

**Mayfield Village Parks and Recreation Men's 18 and Over  
Fall Softball League 2012**

**Rules**

1. