

February 28, 2009

**MENTOR "OVER 30" MEN'S
SUNDAY MORNING SLO-PITCH SOFTBALL
RULES AND REGULATIONS**

1. **TEAM:** A team will consist of eleven (11) players on the field with two (2) extra players in the batting order, for a total of thirteen (13) players. These two-(2) extra players may be used as defensive players throughout the game. A team may play with nine (9) players and a game shall begin on time if nine (9) players are available. Teams starting short may add to reach limits until they have gone through the batting order and must be added to the end of the order. This league rule supersedes ASA rule.
2. **GAME:** All games will be played on Sunday, starting at 9:30 A. M. unless notified in advance either by the schedule or a phone call from a league officer. Double headers are scheduled each Sunday.
3. **FORFEIT:** A team shall forfeit the game only if it does not have (9) players within fifteen minutes of the scheduled time of the first game. The second game will forfeit one hour after the scheduled first game. The only exception is if the manager of the team that is short of players knows that he will definitely not have enough players, then the second game can be forfeited fifteen minutes after the scheduled first game. Three forfeits in a season will put that team on probation for the following season. If a single forfeit occurs during probation review will be given to allowing that team to participate in the league beyond the probation season. The team forfeiting is responsible for paying both teams' umpires fees.
4. **AGE LIMITATIONS:** Seventeen team members of a twenty member roster must be thirty (30) years of age no later than the first scheduled day of play in the league. Each team will be permitted to carry three players under the age of thirty years, but at least twenty-five years of age, prior to playing in a game. **All players between the ages 25-29 must provide a copy of their driver's license with their contract.**
5. **TEAM ROSTERS:** Each team may carry up to twenty players on the roster. **Team rosters must be submitted to a league officer by the first Sunday of the season. Failure to do so will result in a \$40.00 fine and forfeit of those games played prior to submission.** The roster will be frozen on the first Sunday in June each season. The deadline remains regardless of whether a rainout or play occurs. New players cannot be added to replace any dropped players from roster unless approved by 75% of the team managers at a league meeting. A player must have played in **10 games** to be eligible for the playoffs. A game consists of one plate appearance.
6. **CONTRACTS:** All players must complete a new contract each season. All players must supply their driver's license number on their contract. If a driver's license number is not available, then their social security number is required. Contracts are due the first scheduled game. Any player playing without a contract is ineligible and his team will forfeit the games that he participates.
7. **NUMBER OF INNINGS:** A regular game consists of seven (7) innings unless inclement weather interferes and is ruled so by the umpire. In such a case, a game will be official if 4 1/2 innings are complete and the home team is leading. If the

home team is losing, 5 completed innings are required. In either case, if these requirements are not met, the game will be rescheduled and replayed in its entirety.

8. **HOME TEAM:** Each team will be the home team in one of the games of the doubleheader. The first team numbered on the schedule will be the home team for the first game.
9. **BACKER'S FEES:** There will be a **\$150.00 backer fee**. This is a non-refundable fee. This will cover ASA fees and trophies. New teams will pay an additional charge of \$50.00 above the \$150.00 standard fee, for a total for the **first year \$200.00**. There is an additional **\$50.00** field usage fee from the city of Mentor, bringing the total to **\$200.00 or \$250.00**.
10. **STEALING AND BUNTING:** There will be no stealing or bunting permitted.
11. **GAME BALLS:** Each team must supply one (1) new game ball each Sunday. Official balls will be 44 core and will be purchased through the league. Any balls used not purchased by the league must be inspected by league official prior to the start of the season. Unacceptable balls can/will result in a forfeit by the team putting the ball into play.
12. **EQUIPMENT:** Each team is required to have a set of throw-down bases (at least 1-inch thick), a home plate, and a pitcher's rubber. **ASA rule pertaining to bats will be followed. Must meet 1.20 rating, with Titanium being prohibited. A list of ASA prohibited bats will be supplied by the league prior to the start of the season. If ASA deems a bat prohibited after the start of the season the bat will be allowed for the remainder of the season.** A rubber home plate mat will be provided by the league and each manager is responsible for them and they must be returned to a league official at the end of the season.
13. **UNIFORMS:** Hats are not required for our league and only shoes with **non-metal spikes or cleats may be worn. A shirt with an eight inch number on it is required for league play.**
14. **SCHEDULE AND POSTPONEMENTS TO SCHEDULE:** Team managers or alternates will be notified of any schedule changes prior to the start of the games with as much time as possible. There will be **no** change in the schedule to allow teams to play in tournaments. Failure to show up for a scheduled game shall constitute a forfeit. Managers do not reschedule games due to conflicts in the league schedule.
15. **RAIN OUTS:** Decisions to declare a rainout will be made as soon as practical. The decision is to be made at **each field** by league officers. A decision has to be made no later than 8:00 a.m. when practical. A league officer is responsible for notifying the umpire scheduler who will cancel the umpire scheduled for that field. Once the game begins, the decision on the condition of the field is up to the umpire. Rainouts will be rescheduled by the league, as appropriate.
16. **UMPIRES:** There will be one umpire at each field to work both games of the doubleheader. The team manager will pay the umpire before the start of each game. The home team manager is responsible for obtaining the umpire's name. The president of the league will be responsible for obtaining umpires. Umpire fees are \$26.00 per game, \$13.00 per team. For divisional play-offs, there will be one umpire. For the league championship, there will be two umpires.

