



Rules of Play

2020 Revision

This document has not been updated or officially reviewed by the new executive board and is subject to change

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Section 1: Policies and Procedures

League Team Structure

- 1) **Maximum Number of Players Per Team:** A team roster shall be comprised of a minimum of 10 and maximum of 20 active individual playing members. The sum of these individual playing members shall comprise the team roster. An unlimited number of additional individual non-playing or Social Members may be included as team members. However, in the event that there are remaining eligible players in the draft and all teams are at the roster limit, if a new team cannot be formed, then a meeting of the appropriate division managers must take place to determine if a team feels they are capable of maintaining a roster above the maximum limit.
 - a. Prior to the start of regular season play, individual playing members will be allowed to form teams within the regulation of this bylaw. No individual playing member may be rostered on more than one team in any given division.
 - b. A team consisting of players new to the league must petition the Board of Directors and can only be admitted to the league by a majority vote of the Board of Directors.
 - c. The SCSL definition of a returning team is 4 (four) members or more are considered a returning team.
 - d. In the event that a team has members that are "Active Duty" military personnel, the Executive Board can adjust the number of players allowed on that particular team, as to not place the team at a disadvantage by having less than 10 players.
 - i. In this instance, the team captain is to formally approach the Executive Board to seek the addition of players, prior to the individual being added onto the team. All requests must be approved by the Executive Board.
- 2) **Adding Players:** Members can be added to a team roster up until the close of registration.
 - a. If a manager finds a new player for their team, the player will be placed appropriately.
 - b. If the SCSL has found the new player through a league sponsored event solely for the purpose of signing new members up then the player will be placed in the draft for appropriate placement. This allows for the player to be placed at the appropriate level of play and the current need of the league.
- 3) **Team Dissolution**
 - a. Any team that fails to meet the criteria set forth by this bylaw can be subjected to disciplinary actions or dissolution at any time during the season by a vote of the Board of Directors.
 - b. The Board may also impose specific penalties on this team or its members.
 - c. Individual Members of the dissolved team may be individually suspended or reassigned to other teams by the membership committee.
 - d. If team dissolution occurs during the normal playing season, all games to be played thereafter will be forfeited with the opposing team taking credit for a win.
 - e. Additionally, no team which the Board has deemed appropriate for disciplinary action or dissolution may represent the league at any affiliated tournament without prior approval of the Board of Directors. Teams may also be suspended from any league playoffs.
- 4) **Team Voluntary Dissolution**

- a. If there is a possibility of a team dissolving it must be brought to the attention of the Executive Board immediately. All attempts should be made to keep the team together. Coaches and managers of other teams are not permitted to recruit members until official notice from the Executive Board.
- b. Team dissolution occurs by a majority team vote. The vote must occur with an executive board member present during a team meeting. All members of the team must be present and have a vote. The executive board member must contact all members of the team not present at the meeting. The executive board member that was present will present the results to the Board of Directors at the next Board of Directors meetings. An emergency Board of Directors meeting must be called if the Board of Directors meeting is more than one week away.
- c. All team entrance fees will be retained by the league.
- d. Timeframe of dissolution:
 - i. **Before the season draft.** After all efforts have been made to keep the team together have failed and there are not enough people in the draft to field the vacant slots of the team, existing members can choose to be placed in the draft or approach another team.
 - ii. If a team dissolves after the draft existing members will have the choice to enter the draft or join another team. New members will be placed into the draft. Every attempt will be made to place members on teams. Members of the dissolved team will be placed into a draft and chosen where the draft left off based on "League Team Structures" of this document.
- e. Any discrepancies or disputes will be settled by the Executive Board.

