



A RECREATIONAL SLOW PITCH MENS SOFTBALL LEAGUE

Website: <http://www.Danbury40PlusSoftBall.org>

RULES & REGULATIONS

PLAYERS GUIDE

SAFETY RULES

April 18, 2014

INTRODUCTION

The Danbury 40 Plus Softball League herein described as the "League", shall be operated in conjunction with the Danbury Parks and Recreation Department, and directed by an Executive Committee.

The objective is to provide an opportunity for eligible players to play recreational slow-pitch softball.

EXECUTIVE COMMITTEE

1. An Executive Committee that consists of League Officers (President, Vice President, Secretary, and Treasurer), and team managers will direct the League.
2. Any past League Presidents who are currently still actively playing in the League shall also be Executive Committee members and have all of the same rights and privileges as any other Executive Committee member. Any such past League President who ceases to be an actively playing member of the League will not be considered a member of the Executive Committee.
3. The League President, Vice President, Treasurer, and Secretary shall be elected for two year terms. Beginning in 2014, and every even year thereafter, the positions of President and Secretary shall be elected. Beginning in 2015, and every odd year thereafter, the positions of Vice President and Treasurer shall be elected. Near the end of the regular season of each year, the Executive Committee shall choose a proposed slate of candidates for the League Officers up for election that year and present it to League members. Any League member may, within the next week, challenge any or all proposed Officers by submitting either their own name, or that of another, for an office. There is no limit on the number of terms, consecutive or otherwise, an individual can occupy a League Officer position.
4. Executive Committee responsibilities consist of:
 - Regulate and supervise League activities, including reviewing all rules and regulations at the beginning of each season making changes as needed.
 - Contract all services required to conduct league activities.
 - Assign new players to teams according to their abilities to ensure fair and equitable play among teams.
 - Each member of the Executive Committee OR their alternate represents ONE VOTE in matters before them – in no event shall any one team cast more than TWO votes in any matter before the League.
 - Voting on motions or other league business requires that there must be at least FOUR members of the Executive Committee present.

LEAGUE PRESIDENT

1. Preside at all League meetings.
2. Schedule Executive Committee and other meetings necessary to conduct League business.
3. Enforce Robert's Rules of Order parliamentary procedure.
4. Provide direction for the Vice President, Secretary, and Treasurer.
5. Enforce all rules and regulations of the league.
6. Solicit candidates for all League Officer positions and conduct an annual election at the end of the season or in a timely manner shortly thereafter.

LEAGUE VICE PRESIDENT

1. Shall assist the President in all League activities and fill in when the President is unavailable.

LEAGUE SECRETARY

1. Take and publish minutes of all League meetings. Minutes should be published on the League website.

LEAGUE TREASURER

1. Handle all purchasing for the League.
2. Send out and collect forms and fees for annual registration for players.
3. Prepare a written financial report to be presented to the Executive Committee at the first and last meeting of the season.
4. Be prepared to report on League finances at any League meeting.

TEAM MANAGER

1. Players on each team shall elect a team manager by simply agreeing that the individual is responsible, dependable, and exhibits leadership qualities.
2. The team manager will assume the following responsibilities.
 - Designate an alternate team manager.
 - Attend or be represented at all Executive Committee and other league meetings.
 - Verify that all team players have attained PLAYER STATUS by submitting an approved signed registration form, and paid the league entry fee.
 - Distribute game schedules to each player.
 - Distribute a copy of the Player Responsibilities and Game Rules to all players.
 - Prepare a lineup card prior to the start of every game, and give it to the opposing manager, **if** the opposing manager requests it any time prior to the end of the first inning.
 - Any player who arrives after the start of the game shall be inserted at the END of the lineup by the team manager – see “Game Rules #13.”
 - Provide game balls as directed
 - Resolve all disputes during game play with the umpire and the opposing team manager.
 - Communicate the final score to the designated League official.
 - Advise players of any schedule changes.

