

2011 EUCLID SUNDAY A.M./P.M. SLO-PITCH LEAGUE RULES

Classification:

Men's Slo-Pitch - Class D. Both the Morning League and the Evening League will be set up according to the number of teams that are in each league. Usually, there are two divisions in the Morning League and three divisions in the Night League.

Official Rules Governing Play:

Official rules adopted by the Euclid Sports Commission shall govern play under the jurisdiction of the Euclid Recreation Commission.

ANY RULE IN THE SLO-PITCH RULES AND REGULATIONS NOT COVERED BY THE BASIC RULES OF THE LEAGUE WILL REFER TO THE 2011 AMATEUR SOFTBALL ASSOCIATION (A.S.A.) RULES.

Entrance Procedure and Fees:

The entry fee for the Sunday Morning League is \$445. The entry fee for the Sunday Night League is \$475. The fee includes two dozen softballs, A.S.A. registration fee and Benander Games statistics. The fee this year does not include a forfeit fee. If a team forfeits, it must pay the \$54 forfeit fee (or \$108 if doubleheader) before its next game.

Eligibility and Roster:

Any man who will have reached his sixteenth (16) birthday before the last scheduled game is eligible for the Euclid Sunday A.M. or P.M. Slo-Pitch League.

The official league roster for each team will be limited to twenty (20) players which includes player-coaches and player-managers.

A player may play on only one Sunday Morning team, but can play on both a Sunday Morning team and a Sunday Night team. The reverse is also true.

Medical Service:

The Euclid Parks and Recreation Commission will not assume any responsibility for injuries or medical fees. It is recommended that each player carry his own medical insurance.

Residency Policy:

A residency requirement will be in effect if the league is full and there are teams that must be turned away,

Additional Players & Releases:

Players may be added up to July 1, 2011, but at no time may the player limit be exceeded. All released players must be properly released in writing to the league director.

TO BE ELIGIBLE TO PARTICIPATE IN THE LEAGUE PLAYOFFS, A PLAYER MUST HAVE PARTICIPATED IN FIVE (5) REGULAR SEASON GAMES. PLAYERS WITH EXTENUATING CIRCUMSTANCES MAY BE RULED ELIGIBLE BY APPROVAL OF THE EUCLID SPORTS COMMISSION.

NO PLAYER SHALL BE ADDED UNDER ANY CIRCUMSTANCES AFTER JULY 1, 2011 UNLESS SPECIFIC APPROVAL IS GIVEN BY THE EUCLID SPORTS COMMISSION.

If a player wants to be released and the manager refuses to do so, the player, if he has a valid reason, may appeal in writing to the Euclid Sports Commission for the release. If approved, the player must follow the regular league rules concerning a released player who wishes to play for another team in the league.

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Contract Cards:

All players, managers and coaches must be under contract. No player, manager or coach will be allowed on the field of play without being under contract. Contract cards must be properly filled out with the player's and manager's signature on the back, and filed with the Recreation Office. Contract cards for residents are **FREE** with proof of residence and contract cards for non-residents must include a \$20 non-resident fee. A non-resident playing in more than one team in any of the Euclid leagues must pay the \$20 non-resident fee for one team and \$10 for each other team he plays on.

NO PLAYER IS ELIGIBLE TO PARTICIPATE IN A REGULAR SEASON GAME UNTIL HIS CONTRACT CARD IS FILED WITH THE LEAGUE OFFICE. STARTING ON THE FIRST DAY OF PLAY, A TEAM WILL BE PENALIZED TWO RUNS FOR EACH PLAYER THAT PLAYS WITHOUT A VALID CONTRACT. A VALID CONTRACT IS ONE THAT IS ACCOMPANIED BY EITHER A \$20 NON-RESIDENT FEE OR TWO PROOFS OF RESIDENCE FOR A RESIDENT.

A player released prior to the deadline for filing contract cards, **JULY 1, 2011**, may transfer only once during the season to another team. A player must wait one calendar week if he transfers to a team in the same division. There is no waiting period when switching divisions.

League Play:

The Euclid Sunday Slo-Pitch Leagues will open play on Sunday, April 17, 2011. With the normal eight-team set-up, the top four teams will qualify for the championship playoffs. If a division has more or less than eight teams, the playoff set-up may be different. Morning doubleheaders will be scheduled at 9 am and 11 am while Night doubleheaders will be scheduled at 4 pm, 6 pm and 8 pm.

Schedule Time:

Schedule time for all games is that time listed on the schedule given to managers. Umpires are to decide when games are to be forfeited. **THERE WILL BE A 5-MINUTE NO PENALTY GRACE PERIOD FOR THE FIRST GAME OF THE DAY ONLY IF A TEAM HAS LESS THAN NINE PLAYERS. AFTER THAT, A 10-MINUTE PENALTY GRACE PERIOD WILL START. THE TEAM WITH ENOUGH PLAYERS WILL RECEIVE ONE RUN FOR EACH MINUTE THAT THE GAME IS DELAYED. THE GAME MUST START, THOUGH, WHEN THE TEAM CAN FIELD NINE PLAYERS. THE GAME TIME LIMIT WILL START AT THE BEGINNING OF THE 10-MINUTE GRACE PERIOD. THE 10-MINUTE PENALTY GRACE PERIOD WILL BE IN EFFECT FOR THE REST OF THE GAMES THAT NIGHT, BUT NOT THE 5-MINUTE NO PENALTY PERIOD.**

Second, third and fourth games will follow on lighted fields immediately upon completion of the previous game **PROVIDING BOTH MANAGERS ARE IN AGREEMENT TO DO SO, BUT WILL START NO LATER THAN THE SCHEDULED TIME.**

Postponements:

There shall be no postponements except in the case of rain or changes deemed necessary by the league director. In case of wet grounds, teams are to call the Recreation Hot Line **(216-289-8121)** to see if the games are on or off. In case of rain after 5:00 p.m., the umpire will use his judgement in calling the game at the field. **We will again be under a partial no make-up policy. Some open dates will be left in the schedule for make-up games. When these are used up, no other games will be made up except on a night when a partial schedule has been rained out.**

Forfeitures:

Any team which forfeits a game will pay the umpire and scorers fee for both the forfeiting team and the non-forfeiting team. A one-game forfeit fee is \$54 while a double-header is \$108.

Park Curfew Rule:

No new inning may start after 10:55 p.m. If a tie is not broken by that time, the game will be counted as 1/2 win and 1/2 loss.

One and One Count:

All batters will start with a one ball and one strike count as they step into the batters box. **A BATTER WILL BE ALLOWED ONE (1) FOUL BALL AFTER REACHING A COUNT OF TWO STRIKES.**

Time Limit on Games:

No new inning will start after one hour and ten minutes of playing time in all games except the last game of the night. **THAT GAME WILL HAVE THE PARK CURFEW OR A CAP OF ONE HOUR AND TWENTY MINUTES AS ITS TIME LIMIT.** Tie Games will be counted as 1/2 win. 1/2 loss. A game halted by time limit will be ruled an official game.

Sunday Morning League only: If a Sunday Morning League game is tied at the end of one hour, ten minutes, another ten minutes will be added in an effort to break the tie.

Expedite and Mercy Rule:

After 3 1/2 or four innings, if a team coming to bat leads by 18 runs or more or, after 4 1/2 or five innings, the team coming to bat leads by 12 runs or more, the game will be over and the leading team will be declared the winner. If the home team reaches the run spread during its half of the inning, the game will end at that time. Also, after the first inning, a pitcher shall have one warm-up.

Number of Players:

The Sunday Morning League will be an 11-player plus one or two extra hitter league while the Sunday Night League will be a 10-player plus one or two extra hitter league.

A team may start a game with 9 players and finish with 9 players. However, a team may designate the **10th spot** in the batting order for a player that has not arrived. The team doesn't need to designate a particular player's name, just the fact that they are planning to use a 10th player. If the 10th player shows up, he may be put into the line-up immediately, providing the 10th spot was in the line-up prior to the start of the game. This means that if the designated 10th player does not show up by the time he is scheduled to bat, it will be an automatic out. If a team does not designate a 10th spot in the batting order, a player coming late may only be inserted as a substitute for one of the starting nine players. **A TEAM MAY USE UP TO TWO EXTRA HITTERS IN THEIR LINE-UP.**

Official Ball:

The official ball will be the leather covered .44 core, 375 compression ball handed out at the organizational meeting.

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Bats:

Only A.S.A. approved bats with a 1.2 rating will be allowed. All bats on the A.S.A. banned bat list are illegal. **Players using an illegal bat will be ejected from the game and given the following choice: Either let the bat be confiscated by the league director for the balance of the season or be suspended for the balance of the season.**

Umpires:

Two umpires will be assigned to all games. Umpires will be pair prior to each game by the teams. The fee is **\$20** per man for each seven-inning game. The umpire is entitled to **\$10** for all games less than five innings in which inclement weather has been a factor in calling the game. If only one umpire shows up for a game, the game will be played and each team will pay the umpire **\$13**.

Scorers:

Scorers will be assigned to all games and will be paid prior to each game by the teams. The fee is **\$7** for each seven inning game for each team. The scorer will forward the scoresheet to the league director with copies to each team. If a scorer fails to show, each team is responsible for its statistics and must report same to the league director.

Uniforms:

All teams will be required to wear uniforms (minimum uniform consists of matching colored team shirts with minimum 4" number on the back). Shirts must be worn at all times while in the playing area. If a team's uniforms are not ready in time for the opening game, the team must show an invoice showing that the uniforms have been ordered. The uniform rule will go into effect at a time designated by the league director. **PENALTY: Any out-of-uniform player, or his substitute, must take a strike out in his first at bat of the game.**

Language Rule:

A player using profanity will force his team to take an "out" before the next batted on his team bats. No batter will miss his turn at bat, but an out will be given to the team at bat.

Permits and Office Hours:

For a pre-season practice permit, a manager must call the Recreation Office (289-8114) for a time. With tournaments and field rentals, there is very limited time available. The Recreation Office is open from 8:30 a.m. to 5:00 p.m. on Monday through Friday.

Trophies and Plaques:

The Euclid Recreation Department will provide awards for the championship teams. A team's choices include: \$100 of the next season's entrance fee, trophies, plaques or T-shirts.

Invitational Tournaments:

Teams competing in any A.S.A. sanctioned tournament will need permission from the league director to be excused from any regular season games. They will be permitted to make-up missed games. Notification to the league director must be at least two weeks in advance. **NO PERMISSION WILL BE GRANTED DURING LEAGUE PLAYOFFS.**

Vacations:

Teams will not be permitted to withdraw from participation for a vacation. **THERE WILL BE NO EXCEPTION TO THIS RULE.**

Alcoholic Beverages:

Alcoholic beverages are not permitted in the playing area. Any player or team caught using alcoholic beverages in the playing area will cause the game to be forfeitted. Playing area includes all area surrounding the field, including the stands.

Special Memorial Park Rule:

The Euclid Recreation Commission has ruled that there will be NO batting practice in Memorial Park unless it is on a ball diamond.

The following home run rule applies to teams playing on Diamond #3 or #4.

THREE out-of-the-park home runs will be allowed per team with a **one-up** rule to **five** for each team. That is, once both teams have reached the three home run limit, either team may hit an additional home run. However, no team may ever go more than one home run up on the other team. **ALSO, THE HOME TEAM, IN THE BOTTOM OF THE LAST INNING, MAY HIT ONE HOME RUN TO PULL EVEN THE NUMBER OF HOME RUNS OF THE OPPOSING TEAM, BUT MAY NOT HIT A HOME RUN TO GO ONE UP!** Any out of the park hits after three that violates the above rule will be considered an out. **After five home runs, any out of the park hits will end that team's inning and the batter will be given an out as his time at bat.** Inside the park home runs do not apply.

Protests:

When a matter of protest arises during a game, the manager of the protesting team should immediately notify the umpire. the umpire then must announce to all concerned that the game is being played under protest. The protesting manager should verify that the umpire has announced the protest to all concerned parties. This will enable all parties to take notice of the conditions surrounding the protest and will aid in the proper determination of the issue. The protesting manager should make sure that the protest is stated on the official scoresheet.

