please note the following:

- With no substitutions on the bench and a player is ejected from the game, the game can continue as long as the team can continue playing with 10 players on the field. The ejected players spot in the line-up will be an automatic out each time his at-bat is missed for the remainder of the game. If they cannot continue playing with 10 in the field, the team will forfeit the game.

-With no substitutions on the bench and a player is injured and cannot continue playing, the game can continue as long as the team can continue playing with 9 or more players on the field. The injured players spot in the line-up will be an automatic out each time his at-bat is missed for the remainder of the game.

-If the above happens in the first game of a doubleheader, the second game can be played with 9 players in the case of an injury or an ejection in the first game.

20. Any player attempting with intent to injure another player will be ejected from the game and suspended for two doubleheaders (four games). If there is an

injury, the player could be suspended for the season, at the discretion of the Director of Parks & Recreation and the A.S.A. Umpire-in-Chief.

21. Courtesy runner(s) will be allowed with a max of three (3) per team. Intent to use courtesy runner(s) must be stated at ground rules before the start of the game. Exception: If a player is injured during game; this will be at the umpire's discretion.
22. Games will ONLY be rescheduled in the event that they are rained out - NO EXCEPTION. Rain outs prior to the start of game time are at the discretion of the Director of Parks & Recreation or the City Stadium Attendant only.
23. Games rained out during game play will be at the discretion of the umpire. If a game is not an official game (five full innings) at the time it is called, it will be ruled a suspended game. As with suspended games caused by curfew, rained out suspended games will be finished when the two teams meet again during regular season play and/or if the completion of suspended games will affect league standings/playoff spots, as determined by the Director of Parks & Recreation. Games suspended for either instance will continue where the game left off at the time it was suspended.

Games rained out prior to the start of play will be rescheduled to play at a later date and will be played as regular league scheduled games, not make-ups. All games will be played on the rescheduled date. If a team fails to play on the rescheduled date, they will forfeit both games that were scheduled.
24. The Director of Parks & Recreation or her designee will notify teams of rescheduled games a minimum of 48 hours prior to the game date.
25. **ABSOLUTELY NO ALCOHOLIC BEVERAGES** are allowed in the ballpark. Any player or coaches caught drinking in the ballpark will be suspended for two (2) games for the first offense, four (4) games for the second offense, and suspended for season for a third offense. This rule also applies to spectators supporting a team. If they are asked to leave the ball park and they refuse, the team could forfeit game. Appropriate legal action will be taken to remove person or persons from the property.
26. Anyone or any team who is suspended from league play for fighting will automatically be denied the right to play in any City of Glen Cove Men's Softball League or activity for one calendar year.
27. The Director of Parks & Recreation reserves the right to suspend any player who has been ejected from a game.
28. A player must play in a minimum of eight (8) regular league games (four doubleheaders) to be eligible to compete in the playoffs.

29. There will be no refunds issued for any team that voluntarily forfeits from the league or for any team that is suspended from the league.
30. The Director of Parks & Recreation reserves the right to amend the league schedule at any time, with a minimum of 48 hours notice given to teams affected by this schedule change.
31. Absolutely no smoking is permitted on the field. Smoking is only permitted in the dugout area or in the stands

2015 City of Glen Cove Men's Softball League
Sunday Night League Rules
Effective May 31, 2015

1. All official A.S.A. rules as listed in the current official guide will apply to league play, EXCEPT WHEN SUPERSEDED BY A SPECIFIC LEAGUE RULE OR GROUND RULE.
2. The umpire(s) rulings are final. The only recourse for a change is via protest (See #13 below).
3. The official league ball is a 12" Trump MG-61 leather cover .44 cork core optic yellow softball or similar. Any manager, coach or player may request the umpire to check the ball at any time when play is stopped.
4. The League will supply to the umpires one ball per game (i.e. two balls per doubleheader). If this supply is used up during play of games, the team that caused the ball to go out of play will supply the replacement. Each team will be issued one dozen balls per season to use as replacements. After this supply is used, the teams are responsible to buy their own supply of the exact ball. Balls may be purchased by the dozen *at cost* from the Dept. of Parks & Recreation. Only the official league ball (used or new) can be used as a replacement ball.
5. ***The only bats that may be used are the bats that are provided by the league. Any player found to be using any other "outside" bat will be removed from the game for the first offense. For the second offense, the team will be suspended from the league for the remainder of the season and all games will be forfeited.***
6. All batters will start his at-bat with a one & one count.
7. Game time is forfeit time. If a team forfeits the first game, that team must pay \$50.00 to the umpire or the City Stadium Attendant on duty and will then be permitted to wait the additional 15 minutes for the start of the second game. If the team does not come up with the \$50.00, that team will forfeit the second game as well. A team forfeiting four (4) games will be dropped from the league.
8. Curfew times are as follows: For 6 PM games, no full inning shall start after 8:20 PM. For 8:30 PM games, no full inning shall start after 11:00 PM. No full inning will start after this time and games not past the fifth inning will end as a suspended game.

Suspended games will be finished when the two teams meet again during regular season play and/or if the completion of suspended games will affect league standings/playoff spots, as determined by the Director of Parks & Recreation. Suspended games will continue where the game left off at curfew time.

