



OFFICIAL RULES AND REGULATIONS 2017

I. UMPIRES

The league will use A.S.A. Umpires for all regular season and playoff games.

If no umpire shows for the game:

Please call Rob Keane (516-375-8910), Dennis Oehl (516-547-5161) from the field. (PLEASE dial out 1-516)

If you have a complaint about the umpire, appearance, attitude, knowledge of the rules- you call the UIC: Victor Calcano 1-516-807-2580.

All complaints concerning umpires must be made in writing and must only be sent to the league director.

All rain-outs or postponements will be rescheduled. No team manager may contact the Umpires Association for the purpose of rescheduling a game.

II. PLAYING RULES

A.S.A. Slo-pitch Softball rules will be applied unless exceptions are noted herein. Team managers are expected to be familiar with said rules.

Unlimited Batting Order; a team may bat an unlimited amount of players and use them interchangeably in the field, if they so desire. The number of players in the batting order must be stated before the start of the game. Players not starting in the field may bat in any spot in the order. Once the game has begun, if due to injury or any other reason, a player must leave the game, he must be substituted for. If no substitute is available, the team will be charged with an automatic out for the missing player's next at bat; at which point he will then be dropped from the batting order for the remainder of the game. No more than one out will be charged for any player per game.

ONE & ONE COUNT All players will start their at bat with a one ball and one strike count.

Only the team manager or designated alternate may question an umpire regarding a decision or interpretation of the rules. **VIOLATIONS OF THIS RULE MAY RESULT IN SUSPENSION FROM THE LEAGUE.**

III. PLAYING DATES

All league games will be scheduled by the director. Each team manager will receive a copy of the official schedule. It is the manager's responsibility to see that each player receives a schedule. Postponements or make-up games will be scheduled by the director. An official game report must be made even when the game has been postponed or rained-out and such must be noted in the report. Games interrupted before completion will be continued from the point of interruption. Line-ups for continued games may be revamped at the start of continued play.

IV. DECISION TO PLAY

The decision of the park officials as to the playability of any field is final. Once the game has begun, the umpire is in charge and it will be his decision whether to continue or stop play. The managers should contact the Recreation personnel two (2) hours prior to scheduled game time. Please see phone numbers listed below:

Donna Antetomaso: 516-297-2451

Jacqueline Devlin: 631-525-7750

V. STARTING TIME

The starting time of each game will be as noted in the official schedule. Forfeit time will be 15 minutes (for each game) after the starting time. (i.e., 2nd game is a forfeit after 30 minutes from starting time).

VI. MINIMUM

A team must have nine (9) players to start. If a tenth player should come during the game, he assumes the tenth position in the batting order and must enter the game when his team takes the field. Therefore, a player must play the field before he can bat (once the game has started). This refers to a team starting with nine (9) players and adding a 10th. It does not mean an EH must play the field before batting. At no time may a team play with less than nine (9) players.

A team starting with only 10 players must continue with 10 players. No EH may be added. However, if a player should get hurt or be ejected, the team may play with nine (9) players under the following guidelines. First time: Injured player's spot comes up in the batting order, an out will be declared; each following time his spot comes up no penalty. (i.e., no out will be required).

VII. FORFEITING

A forfeit will occur when a team does not show up for a scheduled game or when a team does not field a legal line-up. No forfeited game will be rescheduled. If there are more than 3 forfeited games, the team will be dropped from the league, with no refund. Teams forfeiting out of the league will have their win-loss records subtracted from the final standings.

VIII. UNIFORMS

All teams must have matching shirts. Any player(s) without matching shirts may be considered ineligible and team will be subject to forfeit each game. **NO METAL SPIKES ALLOWED ON CLEATS. SOLES MAY BE EITHER SMOOTH OR HAVE SOFT OR HARD RUBBER CLEATS.**

****PLEASE NOTE: ALL TEAMS MUST MAKE SURE THEIR TEAM NAME IS APPROVED BY COMMISSIONER OF PARKS BEFORE GETTING THEIR UNIFORMS MADE AND MUST FORWARD A PICTURE OF YOUR UNIFORM TO US by E-MAIL BEFORE THE SEASON STARTS. THIS RULE WILL BE UP HELD TO THE FULLEST, NO EXCEPTIONS!**

IX. PROTESTS

Protests may be based only on misinterpretations of the rules. Protesting managers must contact the League Director within one working day following a protested game. A written protest must be delivered to the director within 48 hours of this first contact.

