

Troy Modified Softball League League Rules and Regulations

May – 2012

◆ League Web Site

- The league has a web site for the purposes of getting league information out as simply as possible. It will contain a bulletin board, schedules, standings, rules, directions, etc. The address to the site is:

www.TroySoftball.com

◆ League vs. ASA Rules

- Any rules not specifically addressed in this document will be interpreted under the guidelines of the Official ASA rulebook, which you will get as part of each team's ASA registration package.

◆ ASA Certified Bats

- Only ASA certified bats are allowed in this league.
- Please refer to the ASA web site (link on Links page) for updated lists of approved and non-approved bats. You can also find current lists on the Rules page of our league site.
- Using a bat that is not approved can result in the forfeiture of a game.
- All bats will be certified by the league and Empire State Umpires and will have a sticker placed on the taper of the bat to signify this. You must have all your bats certified before they can be used in games. If you step to the plate with a bat without a certification sticker, the bat will be considered non-approved and all penalties associated will be enforced, regardless of whether or not the bat meets standards to be certified. It is the team's responsibility to get all bats certified by the umpire or myself before or after games, not during games. If you refuse to allow the sticker to be placed on your bat for whatever reason, you will not be allowed to use the bat in this league.
- To be certified, a bat must have an **ASA 2000** or **ASA 2004** stamp on it and not be one of the **25** bats on the list of bats previously approved, but now no longer approved by ASA.
- Bats with dents, cracks, burrs or audible rattles will not be certified for use.

◆ Base Runners

- Now that the league is a non-bunt / non-steal league, there are some differences in involving base runners.
- A runner may not leave a base until the ball is hit by the batter or until it crosses the plate.
- Leaving the base early will result in being called out by the umpire.

◆ Rosters and Playoff Eligibility

- The initial **20-man** roster will be due by midnight **May 7**. If you submit fewer than **20** players, you will lose the remaining slots up to the first **20**. If you do not submit your initial roster at all by this deadline, you lose the right to add the additional **5** players to your roster and you will have a maximum roster of only **20** players for the season. You will not be allowed to play until you have submitted your roster, even if that means you have to fill it out at the field prior to your first game.
- **5** players may be added to the roster **prior** to **JUNE 1**, at which time all rosters are frozen. This means the League President must be notified by **midnight, May 31**. Once the deadline passes, you lose any vacant roster slots.
- The League President must be notified of these roster additions **prior** to the player actually participating in a game. A message on my phone, will be good enough if I am not present at the fields.
- Once a player has been added to the roster, they cannot be removed, even if they have not yet played a game for the team.
- Rosters can include **2 "A"** players. This is a player that initially chose to play for an **"A"** team in this league when it was split into two divisions, or a player that was first part of an **"A"** team in this league. This refers to the years of **2000-2002** when we had a higher level **"A"** league. Players that initially chose to play for a **"B"** team, but also have played with an **"A"** team will continue to be regarded as **"B"** players.

- Anyone that has pitched in the "**A**" division in past years is not eligible to pitch in the league, unless granted a specific waiver by the league. Also, most pitchers from the YMCA, Elite, and Andy's "A" (B-1 in 2009) leagues for the past few seasons are not allowed to pitch in this league. We will use the same general list of prohibited pitchers that is used by the NYS Softball league and other local leagues. Any pitcher deemed out of class or one that cannot conform to strict ASA pitching guidelines will also be prohibited from pitching in this league.
 - Any player not on the roster who participates in a game will be considered an illegal player. The team found to have played a game with an illegal player would be forced to forfeit that game, and pay a **\$50** fine, which is due prior to them being allowed to play their next game.
 - In order for a player to be eligible to participate in the playoffs, they must appear in at least **8** regular season games. Pitchers must appear (pitch) in at least **8** games, including at least **4** "legitimate" starts.
 - Game participation will be recorded from the official game line-up cards.
 - It is the manager's responsibility to make sure that any line-up changes made during the game are properly recorded by the umpire on the official game line-up card. If the changes are not made on the official line-up card, the player will not receive credit for playing in that particular game. There will be no exceptions to this rule.
 - In the event that a game is not played due to a forfeit at the field, all players on the winning team's roster at that time will receive credit for that game. No players on the losing team's roster will receive credit for that game.
- ◆ **Game Times**
- Games are scheduled to start at **6:30 PM** and **8:00 PM**.
 - If a team does not have at least **9** players at game time, there is a **15-minute** grace period prior to the game being declared a forfeit. However, if a team has **9** players, the games **must** start at their normal starting times.
- ◆ **Game Balls**
- Each team will provide **1** new game ball for each game.
 - The official game ball is the **Trump MP-44-ASA-375**.
- ◆ **Line-up Cards**
- It is the responsibility of the **HOME** team to provide an official line-up card for each game, and to make sure that each card has the **date** of the game noted on it. Extra cards will usually be posted on the bulletin board, just inside the door of the utility room in case they are needed.
 - Only the official league line-up cards can be used. You have all been given more than enough for the number of home games that you will have. Line-ups submitted for a game on anything but a single official league line-up card with both teams line-ups on their respective sides, will not be accepted and players will not get credit for that game. It's an extremely simple process to follow...if you can't follow the rules...you won't get credit for the game. The umpires will be instructed to not accept anything but a single official league line-up card.
 - The home manager should fill in the appropriate side of the card with his line-up and then give it to the visiting manager to fill in his line-up. Please make sure that each side has the **team name**. The visiting manager should then give the card to the home-plate umpire.
 - List your substitute players that are present in the appropriate section of the card. This will make it easier for the umpires to make changes to the card when substitutions occur.
 - Substitute players listed on the card **MUST** be present in the dugout at some point **DURING** the game.
 - A substitute player that arrives late can still enter the game even if he was not listed on the original line-up card. As long as the player is on the teams roster, this is acceptable.
 - Please use Last Name, First Initial when filling out the card. Don't just list first names. If there are more than one player with the same last name, please make sure that each can be uniquely identified.
 - Since the line-up cards will be used to determine playoff eligibility, it is up to the managers to make sure that the home plate umpire properly records any substitutions or line-up changes on the official line-up card. Any player not officially recorded on the line-up card will not receive credit for playing in that particular game.

- All official game line-up cards must be returned to the President. Provisions for this will be included in our agreement with the umpire association.

◆ **Conduct by Players**

- The league will not tolerate any unsportsman-like conduct from players in this league. Based on some problems that have occurred in previous seasons, the league will have a zero-tolerance policy this season. This includes arguing or harassing umpires, harassing players on the other team, throwing equipment, and anything else that could be considered inappropriate behavior. The league has agreed to these tougher restrictions, and punishment will be handled swiftly and severely.
- The team managers will be issued their only warnings during the pre-game meeting with the umpires.
- It would be advisable to all managers to discuss these policies with all of their players before each game.
- A simple rule of thumb would be to come and play the game and keep your mouths **SHUT**.
- It would not be advisable for players to try to push the envelope of these restrictions, as they will not like the results.

◆ **Throwing Equipment**

- Please do not throw helmets, bats, or any other equipment. This could result in a player's ejection from the game.
- The umpires will issue the only warning regarding this in the pre-game conference with the team managers.
- If a player throws equipment on the playing field, and an umpire decides that the action warrants an ejection, the player will be ejected on the spot.

◆ **Ejection's - Player**

- 1st Offense – 2 Game Suspension
- 2nd Offense – 4 Game Suspension
- 3rd Offense – **Termination** from League and a 1-year ban
- Upon ejection from the game, the Umpire will notify the player **AND** the manager of the ejection. The player has **1 minute** to leave the playing field. If the player refuses to leave, he is subject to an automatic doubling of the particular suspension. For example, on a 1st offense, the penalty would be a 4 game suspension, and the 2nd offense, it would be an 8 game suspension. The ejection however will only count as 1 ejection against the player and the team.
- While serving his suspension, the player can not participate in a game in any way. He is not allowed to be on the field or on the bench. He is only allowed to be a spectator.
- Any player that physically abuses an umpire will be banned from the league for life.
- As we have clarified this season, all suspensions will be served in full, regardless of whether or not they must be carried over to successive seasons.

◆ **Ejection's – Team**

- **1st Ejection:** \$25 fine payable to the league **prior** to their next game.
- **2nd Ejection:** \$25 fine payable to the league **prior** to their next game.
- **3rd Ejection:** \$50 fine payable to the league **prior** to their next game.
- **4th Ejection:** \$75 fine payable to the league **prior** to their next game.
- **5th Ejection:** Team will forfeit the remainder of the season.

◆ **Ejection's – Payment of Fines**

- It is up to the player that has been ejected to pay the fine that the team occurs. After serving their mandatory suspension, the player will not be allowed to play again until the fine has been paid. The team will not be punished if the player decides not to pay the fine, however, that player will not be allowed to play another game in the league until the fine is paid.