League Draft and Placement of Players

- 1) New members, returning members not on a team, and returning members who choose to do so will be included in the draft.
- 2) The order of team selection will be the reverse order of the previous season's standings from lowest to highest. All new teams will be added after. If there are more than two new teams a coin flip will determine the final order. Team representatives may choose to skip their turn in any round of the draft. A team that skips a turn would be eligible to return during the next round of picks, if desired.
- 3) Partners/friends in the draft and new to the league may request to be on the same team. It is suggested but not required, that this request be honored, as long as, both players can play in the same division. In the draft, a team can pick the friends/partners, in the following round of picks that team will be skipped, and then continue with a pick the following round. (i.e. two people count as two picks).
- 4) Team rosters are permitted to go up to 20 players. Any team may elect at their own decision to fill rosters to this number. For purposes of the draft, the SCSL will consider your roster full at 16 paid members. If there are paid members in the draft and your team has less than 16 paid members then you will be expected to draft players to this level or they will be assigned to your team, when available.

- 5) Any returning or new team not formed by the Executive Board at the time of the Draft, must consist of at least 10 paid players at the time of the draft or they will be considered to not be a team and all paid players in this situation will be deemed to be part of the Draft and subject to its rules. A returning team with 7 or fewer paid players may petition the Executive Board prior to the draft to explain why, based on their circumstances, the team will be a viable team unit, how they plan to get sufficient paid players, and thus be allowed to participate in the draft. If, prior to the draft a team with 7 or fewer players is deemed not viable, returning members may choose to move to an existing team or enter the draft.
- 6) Prior to starting the draft, each team in its division will be looked at for its number of paid players. All open slots per team of paid players that are less than 16 will be added up. These numbers will then be compared by division with the total number of paid players available by division in the draft. If, after this review, it is determined that there are at least 10 paid people more in that divisions draft pool than teams are wanting to draft then a new team consisting of 10 players will be created by the Executive Board first out of the players available for the draft, then the draft will proceed in the order outlined in "Protests and Appeals" within the Code of Conduct document . This team would then join in the draft process with a representative from the Executive Board acting as manager for this team. i.e.- if all teams in a division need 15 total players to take their respective paid rosters to 16 and there are 27 or more players available in that division, then a new team consisting of 10 players will be formed first, and then the draft will proceed with all remaining players.
- 7) A new team will only be formed by the League at the draft if the League has identified a person or persons to take a leadership role for the new team in advance. No new team will be formed without adequate leadership as determined by the Executive Board.
- 8) Any team with 16 or more paid players on their roster will be required to PASS in the draft order until all team rosters in that division are brought up to 16 paid players. Once all rosters are at 16 and additional players remain, they can resume their spot in the draft. No team will be permitted to draft players once their paid roster reaches 20.
- 9) If all playing positions on existing teams within a division are filled and there are not enough players to form a new team and new paid players still remain undrafted they will be refunded their money and told that all team roster positions are filled. If they would like, they will be placed on a waiting list and should teams require players after the season starts they will be added first and have their player fee waived by the league. No team may add any other player to their roster while players in their division remain on this waiting list. All waiting list players must be assigned a team first.
- 10) Potential new players who contact the League and want to become members after the draft and team roster spots within that division are open will be placed on a team by means of a continuation of the draft, which would follow the same order as on the day of the draft. Any team may opt to skip a turn, but they would be eligible to return during the next round of picks, if desired. If all playing positions are full, these new players may join the waiting list outlined in §1 VII. I at their option.
- 11) When extraordinary circumstances arise, which can impact the formation of a team or impact the draft, a team representative should present the circumstances to a member of the Executive Board at least seven (7) days prior to the spring training/draft date. The Executive Board should

review the circumstances and decide if procedures need to be altered in order to benefit the SCSL's growth and morale.

- 12) Any team that does not participate in at least 1 membership drive will not be able to draft players. However, their roster will be brought up to 16 paid players at the end of the draft if paid players remain undrafted. Participation in a membership drive consists of two or more team players on your playing roster attending and running/assisting with a League arranged Membership Drive Event, if required by the Executive Board.
- 13) A method determined by the Executive Board will be determined to assign teams to the appropriate division.