X. ROSTERS

Each team must submit a roster containing a minimum of 12 and a maximum of 20 players. Changes or additions to this roster must be made submitted to the Recreation personnel. Proper residency requirements must be maintained at all times.

XI. BATS/BALLS

ALL COMPOSITE BATS WILL NOW BE CONSIDERED ILLEGAL IN THE TOWN OF OYSTER BAY SOFTBALL LEAGUE. Home team must provide one new and one used official softball to the umpire before the game. BALLS MUST BE A.S.A. APPROVED, CORK CENTER RESTRICTED FLIGHT CORE .44. BALLS MUST BE MARKED RF OR RESTRICTED FLIGHT. (NO RED THUNDER ALLOWED)

XII. SUBSTITUTIONS

Only two courtesy runners will be permitted per team if the manager states the need for one before the game. The courtesy runner must be the person who made the last batted out. Re-entry rule applies to all starting players.

XIII. TEAM BEHAVIOR

Drinking of alcoholic beverages is not allowed in TOWN of OYSTER BAY PARKS. Excessive use of profane language is grounds for forfeiture. Any player exerting physical force upon an umpire, fan or other player will be removed from the game by the umpire and will face suspension from the league. If such ejected player does not leave the field as directed, the other team will be determined the winner by forfeiture.

XIV. PLAYOFFS

The number of teams entered into the playoffs will depend on the enrollment to each division. (EX: if they are 9 teams in a division the top 6 teams will make the playoffs.)

XV. GAME REPORTS

It is the responsibility of both team managers to file an official game report win or lose, within one working day after the game by **E-MAIL**. Failure to send a completed game report may result in loss of credit for the game. **On the report you must have the following: Team Name, Field Played at, Date of game.**

XVI. PENALTIES

Failure by any team to comply with the Rules and Regulations herein may result in suspension from league play, forfeiture of playoff competition, or expulsion from the league.

XVII. PITCHING

Pitching distance for slo-pitch will be between 50' and 55'. You may pitch from that 50' to 55' anytime you want. Pitching arc has been decreased to 6' to 12'.

XVIII. BASES

The team listed first on the schedule will be responsible for providing the bases.

Bases are to be staked at 65' for men unless they are permanently secured by the park in which case they must be left as secured.

XIX. PLAYER PROTESTS

The following procedure must be followed when protesting an ineligible player. The manager of the protesting team must tell the umpire that he is protesting the game due to an ineligible player. The manager of the protesting team must approach the captain of the team with the illegal player when the player enters the game. Ask the captain to have the player sign the protesting team's scorebook and give address and phone number. If the player refuses, the game will be considered a forfeit. If given the information, the manager of the protesting team has 24 hours to bring the scorebook into the League Coordinator's office to verify if there was an illegal player.

XX. THIRTEEN RUN RULE

Thirteen run rule in both games after 5 innings depending on whether one team is leading or trailing. The loser must bat 5 times. As soon as the team goes up by thirteen runs after the fifth inning, the game is over immediately, no equal at bats after 5th inning.

XXI. HOME RUN RULE

All fields will have a **(3) three home run limit** after which **the one up rule** will take effect. Each team will be allowed to have no more than one more home run than their opponent once the limit of three has been reached. This applies to home runs hit over a fence only. Any balls hit over a fence in excess of the limit will be an out. **You cannot go "one up" in the bottom of the 7th.**

XXII. TIE RECORDS

Ties at the end of the season are broken by won-loss record against teams tied with. If this is not possible, win loss record against higher seeded teams will be used as a tie breaker.

XXIII. INJURIES

All injuries must be reported to park personnel. Please be aware that persons using our facilities do so at their own risk.

XXIV. SEEDINGS

The top five (5) teams in each division will be seeded. This rule will be strictly enforced. Unseeded teams must re-apply for entrance into the league.

NOTE: IF IN THE TOWN'S OPINION, THE FIELD IS NOT PLAYABLE OR BECOMES UNPLAYABLE, DO NOT PLAY!

IT IS ADVISABLE THAT YOU HAVE A COPY OF THESE RULES AND REGULATIONS WITH YOU AT ALL GAMES!