



Policies, Procedures, and Rules of Play

2024 Revision

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STEEL CITY SOFTBALL LEAGUE (SCSL)

Section 1: SCSL Policies and Procedures

Team Structure

- 1) **Maximum Number of Players Per Team:** A team rosters shall be comprised of a *minimum* of 10 and a *maximum* of 20 active individual playing members. Teams may request to roster more than 20 players, which is subject approval by the Executive Board. 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.
 - a. Individual playing members who register as team captains/managers will be a part of the Board of Directors for the SCSL per the Steel City Softball League Bylaws, Section 3.
 - b. Prior to the start of regular-season play, individual playing members will be allowed to form a team, but only within the scope of this bylaw. No individual player may be rostered on more than one team in any given SCSL division.
 - c. A proposed team consisting of players new to SCSL must petition the SCSL Board of Directors (BOD). Only upon a majority vote of the BOD will such a team be admitted to the league.
 - d. The definition set forth by SCSL of a “returning team” is one registering for a new season and having a minimum of 4 (four) members returning from that team’s roster from the previous year.
 - i. In the event that an SCSL team has players who are “Active Duty” military personnel, “Military Reservists” or members of the “National Guard,” the BOD will allow for an adjustment of the number of players allowed to be rostered on such a team, as to not place the team at a competitive disadvantage and/or by potentially having fewer than 10 players. In such an instance, it is incumbent upon the affected team captain to communicate formally with the Executive Board to seek the addition of players prior to the individuals being added to the team’s roster. All such requests must be approved by the Executive Board.
- 2) **Adding Players:** Players can be added to a team roster up until the close of Registration. All players new to the league must attend a Spring Training event scheduled before the start of the season.
 - a. Players new to SCSL may join existing teams, provided the manager approves and the player is approved based on evaluation at Spring Training.
 - b. If it is the SCSL who finds a new player through a league-sponsored event – the sole purpose of which is to sign up new players, -- that player will be placed into the Draft Pool to determine the player’s appropriate placement. Such allows for the player to be placed at the appropriate level of play as well as the then-current need(s) of SCSL.

3) Team “Involuntary” Dissolution

- a. Any team that fails to meet one or several of the criteria set forth by this bylaw (see above) may be subject to disciplinary action(s) or dissolution, at any time during the current season, by a majority vote of the BOD.
- b. The BOD reserves the right and authority to impose specific sanctions on such a team or on one or more of the team’s players.
- c. Upon dissolution, individual playing members of the dissolved team may be suspended individually or, if not proved to be a causal reason for the dissolution, reassigned to other team(s) within the same division by the BOD, at their discretion.
- d. If team dissolution occurs during the regular season, all games to be played thereafter will be forfeited, with the opposing team being given credit for a win (with a score of 7-0).
- e. Any and all such teams will be suspended from that season’s SCSL playoffs
- f. Absolutely no team that the BOD has taken disciplinary action against or has been dissolved may represent the league at any affiliated tournament, without prior approval of the Board of Directors.

4) Team “Voluntary” Dissolution

- a. Upon even the possibility of a team dissolving during any season, it is incumbent upon the team captain (or a designated team player) to bring such to the attention of the Executive Board immediately. The SCSL trusts that all attempts be made to keep the team intact.
- b. Captains, coaches, managers, and players of other teams are not permitted to recruit any players until official notice from the Executive Board is issued.
- c. In all cases, a team’s “voluntary” dissolution will occur following a majority vote of the affected team’s players. A member of the league’s Executive Board must be present during a team’s meeting and vote. The Executive Board member in attendance must contact all members of the team not present at the meeting. In addition, The Executive Board member will present the final results of this vote to the BOD at the next meeting of the BOD, If the next scheduled meeting of the BOD is more than seven days away, an “emergency” meeting of the BOD must be called.
- d. Team entrance fees are nonrefundable.
- e. Effect of “timeframe” of dissolution:
 - i. **Before that season’s player draft** - After all good-faith 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. **After that season’s player draft** - 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.
- f. Any discrepancies or disputes will be settled by the Executive Board.

