

SUFFOLK Temple Softball League (2019)

Commandments

CHANGES WILL BE IN HIGHLIGHTS

- 1) The Playing Field Dimensions:
 - A) Back of home plate to front of pitching rubber → 48 feet
 - B) Back of home plate to center of 2nd base → 84 feet 10 ¼"
 - C) Back of home plate to back outside corner of 1st base → 60 feet
 - D) Back of home plate to back outside corner of 3rd base → 60 feet
 - E) Back outside corners of 1st & 3rd base to center of 2nd base → 60 feet
 - F) Safety base at 1st base will be placed next to 1st base in foul territory

- 2) Equipment:
 - A) ALL BATS ARE GOOD. THERE ARE NO BANNED BATS
 - B) Softballs must be marked "ASA Certified Softball"
 - a) The official League softball is the Clincher #F12 – 12" from deBeer & Son- Teams supply 2 balls per game
 - C) Players MUST WEAR wear a catchers mask when playing the position of catching. Players assume full risk when not wearing an official catchers mask. Each manager must make sure the players know the risk of not using a mask.
 - a) Teams supply their own catcher's mask
 - D) Teams supply their own bases & pitching rubbers
 - E) Teams supply team shirts and **must** be worn at all times during the game. HATS ARE OPTIONAL
 - a) Shirts must have numbers and/or names on the back
 - b) Shoes soles may be either smooth or have soft or hard rubber cleats.
 - c) Teams have until UNTIL OPENING DAY to supply new members with uniforms. IF PLAYER DOES NOT HAVE UNIFORM, MUST TRY TO WEAR UNIFORM SAME COLOR.

- 3) Players:
 - A) Each team must submit a roster with a maximum of 25 players and a minimum of 14 players.
 - a) Each team must be comprised of players THAT ARE AT LEAST ¼ JEWISH OR MARRIED TO A JEWISH GIRL.
 - b) Each team has the right to challenge up to 2 members of another team. You must make a protest to the commissioner at any time regarding those players. If the protest is upheld by the commissioner, the violating team loses all games those players have been proven to play in. In addition those players will be removed from the roster of that team and they can not be replaced by another player.
 - B) Team rosters must be submitted TO THE COMMISH 2 DAYS PRIOR TO OPENING DAY. Any team that does not submit rosters on time will be ineligible to play IMMEDIATELY. They may resume play after their rosters are submitted. Any games missed would be forfeited. Any player not on the roster is ineligible to play. Please review the rosters carefully before submission!!!! TEAM ROSTERS CAN BE AMENDED NO LATER THAN MEMORIAL DAY AND NO MORE THAN 3 ADDITIONS CAN BE MADE BUT NO MORE THAN 25 ON A ROSTER.
 - C) Minimum age of players shall be 30 years of age or older reached any time during the current year. HOWEVER, ALL TEAMS MAY HAVE UP TO 3 PLAYERS THAT ARE 28 YEARS OLD OF THAT CALENDAR YEAR(No restrictions)
 - D) A team may field 10 players & bat unlimited

- E) A team must have a minimum of 8 players to start & play the game. THE OTHER TEAM CAN PROVIDE A CATCHER BUT HE WILL NOT MAKE ANY PLAYS IN THE FIELD.
- F) All players must be on that team's roster. There can be no borrowing of players from other teams or picking up players for the purpose of meeting the minimum EXCEPT THE CATCHER.
- G) A player can be on only 1 team roster each year.
- H) If a player is taken out of the game & cannot be replaced with an eligible player, the vacant spot in the lineup is an automatic out FOR THE FIRST TIME THRU THE ORDER ONLY. AFTER THAT, THE LINEUP GETS SQUEEZED. An inning or game can end with an automatic out.
- I) If a team is playing shorthanded and a substitute arrives, he must immediately be inserted in the field and bat last in the order. If he does not do this immediately, he will be ineligible for the remainder of the game.
- J) If a player gets injured and the team has players already taken out of the game, they may reuse them, if there are no other eligible players available.
- K) If a player in the field is removed for a player on the bench, the removed player MAY COME BACK INTO THE GAME FOR THAT PLAYER THAT REPLACED HIM THUS A RE-ENTRY RULE.
- L) There is unlimited switching between players on the field and any extra hitters in the lineup.
- M) All players on the field must take their turn hitting.
- N) Managers may not actively pursue players on other teams. NO TAMPERING

