

Lyndhurst Dads' Club and South Euclid Girls' Softball

2010 RULES - Sr. PIGTAIL LEAGUE

- **LIGHTNING** – When lightning is seen in the area, or thunder is heard by an Umpire, Manager, Coach or any LDC Trustee when in Lyndhurst or any S.E. Board Member when in South Euclid the game **MUST** be suspended immediately. The game may be re-started only after 30 minutes of time has passed from when lightning was last seen.
- **SMOKING** – Prohibited on the field or in the dugout at any time (before, during or after a practice or game by managers, coaches or parents).
- **FIELD CONDITIONS** – In Lyndhurst, if the LDC Fields Director or in South Euclid, the S.E. President determine that a field(s) is not playable that decision is final. Prior to the start of a game the Managers can, by consensus, determine that the field is not playable. If they cannot reach a consensus, the Umpire will decide. Once a game has started, the Umpire will determine if the field is playable.

If a game is rained out Managers are to reschedule immediately for the 1st available date and notify the League Director to confirm field availability and to arrange for an umpire. If, the Managers cannot agree to a make-up date, the League Director of the Home Team City shall schedule a date, time and field.

- **MANAGER RESPONSIBILITIES** – Managers and Coaches are personally responsible for their conduct and the conduct of their players, coaches and, jointly with the other Manager, fans and spectators.

The winning Manager is responsible for notifying “both” League Directors with the game score by email within 24 hours. If an ejection of any type took place, this must also be reported.

Only one Manager and two (2) Coaches per Team will be allowed in the bench area.

All under-age Coaches (18 & under) must wear a batting helmet when coaching a base.

- **Uniforms** – Supplied by the LDC for Lyndhurst Teams, must be worn by all players and those supplied by S.E. for South Euclid Teams, must be worn by all players. Failure to wear the team uniform results in the player becoming ineligible to play until such time as the player is in uniform.

Shoes with metal spikes, open toes or “street” shoes are not permitted. Tennis shoes are permitted.

NO LOOSE jewelry is allowed.

- **HOME TEAM RESPONSIBILITIES**
 - Placing and returning to the equipment box bases and field equipment.
 - Occupy the 1st base bench
 - Supply 1 new game ball
 - Pay umpire and have the umpire card completed (keep and turn in at end of year).
 - Keep players within the bench area (only coaches and players are allowed in this area)
 - Help keep spectators from behind the backstop
 - Clean up litter after the game

- VISITING TEAM RESPONSIBILITIES

- Occupy the 3rd base bench

- Supply 1 “best playable” ball for the game

- Keep players within the bench area (only coaches and players are allowed in this area)

- Help keep spectators from behind the backstop

- Clean up litter after the game

- UMPIRES

- ONLY the Manager, or, in their absence, the designated Manager, may confer with the Umpire regarding the application of any RULE affecting the game and only for the purpose of avoiding a protest.

- PROTESTS

Protests will not be received or considered if based solely on a judgment decision of an umpire (safe, out, fair, foul, etc.). Protests are only valid when based on a rule of the game/league or the umpire’s interpretation of said rule.

Protests involving the eligibility of a participant can be made at any time before or during the season (eligibility being defined as the assignment of the player to the league being improper).

A Manager must make known his decision to play a game under protest either (a) before the next pitch is made after the play occurs or (b) on the last play of the game, prior to both teams leaving the field of play (crossing the foul lines).

When notice is given that the game will be played under protest, the umpire shall note the date, time, place of the game, location of runners, the player at bat, the number of outs, balls and strikes and sign the official scorebook of each Manager.

The Manager who decides to play under protest shall, within 48 hours of the start time of the game submit in writing to the League Director, the following; the date, time and place of the game, the name of the umpire, the rule and section of the playing rules under which the protest was made, the decision of the umpire and the conditions surrounding the making of the decision and all other essential facts involved in the matter protested.

Protests will be submitted to the Protest Committee by the League Director. The Protest Committee will be made-up of the two Umpire-in-Chiefs’, and one additional appointee by each City’s Club President.

- BORROWED PLAYERS

In Lyndhurst, a list of Lyndhurst players from Jr. Pigtales & U12 F/P, and in South Euclid, a list of South Euclid players from Jr. Pigtail & U12 F/P who are eligible to be called up to play will be provided each team. Players may only be called-up, if a Team will have less than ten (10) players for the purpose of avoiding a forfeit. A player cannot be called up if they are scheduled to play a game for their team concurrently.

A borrowed player can only play in the outfield and bat in the bottom 1/3 of the batting order.

BORROWED PLAYER (con't.)

A borrowed player, even if enough official team members are present for the game, must play at least 3 defensive innings in the game but they do not have to be consecutive innings.

Opposing Managers are to be notified that a borrowed player is being used. The borrowed player must wear their regular uniform. A team cannot call up the same player three times in a row.

The 1st violation of the borrowed player rules will result in a warning. A second violation will result in a one game suspension of the Manager.

- GAMES

The current ASA Rules, except as modified herein or those conflicting with LDC & S.E. Rules, shall apply.

Games are scheduled to be 7 innings in length. A game is considered a legal game if 4 and ½ innings are completed with the home team leading or 5 innings if the home team is losing OR a full hour and 45 minutes has been played.