Team Eligibility and Sponsorship

- 1) All returning teams from the previous season will have voting privileges until April 1 at such time the team would need their team fee paid or ten paid players to retain the right to vote. Any new team may claim the right to vote once their team fee is paid or they have ten paid players.
 - a. Special circumstances on a team's eligibility will be determined by the Executive Board. Upon payment as outlined above, all voting privileges will be reinstated.
 - b. Members of the Executive Board except for the Commissioner shall have one equal vote. In the event of a tie vote, the Commissioner shall be responsible for casting the deciding vote.
 - c. Teams will be responsible to provide their own equipment, including bats, and uniforms, in conformance with regulations.
 - d. Teams are also responsible for an annual entrance fee. The annual fee will be determined by the Finance Committee and League Treasurer.
 - i. The annual fee will be communicated to the league, prior to the initiation of registration for that specific year.
 - e. The fee must be paid within 4 weeks of Opening Day.
 - f. If the fee has not been paid within the specified time, the team will be suspended from play. All scheduled games during the suspension period will be counted as a 7-0 forfeit.
 - g. Once the fee is paid, games will begin as regularly scheduled. These forfeited games cannot be replayed and will stand as forfeits.
 - h. If the team defaults on full payment, the entire team is expelled and all of the team's scheduled games for the season will be counted as 7-0 forfeits.
 - i. If a team is suspended all members of the team will be notified by the Board of Directors. Additional fees may be assessed on the team as deemed necessary by the Executive Board for services necessary to participate in the league. The Executive Board may authorize payment of fees and/or loan equipment to a team if league monies are available.
 - j. Teams will be allowed to hold fund-raisers and to obtain sponsorship as necessary to meet expected monetary expenditures.
 - k. In order to assure the charter of the league is upheld, all fundraising endeavors must be approved by the chair of the fundraising committee.
 - l. It is the responsibility of the team manager to contact the chair of the fundraising committee to schedule and gain approval of the proposed fund-raisers.
 - m. League fund-raisers take precedence over team fund-raising efforts. Additionally, the Executive Board will review all sponsorship of teams. If a conflict to the league charter is

evident due to said sponsorship, the Executive Board may deny sponsorship of a team by that specific sponsor.

- n. During the regular season, each eligible playing member of a team must play a minimum of two innings per game during a double header and at least one at bat. Ineligible players that are present must be reported to the umpire prior to the start of the game.

Eligibility (includes ratings and member code of conduct)

- 1) **Age Limit:** All players on the official roster must be 18 years of age or older at the start of the season.
- 2) **Fees:** All team registration and member fees, and any other outstanding fees, must be paid at registration.
- 3) **Waivers:** Each season, all, members must accept the Player Code of Conduct prior to playing in the league.
- 4) **Ratings:** Recommendations may be made by the Executive Board or designated committee for individual players to participate in a particular division by team elevation or player transfer. In the event of an implemented ratings enforcement scheme, these recommendations may be hold of requirement with approval of said implementation by the Board of Directors. In such case, all unrated SCSL members are required to attend one of the two Spring Training Clinics for rating evaluation by a Ratings Committee. If a new player cannot attend one of the two Spring Training Day Clinics then that new player must notify the Ratings Committee and Executive Board prior to missing the first Spring Training Day Clinic to ensure proper ratings are completed prior to the start of the season. If there is extenuating circumstance that prevents such notification the Executive Board and Ratings Committee needs notified in writing prior to the start of the season.
- 5) **Transfer:** A member may transfer between teams under extenuating circumstances only one time during the season after submitting a written request to the executive board with the written consent of the player's new team.
 - a. In situations where members of teams may have irresolvable issues or conflicts with his or her team that member should first address these matters with his or her coach or manager. If the player's conflict is unresolved by/ with the coach or manager, then the player should approach a member of the executive board.
 - b. If a coach or manager is approached by a player from an opposing team, that coach or manager will inform that player's coach or manager and a member of the executive board. If the player's conflict is unresolved, the player will go into the draft or the executive board reserves the right to appropriately place the player on another team. Once the player has changed teams, only games played with the new team counts towards playoff eligibility. This is defined as half of those divisions' games from the date when the player joined the league. A coach or manager at no time shall approach members of other teams for recruiting purposes.
- 6) **Post Season Eligibility:** For post-season play, a player must have been present at and listed on the lineup card/roster for at least 6 regular season games. Players must take the field (including EH) for at least a 2 innings of a game in which he and/or she is present. It is each team's managers responsibility to see that these records are accurately kept. All managers must submit

a lineup card/roster to the official Division Representatives who are responsible for following up on all questions of eligibility.

