

GESU SOFTBALL YEAR 2009 RULES AND INFORMATION SHEET

The Money: **ALL MONEY IS DUE BY June 21, 2009. NO EXCEPTIONS!!!**

- ALL MONEY is due into the hands of the commissioner by June 21, 2009. No exceptions to the money deadline! Team managers are responsible for the collection of fees from their own players. Managers should collect and hold all money and turn in the entire amount in a single sum. Attach a copy of your roster to the money indicating the sum paid by each player and the total amount attached.
- Unpaid players are ineligible to play on June 28, 2009. If they play—the game is a forfeit.
- Checks are preferred as a form of payment. They can be made payable to "Gesu Softball". If a player pays cash, the manager should pocket the cash and replace it using a single check representing all players who paid cash. Therefore, absolutely no cash should be forwarded to the commissioner—only checks. Your cash cover sheet should indicate the amount of this check and the players included in the amount.

PLAYER FEE SCHEDULE		
CATEGORY	DESCRIPTION	SEE
Regular Player	This category describes ALL PLAYERS who are not students. Regular players include those who cannot make a significant number of games.	\$60
Student	Students (pays ½ of regular player)	\$30

Bat rules—SINGLE WALL ALUMINUM BATS ONLY! No double- or triple-wall bats are permitted. Walls are walls—even if the manufacturer labels them as inner or exterior "shells" or "cores" or any other name. Any bat with two or more "walls" is illegal in this league. As a rule of thumb, any bat with a retail value above \$150 is highly suspect and should be approved in advance by the commissioner. Bats must have a BPF (Bat Performance Factor) rating of 1.20 or less. ~~These rules mean that not all ASA-approved bats can be used in our league. In fact, MANY ASA-approved bats cannot be used in this league. No bat restriction for anyone 60 years old or over.~~

- A team does NOT have to share bats with other teams.
- If you step into the batter's box with an illegal bat, you are to be ejected from the game.

Games:

- First game starts promptly at 9:30 AM (although a five-minute grace period is permitted).
- No time limit on individual games.

Rules: The Gesu League follows the ASA Code Official Rules of Softball (including any modifications for Senior Men and our own modifications discussed below).

Playing field dimensions:

- Pitcher's plate: 50 feet from the BACK of home plate to the front of the pitching rubber
- Bases: 65 feet from the BACK of home to the BACK of first (and third) base.

1-1 Count and third strike rule: Batters enter with a 1-1 count. It is only upon the second foul ball hit AFTER a two-strike count is reached that the batter is out.

Pinch Runners: Pinch runners are allowed for the injured and the aged. The pinch runner must be the last (most recent) player in the lineup that is available (i.e. not on base).

Mercy rule: 15-run spread AT THE END OF ANY INNING (NOT HALF-INNING) FROM THE FIFTH INNING ON. This rule is still in effect for playoff games.

No metal spikes rule:

- Metal spikes are forbidden. Any player stepping into the batter's box wearing metal spikes is immediately out.
- Metal spikes cannot be worn on the field either. Therefore, all fielders must remove their metal spikes. Any player who fails to immediately comply with this rule is thrown out of the game.

Home plate rules:

- In order to avoid collisions with the catcher, players scoring runs are ALWAYS to run to other (orange) home plate (which is located about eight feet to the right of the real home plate and 65 feet from third base). Runners NEVER cross the real home plate. There should never be a tag play made at either home plate. Thus, all plays at home are "force" plays (like first base). However, unlike at first base, any tags on a runner who has past the "line of no return" (described below) by the catcher or by any other defensive player are completely ineffectual. There is only one way to put out a runner who has past the line of no return—step on or touch the real home plate (with the ball in hand) before the runner crosses the other home plate (maybe we should call it "the garage" or maybe "the shed"). If you don't have a spare home plate, draw a three-foot-wide line in the dirt beginning eight feet to the right of home plate.
- There is a "line of no return" 20 feet from third base between third base and home plate. Runners crossing this point have committed to going home and cannot go back to third. Once the runner crosses this line, he is out if he goes back to third. To put out a runner who has gone more than 20 feet past third toward home, the defensive team MUST throw home and step on the real home plate. All tags by any defensive player on any runner past the "line of no return" are completely ineffectual.
- The "black" is simply NOT part of home plate. It exists only as a beveled edge to minimize injuries from sliding (we don't slide into home in our league). The black is also therefore not part of the strike zone.

Dual First Base: We use a dual first base. The orange base is to be placed in foul territory. The white bag is in fair territory. When there is a play AT FIRST BASE, the white base is for the first baseman and the runner steps on the orange bag. On extra-base hits or balls hit into the outfield, the batter-runner may touch either the white or orange portion. A defensive player can make a putout at first base by stepping on or touching ONLY the white bag in fair territory. No putout is made by touching the orange bag in foul territory.

The "Assassin" Rule:

- Every uninjured player must play at least three innings of each game in the field (if willing and able to do so).
- Every player in attendance MUST bat IF willing & able to do so. Thus, the batting order MAY number more than 11 (and exceed the number playing in the field).

Number of Players:

- There is no minimum number of players required to start or finish a game. There is a maximum of 11 defensive players. There is no limit on the number of players in the batting order.
- If one team has 8 or fewer players, the opponent must supply a catcher only. That catcher is not obligated to make any meaningful plays (i.e. catch pop-ups or make tag plays). In other words, the catcher is there only to return pitches to the pitcher.
- If a team has 9 or more players, the opponent supplies no assistance.

Umpires:

- Umpires get paid \$24 per game. Each manager should pay the umpire for one game per week.
- Absolutely no arguing is permitted with the umpire. Only the manager may discuss a play with the umpire. Managers are responsible for the enforcement of this rule with their own players.

Playoffs:

- ALL EIGHT TEAMS make the playoffs. The first week of the playoffs (1 vs. 8, 2 vs. 7, 3 vs. 6, and 4 vs. 5) will be TWO games. The lower-seeded teams must win BOTH to advance. The higher seed must win only one of two to advance. The second and third playoff rounds will be best 2 of 3. In the second round, the highest-seeded remaining team will face the lowest-seeded team remaining. Thus, the playoff brackets are no longer completely predetermined.
- The team with the best record will play the team with the worst record. During playoff week one, the team with the better record gets THEIR CHOICE of home or away in both games. In the second and third playoff rounds, the team with the better record will get THEIR CHOICE of home or away in games one and three. The other team chooses home or away in game two. Tiebreakers in seeding are head-to-head record then a coin toss.

Commissioner:

Bob Bauders
2918 Kingsley Road
Shaker Hts., OH 44122

Home Phone: (216) 752-6026
Cell Phone: (216) 544-1763
Email: RobertBauders@msn.com