

**Mayfield Village Parks and Recreation
Coed 18 and Over Fall Softball 2012**

RULES

1. Number of Team/Games

- 14 Teams in the league
- Team will between 10-12 Regular season games.

2. Payment for Officials/Scorekeeper

- BEFORE EACH GAME, in cash, each team will give the scorekeeper \$27 (\$15 for umpire and \$12 for the scorekeeper). If a game starts and ends before being completed (ex: weather), each umpire is guaranteed \$10 and the scorekeeper \$6

3. Roster

- The final roster is due by September 26
- Players can only occupy one roster
- Fax it in to (440) 461-2231. Send names to Sean via fax or email (ssupler@mayfieldvillage.com) before season begins so they can be inputted into bgsd.com (where stats will be played)
- Roster Limit: 20

4. Equipment/Uniforms/Shoes

- Teams are asked to have matching shirts with numbers on the back.
- Game balls will be stored in the strongbox. The ball will be a Worth Yellow 12" softball, 375/44.
- **No metal spikes. If a player is found using metal spikes they will be required to change them (first warning). If they don't have change of shoes or wear metal spikes again, they are automatically ejected and the game is a forfeit.**

5. Bats

- ASA legal bats only A copy of illegal bats will be kept in the strongbox. **All ASA legal bats then must be tested, approved and stamped with the Mayfield Village decal.** Any team caught using a bat that is not approved (Mayfield Village stamp), **the game is automatically forfeited and the player is suspended the following 2 games.** The bat used will then be confiscated and tested. If it fails the test, and is then found to be altered in any way, **that player receives a lifetime ban. If the decal is removed or tampered with, or the bat is altered after its been tested, the player receives a lifetime ban from all leagues in Mayfield Village.**
- **Bats can be rechecked at any point during the season. If a bat is retested and found to be illegal, the decal will be removed and bat is no longer allowed. If the test reveals the bat my have been altered after being stamped, the bat will be confiscated and tested by ASA. If found to be altered, the player receives a lifetime ban from all Mayfield Village leagues.**
- Before each game, the approved bats should be lined up against the fence so umpires can inspect them prior to being used.

6. Schedule & League Format

- League play begins Monday, August 27.
- Teams can request Double Headers once a week or one game only on Monday or Wednesday.

7. Playoff Format

- A player must play in 4 games in order to be eligible for playoffs.
- During the playoffs, the team with the higher seed will be the home team.
- Time limit and run ruled waived for the Championship game only

(over)

8. Rain Out Procedure/Cancellation/Hotline (440-954-4114)

- If games need to be made up, then they will be made up on Mondays/Wednesdays during available times (depending upon number of teams in league) or the games will be made up after the regular season games.

9. Awards

Regular season

- Champions will receive a trophy/plaque for their sponsor.

Playoffs

- Playoff champions and runner-ups will receive a trophy for sponsor
- Champions receive individual awards

GAME RULES

Number of Players/Batting Order

- **Teams start with even amount of males and females (5 and 5, 6 and 6, etc.)**
- The only exception will be for teams starting 9 players. Teams may start with 5 men and 4 women or 5 women and 4 men. If starting with 5 men, a male must begin the batting order and the 10th spot will be an out. If starting with 5 women, a female must begin the batting order with two consecutive females batting 9th and 10th therefore no automatic out. If the fifth member of the opposite gender arrives after the game begins, he/she must be inserted in the tenth spot in the batting order.
- **14 Batter maximum.**
- There is a continuous batting order (everyone must bat).
- Batting order alternates between males and females (everyone bats, if playing in the field then you must bat). Males will alternate between hitting strong and weak handed. If a manager thinks that a player is batting their strong hand, the manager can ask the player to bat with his other hand at the next bat. It is asked that in 1st inning, players will tell other team if batting strong or weak handed first time up.
- If a player is injured during the game and cannot return, and the team doesn't have a sub to replace them, then it will be an out each time they are up in the batting order.
- If a male is walked, then the next female has the option of walking or batting (decided before entering the batter's box). If the female opts to bat then the male must remain at 1st base.