4) The Game:

A) Regulation Game

- a) All games are 7 innings except ties, which go into extra innings.
 - b) If the game is called due to rain, the losing team must have at least 5 innings at bat.
 - c) There is a 15 minute grace time before a team forfeits 1st game. There is an additional 15 minute grace period before team forfeits the 2nd game. Games that are forfeited are to be scored 7-0.
 - d) There shall be a 12 run mercy rule. Losing team must have at least 5 innings at bat. If the winning team goes ahead by 12 runs in the top of the inning, the losing team must be allowed to bat in the bottom of the inning.
- B) All scheduled games must be played at the designated day, time & place. Any changes must be approved by both teams. The team that wants to change the scheduled game has the responsibility to assure both games are played. If the games are not made up, for any reason, the team making the changes forfeits the games not played WITH THE EXCEPTION LISTED BELOW.
- a) Any team wanting to change the day, time, or place of a scheduled game, must submit their request to the commissioner AND OPPOSING MANAGER by no later than 5 PM of the Friday prior to that game. The earlier the better. IF THE GAME CAN NOT BE PLAYED, BOTH TEAMS MUST GIVE A CONCERTED EFFORT TO MAKE UP THE GAMES. IF THE GAMES ARE NOT PLAYED, THE TEAM WANTING TO MAKE THE CHANGE WILL FORFEIT 3 GAMES AND THE OPPOSING TEAM WILL GET 2 WINS. THIS DETERMINATION WILL NOT BE MADE UNTIL 2 WEEKS BEFORE THE REGULAR SEASON ENDS. ANY GAMES AFFECTED AFTER THAT POINT WILL BE AUTOMATIC FORFEIT UNLESS THE TEAMS AGREE TO MAKE UP THE GAMES.
- C) All managers must abide with all rules. Umpires will follow the rules regardless of any changes one or the other team wants to make.
- D) Each team pays ½ the cost of the umpire fee.
- E) Home field team has the responsibility to make sure the field is playable. If the field is not playable, it is the responsibility of the manager of the home team to call the umpires to cancel the game. Games must be cancelled 90 MINUTES PRIOR TO GAME TIME to avoid umpire fees.
- F) Any team that does not show up or cannot field a team forfeits those games and must pay ½ the umpire fee.

- G) All teams must have current insurance and all home field teams must have current insurance naming the field owner as an Additional Insured.
- H) All players play at their own risk and will not hold the League or their Team responsible for any injury.
- I) All calls by the umpire are final and no arguing. **LOL**
- J) Any situation that arises that is not specifically stated in the rules should be resolved calmly and with good sportsman conduct

5) Pitching:

- A) Pitch must be in an arc and reach a height of at least 6 feet from the ground while not exceeding 12 feet from the ground.
- B) Pitcher shall make delivery in a continuous motion with palm up and no spin. **NO QUICK PITCHING.**
- C) The front of the pitcher must face the batter.
- D) The pitcher's foot must stay in contact with pitching rubber until ball leaves the pitcher's hand.

6) Batting:

- A) Batting out of order is an appeal play that can be made only by the defensive team and must be made before a pitch is made to the next batter or when the pitcher and infielders have left fair territory on the way to their bench.
 - a) If the error is discovered during the at bat, the correct batter must take the batters position and assume any balls and strikes.
 - b) If the error is discovered after the at bat but before the next pitch is made or the fielders have left the field for the bench, the batter is out and any result of the illegal at bat is nullified.
 - c) The next batter is the next player in the lineup, except if that player is the player who batted illegally. In that case, the next player in the lineup will be the batter.
- B) The batting count will **START WITH A 1-1 COUNT. ALL BATTERS WILL GET AN EXTRA FOUL BALL ON THE 3D STRIKE. A 2ND foul ball on the last strike is an out AND IS A LIVE BALL.**
- C) A batter is out when his entire foot is touching the ground completely outside the batters box when the ball makes contact with the bat.
- D) A batter is out when any part of his foot is touching home plate when the ball makes contact with the ball.
- E) There is no bunting allowed.

7) Base running:

- A) A batter becomes a base runner after he legally hits a fair ball and reaches base safely, is walked, or there is catcher interference.
- B) The hitter must run to 1st base within the 3 foot running lane and must touch the safety bag if there is a throw to 1st base. The fielder must use the regular base to make the out.
- C) The batter is out if he interferes with a fielder attempting to field a batted ball.
- D) The batter is out when the infield fly rule is called by the umpire. All runners will advance at their own risk.
- E) The batter is out when an infielder intentionally drops a fair fly ball or line drive which could be caught with an ordinary effort with men on base and less than two outs. This will be considered a dead ball and runners must return to the base they were on at time of the pitch.
- F) The ball remains alive until the pitcher has possession of the ball in the infield and all immediate play has apparently been completed.
- G) When a ball is in play and overthrown into dead territory or deflects off a defensive player and goes into dead ball territory, the runners are awarded 2 bases from where they are when the ball

leaves the fielders hand or body. THIS IS UMPIRE'S DISCRETION. GENERALLY SPEAKING, IT IS 2 BASES FROM THE OF AND 1 BASE FROM THE INFIELD.

H) Runners are awarded 1 base when a live ball is unintentionally carried by a fielder from playable territory to dead ball territory.

I) Runners may not leave the base until the **BATTER SWINGS**

J) All tag-up rules are in effect.

a) Runner can tag up on 3rd strike foul ball

b) If there is a collision on purpose, the runner is out & could be thrown out of the game at the umpire's discretion

c) catcher's cannot block the plate unless there is a play on-again Umpire's discretion

d) Fielder may be removed from the game at the ump's discretion.

K) **WE WILL BE FOLLOWING ASA RULES WITH REGARD TO SLIDING. IT IS NO LONGER REQUIRED THAT YOU SLIDE NOR GIVE YOURSELVES UP. HOWEVER, THE UMPIRE CAN CALL THE RUNNER OUT OR EVEN THROW THE RUNNER OUT OF THE GAME IF HE FEELS THERE WAS INTERFERENCE OR UNNECESSARY CONTACT ON THE PLAY. THERE WILL BE NO BLOCKING OF THE PLATE.**

L) There will be no fake tags.

M) Runner is out when running more than 3 feet from the base paths to avoid being tagged out.

M1) Dead Ball Appeal – Once the ball has been returned to the infield and time has been called, any infielder (including pitcher and catcher), with or without possession of the ball, may make a verbal appeal on a runner missing a base or leaving too soon on a caught fly ball. This appeal must be made before the next pitch.

N) The runner is out when he interferes with a fielder attempting to field a batted fair ball or attempting to throw the ball. If this interference, in the judgement of the umpire, is an obvious attempt to prevent a double play, the immediate succeeding runner shall also be called out.

O) The runner is out when struck with a fair untouched batted ball while not in contact with a base and before it passes an infielder, excluding the pitcher.

P) The runner is not out when he is struck by a batted fair ball that has passed an infielder, and in the judgement of the umpire, no other fielder has a chance to make an out.

Q) The runner is out when he intentionally kicks a fair ball the fielder has missed.

R) A designated runner will be allowed to run for a hitter who safely reaches base.

a) A designated runner is the last out(NOT NECESSARILY THE LAST BATTED OUT)

b) **Designated runners are allowed and must be announced at the beginning of the game. There will no longer be a limit on designated runners but teams are expected not to abuse this rule. It is intended for injured players, not because you're old, fat, out of shape or slow.**

c) Designated runners may be added during the game due to injury.

8) Protests:

A) No protests can be made if they are based solely on a decision involving the accuracy of judgement on the part of the umpire.

B) There are 3 types of protest allowed:

a) Misinterpretation of a playing rule – This must be made before the next pitch, before all infielders have left fair territory or if the last play of the game, before the umpires leave the playing field.

b) Illegal player – must be made while they are in the game and before the umpires leave the playing field.

c) Ineligible player – can be made at anytime. Eligibility is the decision of the Protest Committee.