17. **SMOKING AND DRINKING:** There will be no beer or alcohol drinking on the field, in the coaches' boxes, in the on-deck circle, or in the dugout. Smoking is not allowed anywhere on the playing field, in either fair or foul territory. Smoking in the dugouts or on the benches is permissible. A player cannot be ejected for smoking on the field without a prior warning to both the player and team manager.
18. **COURTESY RUNNER:** The opposing manager may approve the use of a courtesy runner if it is requested of him prior to the start of the game. The runner would be the last batted out. Game injury is an exception, and must be used throughout the remainder of the game.
19. **TEAM CONDUCT: All team managers** will be responsible for their team on the field. Foul language and harassment of the umpire will not be tolerated. The idea of this league is to be competitive, but most important, to have fun and to have a good time. The team manager or captain should discuss any questionable calls or interpretation of rules during the game. Anyone ejected from a game for any reason other than physical contact will be suspended from play in the team's next game (including playoffs) see rule #33. Any appeal of a suspension must be made to the president of the league.
20. **PROTEST:** Any protest must be filed in writing with the league within 24 hours of the time the protest was made on the field. A \$50.00 fee must accompany all protests. This includes the protest of an ineligible player. If the protest is not upheld, the \$50.00 fee will go to the treasury of the "Mentor Over 30 Men's Sunday Morning slo-pitch Softball League". The deciding committee on protests will be made up of all team managers. In the case of a tie, the president will cast the deciding vote.
21. **CLEANUP:** Let's continue to make sure we clean up all garbage (cans, bottles, bags, etc.) from the benches and dugouts after each game. Team managers are responsible to make sure their respective area is clean.
22. **RUN RULE LIMIT:** Any game will be stopped and considered official and complete if one team is ahead by thirteen (13) runs at the end of five (5) complete innings. Play-offs and championship games are not included.
23. **GAME RULES:** There will be sliding into first, second, and third base. Sliding into home plate is optional. In any case, it is the runner's responsibility to avoid hitting the defensive players, unless he is blocking the base or base line. Even then, if in the umpire's decision, a collision is intentional or if forearms, elbows or excessive force is used, the player will be ejected and suspended for the next two (2) scheduled games. If a player is ejected from a game for this reason on a second occasion, the league officer, team managers, and umpires will suspend him from further play in the league for the remainder of the season, pending review. Five (5) warm-up pitches in the first inning, three (3) every inning thereafter.
24. **BASES:** Our league will use 65-foot bases. Pitcher's rubber is to be 50 feet from home plate. Home team, first game, is responsible for supplying and placing the bases and pitcher's rubber.
25. **GENERAL:** The 2009 ASA Official Rules of Softball will cover any rules not covered in the league rules.

26. **DIVISIONS:** The divisions will be determined at the Winter Meeting each year by a vote. Number will be assigned during the meeting appropriately scheduled afterward. The League Champions will always be seated first in a Division. The runner-up, seated second and Round Robin Winners will have choice of divisions. All remaining teams pick numbers to seat appropriately.
27. **LEAGUE CHAMPIONSHIP:** When sixteen teams: There will be four division winners representing the best record for the division and the next two best records from the remaining twelve teams that will participate in a Best of Three Playoffs. The remaining teams will play in a Round-Robin Tournament. When fourteen teams the six best records will play for league championship. When twelve or ten teams, the top four teams play for the League Championship with the two division winners being the # 1 and #2 seeds. The remainder of the teams will play in the Consolation Tournament. The tiebreakers at any level will be determined in the following manner: first will be head-to-head competition, second is a coin toss. The Consolation Tournament format when twelve or more teams will begin with single elimination first round, then double elimination for the remainder of the playoffs. In the championship game the higher seed team will have the decision to be home or away in the first game and will be the home team in the third game if necessary. In the round robin the higher seed will be the home team.
28. **LEAGUE MEETINGS:** It will be mandatory for a team representative to be present at all league meetings. Failure to attend will result in a **\$20.00 fine** that will go to the league treasury. (Must be paid prior to the next scheduled meetings.)
29. **STATISTICS:** Scores must be reported to the league secretary **by 12:00 noon on the Monday following the games**. Reporting scores and batting statistics will be done by each team manager each week at the fields, or by calling: 440-897-1309. There is a \$25.00 fine for all teams not turning them in, payable prior to the following weeks schedule or games will be forfeited.
30. **SPECIAL FIELD RULES: Civic Center #3 and #4 (when no fence is present):** Any balls landing in the road on a fly shall be considered a home run. Any ball rolling into street or across the sidewalk untouched will be a ground rule double. Any ball hit into the trees on a fly is a home run.
31. **HOME RUN RULE:** Each team, each game is limited to (5) five home runs. A home run is considered any ball hit by the batter over the fence in fair play. Consistent with ASA official rules, a ball hitting off of a defensive player (or his glove) and bouncing over the fence in fair play is considered a four base award and will not count against the home run total. Home runs hit after the limit is reached are outs.
32. **PITCH COUNT:** Start with an 1-1 count with 1 foul to waste.
33. **SUSPENSION RULE:** Any player ejected from a game due to excessive foul language or arguing will be suspended for 2 additional games. Any player ejected due to physical contact with an umpire or player shall be suspended a minimum of 26 games and **must** petition the league officials to be let back in the league. All suspensions include playoff games.
34. The league will use official scorekeepers for all games, and each team is responsible for the scorekeepers fee. Score sheets must be turned in to league officials to track each players games played stats.