

Danvers Recreation Co-ed Adult Softball League Rules for the 2008 Season

1. General

1.1 League Name: The league shall be known as the Danvers Recreation CO-ED Softball League.

1.2 Authority: The league shall be under the jurisdiction of the Danvers CO-ED Softball league and supervised by the commissioners of the league.

1.3 League Organization:

Commissioners: Lauren Sullivan and Artie Balsler

Recreation Number: 978-777-0001 x 3094

Lauren's Cell Number: 978-697-3084 Artie's Cell Number: 978-317-3528

Email Address: danverscoedsoftball@yahoo.com

In the event of problems at the field, such as Permit Problems, no umpires, lights not coming on, etc., please call one of the League Commissioners and leave a short message with your name; field you are at, and your cell number.

1.4 All games are played on Sunday. The scheduled times are at 4pm, 5:30 and 7pm. Fields used are John George I and II, Riverside Field and Rotary Field at Plains Park, Plains Park Fields I and II and Highlands School.

1.5 It is a Carry In Carry Out Policy. This means that you must pick up your trash and take it with you. Even if there is a trash barrel on the field you are not permitted to use it. Under no circumstances may you leave any trash, trash bags on or around the field.

2. Rosters & Eligibility

2.1 Liability: Players will compete at their own risk. The Danvers CO-ED Softball League will not be responsible for injuries. A release of a liability form must be signed by all players and on file before the season begins. Any player who has not signed this liability waiver is considered ineligible to play.

2.2 Age Requirement: A player must be 18 years old to be eligible to participate in league play.

2.3 Team Captains: Each team must have a team captain who may also be a player. This person will be responsible for submitting team rosters and for the conduct of all players on the roster before, during and after each game. **All players, captains, and fans are expected to conduct themselves in a sportsmanlike manner, at all times.** Any player, captain or fan that uses excessive foul language, harasses or abuses a game official or another player is subject to penalties. This may include suspension from further league play. Any player or coach ejected from a game for other than rule infractions will automatically be suspended for the following game (no exceptions).

2.4 Roster Changes: ***Roster changes may be made up to the last 4 games of their team's regular season schedule.*** If the league commissioner does not receive roster changes prior to this then the rosters revert to the rosters submitted at the start of the season. Any new players must submit a liability waiver before entering a game.

2.5 Rosters are due prior to the start of the season. Your team may choose their team name at a first come first serve basis.

2.6 In order for your team to be eligible to play, there must be at least six (6) women on your team's roster.

2.7 A player must play in a minimum of four (4) regular season games to be eligible to play in the playoffs. Prior to each game, the captain of each team will provide the opposing team a duplicate copy of their lineup for that game. In the case that a player is prevented from playing in the playoffs due to unforeseen circumstances, a team captain can petition the league for eligibility. The League Commissioners will make the final decision on eligibility.

2.8 Each team must keep a book. If an appropriate scorebook is not kept then the initial score and decision will stand.

3. No Umpire Play Rules

3.1 If you play with no umpire, (this should not happen) close calls will be awarded on an exchange basis. (First close call your team is safe, next close call your team is out, and so on.)

3.2 Pitchers must allow the batter the opportunity to hit the ball. This will help minimize delays in the game. If (five) 5 consecutive batters are walked or the ball fails to cross the plate in a manner defined in Rule# 8.1, the hitting team's captain may request and if requested must receive a new pitcher.

4. Ground Rules

4.1 Alcohol or drugs during or after a game are not permitted at any field. Violators will be expelled from the league without refund.

4.2 Team captains and umpires must meet before the game to clarify the rules and to determine how to handle controversial plays.

4.3 During the game, only captains may approach the umpire with a grievance. Teams must abide by the umpire's decision. Umpires can remove unruly players from the game, after first issuing one (1) warning to both captains and the player(s) involved. This is the umpire's decision however, in extreme circumstances immediate removal from the game is permitted. If removed from the game you must leave the premises immediately and will be suspended for the following game (no exceptions).