Games (excluding make-up or other specially scheduled games) shall start at 6:30 pm. NO NEW INNING shall begin after 8:15 pm. If an evening double header is scheduled, the 1st game will start at 6:30 pm with no new inning beginning after 8:10pm. The 2nd game will start at 8:30pm with no new inning beginning after 10:15 pm. In any game, no new inning will begin after 1 hour 45 minutes. [In Lyndhurst, lights must be turned-off at 10:30 p.m. – City Ordinance].

Any inning started before the time limit MUST be completed.

If a game is suspended for any reason, prior to being a legal game, the game must be re-played in its entirety.

A 15 run mercy rule is in effect for all games after 4 and ½ innings if the home team is winning and after 5 innings if the home team is losing.

If a game is tied at the end of 7 innings, time permitting, extra innings will be played until a winner is determined. Batting during each extra inning will be conducted the same as if it was the last inning of a 7 inning game.

If a game ends in a tie each team will be credited with ½ win and ½ loss.

If a team is unable to field a minimum of 9 eligible players within 15 minutes of the scheduled start time of the game, the game shall be declared a forfeit and the other team awarded the victory. If neither team can field 9 eligible players within the 15 minute period, then each team will be credited with ½ win and ½ losses. Once a game has started a team may play with as few as 8 eligible players.

- BATTING

Each eligible player shall bat in continuous order. New players are ineligible to play in the game if they arrive fifteen minutes after the Umpire's official called start time. If arriving prior to the fifteen minute time limit, player shall assume the last batting position in the batting order.

If a player leaves the game: a) due to injury or illness – the position in the batting order is skipped; b) due to an ejection – an out is recorded every time the position in the batting order is reached.

If one team has more eligible players than the other, the number of players to bat in an inning for each team will be based on the larger number of players.

Teams shall bat one (1) time through their eligible roster of players or three outs are made in innings 1 thru 6. In inning 7 and each extra inning thereafter, a team shall continue batting until 3 outs have been made. [Note: "Each" Team must have the same opportunity in the final inning; if not the home team may only bat through the order one time].

After 1 warning per team, a batter shall be declared out if they throw their bat.

Throwing the bat, helmet, gloves or other equipment in anger will mean an ejection from the game and is within the sole discretion of the umpire.

A batter will be allowed a foul third strike, but a fourth strike (foul ball or called strike) will be considered an out.

All bats must have the words "Official Softball" visible on the barrel of the bat. Both slow pitch and fast pitch bats may be used.

Batting helmets are required for all batters.

- PITCHING

The pitching distance from the pitchers rubber to home plate shall be 41 feet.

Teams must use two (2) pitchers from different age groups for three (3) consecutive outs or one (1) complete inning within the first three (3) innings. If a pitcher throws four (4) consecutive walks, that also constitutes an inning.

The pitched ball must be delivered with a perceptible arc reaching a height of at least six (6) feet from the ground and not exceeding a maximum height of twelve (12) feet.

- FIELDING

The infield fly rule is NOT in effect.

There shall be a maximum of 11 defensive players which shall be designated as pitcher, catcher, 4 infielders and 5 outfielders.

The outfield begins at the cut of the grass. All Outfielders must be on the grass when a pitch is thrown.

FIELDING (con't.)

There is free substitution in this League.

All eligible players must play a minimum of three (3) complete innings in the field unless the player is unable to finish due to injury, ejection or other cause. The innings do not have to be consecutive, but must be complete innings.

- BASE RUNNING

Bases shall be a distance of 60 feet.

All base runners must wear a helmet while on the bases. If the helmet, in the judgment of the umpire, is deliberately removed by the base runner while running to a base, the base runner will be called out.

A double first base shall be used for all games where it is available. A batted ball hitting the white portion is a fair ball. If a batted ball hits the colored portion of the base it is a foul ball. Whenever a play is being made on the batter-runner, the defense must use the white portion the batter-runner the colored portion. On extra base hits or hits to the outfield when there is no play being made at the double base, the runner may touch the white or colored portion. Should the runner return, the runner must return to the white portion of the base. NOTE: The batter-runner is out when there is a play being made at first base and the batter runner touches only the white portion, providing the defense appeals prior to the next pitch. (This is treated the same as missing the base). When tagging up on a fly ball, the white portion of the base must be used.

Sliding is **optional**. A runner is never required to slide. A runner may go into a base standing up, however such a runner may not make contact with the fielder or alter the play of the fielder. The penalty to the runner, in such a case, is an out. If the contact is deemed malicious by the Umpire, the runner is out and may be ejected from the game. Based upon the severity of the collision, the Umpire shall determine whether any or both penalties will be assessed.

- EJECTION

If a manager, coach or player is ejected from a game by an Umpire that person / player is automatically also suspended from the next game the Team plays. There is NO appeal process. If the ejected party does participate in the next game, it is an automatic Team forfeit, which continues until the game suspension is served.

- PLAYOFFS / TIE BREAKERS

The playoffs will consist of a single elimination tournament at the end of the season. The winner of the regular season will be given a first round bye, if there is an odd number of Teams.

In the event of a tie in the standings at the end of the regular season, the following tie breakers will be used in the order listed.

PLAYOFFS / TIE BREAKERS (con't)

- (1) Team head to head records,
- (2) Runs scored against, in head to head games, and
- (3) Coin flip.

All regular season game rules, apply to all playoff games, with the exception that a playoff game cannot end in a tie (even if this means exceeding the 1 hour, 30 minute time limit). This includes: time limits, mercy run rule and suspended games.