- 7) **Playing an Ineligible Player:** If a team plays an ineligible player, the team will forfeit all games played in by that ineligible player. A team can contest a player's eligibility. To contest the eligibility of a player, you must register an official protest to the umpire in the game in which you suspect that player is playing. For more information on protest procedures, refer to section XII Protests of this document.
- 8) **Required Fielding of Players:** During the regular season each eligible playing member of a team must play a minimum of two innings per game during a double header and at least one time at bat. Ineligible players that are present must be reported to the umpire prior to the start of a game.
- 9) **Participation:** Players must participate in 6 regular season games or the equivalent per rainouts and cancelations in order to maintain playoff eligibility.
- 10) Member Code of Conduct
 - a. A team, team member, manager, team official, administrator, spectator, volunteer or umpire may be subject to the complaint process up to and including expulsion from the league for the following:
 - i. Any player ejected by an umpire is automatically suspended from the team's next game and may be subject to further actions by the Board after an investigation of the incident is completed.
 - ii. Verbal abuse or swearing at the umpire or opposing players are grounds for ejection from the game.
 - iii. Only the manager or coach represents the team in all discussions with officials and the opposing team.
 - iv. All paid playing members must sign and acknowledge the Member Code of Conduct. Acknowledgement of the Member Code of Conduct counts as first warning.
 - v. Commission of fraud, such as playing under an assumed name, falsifying an affidavit or roster or giving false information to league officials.
 - vi. Bullying, hazing, harassment (including sexual harassment), emotional misconduct, physical misconduct, and sexual misconduct directed at a league member, while acting in a league capacity or at a league event.
 - vii. Other misconduct that reasonably calls into question the participants suitability to participate in the applicable activity.

Section 2: Rules of Play

Definitions

Seasonal Play

- 1) Season Play
 - a. Prior to registration, the Executive Board will communicate the official league calendar to all members.
 - b. Each team will play a minimum of 16 games.

- c. Games may be played any days the league has facilities available.
 - d. The Executive Board will be responsible for coordination of season play.
 - e. Any team forfeiting more than 50% of their games may be excluded from league playoffs.
- 2) After the season, teams in all SCSL Divisions will be ranked in succession per the following method:
 - a. Win/Loss Record
 - b. Head-to-head competition with teams tied
 - c. Teams with the less points scored against
 - d. Teams with higher points scored differential
 - 3) Ranking for end of season playoff seeding will be determined by the regular season standings.

End of Season Playoffs

- 1) End of season playoffs will be double elimination at the conclusion of the regular season play.
- 2) End of Season Playoff rosters will be due one-week prior to determine player eligibility. Rosters must be submitted to the respective division commissioners.
- 3) Any team forfeiting more than 50% of their games may be excluded from league playoffs at the discretion of the Board of Directors.

Equipment

- 1) **Catcher's Mask/Face Guard:** Each team's catcher is highly encouraged to wear a catcher's mask or face guard, but it is not mandatory.
- 2) **Uniforms:** Team members must wear like colored shirts with a number on the back that is at least 6 inches (6") in height. No two members of the same team may wear the same jersey number. Only the blood rule and the first two weeks of the regular season supersede this rule. Softball shoes are recommended for all players, but not required. No metal cleats are allowed. Bandannas are acceptable, but are not to be worn around the neck. Exposed jewelry cannot be worn, although earrings or rings may be taped over.
- 3) **Blood Rule:** any visible sign of blood must be covered. If there is blood on a player's jersey, he/she must change it. He/she will also be allowed to wear another player's jersey, a jersey of the same color, or another shirt when an alternate jersey is not available.
- 4) **Game Balls:** The first Home Team of the day is responsible for making sure enough new games balls are provided per game taking place that day. 2 new game balls are to be provided per game. Game balls to be used are determined based on the official softballs approved by ASA/USA (12" - .52COR/300Comp.)
- 5) **Bats:** All bats for both divisions must conform to the ASA/USA equipment standards. The current ASA/USA Non Approved Bat List from the ASA/USA website (http://usa.asasoftball.com/e/build_batlist_w_pics_2000.asp) can be found in this document. The ASA/USA Non-Approved Bat List will be enforced. An additional list of bats that have an ASA/USA mark and are non-approved can be found here: <https://www.teamsideline.com/Org/Content/GetDownload.aspx?d=uTcuMkSSvamyZ%2FKbNxZM4trounABG41CbSCQ26zyKyQ%3D>