4.4 The Danvers Recreation Coed Softball League is based on the American Softball Association (ASA) standard. Any rules not overridden by this document of league by-laws should fall back upon ASA governing rules and regulations.

4.6 Although this is a competitive league, please have fun and play safe.

4.7 Metal Spikes are not permitted. Any player found wearing metal spikes will be **ejected** from the game.

4.8 Courtesy Runner: The last player of the same sex making an out shall be the courtesy runner.

5. Game Requirements

5.1 The HOME team is the team listed second on the schedule and must supply the bases. (Example: "1 @ 2" means team #2 is the HOME team).

5.1.1 The Recreation Department will supply three (3) bases at the beginning of the season to each team. You must return them at the end of the season to the Recreation Department.

5.1.2 Each team will supply a game ball and back up ball to the umpire prior to the start of the game.

5.2 Teams must begin the game if eight (8) or more players are present at the start of the game.

5.3 Teams must field a minimum of eight (8) players (4 of which must be women) 15 min. after the start time of the game or forfeit the game.

5.4 If a team has 8 players, the opposing team must supply a non-defensive courtesy catcher. Any defensive infielder may cover the plays at home plate.

5.5 Each team must field a minimum of four (4) women at all times during the game. Maximum number of men on the field at any one time is six (6).

5.6 In the batting order there must be at least four (4) women in the order. Or the game will be forfeited.

5.7 No new inning can start 90. min after start of the game.

5.8 International Tie Breaker Rule: (Is in affect) The last **player** out from the previous inning starts @ 2nd base & each team plays their inning (3 outs) to see if there can be a determined winner. (A maximum of 8 innings)

6. Shortened Games: In the case of a game being shortened due to inclement weather, darkness, etc., the following rules will be applied.

(1) During the regular season, the game will be reverted back to the last completed inning and that score will determine the winning team as long as four (4) innings have been completed. If four (4) innings have not been completed then the game will be continued at a date and time to be determined.

In regular season play there may be changes made to the line up.

(2) If this happens during the playoffs, the game will be continued at a date and time to be determined. When play continues, the game will be picked up at exactly the spot where it was stopped and will be played to the completion of a 7-inning game. In this case, there may be no changes to the lineup, with the exception of replacing any players who cannot make it to the continuation. When players are replaced for this reason, you may only replace a male with a male and a female with female. There may be no other additions to the batting order.

7. Batting Order

7.1 *Teams may establish their batting order in two ways:*

(1) *Bat everyone present and have free substitution in and out of the field defensively (still must follow no more than the two (2) male batters in a row rule).*

(2) *Have a traditional lineup and use the ASA rule of starters and substitutes. All starters can leave the game one time and reenter only in there original place in the batting order. Substitutes can not reenter.*

(3) *All players must play at least two innings in a game for it to count towards playoff eligibility.*

**** Any questions on this rule email Artie Balser at massumpire@aol.com****

7.2 The **batting order may not have more than two (2) male batters in a row at any time in the game.** (This includes when the bottom of the order loops back to the top.) – If this happens then the spot where the missing batter should be is an automatic out. It is up to the coaches to tell the umpire.

7.3 No triple wall bats or higher allowed. (Batter is ejected from the game if caught using one.) See rule 14.2

8. Pitching

8.1 Pitching is regulated by ASA rules. The pitcher may hold or grip the ball in any manner. The pitch must be delivered in a definite underhanded motion. The pitch must be delivered between the shoulders and knees with a 6' to 12' arc.

8.2 If the umpire determines that a pitched ball does not meet the required arc (6' to 12'), the umpire shall declare the pitch illegal, while it is still in flight. At this time, the batter still may swing at the pitch and the pitch (and results of batter swinging) becomes legal. If batter chooses not to swing, the pitch will be ruled a ball.

