

2011 Framingham Interfaith Softball League - Rules and Amendments

GENERAL INFORMATION:

Games begin at 6:20 pm. A Grace period for starting game extends to 6:35 pm.

The Coach of winning team will email results to FraminghamSoftball@gmail.com the night of the game.

If a team does forfeit due to tardiness or lack of players, the forfeiting team is responsible for the entire umpiring fee for the night.

For regular season games, a single umpire is paid \$46.00 at the game, split between the two teams.

Each team supplies one softball for play. These are provided by the league at the beginning of the season

Ground Rules: There are no specific ground rules in place for our field and other than wild pitches and "out of play" territory, a ball is generally considered live at all times. However, it is the umpires' discretion should they feel that a ball has been interfered with by a spectator, player, or object from an adjoining field, and to award or place the runners where they see fit. Umpires will perform this action with great discretion and judgment, and outfielders should not give up on a ball assuming you will get a "ground rule" call. It will VERY RARELY happen.

Playoffs:

- Players must play in at least 4 games to be eligible for post-season. All teams are on their honor.
- 1st plays 4th and 2nd plays 3rd in the first round.
- The First Round is a best of three series
- The Finals is a best of five series

Lock Box: There is an equipment box chained to the backstop. Inside will be bases, helmets, and a pitching rubber. The combination will be given to team captains. Make sure the box is loaded-up and locked with only softball league equipment at the end of each game.

All ASA Rules are in affect with following modifications:

Conduct and Game Ejections (Rule 4 Section 8 & Rule 5 Section 4):

Let's please remember that while we are all competitive, there are more important things in life. Therefore we have a pretty strict code of conduct.

- No fighting, swearing, belligerent behavior is allowed towards umpires, opponents, fans, and hopefully your own teammates!
- Should a player be ejected from a game (Rule 4 Section 8), they are suspended for one game. A second ejection will cost you four games, and a third gets you a ticket out of the league.
- All suspensions include playoff games and will be strictly enforced! Remember, there are often women and children at the games or in the area. Act appropriately.

Legal Team and Substitutions

- 8 (eight) players are needed to start game.
- The game is forfeited if a team drops below 8 (eight) players.
- Players can be "lent" to other team, and game can be played as official, should both teams agree, in spirit of league
- Automatic outs: Automatic out are not charged in the league.

Line-Up Options:

Just as a refresher course, and for the new teams, there are two options for a starting line-up:

Option 1)

Play and Bat Everyone – free defensive substitutions. In other words, you can change defensive positions each inning as long as you maintain the same batting order and bat as many as you want. However, everyone who plays must bat unless there are extenuating circumstances (i.e. health reasons).

Option 2)

Double substitution – You start whatever number of players you wish (from 10 on up). If you choose to keep a player(s) on the bench (and not batting), player (PLAYER A) can enter the game later as a substitute; taking the batting spot of the player he has replaced (PLAYER B). He can play any defensive position on the field, as long as he takes the batting spot of the PLAYER B. The player that has been replaced (PLAYER B) can re-enter the game at any point, and for any player, (including PLAYER A), as long as at least the 9 other spots in the batting order have gone around since his last at-bat. This action can be repeated TWICE, hence the Double Substitution Rule. Once a player has left a game twice, he is no longer eligible to return. In all instances, you can continue to move your players to any position in the field.

The importance is that the batting order is not compromised. If you have any questions regarding this option, give me a call.

Should a player need to leave the game for any legitimate reason (injury, personal, another game, etc.), you should sub in for him. Should a sub not be available, there is NO automatic out taken for his spot in the line-up.

Pitching:

ASA Rules apply. Pitch legal or do not pitch.

- 1 (one) warning per pitcher per game.
- After a warning, an automatic ball is called and runners advance one base (except for home).

Dead Ball Wild Pitch: A pitch not hit or fouled by the batter that comes in contact with the backstop or otherwise goes out of play.

- The ball and play is then declared dead by the umpire upon contact or passing into out of bounds territory.

Batting:

Helmets: Batters and Runners must wear helmets to play. It is also still the case that neither the league, umpires, nor Town of Framingham are liable in any way for any injury that occurs on the field.

Bats:

- But we cannot use double wall bats. ASA rules specify for safety reasons they can only be used in slow pitch. If anyone has any questions one whether a certain bat is double-walled please ask the umpire, team manager, or commissioner.
 - If anyone is caught using a double wall bat by an umpire, it is an automatic out and ejection from the game.
- Illegal Bats: ASA provides a list of deemed illegal / banned bats each year and the team managers are responsible in ensuring their players are not using them. Please contact the commissioner or umpire coordinator for the most recent list of illegal bats if you have any questions.
 - If anyone is caught using an illegal or banned bat by an umpire, it is an automatic out and ejection from the game.

Batter-Runner and Runner:

- There is no stealing.
 - Leads may be taken once ball leaves pitcher's hand.

- Should a play be attempted to pick off a runner leading after a pitch, it is a force play. No tag is needed.
- There is no bunting
- Hit By Pitch:
 - Players have choice of taking base or remaining at bat if hit by pitch.
 - Pitchers - use your head as this is not a free invitation to bomb away on the inside with no ramifications. Batters do have a choice, and any pitcher deemed by the umpire to intentionally throw at a player is subject to ejection.
- Runners are entitled to advance **without** liability to be being put out (Rule 8 Section 5) following a wild pitch that becomes a dead ball. Runners may advance should a wild pitch reach the backstop or otherwise go out of play. However, a runner from third is never able to advance automatically due to a wild pitch. Subsequently, if there is a runner at third, a runner on second is therefore not allowed to advance and so forth.
- Runners are entitled to advance **with** liability to be being put out (Rule 8 Section 4) following a pick-off attempt by the catcher in attempts of catching a runner leading. Runners first tag-up and then can advance with liability of being put out.
- Double First Base: The “Harrington Rule” is in effect. One side is orange and will be on the foul side of first base line with the other side white being aligned with the first base line and in-play. Base runners from the batter’s box are to run to the orange on plays to 1st. The First Basemen must still reach for the regular “in-play” white bag for the force tag.
 - The exception to the runner using the white bag is when they are either:
 - Rounding first for second
 - The defense play leads towards the foul side and then the runner should make best effort to use the side of least resistance
 - Make sure your players understand this rule.
- Substitute Runners:
 - All Substitute runners are to be the last out of the previous inning. If the substitution occurs during the first inning, latest batter in lineup not batting or on-base.
 - Current pitchers (current defensive pitcher) can request substitute runner
 - If a substitute runner is used after the batter-runner legs out a double or triple, and is not injured in the play, the substituted runner is required to sit-out 2 (two) complete innings (offense and defense)
- No Collisions:

- Runners cannot collide intentionally with a fielder at a base. In other words, slide or get out of the way of the fielder attempting to make a play.
- If you go in standing, you may not collide IN ANY WAY with the fielder or you will be called out.
- Fielders must give runners a path to the base to either slide or go in standing. No blocking the bag. You must give runner at least half the base to aim for. Also, no fake tags. Remember, we all have to go to work the next day.

Run Ahead Rule (AKA Mercy Rule) – Rule 5 Section 9:

- A team may call mercy at any time during the game.
- There is an 18 (eighteen) run ahead mercy rule after the completion of 5 innings.

Have a great season everyone!