◆ **Alcoholic Beverage Rule**

- Knickerbacker Park does not allow any alcoholic beverages anywhere in the facility. This includes the parking areas outside the entrances to the playing fields. The League does not condone the consumption of alcoholic beverages anywhere in the Knickerbacker Park facility.

- Any player seen drinking prior to or during their scheduled game will not be eligible to participate in that game or will be ejected from that game, depending on which circumstance exists. This is for the 1st offense by a player. This will result in the team being put on probation.
- A 2nd offense by an individual player will result in the termination of the player from the League. The team's manager will be required to present the team's case to League officials.
- The 3rd offense by a team will result in their termination from the League.

◆ Harassment Rule

- No League player (either during a game or as a spectator) shall harass, taunt, or threaten an **Umpire** or another league **Player**. The League will not tolerate this type of behavior. If the umpire requests the removal of a League player (as a spectator) from the premises and said player refuses to leave, he may receive a **2** game suspension from the League, and/or termination from the League.
- Any instance of harassment will be dealt with by the President, and can include suspensions from games and termination from the League for repeat offenders.
- Any such instance **must** be accompanied by a written report to the League President.

◆ Curfew

- The City of Troy mandates that out of respect for those residents in areas surrounding the facility, no inning shall begin past **10:30 PM**. If the game has reached the point of being an official game, that result will stand. If the game is not yet official, or is tied, it will be continued at a later date.

◆ Nightly Closing

- It is the responsibility of the **HOME** manager of the game that ends last on the night to close the facility. This includes turning off the lights, locking the bathrooms and the main room.
- Keys will be made so that all managers have a key to the facility.

◆ Metal Spikes

- Metal cleats or spikes are **not allowed**. A warning will be issued for the 1st offense. The 2nd offense will result in a **1** game suspension. The 3rd offense will result in that player's termination from the League. The player involved must remove the metal spikes before play can continue.

◆ Slashing

- A slashing incident (making any indication to bunt and then swinging away) will result in a dead-ball situation. The batter will be called out **and** be **EJECTED** from the game. The runners will return to their previous positions.
- Since there is **NO BUNTING** in the league this year, the batter is not allowed to ever square around and fake a bunt.
- If a batter squares around to bunt, it will be a dead-ball situation, and a strike will be called on the batter. The batter will also receive a warning. A second such offense will result in an **EJECTION**.

◆ Use of EH / DH

- The League allows the uses of an **EH** as well as a **DH**, so that at any given time a team could officially have up to **12** players participating in the game. The uses of both positions are described as follows:
- The **EH** is a player who starts the game as just a hitter, but can play the field at any time. Exclusive of the **DH (DP) / DEFO** relationship, the **EH** is one of **11** players who can bat, and any **10** of them can play the field at any time. This allows for the case where 2 players can split the game in the field, but both are able to bat. In the case of an injury, where there are no substitutes available, the **EH** can play the field for the injured player, and that player's spot in the batting order will be skipped with no out being recorded.
- The **DH (DP)** is a player who bats specifically for another player, typically the pitcher. He may enter the game defensively only for the person for whom he is batting (and that player is now out of the game permanently). In the case of an injury, where there are no substitutes available, the **DH (DP)** can enter the game defensively for the injured player,

while the player for whom he was batting (**DEFO**), must now bat in the spot of the injured player.

◆ **Number of Players Starting and Finishing a Game**

- A team may begin a game with **9** players.
- A team can add a **10th** player to the line-up, provided that the team has not batted through the line-up **1** time (the **1st** batter has not batted a second time). Once the team has gone through the batting order **1** time, no additional players may be added.
- A team can finish with **1** less player than it started the game with if a player has to leave for any reason **other than** ejection, provided there are no substitutes available. However, an automatic out will be recorded each time that the removed player's spot in the batting order comes up. The game would be a forfeit if a player is ejected and there are no substitutes, or if a team is **2** players short.

◆ **Forfeits**

- If a game is not played due to a forfeit by one team, that team is charged a forfeit fee of **\$50**. A team is allowed **2** forfeits for the season, before they are terminated from the League.
- However, once a team forfeits a game, they must provide the League with a **\$50** forfeit fee before being allowed to play their next game.
- Any game that is started, but ends due to a forfeit condition, or is completed and then later ruled a forfeit due to a rules violation, will be treated the same as any other forfeit. The forfeit fee will be charged and another forfeit fee deposit must be paid.