TEAM ORGANIZATION

1. Each team shall consist of a minimum of SIXTEEN regular paid players and a maximum of TWENTY-FOUR paid players.

2. No player may be added to any team after the second Sunday in June, unless approved by the Executive Committee (see 4 below).
3. After the cutoff date mentioned in 2. above, a brand new player who is added to any roster (after proper approval) will pay a League Fee of \$20. At any time during the season, if a player is no longer able to play for the remainder of the season due to injury, he may be replaced by another player at no additional cost. If this “replacement” occurs after the cutoff date mentioned in 2. above, he must first be approved as stated.
4. Any exception to Team Organization guidelines must be approved by a majority vote of a minimum of three members of the Executive Committee.

PLAYER ELIGIBILITY

1. Players must be at least forty (40) years of age on/before May 1 of the current season.
2. A valid driver’s license, official State ID card, or birth certificate may be required to register or be presented when requested by a league officer.
3. All ELIGIBLE PLAYERS must submit a COMPLETED AND SIGNED official league registration form. In addition they must include full payment of the league REGISTRATION FEE to attain PLAYER STATUS.

PLAYER RESPONSIBILITIES

1. Conduct themselves in such a way as to reflect good sportsmanship and fair play.
2. No smoking or inappropriate behavior on the field of play including the coaching boxes.
3. No drinking of alcoholic beverages of any kind on the field of play, in the coaching boxes, in the dugout area, or anywhere within the general playing area.
4. Players whose actions or words demonstrate poor sportsmanship may be subject to removal or suspension from the League. The Executive Committee will judge each case separately in a timely manner.
5. Observe League safety rules.
6. Only the team manager or designated alternate can question umpire decisions or interpretation of rules and regulations.
7. Acceptable player attire during game play must consist of:
 - Baseball or softball type long or short pants
 - Team shirts clearly displaying League logo, sponsor name, and uniform number – cutoff sleeves are not acceptable
 - Sneakers or soccer shoes with rubber cleats
 - If a player wears a hat, it must be a League issued hat (worn forward), or any other baseball hat – no visors, painter’s caps, theme-park caps, or the like.

Wearing of sponsor hats is optional

NOT ALLOWED:

- Metal spikes, vinyl covered metal spikes, street shoes
- Unapproved uniform attire (shirts, pants, and hats) including cutoffs and sweat pants.
- Corrective action will be per agreement of attending team managers and the umpire.

SEASON SCHEDULES

1. The Executive Committee will provide all regular, rainout makeup, and post-season game schedules.
2. Regular season games will start as early as practical and continue until the regular season schedule is completed.
3. The team with the best overall win/loss record will determine the regular season champion.
4. In the event of a regular season tie, the order of finish shall be determined by:
 - a team with the greater number of forfeits, if any, shall have a lower finish
 - a team with a head-to-head wins advantage over the other shall finish higher
 - a team with a head-to-head runs advantage over the other shall finish higher
5. If, after tie-breakers, two teams are still tied for first place, a NINE-inning game will be scheduled to determine the regular season champion if it can be played prior to the post-season tournament. Otherwise, a tie will be declared, and there will be TWO first place regular season winners.
6. Post-season games will be a double elimination tournament that ALL TEAMS participate in.
7. The tournament will commence following the completion of the regular season.
8. The winner of the tournament will be declared the tournament champion.

GAME RULES

NOTE: DUE TO INSURANCE RESTRICTIONS, NO UNAPPROVED PLAYERS OR SPECTATORS ARE ALLOWED ON THE FIELD OF PLAY INCLUDING COACHING BOXES, DURING LEAGUE GAMES AND PRACTICE SESSIONS.

ALL PLAYERS, COACHES (IF NOT PLAYERS), MANAGERS, AND UMPIRES, MUST SUBMIT A SIGNED AND DATED LIABILITY RELEASE FORM FOR THE CURRENT SEASON PRIOR TO PARTICIPATING IN ANY LEAGUE ACTIVITIES.