- a. The Official bat must bear either the ASA/USA approved 2000 certification mark, the ASA/USA 2004 certification mark as shown below, or the ASA/USA 2013 Certification Mark (Slow Pitch ONLY) as shown below and must not be listed on an ASA/USA Non-Approved Bat List with Certification Marks, and must be included on a list of approved bat models published by the ASA/USA National Office; or must, in the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and if tested, would comply with the ASA/USA bat performance standards then in effect.
- 6) **First Aid:** The league will provide first aid kits in the game day bins. There will be 1 First Aid Kit per bin. The first home team is responsible for making sure that a First Aid kit is included in the bin along with the rest of the game day equipment.

Field Dimensions

- 1) The distance between all bases is 70 feet.
- 2) The distance between the tip of home plate and the pitcher's mound is 50 feet.
- 3) The distance from the tip of home plate and the second base is 98' 11 15/16" on a 70 foot diamond.

Lineup

- 1) **Number of Starting Players (Regular Season Play):** A team must have at least seven (7) players in order to take the field; however, if substitution is needed you may pull from a registered member and the first sub must play catcher and the second sub must play right field, and is at the discretion of the opposing team. Ten (10) players are allowed with four outfielders. If a team starts with nine players, a tenth player may be added as long as the team has not completed its batting order for the first time. If a team starts with ten players, but loses one and must complete play with nine players, an automatic out will occur each time that batter would have been up.
- 2) **Number of Starting Players (Playoffs):**
 - a. ***Substitutions requests must be submitted within 72-hours of the playoff games and approved by the SCSL Executive Board.***
- 3) **Extra Players:** As many as two (2) extra batters are allowed for each team. If a team chooses to have 11 or 12 players in its lineup, the team can designate one or two players as extra players/batters. The offensive position in the lineup of extra players cannot change but defensive position can change. Once the lineup cards have been exchanged they are official and the extra players (EP) cannot be added to the starting lineup.
- 4) **Official lineup:** Both teams are required to keep score. The home team's score will be the official score. All players eligible and present to participate in a game should be listed on the lineup card. For purposes of post-season eligibility, a player is considered legally part of a game if they are present at the playing site before the end of the game and his/her/their name has been added on the lineup card. A player present at the playing site and listed on the lineup card will receive credit for the End of Season Playoff eligibility regardless of whether they enter the game (i.e. injured players that are present at the game).
- 5) **Line Up Card Procedures**
 - a. A complete lineup card will have the team name, date, player's last name, first initial, jersey number, and a manager's or coach's signature.
 - b. List all starting players in the order in which they will bat.

- c. List all substitute players who are eligible and present for that game.
- d. List all injured players who are present and in attendance for the full game at the bottom of the line-up card.
- e. Present the card to the umpire who will check and collect it during the pregame meeting.
- f. At the end of each game, managers are required to initial the score on the umpire's lineup card(s).
- g. The **In/Out rule (substitutions)**: Any player may be substituted for or replaced and re-entered once provided that the players occupy the same batting position in the batting order. 2015 ASA/USA Rule 4§ 5A.

Time Limit

- 1) All games have a 65-minute time limit or 7 innings. No new innings shall start after 60 minutes. The Umpire will keep the official game clock. When the time limit rule is in effect, time begins with the first pitch.
- 2) A game called by the Umpire shall be regulation if five or more complete innings have been played, or if the team second at bat has scored more runs in four or more innings than the other team has scored in five or more innings. The Umpire is empowered to call a game at any time because of darkness, rain, fire, panic or any other cause that places the patrons or players in peril. 2016 ASA/USA Rule 5 § 3 C.
- 3) When the tie-breaker rule is in effect, if the game is tied after the time limit has expired, the tie breaker rule shall be implemented at the start of the next inning and play will continue until a winner is determined.

