

CLUB RULES AND RESPONSIBILITIES 2014-2015

1. GENERAL: ASA Modified Fast-Pitch rules apply in all situations not specifically modified herein. The Board of Directors has adopted these rules as specific changes or additions to the ASA rules. The Board has authority to deal with any infractions.

2. SCHEDULE AND FORMAT: The season will generally cover 21 or 22 weeks starting near the end of October or first of November and conclude 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 ideally before the season begins or as soon as they know. Failure to consistently do so may result in penalties, including but not limited to, permanent assignment to the Pool at the discretion of the Board. The season consists of approximately sixty games. The season champion will be determined by a play-off as might be required 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 twelve players. The normal schedule will consist of nine-inning games each Monday, Wednesday, and Friday beginning at 9:30AM, 11:00AM. The second game will follow ten minutes after the first game, but no sooner than 11:00AM. Batting practice will be from 8:30AM to 9:15AM each 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 (7) swings. In the event of rain or other inclement weather, the President/Vice President will decide whether conditions are suitable for play. If conditions are unsuitable, the team Captains will be notified, and they will notify each of their players. The 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.

Seed number three will be home team and play team number four. The winner of that game will immediately play seed number two with seed number two being the home team. The winner of this game will face seed number one in a best two out of three game series for the league championship. There will be no mercy rule during the playoffs.

3. DUES AND ASSESSMENTS: The annual 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 must be made before October 1st each year in order to be eligible for assignment to a team. Players paying late may be assigned to the Player Pool. Board action will be taken to place Pool members on teams when roster conditions permit. Playing fees and dues are not refundable after the player participates in one game.

4. UNIFORM CODE: All players must wear complete, clean, current uniforms including caps with jerseys tucked in for each game. Pitchers may not wear long sleeved shirts the same color as the softballs. Socks will be solid white. Gray pants or shorts must be worn. Players not conforming are subject to a warning and subsequent penalties at the discretion of the Board.

5. ATTENDANCE/SUBSTITUTION: Any player unable to play when scheduled must notify his Captain and Pool Manager ASAP. This is not only a common courtesy, but also failure to notify the Pool Manager no later than 30 minutes prior to the game time may be cause in a one game suspension. A player who will miss more than one consecutive game must also notify the Pool Manager. A player who will miss 9 consecutive games will be removed from his regular team and placed on the Disabled List in accordance with the By-Laws, Article II, Section 5. All scheduled players are required to be at the field, in uniform, ready to play at least 15 minutes before their scheduled game time. Players who are not at the field and ready to play at the first pitch of their scheduled game, without prior notification of their team captain, will not be eligible to play in that game. Captains are required to submit lineups no less than ten minutes before game time. 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 I 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 Supplementary Pool will 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 Supplementary Pool players. A Pool Manager appointed by the Board will administer substitutes.

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 or vice president who will inform the competition committee and solicit its recommendation. All trades and exchanges must be approved by a majority of the Board at a meeting called to address the trade/exchange, and do not become effective until 24 hours later. It is anticipated all required actions will be completed in time for players to play with their new teams as soon as possible.

8. DUTIES AND RESPONSIBILITIES OF TEAM CAPTAINS:

- a. Promote good sportsmanship and fair, safe play at all times.
- b. Know and conform to all rules and ensure compliance by team members. Purposely ignoring the Rules, or misleading others about the Rules will not be tolerated, and could lead to loss of Captaincy.
- c. Pass along all communications between the Club and team members.
- d. Responsible for lineups, securing substitutes and player position assignments.
- e. Team's sole voice for umpire discussions, appeals or protests.
- f. Hold the best interests of the Club above the best interests of the team.

