

CLUB RULES AND RESPONSIBILITIES

1. GENERAL

The USA Softball Official Rules of Softball, specific to modified fast pitch play, apply in all situations not specifically modified herein. The Board of Directors has adopted these rules as specific changes or additions to the USA Softball rules. The Board has authority to deal with any infractions.

2. SCHEDULE AND FORMAT

The season will generally cover 21 or 22 weeks starting in mid- October and concluding usually around the end of the first week in April. Players who know they will be unable to fulfill this commitment must notify the Board when they register for the season or as soon as they know. A player who cannot commit to playing for the entire season may be assigned to the Pool at the discretion of the Board. The season consists of approximately sixty games. The season champion will be determined by a playoff at the end of the season. The Board will set the format and seeding for a post-season tournament.

The Board is responsible for the selection of teams and may use any method deemed appropriate to strive for competitive equality, to include use of a Selection Committee. Each team will consist of a maximum of eleven players; at its discretion, the Board may expand rosters during the season. The normal schedule will consist of nine-inning games each Monday, Wednesday, and Friday beginning at 9:30AM, with a second game beginning ten minutes after the conclusion of the first game, but no earlier than 11:30AM. The Board can adjust the starting time of games from the normal schedule. Batting practice times will be adjusted accordingly.

In the event a make-up doubleheader is played between two teams, all games for that day will be seven innings.

Batting practice will be from 8:30AM to 9:15AM each game day, supervised by the Captains of the teams in the first game. Player Pool members are invited to participate. In order to expedite batting practice, each batter is limited to no more than seven swings.

In the event of rain or other inclement weather, the President/Vice President will decide whether conditions are suitable for play. If field conditions are unsuitable or the field is otherwise unavailable, the team Captains will be notified, and they will notify each of their players. The Board may also contact players via text message or email. Cancelled games will be rescheduled at the Board's discretion.

Playoffs

All teams will qualify for the playoffs. Teams will be seeded from 1-4, based on their regular season win/loss record. The team with the best record will be seeded number one. The team with the second best record will be seeded number two and so on. In

the event that teams have the same record, the Board will determine the tie-breaking criteria. The Board will determine the format for playoffs. There will be no mercy rule during the playoffs.

3. DUES AND ASSESSMENTS

The annual membership dues are \$25.00 for Active, Inactive and Probationary members. Playing fees are reviewed annually and are announced in the spring for the succeeding season. Full payment with a completed application must be made before the deadline set by the Board each year in order to be eligible for assignment to a team. The Board shall determine whether to accept late payment from a player and allow that member to be assigned to a team. In the alternative, the player may be assigned to the Pool. Board action will be taken to place Pool members on teams when roster conditions permit. Playing fees and dues are not normally refundable after a roster player participates in one game. At the end of the season, the Board may, at its discretion, adjust playing fees for Pool or roster players who have played a minimal number of games.

4. UNIFORM CODE

All players must wear complete, clean, and current uniforms, including caps, with jerseys tucked in for each game. Pitchers may not wear long sleeved shirts that are the same color as the softballs. Gray uniform pants or shorts must be worn. At the discretion of the Board, players not conforming to the uniform code are subject to a warning and subsequent penalties, which may include expulsion from the game and a subsequent suspension from play.

5. ATTENDANCE/SUBSTITUTION

Any player unable to play when scheduled must notify their Captain and the Pool Manager as soon as they are aware they will be absent. Failure to notify the Pool Manager in a timely manner or an absence from a game without any notification may result in a one-game suspension at the discretion of the Board.

A player who will miss more than one consecutive game must also notify the Pool Manager of the length of the absence. A player who will miss 9 consecutive games due to injury or illness may be removed from the team roster and placed on the Disabled List in accordance with the By-Laws. At its discretion, the Board may allow a player who will have a several-game absence to remain on the team roster.

All players should be at the field, in uniform, and ready to play at least 15 minutes before their scheduled game time. If a player arrives after their at-bat, the lineup will be compressed until the player arrives and the player's next at-bat occurs.

Captains are required to submit lineups no less than ten minutes before game time in the format required by the scorekeeper. Any team short a player or players at that time will notify the Player Pool Manager/Scorer's Table. Required substitutes will be drawn from the Player Pool/Supplemental Pool as appropriate.