◆ **Rainouts**

- As soon as a determination on the weather and/or field conditions is made, each team will be contacted. Up until **4:00 PM** the decision is made by the city of Troy.
- Unless you are told otherwise, you should expect to play.
- Some nights it may be a situation where the game status is determined at the fields by the League and the umpires.
- Depending on the time of day, teams may be contacted by e-mail, phone, or text and if time allows, the website will be updated to reflect the current status.

◆ **Rainout Re-scheduling**

- Teams will be contacted following a rainout to try and get a make-up scheduled.
- Teams will usually be given a few choices for the date and time of the make-up game.
- If teams do not agree on a make-up date within **1 week** following the rainout, the make-up game will automatically be scheduled, and the teams will be told when they are to play the make-up game.

◆ **Pitching Rules**

- The pitching in this league will be strictly enforced. All pitchers must conform to the agreed upon pitching criteria. This is listed in the official ASA rulebook under the rules for 10-man Modified play.
- These rules can be found on pages **66-70** in the **2012** ASA Official Rule Book.
- Any pitcher that cannot abide by these rules will not be allowed to pitch.
- Any issues regarding pitching that are brought to my attention will be investigated as soon as possible.
- A pitcher is limited to **5** illegal pitches per game. After this, the pitcher must be removed from the game and cannot return as a pitcher. However, he may remain in the game at another position.

◆ **Playoff Format**

- For 2012, the top 2 teams will receive a Round-1 bye..
- Round-1, Semi-Finals, and Finals are all Best-of-**3** series.
- Round 1: Team - **3** vs Team - **6**, Team - **4** vs Team - **5**.
- Semi-Finals: Team - **1** plays **4 / 5** winner. Team - **2** plays **3 / 6** winner.
- Finals: 2 remaining teams.
- The higher seed in each series will be the home team for games **1** and **3**, while the lower seed will be the home team for game **2**.
- All games in the Finals usually will start at **7:00 PM**, unless otherwise agreed to by both teams, and approved by the League President.

- The playoff schedule will be set well in advance and will not be adjusted.
- ◆ **Tie-breaker Criteria**
 - The first criteria are head-to-head records.
 - The next is each teams record against all of the other playoff teams.
 - The next is to look at each of the teams involved in the tiebreaker. You would total up the number of wins by all of the teams that each tie-breaker team had beaten. This would reward the teams that had beaten more of the leagues top teams. This method was used in past years to determine which teams made the playoffs, or what seed they received.
- ◆ **Recording of Information by Umpires**
 - The umpires should make note of all special circumstances on the official game line-up card. These would include the ejection of a player, a player that has been found to be wearing metal spikes, etc., so that it can be properly recorded by the League and that any penalties due, can be assessed.
 - It is the responsibility of the umpire to either give the official league line-up card to the League President (or other person designated by the League President) or to hold onto it until it can be given to the League President. Failure to do so will result in the forfeiture of pay for the games in question.
- ◆ **League Storage Box at Facility**
 - The league will have a storage box that is kept in the utility room at the facility. It will contain a tape measure and hammer for adjusting the pitcher's mound (46 feet from back of home plate to front of pitching rubber). It will also contain a first aid kit, disposable ice packs, extra balls, extra line-up cards, etc., which can be used by anyone at the facility. Please alert me when any of the supplies are running low or are gone.
- ◆ **Uniform Restrictions**
 - The league does not require teams to have full uniforms. It is recommended that all teams at least have the same color shirts.
- ◆ **Courtesy Runners**
 - **Prior** to a game, each team can designate **1** player for whom a courtesy runner can be used. The courtesy runner must be the last player to make an out at the time the runner is needed. If no outs have been recorded, then it must be the last batter in that team's lineup.
- ◆ **Fake Tags**
 - Fake tags are not permitted in this league and will be considered unsportsman-like conduct. Any fielder that makes a fake tag in an effort to deceive a base-runner, will be subject to ejection at the umpire's discretion. There is no need for this activity, which could lead to serious injury.
- ◆ **Sliding / Avoiding Contact**
 - You are not required to slide into a base, but you must avoid contact with the fielder. You are not allowed to bowl over the catcher at home plate. Failure to avoid contact by sliding or other means can result in the runner being called out and ejected from the game. This is at the discretion of the umpire.
- ◆ **Miscellaneous**
 - Any other issues that arise will be handled under the sole discretion of the League President.