9. DUTIES AND RESPONSIBILITIES OF TEAM MEMBERS:

- a. Play with good sportsmanship, fairly and safely at all times.
- b. Know and conform to all rules.
- c. Notify team Captain ASAP of any absences from Club activities, especially games.
- d. Play positions as assigned by Captain and perform other Club duties when requested. These may include grounds preparation, umpiring, and scorer's table duties.
- e. The use of profanity and other inappropriate language, and inappropriate behavior will not be tolerated. Subsequent Board action could result in warnings and/or suspensions.
- f. No player will be allowed to approach the scorekeeper during the course of the game to inquire about their individual statistics (this includes standing and looking over his/her shoulder). It will be the responsibility of the club member assigned to scoreboard duty to enforce this rule. Only team captains will be allowed to approach the score keeper to inquire about game situations such as lineup changes, outs, etc.

10. PITCHING RULES:

- a. Pitcher must address the batter with both feet in contact with the pitching rubber and his shoulders in line with first and third bases. In this position, he must hold the ball in both hands for not less than one second and not more than five.
- b. 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.
- c. 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.
- d. Only one step is allowed, forward, with simultaneous delivery of the ball. The pivot foot must remain in contact with the pitching rubber until the ball is released.
- e. 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.

- f. 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.
- g. No pitch may arc higher than six feet above the ground.
- h. 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.
- i. Pitchers are allowed to return to pitching after being removed.
- j. If the pitcher desires to walk a batter intentionally, the umpire must be notified. All pitches do not have to be legally delivered to the batter.
- k. Pool players and fill-ins cannot pitch except at the discretion of a non-playing Board member.

11. MERCY RULE:

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 second game of a double header. There will be no mercy rule during the playoffs.

12. PLAYING RULES:

In nine inning games, except for extraordinary circumstances like illness or 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 pitcher, will sit out at least one (1) inning defensively. The Captain will be responsible for enforcing this rule with scorekeeper assistance. Captains will notify each other when situations arise that preclude conformance with the six (6) inning requirement. Any player who feels this rule is not being complied with should first discuss the situation with his Captain. If the situation is not resolved between them, he should then discuss it with a Board member or the Grievance Committee.

13. BASE RUNNING:

A base runner clearly out must slide or peel off away from the fielder. For close plays the runner has a right to try to beat the play. If the runner does not slide, he must do everything possible to avoid contact with the fielder. It will be the umpire's determination if the non-sliding runner did everything possible to avoid contact. Resulting calls will depend on the umpire's judgment.

For plays at home plate, the runner is not allowed to make contact with the catcher who is attempting to field the ball. The runner must either slide or give themselves up to avoid contact. In addition, the catcher must not block home plate without having possession of the ball.

14. OTHER CHANGES TO ASA MODIFIED RULES:

- a. 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. Expulsion from the Club is a possibility depending on the circumstances. This is a safety matter of great importance. All Board members are charged with enforcement of this rule.

- b. Substitute runner- The correct substitute runner is the player who is the last recorded out. In the first inning, prior to the first out, he will be the last batter in the lineup. If a substitute runner is used and found to be the incorrect runner after the first pitch is thrown, he is automatically out. Only one substitute runner per inning is allowed.
- c. Courtesy runner- A courtesy runner may be used after a team has used its substitute runner upon agreement by the Captains. The opposing Captain selects the courtesy runner and must not select a player whose turn at bat may come while on base. A runner who is replaced with a courtesy runner may not be used as a courtesy runner for the remainder of the inning.
- d. Playing field- The distance to the home run fence will be 250 feet, distance between bases will be 65 feet, and the pitching distance will be 46 feet.
- e. Helmets- Players may wear protective helmets at any time, but the rule requiring modified pitch offensive players to wear double ear flap batting helmets is waived.
- f. Re-entry- Fielders may be substituted or replaced and re-entered an unlimited number of times, providing players occupy the same batting positions. The starting player and the substitute may be in the field at the same time.
- g. Hit batter- Batters hit by a pitch are not awarded first base.
- h. Injuries in the middle of a game will result in a fill-in replacement, if a fill-in is available. If a fill-in is not available, the lineup may be compressed.

15. CHANGES TO RULES AND RESPONSIBILITIES:

Changes to the Rules and Responsibilities will be made in accordance with the provisions set forth in the By-Laws, Article V. Section 4. The Board will have the power to accept or reject the recommendations of the Rules Committee and implement any changes warranted.

Original 11/2003

Revision approved 10/2008

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