1. All regular season and post-season games will be NINE innings.
2. ASA rules shall govern unless a League rule supersedes it. Team managers will be made aware of any rules that are different from the ASA prior to the beginning of each season. This manual includes all exceptions to ASA rules.
3. The League will provide UMPIRES for all games.
4. If an umpire is not available, any league player or official may substitute with the consent of both teams.
5. "Day" games shall start at 6:30 with no grace period.
6. "Night" games shall start as soon after the previous game ends as is practical (but not more than 15 minutes), and in no event, before 7:45.
7. A team must FIELD a minimum of NINE and a maximum of ELEVEN players.
8. A team must BAT a minimum of NINE players.
9. At game time, if a team DOES NOT have at least NINE players and the opposing team HAS at least NINE players, the game is forfeited (see "no forfeit" rule). The final score will be 9-0 in favor of the opposing team.
10. If BOTH TEAMS do not have at least NINE players, a double forfeit shall be declared and a score of 0-0 shall be recorded.
11. In the event of a delayed start authorized by the umpire, the new start time will be decided by the umpire and communicated to both team managers.
12. All approved players in attendance shall be included in the game batting lineup by the team manager – see exception below and section "Lineup Rule Change".

13. If a player arrives in the dugout after the first pitch of the game, they will be inserted at the END of the lineup.
14. The manager, with NO PENALTY, can substitute all approved players in attendance in the field as deemed necessary. All players are entitled to play a minimum of three innings in the field. However, any player may choose to play any lesser number of innings, or not at all, in the field if he so desires.
15. If a player must leave early or cannot play any longer regardless of the reason, their batting position will be vacated with NO PENALTY.
16. If a team bats less than 11 players at the start, or at any time during a game, the team will not be penalized with extra out(s) for the vacant positions in the lineup.
17. If a **player** elects not to bat and only play defense, they can do so with NO PENALTY. This must be communicated **by the player** to the umpire and opposing team manager prior to the first pitch of the game, and will remain in effect for the entire game.
18. If a **player** elects not to play defense and only bat, they can do so with NO PENALTY. This must be communicated **by the player** to the umpire and opposing team manager prior to the first pitch of the game, and will remain in effect for the entire game.
19. A team that is ahead by TWELVE or more runs on or after the completion of SEVEN innings (SIX AND ONE HALF if the home team is ahead) shall be declared the winner. The final score at that time will be the official score.
20. Both teams shall be responsible for the official score and shall confer with each other and the umpire at the end of each half inning to verify the score.
21. A foul third strike is an OUT.
22. A foul tip caught by the catcher must go above the batter's head in order to be considered out.
23. Base stealing and taking leads are ILLEGAL.
Runners will be ruled out if they do not maintain contact with the base they are entitled to until the batter makes contact with the ball.

Since a pitched ball is DEAD on strikes, balls, and if the ball touches ground before reaching home plate, runners cannot advance or be picked off and must return to the base.
23. If a game is suspended due to darkness, weather, or other circumstances as determined by the umpire:
 - a. if the game is an official game, and one team is in the lead, that team shall be declared the winner and the score will be FINAL.
 - b. if the game is an official game, and the score is tied, it will be resumed from its point of suspension, IF field time is available.
 - c. If the game is not an official game, it will be resumed from its point of suspension, IF field time is available.

DEFINITION: An official game is any game in which five full innings have been played (four and one-half if the home team is ahead).
24. Courtesy runners will be allowed for injured players. A maximum of four players per team per game may request a courtesy runner. The courtesy runner shall be chosen by the player's manager. Should the courtesy runner be on base at the time his position in the batting order comes to the plate, that batter shall be declared out, but he will continue as the courtesy runner.

"NO FORFEIT" RULE

For regular season games only, if a team only has eight roster players available for play at game time, it may "draft" any non-league player to play in that game only. The draft player must satisfy all of the same criteria any roster player must satisfy, including age and proper attire as defined in the Player's Guide Rules & Regulations – team shirt, baseball or softball type pants, etc. A fee of \$5 must be paid by the player or team, and a Registration Form completed and signed. All this must be done/completed by the

scheduled start time of the game, and the umpire and opposing team manager must be notified. Said player must be placed in the ninth and last position in the batting order. If, at any time during the game, a ninth roster player arrives at the game, the "draft" player must leave the game and be replaced by the roster player.