C) The protesting team shall immediately notify the plate umpire the game is being played under protest. The plate umpire shall immediately notify the opposing manager. To aid in the correct determination of the issue, all interested parties shall take notice of the details surrounding the decision to protest. If the protesting team wins the game the protest then becomes meaningless.

- D) The official written protest must be filed with the commissioner's office within a reasonable time period. (3 days).
- E) The written protest should contain the following information:
 - a) The date, time and place of the game
 - b) The names of the umpire(s)
 - c) The rule and section of the official rules or league rules under which the protest is being made.
 - d) The information, details and conditions pertinent to the decision to protest.
 - e) All essential facts involved in the matter protested.
- F) The decision rendered on a protested game must result in one of the following:
 - a) The protest is considered invalid and the game score stands as played.
 - b) When a protest is deemed valid because of a misinterpretation of a playing rule, the decision will be corrected and the game shall be replayed from the point at which the incorrect decision was made.
 - c) When a protest for ineligibility is determined to be valid, the offending team shall forfeit the game being played or the game last played to the offended team.
- G) All protest will be determined by the Protest Committee. This committee is made up of all managers. If any of these teams are involved in the matter at hand, they will recuse themselves. If there is a tie, the commissioner will make the tie breaking vote. If his team is involved, the asst commissioner will break the tie. IF BOTH THE COMMISH AND AC ARE INVOLVED AND OTHER 2 TEAMS VOTE AND TIE, THEN FLIP A COIN.

9) Game Schedule

- A) The league schedule will consist of ONE DIVISION:
 - a) Sunday morning doubleheaders between April and July, inclusive, played against regularly scheduled opponents. There will be no games on Mother's Day, PASSOVER AND SHAVUOT.
 - b) Based on 12 available regular season weekends, there will be 12 DOUBLEHEADERS WHERE ALL TEAMS WILL PLAY EVERY OTHER TEAM 4 TIMES.
 - c) Playoff Rounds: TWO rounds of best of 3 games. HOME FIELD ALWAYS GOES TO HIGHER SEED. IN THE EVENT 2 TEAMS SHARE A FIELD AND BOTH HAVE HOME FIELD ADVANTAGE IN 2 DIFFERENT GAMES, THE HIGHER SEED GETS THE HOME FIELD. THE LOWER SEED THEN GETS TO PICK WHERE THEY PLAY WITHIN 10 MILES OF THEIR HOME FIELD.
 - d) SEMIS- 1 V 4, 2 V 3(both best 2 of 3)
 - e) CHAMPIONSHIP- LAST 2 REMAINING TEAMS
 - f) CHAMPIONSHIP VS NASSAU WINNER(OPTIONAL)

B) PLAYOFF SEEDS WILL BE DETERMINED BY THE FOLLOWING ORDER;

- a) WINNING PERCENTAGE
- b) Head to Head wins vs losses
- c) Head to Head runs for and against
- d) NET RUNS FOR THE SEASON

C) Playoff games will consist of all teams. Home team in all rounds is the team with the best record at the end of regulation play. Home team get to be home for the 1st & 3rd games and the visiting team is home for the 2nd game.

D) Procedural

- a. Any team manager, or their representative, can and should make any suggestions that they feel would enhance the league experience.
- b. Each manager, or their representative, has 1 vote.

- c. To pass a new rule or to amend an established rule, there must be a simple majority of votes in favor.
- d. The commissioner has 1 vote to be used in case of a tie vote
- e. The commissioner will rule on any discrepancies that arises that is not being ruled on by
the Protest Committee.

- f. The purpose of this league is for members of different temples to interact with each other in a friendly and fun athletic competition. These rules are not being written by legal scholars and therefore should not be considered to be all inclusive. If any loopholes are found before or after a game, I will work with the managers to correct them. If a loophole is found during the game, please try to resolve it using the intent that this league stands for. If the problem could not be resolved by the two opposing managers, I will do my best to interpret the intent of the rules using any possible precedents that have been established.
- g. It is **strongly** recommended that each manager have these rules and an official ASA Rulebook with them at all games.