Player Draft and Player Placement

- 1) Players new to the SCSL and players returning to SCSL as a free agent will be included in each season's Spring Training and SCSL draft.
- 2) The order of player selection during each new season's SCSL Draft is dictated by the reverse order of the previous season's end-of-season standings. (Note: Such order may be affected by either won-loss record or winning percentage.) All teams new to that season's SCSL play will be added after the order of selection of returning teams has been determined, as noted previously. In the event that there are two or more teams new to the SCSL, a coin flip, witnessed by at least one member of the BOD, will determine the final draft order. Team representatives may choose to skip their turn during any round of the draft. A team that skips a round is eligible to return to the draft during the next round of picks, if desired. Such a team will be reinserted in the same draft-selection order that existed at the beginning of that season's draft.
- 3) Partners/friends and those new to the SCSL and that season's SCSL Draft may request – ideally in writing to the BOD -- to be on the same team, provided that both players are cleared to play in the same division. Such a request will likely be honored, but not absolutely guaranteed. In practical terms, please keep front of mind that drafting two players counts as a pick in the current round AND the next round. Said team will subsequently be reinserted in the same draft-selection order that existed at the beginning of that season's draft. (For example, Team A is seeded in draft-selection order #5. In round two, Team A picks two partners/friends, which translates into Team A's pick in round two AND their pick in round three. Team A will then be reinserted into the draft in round four in draft-selection order #5.
- 4) For purposes of the draft, the SCSL will consider a team's roster as "full" at 16 paid players. If there are paid players in the draft and your team has fewer than 16 paid members, you will be required to draft players to "16 paid players" or they will be assigned to your team, when available.
- 5) Prior to beginning each season's draft, the manager of each team will inform the Executive Board of the number of players that their team intends to draft. The total number of players to be drafted from all teams will be added and compared to the total number of players available in the free agent draft. If, after this review, it is determined that there are at least 10 **paid** players more in the draft pool than teams plan to draft, a **new** team consisting of at least 10 players will be created by the Executive from the players available for the draft. The official draft begins after the new team is formed. This team would then enter the draft process with a member of the Executive Board acting as manager for this team for the sole purpose of navigating the draft.
- 6) Any team that has 16 or more paid players on their roster will be required to "PASS" in the predetermined draft order until all team rosters in that division are brought up to 16 paid players. Once all rosters within a division reach 16 players a team with a minimum of 16 paid players can resume their spot in the draft, assuming that additional players remain in the draft. No team will be permitted to continue in the draft process once their paid roster reaches 20, unless otherwise approved by the Executive Board.
- 7) Post-draft, any person who contacts the League's Executive Board wishing to become a player in the SCSL will be afforded that opportunity only if team roster spots within the appropriate division are open.
- 8) In the event that "extraordinary" circumstances arise that may impact the formation of a team or impact the draft, a team representative should present such circumstances to a member of

the BOD at least seven (7) days prior to the spring training/draft date. The BOD will review the circumstances and decide if procedures need to be altered (perhaps temporarily) in order to benefit the growth and morale of the SCSL. (Please note that “extraordinary” circumstances will be defined by the BOD as such may arise.)

- 9) Assigning players and teams to the appropriate division will be determined at the sole discretion of the Executive Board.

Team Eligibility and Sponsorship

- 1) Refer to SCSL Bylaws for further information on Definitions, the Executive Board, and the BOD.
- 2) All teams returning from the previous season will have voting privileges until April 1st of the upcoming season. At such time, such team must have their team fee paid and/or ten paid players to retain their right to vote on League issues. A new team may claim its right to vote once their team fee is paid and/or they have ten paid players.
 - a. Special or “extraordinary circumstances” regarding a team’s eligibility will be determined by the Executive Board. Upon payment, as outlined previously, all voting privileges will be granted.
 - b. Each member of the BOD, except for the League’s Commissioner, shall have one equal vote. In the event of a tie vote (regarding any issue up for a vote), the Commissioner will cast 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. 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 four (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 Executive Board. It is the responsibility of the team manager to contact the Executive Board to schedule and gain approval of the proposed fund-raisers.
 - l. League fundraisers take precedence over team fundraising 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.