Legal Pitch Delivery

- 1) The ball must be delivered with a perceptible arc and reach a height of at least 6 feet from the ground, while not exceeding 12 feet from the ground.
- 2) The pitcher must begin with at least one foot in contact with the pitching plate when one is present.

Game Day and Field Responsibilities

- 1) An Executive Board Member two hours prior to the start of the first game of the day will be responsible for reviewing field conditions prior to the HOME TEAM setting up the field to determine playability of that field. The Executive Board Member who is at the field should communicate the decision to the rest of the Executive Board with pictures and description of the field conditions.
- 2) The HOME TEAM for the first game on a field is responsible for sending team representatives to setup the field. The home team (as indicated by the schedule) will prepare the field for play before each game. Each team must use league-supplied softballs.

Game Rules

- 1) **Starting Count**
 - a. The batter shall assume a one (1) ball and one (1) strike count upon entering the batters box with one (1) free foul ball given after the second strike.
- 2) **Run Rule**

- a. Complete Innings must be played and the game will end once the home team has batted in the bottom of the 7th Inning, unless the Run Rule comes into affect and supersedes the need for a full game to be completed. The Run Rule will be enforced when the home team is leading after the top of the 7th inning is played and there is no need to play the bottom half of the 7th inning. Additionally a Run Rule will be enforced when any team is ahead 20 runs after 4 innings and 15 runs after 5 innings. The team leading by 20 runs after 4 innings of play or 15 runs after 5 innings of play will be declared the winner.
- 3) Tie Games
- a. If after 7 innings, the game is tied and if time remains, international rules will be utilized, in accordance with ASA/USA rules. It will continue to be utilized until a winner is determined or the time limit has been reached.
- 4) Courtesy Runner
- a. Courtesy runner may be used for a base runner who is unable to run the bases. There is a limit of 1 courtesy base runner per inning. If the batter requiring a courtesy runner bats again in the same inning, the courtesy runner must be awarded.
 - b. A courtesy runner whose turn at bat comes up while on base:
 - i. The player who the courtesy runner is running for will be called out.
 - ii. The courtesy runner will be removed from the base and take their turn at bat.
 - iii. A second courtesy runner or a substitute is not permitted at this time.
- 5) Home Run Rule
- a. The following out of the park home run rule will apply: Competitive – 1 and Recreational – 0. In the Competitive Division, exceeding the home run rule will result in an out. In the Recreational Division, this will be a half-inning ending out.
- 6) Base Running and Fielding
- a. The batter must remain in the batter's box until the ball passes the plate or is hit. A batter will be called out if he or she steps on home plate while hitting the ball. A foul ball on the third strike is an out.
 - b. The throwing of a bat can be grounds for ejection from a game.
 - c. The batted ball will be considered in fair play until the umpire calls it foul. On a fair or foul fly ball, a runner may tag up after the ball is touched.
 - d. A base runner is allowed to overrun first base. They will be called out if after overrunning first base the runner attempts to advance to second base and is legally touched with the ball while not in contact with the white first base bag. For the runner to be tagged out, the runner must have intent to advance beyond first base.
 - e. Runners cannot overrun second or third base.
 - f. Foot Off the Bag Rule: Clarification of the rule as noted in the 2009 ASA/USA Official Rules of Softball (page 92; Section 7/R): The runner is out (slow pitch) when the runner fails to keep contact with the base to which they are entitled until the ball is batted, touches the ground, OR reaches home plate. (new, 2010) What does this mean? If the batter swings and misses the ball and the runner steps off the bag AFTER the ball is batted, touches the ground, OR reaches home plate; the runner is safe. The umpire can call the runner out if they believe the runner left the bag BEFORE the ball reached the front plain of home plate. Recommendation: The judgment call falls upon the umpire, so best bet is to not lift your foot off the bag until the ball is hit.