Subs/Courtesy Runner

- If a male sub comes into the game, he must bat the same way as the person he is subbing for.
- Courtesy Runner: Last out male for male and last out female for female, if it's the 1st inning and there are no outs use last male or female in the line-up. A courtesy runner can be used at any time. **There is a max of 2 males and 2 female courtesy runners per game.**

Fielding

- Each player must play 2 innings in the field. Therefore any sub used must enter the game by start of 6th inning to allow them the opportunity to play 2 innings. An inning is described as 3 out (i.e. – player can't be subbed in for 1 out then removed). If a sub is entered after the 6th inning, the sub/batter will be an out and original player must return or the game will be called a forfeit.
- Outfielders may not move in past the grass and Infielders cannot move in past the bases.
- Teams are allowed to have 2 females next to each other, but **can't** have 2 males next to each other out in the outfield. **Males can play next to each other only at 3rd base and short stop but 1st and 2nd base must be females.** Catcher and Pitcher are considered alternating positions so two males cannot occupy both positions.

First Base/Sliding/Base Blocking

- If a play is at first base, the runner must use the safety base and the defense must use the white regular base. If there is no play at first base, the runner can use either base.
- No base blocking at any base or home plate. If a situation arises where one team thinks the other team is base blocking, the umpire will use his/her discretion to make a ruling
- Sliding-optional at all bases

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Time

- Maximum playing time is 65 minutes or 7 innings; no inning will start after 65 minutes
- There will be a 5 minute grace period for first game only (cuts into 65 minutes allowed for game)
- If a game is in the middle of an inning at the 65-minute limit, teams will play through the inning.

Safety Line/Extra Home Plate

- There will be a safety line perpendicular to the third base line halfway between third base and home plate. Once the runner crosses the line, they must continue running to home or it is an out.
- Extra Home Plate: Located about 8 ft outside of regular home plate is there to avoid collisions. The runner must always go to the Extra Home Plate. If the runner goes to the regular home plate, it is an out. The play at home is always a force. The catcher must touch home plate and CANNOT tag the runner.

Official Game/Run Rule/Home Runs

- An official game is complete after 4 ½ innings if the home team is leading thus giving the visiting team last ups or four times to bat. If home team is behind, they will bat the 5th time.
- Run Rule: If one team is winning by 12 runs, the game will be called (after 4 ½ innings so that visiting team gets last ups or four times to bat).
- **Home Run Rule** – “3 + 1” home run rule will be in effect for “over the fence” home runs.

Ties

- **Games that end in a tie will be left in a tie during the regular season.** During the playoffs, if a game is tied, it will go into extra innings if it is within the time limit. If time does not allow extra innings then the *Sudden Death Rule* will be used. This rule states that going into the 8th inning, a runner (last out from previous inning) starts out on 2nd base with no outs. After three outs, the other team receives the same opportunity. If it goes into 9 innings, runners start out on 2nd & 3rd base. The other team receives the same opportunity. If the game is still tied, teams will follow the above process but they will start with one out with a runner on second base. If it goes into the next inning then there will be runners on 2nd & 3rd with one out.
- **Tie Breaker Rule-to determine playoff seeding:** If two teams are tied for a seed after the regular season, then we look at head to head competition between the two teams. If the tie still exists then we will look at the run spread between the two teams. If a tie still exists, then a coin toss will be used.

Forfeits

- If one team is ready to play and the other team forfeits, the team that is ready to play (as long as it has nine players at the field) will receive credit for that game. The non-forfeiting team needs to turn in their line-up to the scorekeeper so that he/she can record it and give credit.
- If a team doesn't show up for their game and forfeits, they will be responsible for paying both umpire/scorekeeper fees. If the game starts and then becomes a forfeit (i.e.- ejections) then both teams will still pay the fees.
- If both teams forfeit, it is a double forfeit.

Miscellaneous Items

- Bases will be at 65 feet, pitching rubber at 50 feet
- Balls that bounce out of play will be considered a ground rule double
- Start with 1 & 1 count allowing 1 extra foul
- **Smoking allowed only at designated area.**
- **Please pick up the trash in bench area after your games!**

Player/Team Conduct

- If a player is ejected from a game the umpire will use his/her discretion as to say if the player can wait next to the field (team benches, bleachers, etc.) or if the player must leave all together. **Mayfield Village Parks and Recreation has the authority to eject players or teams from the league based upon improper behaviors and/or any other situation that arises which Mayfield Village feels is inappropriate. If a player or team is ejected, then they will not receive any refund from Mayfield Village Parks and Recreation.**