8.3 **Strike Zone Mats** – *If the pitch is within the 6ft to 12ft ark and any part of the ball hits the mat a strike will be called by the umpire. If the ball hits the plate it will be a ball.*

9. Fouling Out: A batter will be declared out if he/she fouls off two pitches after having two strikes in the count.

10. Walks (Base on Balls): The league will adhere to the ASA rule regarding walking a male batter when a female batter is on deck. When a male batter is walked with a female batter on deck, the male batter will be awarded second base. Note to umpires, our league only requires 4 female batters in the order (unlike 5/5 ASA coed teams), so this ruling would only be applied in cases where a female is on deck. (Female batter reserves the right to a walk or to bat)

11. Courtesy Belt: A courtesy belt of 60 feet from the base line to the outfield is required for all batters. ***One (1) short fielder is allowed to play in a radius of 10 to 20 feet from the base line at the time of the pitch. (Umpires Judgment)***

Example 1: **“Four (4) outfielders positioned 60 feet behind the bases. (Courtesy Belt)**

Example 2: **“The Right, Center, and Left Fielders are playing behind the Courtesy Belt and the 4th outfielder plays the short field position in a radius of 4 to 10 feet behind the infield.**

12. Mercy Rule (a.k.a. Slaughter Rule): The game will be seven (7) innings long. However, the Mercy Rule applies after five (5) full innings (12 run rule). The Mercy Rule only applies during the regular season. **There is a Mercy Rule during the playoffs.**

13. Rules of Play — ASA

13.1 Also refer to Rule# 4.4.

13.2 Runners may only leave a base after the ball has been hit, or the runner may be called out. There is no leading or stealing.

13.3 No aiding a runner (but you may give a teammate the high five). If a coach or anyone from the bench aids a runner, the runner may be called out.

13.4 No Crash Rule - If the player in the field has possession of the ball at the base then the runner must either slide or avoid a collision with that player. If a collision takes place then the runner may be out. (Umpires Judgment)

13.5 Hog Rule: Players must play within the boundaries of their position. If a fielder intentionally intercedes for another player, ready to accept a thrown or batted ball, then the umpire will announce “hog rule” and the offensive player will be called safe and all base runners will advance one base from their position at the pitch. This rule does not affect normal position backups or field strategies.

For Example: **“The pitcher runs in front of the catcher and fields the throw coming home.”** This is the Hog Rule and is not allowed.

14. Homerun Allowances:

14.1 *A flight restricted ball is used to limit the amount of homeruns hit in the league.*

14.2 Altered & bats on the ASA Non bat approved list are considered illegal and will result in an automatic out. (See Attached for illegal bat list)

14.3 This rule is only in effect at the Rotary Playing Field. There will be a five (5) homerun limit at this field if it is hit to the left of the flag pole. If the ball is hit to the right of the flag pole it is not counted as one of the five (5) that are allowed.

14.4 The sixth (6th) and every consecutive homerun will lead to an automatic out when hit to the left of the flag pole at the Rotary Field.

15. Umpire Fees:

15.1 Umpires will be paid \$20.00 per team in cash by each team per game. Payment is due before the game begins. Totaling \$40 per game for the umpire. Except in the situation of a forfeit and then the forfeiting team is responsible for the entire fee.

15.2 If you forfeit you must pay the entire umpire fee prior to your next game or result in receiving an additional forfeit for that game.

16. Forfeits

16.1 For the consideration of the other teams if you cannot field a team on a given night, you must contact the League Commissioners as well as the team captain of the other team by 8:00 p.m. on Saturday. Any team forfeiting two (2) games without the proper notification will be removed from the league.

16.2 *It will be a game time decision by both teams if the game will still be played. Umpire fee is still paid by the forfeiting team either way.*

16.3 If the opposing team gives the appropriate notification that team still receives a lose on their overall standings.

17. Reporting Scores

17.1 The Winning team of each game must submit their score via the league coordinator's email @ danverscoedsoftball@yahoo.com. Scores not reported within six (6) days after the scheduled play date will be recorded as a LOSS for BOTH teams.

17.2 Report your score on the Commissioner's answering machine

17.3 @ 978-697-3084 only if neither you nor any of your team members have access to the Internet. When reporting via telephone, please report your score in the following manner.

For example: "This is John Doe reporting a score for Team Name beat team name by score of 6 to 5."