- g. The infield fly rule applies when a runner is on first and second base, or bases are loaded (there must be a force out at third base), and a fly ball is hit into the infield and there are less than two outs. The umpire will call the batter out. The purpose is to prevent the fielding team from bobbling the ball and forcing a double play.
 - h. Unless a fielder is in the process of going for the ball or making a play, the base runner has the right of way. If the fielder is making a play, the runner must not interfere with the fielder.
 - i. If there is going to be a close play at home plate, it is recommended, but not required, for a runner to slide into home. If a collision occurs at home plate, the umpire will decide if the base runner should have slid according to the ASA/USA Collision rule in the ASA/USA handbook. Sliding at second and third bases is recommended to prevent injuries if a play is being made on those running to these bases. If a runner causes interference with a play by not sliding, the umpire will call it and the runner will be out.
 - j. Sliding Bag Rule: If any base runner that through the act of sliding into a base, advancing to the base, or rounding a base moves the sliding base more than one foot from its original position:
 - i. If the runner slides into the bag, is considered safe, and ends their slide within contact where the bag originally was, the movement of the base shall not change the safe/out call regardless of the location of the base after movement. Player movement to the moved bag will not alter the safe/out call.
 - ii. A runner advancing to the bag without sliding – standing up – may not move the bag with their momentum beyond one foot of its original location, or they will be deemed to have over run the bag and they can be tagged out regardless of the continued contact with the moved bag.
 - iii. If the runner has rounded the bag, or gotten up after a safe slide, and attempted to advance and is now returning to the base, but it has moved, the runner will return to where the base was originally and the umpire will make the best judgment call possible relative to the location of where the bag should there be a play on the runner returning to the base. (new, 2010)
 - k. Base Stealing: Base stealing is not allowed.
 - l. Base coaches must not aid the base runners; once the play is determined over and time is called by the umpire, the base coach may positively encourage/congratulate the base runner.
- 7) Grace Period
- a. A team that does not have at least eight (8) players at the playing site may request up to a ten (10)-minute delay of game. There is a five minute grace period after the game start time for a team to field a full team. (revised at the 4/6/2010 managers meeting) stated 10 minutes. If the 9th player arrives before the end of the five (5) minute grace period, the game must begin without further delay. After the lineup cards become official and the team has not gone through their batting order, if a 10th player arrives, they must immediately be added to the starting lineup. Any additional player may only be added as a substitute.
 - b. There will be a 5-minute rest period between games that are past the scheduled start time of a game. At the discretion of the umpire in charge, this can be extended on days

where heat is considered to be a safety factor. If a game is over more than 5-minutes ahead of the scheduled start time of the next game, that game may start early if the umpire and both managers are all in agreement.

- c. The grace period applies to regular season league games only. During the End of Season Playoffs, grace time is forfeit time.

Forfeits

1) Game Day Forfeits

- a. A game is forfeited if, after the grace period, a team cannot field eight players. The opposing team will be declared the winner and the score will be recorded as 7-0. If both teams are short at the end of the grace period, a double forfeit is declared.
- b. Each team must have a copy of the others teams roster listing their players in attendance.
- c. The umpire or a member of the executive board must sign both teams' score sheet immediately below the last listed name. **Nicknames are not allowed.**
- d. If there is not an umpire or executive board member available then both team managers must sign both rosters.
- e. If the rosters are not properly signed, the players on the said rosters risk losing playoff eligibility at the discretion of the Board of Directors.
- f. Only players listed on both teams roster are eligible for playoffs.
- g. In the case of a double header an additional ten minutes will be allotted to allow the teams to field nine players before a forfeit is called for the 2nd game.

2) Each team must have a copy of the others teams roster listing their players in attendance. The umpire must sign both teams' score sheet. Nicknames are not allowed. If the umpire is not available, then both team managers must sign both rosters. Only players listed on both teams roster are eligible for playoffs.

3) In the case of a double header an additional ten minutes will be allotted to allow the teams to field nine players before a forfeit is called for the 2nd game.

4) **Prior Game Forfeits:** The opposing team will be declared the winner and the score will be recorded at 7-0 for each game forfeited. The forfeiting team loses player eligibility for the forfeited games. All players on the team forfeited to will have eligibility for the forfeited games for playoffs.