LINEUP RULE CHANGE

1. Each team **must** bat **at least** the same number of players as the other, that number decided by the team with the lowest number of players, unless **players** disqualify themselves from participation.
2. All additional players can bat, if desired, or can be used as a substitute batter if not in the starting batting order – **player's choice**. Players that show up **after the start of the game** can be added to the end of the lineup or can be used as substitutes, **player's choice**.
3. **Each substitute player must bat at least once, and play at least the minimum number of innings in the field as specified by the rules. Or they must notify the umpire that they don't want to play at all unless there is an injury, player's choice.**

Example - Team "A" has 15 players at the game; team "B" has 17. Team "A" bats them all, by league rule. Team "B" can bat 15, 16 or 17. Should Team "B" decide to bat only 15, 2 bench players must bat at some point during the game. Players can disqualify themselves from batting by telling the umpire themselves that they do not want to bat unless there is an injury.

SAFETY RULES

At no time should a runner intentionally or otherwise, run into a fielder. The umpire will rule OUT a player that violates this rule. **If the act of the runner is determined to be flagrant, the runner is ejected.**

FIRST BASE RULES:

1. After hitting a fair ball and running to first base, the batter must adhere to the following rules.
 - If there will be or could be a **force play** at first, the batter must touch only the outside (foul territory) base. The first base fielder must touch only the inside (fair territory) base.
 - If there was a **force play** at first base and the runner tagged the inside base, the umpire will rule interference and the runner OUT. The ball is IN PLAY.
 - If there was a **force play** at first base and the fielder touched the outside bag, the umpire will rule interference and the runner SAFE. The ball is IN PLAY.

Exception: if in the umpire's judgment, either the fielder or the batter is attempting to avoid a collision, there will be no penalty.

SECOND AND THIRD BASE RULES:

1. When running to second or third base, a runner cannot deliberately run into the fielder to break-up a double play or prevent the fielder from executing the play. The runner must slide or veer-off out of the baseline, away from the fielder.
2. Violations of the above rule will result in the offending runner and possibly another runner being ruled out, if in the umpire's judgment, another play could have been made. Interpretations of this rule will be at the sole discretion of the umpire.

HOME BASE RULES:

1. On plays at home, there will be no contact between the runner and any defensive player having the opportunity to make a play on the runner.
2. The runner must slide or veer-off to avoid a collision.
3. The catcher may "straddle" the plate to allow a sliding runner access to the plate.
4. If the catcher BLOCKS THE PLATE to prevent a sliding runner from contacting the base, the umpire will rule the runner SAFE. The ball is IN PLAY.
5. If the runner intentionally collides with any defensive player having the opportunity to make a play on the runner, the umpire will rule the runner OUT. The ball is DEAD.

IN ALL CASES:

1. In an effort to prevent injury and protect a defensive player attempting to make a play on a runner, a runner must be called out when they remain on their feet and crash into a defensive player who is holding the ball and waiting to apply a tag. To prevent the out ruling, the runner may slide, jump over the defender holding the ball, go around the defender or return to the previous base touched. If the act is determined to be flagrant, the offender is ejected. A runner may slide into the fielder.
2. When the defensive player is fielding a thrown ball and the flight of the ball carries or draws them into the path of the base runner, it is not a crash; the contact is determined incidental and there will be no penalty.
3. When the ball, runner and the defensive player arrive at the same time and place, and contact is made, the umpire should not invoke the crash rule, interference, or obstruction; the contact is determined incidental and there will be no penalty.

GAME BALLS

1. The 40 Plus League uses the restricted flight 12 inch ball with a COR of 0.47 and under.
2. At the start of the playing season and throughout the season as needed, each team manager will receive a supply of game balls.
3. Each team manager will bring at least TWO game balls to each game.
4. Before the start of each game, EACH team manager will give the umpire one game ball.
5. A new ball will be used at the start of the top and at the start of the bottom of the FIRST inning. After that, the best ball, as determined by the umpire, will be kept in play.
6. At times, one or more additional balls will be required at the discretion of the umpire.

FIELD LAYOUT

1. All fields will be conditioned by the Danbury Parks and Recreation department prior to each game.
2. The distance between bases shall be 65 feet.
3. The distance from home base to the pitchers mound shall be 53 feet.
4. Each batters box shall be 3 feet by 7 feet.
5. First, second, and third bases will be provided by the League.
6. First base will be a DOUBLE BASE: one base (in foul territory) for the base runner and one base (in fair territory) for the first baseman (Refer to SAFETY RULES).
7. Second and third bases will be standard softball bases.