6. PLAYER POOL

All eligible players not assigned to a regular team will be assigned to the Player Pool to provide temporary substitutes and/or roster replacements as needed. In addition, a Supplemental Pool may be developed consisting of players from the roster of each team who desire to play additional games in order to evenly distribute playing opportunities. Players from the Player Pool will be given the opportunity to be used first before Supplemental Pool players. Pool players and other fill-ins may pitch if the game Captains agree. A Pool Manager appointed by the Board will administer substitutes in accord with procedures developed by the Board.

7. PLAYER EXCHANGES

Player exchanges may take place at any time during the season at the discretion of the Board of Directors for the purpose of maintaining even competition among teams. Captain-initiated player-approved trades may also be proposed to the club President, who will inform the Competition Committee and solicit its recommendation. All trades and exchanges must be approved by a majority of the Board and do not become effective until a vote of the Board is taken.

8. DUTIES AND RESPONSIBILITIES OF TEAM CAPTAINS

- Promote good sportsmanship and fair, safe play at all times.
- Know and conform to all rules and ensure compliance by team members. At the discretion of the Board, a Captain that purposely ignores the rules, or misleads others about the Rules, will be removed as Captain.
- Pass along all communications between the Club and team members.
- Responsible for lineups, integrating substitutes, and player position assignments.
- Team's sole voice for umpire discussions, appeals or protests and communications with the opposing Captain.
- If the Team Captain will be absent, be responsible for appointing a Substitute Captain, who will comply with these duties and responsibilities.
- Hold the best interests of the Club above the best interests of the team.

9. DUTIES AND RESPONSIBILITIES OF TEAM MEMBERS

- Play with good sportsmanship, fairly and safely at all times.
- Know and conform to all Club rules and responsibilities.
- Notify the team Captain and Pool Manager of any game absences as soon as possible.
- Play positions as assigned by the Captain and perform other Club duties when requested. These may include grounds preparation, umpiring, and scorer's table duties. All players are expected to run the scoreboard at times during the season.
- The use of profanity and other inappropriate language, and inappropriate behavior will not be tolerated. Such behavior may result in discipline as specified in the Club By- Laws.
- No player will approach the scorekeeper during the course of the game to inquire about their individual statistics. Only team Captains will be allowed to approach

the scorekeeper to inquire about game situations, such as lineup changes, number of outs, substitute runners, etc.

10. PITCHING RULES

- The pitcher must address the batter with both feet in contact with the pitching rubber and with shoulders in line with first and third bases. In this position, the pitcher must hold the ball in both hands for not less than one second and not more than five.
- When one hand is taken off the ball, the pitching motion begins with the arm going back, elbow locked, and then forward to the release point below the hip. Both feet must remain in contact with the pitching rubber until the forward pitching motion begins.
- At the point of release, the arm must be locked at the elbow and continue forward with a smooth follow-through. Shoulders and hips must be square with home plate, the wrist not farther from the body than the elbow.
- Only one step is allowed, forward, with simultaneous delivery of the ball. The pivot foot must remain in contact with the pitching rubber from the beginning of the pitching motion until the ball is released.
- The ball may not be outside of the pitcher's wrist during any part of the delivery but may be inside with the palm up or down. There is no limitation on the twisting of the wrist, as long as the ball remains within one ball width from the hip during the downswing and release.
- The ball may be swung behind the body so that it is not visible from home plate. The body may not be turned sideways during delivery.
- No pitch may arc higher than six feet above the ground.
- Any pitch delivered in violation of the rules will be declared illegal, and, if not swung on, shall be called a ball. If an illegal pitch is swung on and the batter and all runners do not advance safely, they shall be restored to their positions and a ball called as if there had been no swing. If an illegal pitch is swung on and the batter and all runners advance safely, the play shall stand.
- Pitchers are allowed to return to pitching after being removed earlier in the game.
- If the pitcher desires to walk a batter intentionally, the umpire must be notified. All pitches do not have to be delivered to the batter, and the batter will take first base.

11. MERCY RULE/CAPTAINS' AGREEMENT TO SHORTEN GAME

If one team is ahead by 10 runs or more after 7 complete innings, the game will be over. There is no mercy rule for a seven-inning game. There will be no mercy rule during the playoffs. There is no limitation on the number of runs that can be scored in an inning.

Upon a joint agreement of the team Captains, any game may be ended earlier than otherwise provided by these rules; games cannot be ended before the completion of five innings.