There will be no exceptions made to curfew times.

9. If a team is losing by 12 or more runs after completion of five (5) full innings, or any inning thereafter (unless home team is ahead after 4 1/2 innings), the game will be halted and considered complete. This is the 12-Run Rule. This rule does not apply to playoff and championship games.

10. An official team roster should have a maximum of (20) players with a minimum of fourteen (14) players required to register before the start of the league. The manager has fifteen (15) days from the start of the season to add, change or delete players on the team roster. The manager must notify the Director of Parks & Recreation (24) hours prior to next game if he wants to add, change or delete any players. NO CHANGES MAY BE MADE AFTER THE (15) DAYS. There is one exception:

If a player or players are injured and cannot play for the rest of the season, they may be replaced at that time. Once replaced, the injured player or players cannot play again for any team that season. All managers should seek to max out their roster to 20 players; this could help to prevent a forfeit.

11. ILLEGAL PLAYER(S): Use of an illegal player(s) in a game will result in the forfeit of the game. A second violation in the use of an illegal player, by the same team, will result in the team expulsion for the rest of the year.

12. All teams must be uniformed. Minimum identification shall include at least a uniform t-shirt and must all be the same color. Team shirts must be worn at all times during game. ABSOLUTELY NO TANK TOPS ALLOWED!!! Cut-off sleeves are permitted as long as the entire team is wearing cut-off sleeves. Head gear may consist of baseball cap, visor or headband only. Fifteen days from the first league game, any player without a uniform shirt will not be eligible to play in the game.

13. All protests must be submitted in writing with the specific protest situation presented clearly and signed by the Manager of the team submitting the protest. The umpire must be notified immediately after the situation occurs that the game is proceeding under protest. This MUST be done before the next pitch is delivered to the batter, or the protest will be disallowed. EXCEPTION: Illegal player protests will be accepted at any time it is discovered; if proven, the game or games will be forfeited.

All written protests must be delivered to Director of Parks & Recreation within 24 hours after the protested game has been completed. Protests received after the 24-hour time limit will be deemed invalid.

The Director of Parks & Recreation and the A.S.A. Umpire-In-Chief will determine the validity of the protest and make a determination within 48 hours

of receipt of the protest. Remember, judgment calls made by the umpire CANNOT be protested.

14. The use of two (2) Extra Players (EP's) are permitted in this league. The umpire and opposing manager must be notified during ground rules before the start of the game if an EP or EP's will be used.
15. An optional Designated Hitter (DH) can also be used. The Umpire and opposing manager must be notified during ground rules before the start of the game if a DH will be used.

EP's and the DH must remain in the same batting order throughout the game. The DH may play the field in the case of an injury only and only if there are no other substitutions available. If you start the game using the EP or EP's and the DH with no substitutions on the bench and a player is ejected from the game, that team will forfeit the game.

16. Any player attempting with intent to injure another player will be ejected from game and suspended for two doubleheaders (four games). If there is an injury, the player could be suspended for the season, at the discretion of the Director of Parks & Recreation.
17. Courtesy runner(s) will be allowed with a max of three (3) per team. Intent to use courtesy runner(s) must be stated at ground rules before the start of the game. Exception: If a player is injured during game; this will be at the umpire's discretion.
18. Games will ONLY be rescheduled in the event that they are rained out – NO EXCEPTION. Rain outs prior to the start of game time are at the discretion of the Director of Parks & Recreation or the City Stadium Attendant only.
19. Games rained out during game play will be at the discretion of the umpire. If a game is not an official game (five full innings) at the time it is called, it will be ruled a suspended game. As with suspended games caused by curfew, rained out suspended games will be finished when the two teams meet again during regular season play and/or if the completion of suspended games will affect league standings/play-off spots, as determined by the Director of Parks & Recreation. Suspended games will continue where the game left off at the time it was rained out. Games rained out prior to the start of play will be rescheduled to play at a later date and will be played as regular league scheduled games, not make-ups. All games will be played on the rescheduled date. If a team fails to play on the rescheduled date, they will forfeit both games that were scheduled.
20. The Director of Parks & Recreation reserves the right to amend the league schedule at any time, with a minimum of 48 hours' notice given to teams affected by this schedule change. The Director of Parks & Recreation or her designee will notify teams of rescheduled games a minimum of 48 hours prior to the game date.

21. ABSOLUTELY NO ALCOHOLIC BEVERAGES are allowed in the ballpark. Any player or coaches caught drinking in the ballpark will be suspended for two (2) games for the first offense, four (4) games for the second offense, and suspended for season for a third offense. This rule also applies to spectators supporting a team. If they are asked to leave the ball park and they refuse, the team could forfeit the game. Appropriate legal action will be taken to remove person or persons from the property.
22. Anyone or any team who is suspended from league play for fighting will automatically be denied the right to play in any City of Glen Cove Men's Softball League or activity for one calendar year.
23. The Director of Parks & Recreation reserves the right to suspend any player who has been ejected from a game.
24. There will be no refunds issued for any team that voluntarily forfeits from the league or for any team that is suspended from the league.
25. Absolutely no smoking is permitted on the field. Smoking is only permitted in the dugout area or in the stands.