Player Eligibility

- 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) **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 a Spring Training Clinic for rating evaluation by a Ratings Committee. If a new player cannot attend a Spring Training Day Clinic, 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.
- 4) **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.
- 5) **Team Post-Season Eligibility:** To qualify for post-season play, all teams must play 75% of scheduled regular season league games. Teams that do not play 75% or more of all scheduled games will not be eligible for league playoffs, nor will they be recognized as Regular Season Champions prior to playoffs. In the case of forfeits, the team scheduled to play against the team that forfeited will be credited with attendance for the forfeited game(s). (As an example, Team A forfeits a double-header against Team B. Team B will receive 2 (two) games credited toward their overall team attendance for the season.)
- 6) **Individual Eligibility:** For post-season play, a player must have been present at and listed on the roster for 50% regular season games. Players must take the field (including Extra Hitter) for at least two (2) innings of a game in which he/she/they are present. Team Managers are responsible for maintaining these records in their scorebooks. Managers may record a roster for games in which their team wins via forfeit. Scorebooks do not need to be presented to league leadership following each game. Any individual who was not present at 50% of their team's scheduled games, will be ineligible for playoffs.

- 7) **Contested Eligibility:** Only team managers can question the eligibility of an individual during playoffs and all contests must occur before the end of the current game. In the event of a contested individual's eligibility, the manager being questioned must present their scorebook to the manager who is questioning eligibility. If the matter cannot be resolved successfully between team managers, the league's Assistant Commissioners will examine the scorebooks and provide determination on player eligibility. If the issue is still not resolved, the League Commissioner will make the final determination on individual eligibility. If the manager being questioned can confirm eligibility, the individual remains eligible for playoffs. If the manager being questioned cannot confirm eligibility, the individual is not eligible for playoffs and cannot play in any capacity for the playoffs.

Member Code of Conduct

- 1) During games, only Team Captains/Managers are to approach the umpire. Any questionable call or questions regarding a play should be discussed by the Team Captain/Manager and the Umpire.
- 2) We are a supportive and safe league, and as such it's always important to treat everyone with respect. We do not tolerate name calling, bullying, or harassment by any individual at any time.
- 3) There are no "fake tags" - this has caused potential harm for members within our league and is not tolerated. If you do not have a play, do not "fake" a tag.
- 4) There should be no pushing, shoving, smacking, or slides that are used to cause intentional harm to another player.
- 5) 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.
- 6) No alcohol is permitted in the dugout or bench area. Players are not permitted to drink during games. Any player found to be drinking or under the influence of alcohol during a game will be ejected from the game and subject to an automatic suspension from the team's next game. A second violation of this rule will result in a suspension for the duration of the rest of the season. A third violation of this rule will result in permanent suspension from the Steel City Softball League.
- 7) Recreational drugs are not allowed at the fields or in the stands.
- 8) Players are not permitted to play while intoxicated or under the influence of recreational drugs.
- 9) Verbal abuse or swearing at the umpire or opposing players are grounds for ejection from the game.
- 10) Only the manager or coach represents the team in all discussions with officials and the opposing team.
- 11) All paid playing members must sign and acknowledge the Member Code of Conduct. Acknowledgement of the Member Code of Conduct counts as first warning.

We try to maintain a fun, positive, and safe experience for all individuals within our league and community. If there are any questions, please do not hesitate to reach out to an Executive Board member or your Team Captain/Manager.

Section 2: Rules of Play

Steel City Softball League's rules are based on the USA/ASA Official Rulebook unless otherwise noted here. The USA/ASA Official Rulebook can be found at <https://www.usasoftball.com/official-rulebook/>.

Regular Season Play

- 1) Prior to registration, the Executive Board will communicate the official league calendar to all members.
- 2) Each team will play a minimum of 16 games.
- 3) Games may be played any days the league has facilities available.
- 4) The Executive Board will be responsible for coordination of season play.
- 5) Ranking for end of season playoff seeding will be determined by the regular season standings. 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

End of Season Playoffs

- 1) End of season playoffs will be a double elimination tournament to take place at the conclusion of 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.

Time Limit

- 1) All games have a 60-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, during playoffs only, 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. Regular season games may end in a tie if the time limit expires.

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 cleats/shoes are recommended for all players, but not required. No metal cleats are allowed.
- 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 game 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/300 Comp.).
- 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 can be found at: (<https://www.usasoftball.com/certified-equipment/>) The ASA/USA Non-Approved Bat List will be enforced.
 - 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.

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 of the day 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. Please note that necessary adjustments can be made by the umpire.

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) **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.
- 2) **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. A player present at the playing site, who chooses not to play based on injury or personal reason, may be listed on the lineup card will receive credit for the End of Season Playoff eligibility regardless of whether they enter the game. This case supersedes the two inning minimum detailed in Section 1, Player Eligibility.
- 3) 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 (per ASA/USA Rules).