18. Inclement Weather

18.1 If you are questioning as to whether the league is going to be playing or not due to the weather please call the rain out number 978-739-2035. This is also the Danvers Girls Softball rain out number so please listen carefully as to who it applies to.

18.2 Some of the fields hold water worse than others so if it has rained in the last couple days please be sure to call 978-739-2035 number and see if any of the games have been cancelled due to water on the field.

18.3 Please do not call the hotline number prior to 2pm on Sunday.

ASA Non-Approved Bat List

Effective immediately May 28, 2008:

Anderson Rocketech reloaded
Anderson Techzilla Reborn
Boombah Cannon
Combat Anaconda Original
Combat B1 Da Bomb
Combat B1 Da Bomb COMBAT
Combat Gear Virus
Combat Uncensored
Combat VIRSP3 Lady Virus
Combat Virus
Combat Virus Enhanced
Combat Virus Players Series
Demarini Dark
Demarini DXEVO-Yellow Barrel EVO
Demarini Juggernaut "OTC"
Demarini Juice
Easton SCN10BH Synergy+ Helmer
Easton SCN2 Synergy + CNT
Easton SCN4 Stealth Comp CNT+
Easton SCN6 Stealth Comp CNT+
Easton SCX2 Synergy
Easton SCX22 Synergy 2
Easton SCX23 Synergy Plus
Easton Synthesis
Louisville Slugger FPC305 Catalyst (-8)
Louisville Slugger SB105 Catalyst
Louisville Slugger SB304
Louisville Slugger SB305 Warrior XXL Balanced
Louisville Slugger SB34 Genesis
Louisville Slugger SB404
Louisville Slugger SB405 Warrior XXL End Load
Louisville Slugger SB72N TPS Nexus
Louisville Slugger SB82N TPS Nexus
Mattingly Beast Unleashed
Miken Freak Limited Edition
Miken Freak Plus
Miken MSF Freak
Miken MSMM Maniac 585
Miken MSTC T22C6
Miken NRG600 Pro Maxload MSNRGM-6
Miken NRG600 Pro MSNRGM-6
Miken Orange Recoil DFR 180
Miken Orange Recoil DFR 250
Miken Ultra
Miken Ultra II
Miken Ultra II Advanced
Miken Ultra Maxload
Mizuno Blur Advanced Series
Mizuno Frenzy 120
Mizuno Frenzy 120 RB 500
Mizuno Original Techfire Orange Crush
Mizuno Wrath-120
Mizuno Wrath 2 120
Nokona Tomahawk
Rawlings Plasma Fusion 120 SBLMPFU
Rawlings Plasma 120 SBLMP
Rawlings Rush 120
Rip-It Elite REAP1 Rip It Reaper 120 BPF
Rip-It Elite Senior RESR1 (SP Only)
Schutt Schutt+
Schutt Red/Silver Schutt Bat
Worth ASY 120(Asylum)
Worth EST9
Worth Launch 510
Worth M7JH
Worth MAX 120
Worth MAY 120(Mayhem)
Worth Mayhem M7 120(M7120)
Worth Mayhem M75 120
Worth Mayhem M7JH
Worth Mayhem Reload(JH120)
Worth Mutant 120
Worth Mutant JH 120
Worth PST 120
Worth PSTOC(PST)
Worth QUESTFP
Worth SBM75U Mayhem Comp 120
Worth SBMJH1 Mayhem 120 Reload
Worth SBMRES Resmondo Mutant 120
Worth SBMTJ Mutant JH120
Worth SBMTU Mutant HD120
Worth SBTRES Resmondo Mutant 120
Worth SBTJH TITAN JH120
Worth SBWK(Wicked)

Worth SBWKA
Worth WIC 120(Wicked)
Worth Wicked (SP Version Only)
Worth WSRRH LAUNCH 510.jpg
Worth WWSC Wicked Comp. (SP Only)
Worth WWSCA
Worth XEST9X
Worth XGold
Worth XPST4
Worth XRed
Worth XWICKX Wicked (SP Only)