Protests must be filed in writing with the league director within 48 hours of the regularly scheduled game. Saturdays, Sundays and legal holidays are not included in the 48 hour limit. A \$25 protest fee must accompany the written protest. The protest fee will be returned if the protest is decided in favor of the protesting team.

With no pictures on the contract card, protests involving player eligibility should be handled as follows:

1. Go through regular protest procedure by telling the umpire and scorer about the protest.
2. Have the suspected player sign the back of the scoresheet.
3. Follow up with protest in writing with the \$25 fee.

Designated Runner:

Before the game starts, a team may designate a player that a runner may be used for any time that player gets on base. The runner will be the player who made the last out before the designated player gets on base. Again, this must be told to the scorer before the game starts.

Rule Enforcement - League Director Authority:

The league director has the authority to take appropriate action when irregularities are discovered.

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Rowdyism - Disorderly Conduct:

Only the manager (or acting manager) and player(s) involved may dispute with the umpire.

No rowdyism or disorderly conduct on the part of players, managers or coaches or their supporters shall be tolerated before, during and after the game. Managers are to control their spectators as well as their own players. **NOTE: Players, coaches or managers are still under the authority of the umpire after the game.** Violators will be severely disciplined by the Euclid Sports Commission. It is the duty of the umpire and scorer to report such instances immediately.

All softball games are conducted under the jurisdiction of the Euclid Recreation Commission. The Arbitration Board shall consist of at least three members of the Euclid Sports Commission and will meet when deemed necessary by the league director to handle matters of protest, appeals and disciplinary action.

SMOKING IS PROHIBITED ON THE PLAYING FIELD . THIS INCLUDES THE PLAYERS BENCH AREA. UMPIRES ARE DIRECTED TO STOP THIS PRACTICE.

Any man ejected for any violation is automatically suspended for the next game in which his team participates with further action coming from the Arbitration Board when deemed necessary.

Any team member ejected for fighting is automatically suspended until the case is decided by the league director or the Arbitration Board.

ANY TEAM MEMBER (MANAGER, COACH OR PLAYER) EJECTED TWO (2) TIMES DURING THE SEASON WILL BE SUSPENDED FOR THE BALANCE OF THE SEASON AND THE CASE SUBMITTED TO THE ARBITRATION BOARD FOR FURTHER ACTION.

Any player who physically attacks an official shall be indefinitely suspended and the offending team may also be expelled should it be deemed necessary by the league office. The game may be ended at the time of the infraction if the umpire feels further problems may occur. A hearing shall be given to the offending player in front of the proper authority.

The Arbitration Board shall review all cases involved under the rules of disciplinary action with a minimum of three members being present.

The above provisions applying to suspension shall include all players, coach's and managers.

Player Conduct Rules:

NO PLAYER SHALL:

1. At any time lay hand upon, push, strike or threaten an official.
2. Refuse to abide by an officials decision.
3. Be guilty of objectional demonstrations of dissent at an official's decision by throwing gloves, bats, balls or any other forceful action.
4. Be guilty of heaping personal verbal abuse upon any official for any reason.
5. Discuss with an official in any manner the decision reached by such official unless the player was directly involved.
6. Be guilty of using unnecessary rough tactics in the playing of the game against the body and person of an opposing player.
7. Be guilty of a physical attack as an aggressor upon any player, official or spectator.
8. Be guilty of abusive verbal attack upon any player, official or spectator.
9. Use profane, obscene or vulgar language in any manner at any time.
10. Appear on the field of play at any time in an intoxicated state.
11. Be guilty of using alcoholic beverages in the playing area.
12. Be guilty of gambling on any game or the outcome of the game with any spectator, player or opponent.
13. Smoke while going on or coming off the playing field or while on the field of play or playing area (which includes the bench area)
14. Be guilty of discussing publicly with spectators in a derogatory or abusive manner, any play, decision or personal opinion of other players during the game.
15. Be guilty of intentionally throwing the bat, glove or any ohter equipment.