8. Before the start of each game, the umpire and both team managers will review the left and right field out-of-bounds lines and any other field ground rules. If available, the left and right field foul lines and out-of bounds lines will be marked using highway traffic cones.

ASA OVERTHROW RULE

Sec. 7. RUNNERS ARE ENTITLED TO ADVANCE WITHOUT LIABILITY TO BE PUT OUT:

g. When the ball is in play and is overthrown (beyond the boundary lines) or is blocked.

EFFECT - Sec 7g: All runners, including the batter-runner, shall be awarded **two bases**, and the award will be governed by the position of the runners when the ball left the fielder's hand. If two runners are between the same bases, the award is based on the position of the lead runner.

EXCEPTION:

1. When a fielder loses possession of the ball such as on an attempted tag, and the ball enters the dead ball area or becomes blocked, each runner is awarded one base from the last base touched at the time the ball entered the dead ball area or became blocked.
2. If a runner touches the next base and returns to his original base, the original base he left is considered the "last base touched" for purposes of an overthrow award.
3. If the ball becomes blocked due to offensive team equipment, the ball is ruled dead and runners are returned to the last base touched at the time of the blocked ball. If the blocked ball prevented the defense from making a play, the runner being played on is called out. (If this player has scored prior to the blocked ball being ruled, the runner closest to home is called out.)

DEFINITION:

A blocked ball is a batted or thrown ball that is touched, stopped or handled by a person not engaged in the game, or which touches any object that is not part of the official equipment or official playing area. A thrown ball touching a base coach accidentally (in or out of the coach's box) during a play, is not a blocked ball.

ILLEGAL BATS

1. The 40 Plus Softball League does not permit altered bats.
2. Team managers are responsible for legality of all equipment.
3. Bats must be softball bats, have their original markings for identification, and be marked "Official Softball."
4. Bats must be wood, with a non-composite hitting surface – a composite handle is allowed, but not the barrel.
5. All bats to be used during a game must be in the dugout area prior to the start of and for the duration of the game, and will be examined by the umpire prior to the start of the game. Prior to the start of play, any bat determined by the umpire to be illegal shall be permanently removed from the field of play with no penalty.
6. During the game, any bat that is found to be illegal or altered will be removed from the field of play immediately, the player will be ejected for the remainder of that game, and any time his position in the batting order comes up again it shall result in an automatic out.
7. If it is determined that a batter is using an illegal bat:
 - After a walk, or after a batted ball is put into play, and **before** the first pitch to the next batter, the batter is out and all other outs, runner advances, and runs scored will be nullified.

- After the first pitch to the next batter, there will be no penalty
8. A repeat violation will be referred to the Executive Committee.

PROTESTS

1. The manager, acting manager or captain of the protesting team shall notify the plate umpire that the game is being played under protest. The plate umpire shall in turn notify the opposing manager. To aid in the correct determination of the issue, all interested parties shall take notice of the information, details and conditions surrounding the decision to protest.
2. A written protest shall be filed with the Executive Committee within two days, must include a \$25 fee, and should contain the following information:
 - a. date and time
 - b. name(s) of the umpire(s)
 - c. the rule and section of the official rules or local rules under which the protest is made
 - d. the information, details and conditions pertinent to the decision to protest
 - e. all essential facts involved in the matter protested
3. A Protest Committee composed of a minimum of three Executive Committee members, none of whom are members of either team involved, and whose Chairman shall be the President or a member appointed by the President, shall consider all of the facts and render a decision as soon as is practical.
4. If a protest is determined to be valid because of:
 - a. the misinterpretation of a playing rule, the decision will be corrected and the game shall be replayed from the point at which the incorrect decision was made
 - b. an ineligible or illegal player the offending team shall forfeit the game in question
5. The \$25 fee shall be refunded if the protest is upheld.

GAME CANCELLATION/POSTPONEMENT

Game cancellation/postponement shall be determined by an announcement on the radio, or by the recorded message at 790-GAME (790-4263) prior to 4:30 p.m. on the day of the game. After 4:30 p.m., it shall be a game-time decision by the umpire at the field.