12. PLAYING RULES

In nine inning games, except for extraordinary circumstances like illness or in-game injury, each player will be required to play at least six (6) innings in a defensive position, and, in the event of twelve man rosters, every player, except the pitcher, will sit out at least one (1) inning defensively. The Captain will be responsible for enforcing this rule with scorekeeper assistance, if needed. Any player who feels this rule is not being complied with should first discuss the situation with the Captain. If the situation is not resolved between them, the player should then discuss it with a Board member or the Grievance Committee.

If a situation arises where the 6-inning requirement cannot be met, usually due to an in-game injury, the opposing Captain may allow the injured player to continue as a batter only for the remainder of the game. If a pre-game injury precludes a player from playing in the field for an entire game, a temporary substitute shall be appointed for the player.

13. BASE RUNNING

Base runners must maintain contact with the base until the ball crosses the front of home plate. Runners may advance only if a ball is batted in fair territory or if a foul ball is caught, and the runner tags up.

Base runners may advance at their own risk after a ball is batted in play and until the umpire calls time out.

A base runner clearly out on a force play must slide or peel off away from the fielder. For close plays, if the runner does not slide, the runner must do everything possible to avoid contact with the fielder. It will be the umpire's determination if a runner failed to peel away or slide when the situation required it. If the failure to peel away or slide prevents a fielder from attempting or completing a double play, the umpire may call the other runner out.

If the base runner has peeled away to avoid contact, but the fielder misplayes the ball, and the runner would have been safe except for peeling off, the runner shall be awarded the base.

For tag plays at the bases, the runner shall not make intentional contact with the fielder, and if the runner does not slide, the runner must do everything possible to avoid contact with the fielder.

14. OTHER CHANGES TO USA SOFTBALL MODIFIED RULES

- Bats - An illegal bat is any multi-wall bat, composite bat, modified bat, or bat that fails to meet Board approval. Any member found knowingly using such a bat may be suspended from the Club. Depending on the circumstances, the Board could

initiate expulsion from the Club under the By-Laws. This is a safety matter of great importance. All Board members are charged with enforcement of this rule.

- Pitcher runner - Any time the current pitcher reaches base safely, a pitcher runner may run for the pitcher. The current pitcher is the last pitcher to have delivered a pitch or, in the top of the first inning, the pitcher identified on the lineup card.
- Substitute runner - Only one substitute runner per inning is allowed.

The correct pitcher runner or substitute runner is the player who is the last recorded out who has not already been used as a pitcher runner or substitute runner in the inning. In the first inning, prior to the first out, this will be the last batter in the lineup. The scorekeeper will ensure that the correct runner is used. If an incorrect runner is used, this will be corrected as soon as it is identified.

- Courtesy runner - A courtesy runner may be used after a team has used its substitute runner, upon agreement by the Captains. A courtesy runner may be used only in the event of an immediate injury to a player after a substitute runner has been used in an inning. If a player has a pre-existing injury or continues to play in a game after an initial injury necessitating a courtesy runner, their team must use a substitute runner for the injured player and not a courtesy runner. The opposing Captain selects the courtesy runner. If the courtesy runner becomes the on-deck batter, the courtesy runner will be replaced at that time. A runner who is replaced with a courtesy runner may not be used as a courtesy runner for the remainder of the inning.
- Playing field - The distance to the home run fence will be 250 feet; the distance between bases will be 65 feet; and the pitching distance will be 46 feet.
- Second Home Plate - Use the Second Home Plate per the USA Softball Senior Slow Pitch rules.
- Helmets - Players may wear protective helmets at any time; double ear flap batting helmets are not required.
- Re-entry - Fielders may be substituted or replaced and re-entered an unlimited number of times, providing players occupy the same batting positions and the playing rules in Section 12 are complied with. The starting player and the substitute may be in the field at the same time.
- Hit batter - Batters hit by a pitch are not awarded first base.
- If a player is injured during a game, the team may use a fill-in replacement, if available at the field. The opposing team Captain shall approve the fill-in. If a fill-in is not approved or available, the lineup will be compressed.

15. CHANGES TO RULES AND RESPONSIBILITIES

Club Rules and Responsibilities will be promulgated or changed in accordance with the provisions of Article V, Section 4 and Article XII of the By-Laws.

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