- a. Games forfeited in advance must be canceled at least 24 hours in advance to ensure umpire fees are not applied.
- b. **PRIOR GAME FORFEITS:** The opposing team will be declared the winner and the score will be recorded at 7-0 for each game forfeited. The forfeiting team loses player eligibility for the forfeited games. All players on the team forfeited to will have eligibility for the forfeited games for playoffs.
 - i. Fees paid to umpires will be paid by the forfeiting team for any cancellation of the game that results in a fee being paid by the league to umpires.
 - ii. Fines are on a per occurrence basis and a team must pay their fine prior to their next scheduled games.
 - iii. If the fee is not paid in full before the team's next scheduled game, those games will also be considered forfeits.

- iv. A game canceled due to inclement weather will be rescheduled at the next available opening with no exceptions. Appropriate team managers and coaches will be notified as soon as possible. Changes will be noted on the website and phone line.
- c. Fees paid to umpires will be paid by the forfeiting team for any cancellation of the game that results in a fee being paid by the league to umpires.
- d. Fines are on a per occurrence basis and a team must pay their fine prior to their next scheduled games. If the fee is not paid in full before the team's next scheduled game, those games will also be considered forfeits.
- e. A game canceled due to inclement weather will be rescheduled as soon as possible. Appropriate team managers and coaches will be notified as soon as possible. Changes will be noted on the website and phone line.

Ejections

- 1) Any player ejected by an umpire is automatically suspended from the team's next game and may be subject to further actions by the Board after an investigation of the incident is completed.
- 2) Verbal abuse or swearing at the umpire or opposing players are grounds for ejection from the game.
- 3) Only the manager or coach represents the team in all discussions with officials and the opposing team.
- 4) All paid playing members must sign and acknowledge the Member Code of Conduct prior to completion of registration. Acknowledgement of the Member Code of Conduct counts as first warning.

Official Scorekeeping

- 1) The Home team will be the official scorekeeper of the game. If the home team does not have a scorekeeper, the visiting team may keep official score.
- 2) The official score will be recorded by the home team on the scorebook and submitted to the SCSL Assistant Commissioners after each game.
 - a. Failure to communicate the official scores to the Assistant Commissioners without one (1) week of the game will result in a warning to the applicable home team. The second failure to communicate official scores to the Assistant Commissioners will result in a 5 (five) run deficit at the start of the next scheduled game.

Protests

- 1) Any team manager can lodge a protest on regularly scheduled season games against another team for failing to comply with ASA/USA rules, and/or SCSL bylaws by filing a formal signed protest with the commissioner and opening a \$50 escrow account with the Treasurer.
- 2) The Executive Board will then review the appropriate governing documents and rule on the applicability of the protest.
- 3) Upon its ruling, the Executive Board will also determine the appropriate restitution if any.

- a. If the protest is found to be without merit by the Board, the team placing the protest will forfeit the \$50 escrow held by the Treasurer.
 - b. If the protest is found to be with merit, whether or not restitution is deemed necessary, the \$50 escrow will be returned to the team.
 - c. In any case, the decisions of the Executive Board are final.
- 4) An official protest involved a question about a rule interpretation, an illegal player, or an ineligible player. Judgement calls by the umpire cannot be protested. Only the team manager may notify the plate umpire of his/her/their intent to play the game under protest. An official protest must be registered to the umpire before the next pitch or before the umpires leave the field. The protest must be noted on the scorebook, along with the details of the protest, the inning, number of outs, ball and strike count, position of base runners, and time. If the protest cannot be resolved immediately, the game should go on.
- 5) Any player who is challenged on eligibility will be requested to show proof of ID to the umpire. The umpire will designate the player in question on the scorebook. If the player does not have ID, he/she must sign the scorebook or forfeit the game. All information must match the official SCSL roster.
- 6) After properly notifying the plate umpire, all protests (including player eligibility) must then be submitted in writing accompanied by a \$50 fee and received at the SCSL mailbox within two business days following the protested game; otherwise, the game will stand as played. The information will be assessed and ruled on by the Board who will then respond within 72 hours of receiving the protest. If the protest is upheld, the protest fee will be returned. If denied, the fee will revert to the SCSL.