Substitution Policy

To avoid a team forfeiture, the Steel City Softball League has the following substitution policy for regular season game play.

- 1) To begin a game the team must have seven (7) rostered players and at least one (1) substitute player as catcher.
 - a. With the seven (7) rostered players, a team may substitute up to 2 additional substitutions.
 - b. The first substitution must play catcher.
 - c. The second substitution must play right field.
 - d. A team cannot play with any more than two (2) substitutions.
- 2) With the eight (8) rostered players, a team may substitute up to 1 additional substitution.
 - e. The first substitution must play catcher.
 - f. A team cannot play with any more than one (1) substitution.

- 3) If the team meets the eight (8) minimum players (7 rostered + 1 substitution, or 8 rostered players), it is up to the discretion of the team captain or manager to request an additional substitute player. The second substitute player must play right field.
- 4) If a rostered team player or players arrive later after the start of the game, they must enter the game immediately, and are swapped out for the substitute player(s).
 - g. Only a substituted player or players can be swapped after the game has started.
 - h. Example:
 - If you requested one (1) substitute player at the beginning of the game, and two (2) rostered players show up, you can only swap in one (1) player.
 - If you requested two (2) substitute players at the beginning of the game, and three (3) rostered players show up, you can only swap two (2) players.
 - Once a game has started, you cannot add more players to your lineup, only the requested substitutions can be swapped.
- 5) Any substitute player must be registered for the current season, and in good standing with our league. Teams must pull substitutes from an equal or lower division comparable to the divisions of the playing teams, unless the substitute player is agreed upon by both managers prior to game play.

Game Rules

1) Starting Count

- a. The batter shall assume a one (1) ball and one (1) strike count upon entering the batter's 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 physically unable to run the bases. There is a limit of one (1) courtesy base runner per inning, unless a second batter-runner is injured during play. If the batter requiring a courtesy runner bats again in the same inning, the courtesy runner must be awarded. The courtesy runner must be the player who was the last batted out.

- 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.
- c. Player Inclusion Policy (PIP): A player who is unable to run the bases based on a disability that requires a reasonable accommodation to play may qualify for the PIP runner.
 - i. A player may request an accommodation from the Executive Board for a PIP runner if they a disability that, by definition, is a physical or mental impairment which can be expected to result in death or which has lasted or can be expected to last for a continuous period of not less than 12 months.
 - ii. If a player is granted an accommodation, this must be brought to the attention of the umpire prior to the beginning of each game.
 - iii. The player with the accommodation must reach first base. The PIP runner can only be requested at the next dead ball. If a ball goes out of play, before the next dead ball, the runner will be awarded second base.
 - iv. The use of a PIP runner does not preclude teams from using a courtesy runner.

5) Home Run Rule

- a. The following out of the park home run rule will apply: Competitive – 1, Intermediate – 0, and Recreational – 0 per team per game. In the Competitive Division, exceeding the home run rule will result in an out. In the Intermediate and Recreational Divisions, this will be a half-inning ending out. During interdivisional play, 0 home runs per team per game are allowed.

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. 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.
- 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. If the 9th player arrives before the end of the five (5) minute grace period, the game must begin without further delay. After the lineups are exchanged 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, there is no grace period.

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, as determined by the plate umpire. Please note that an umpire's decision of "ball" or "strike" are not arguable and will not be the basis of a "Protest."
- 2) The pitcher must begin their delivery with at least one foot in contact with the pitching plate when one is present.
- 3) A pitch will be considered illegal (and therefore called an automatic ball by the umpire, unless the batter swings at the pitch, in which case the outcome of the swing takes precedence) if delivered from behind the pitcher's back, between the pitcher's legs, and/or with a "stop" in the pitcher's delivery will be called an illegal pitch.

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 the "official" score.
- 2) The official final 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 an official final score to the Assistant Commissioners within seven (7) days of the game will result in a warning to the applicable home team. The second failure to communicate an official score to the Assistant Commissioners will result in a five-(5) run deficit at the start of the team's next scheduled game.

Forfeits and Cancellations

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 other 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) **Prior-to-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. 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.
 - c. 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.
- 3) **Weather:** 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.

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 BOD after an investigation of the incident is completed.
- 2) Verbal abuse or swearing at the umpire or other players are grounds for ejection from the game.
- 3) Only the manager/captain should represent 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 a first warning.

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 leaves 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.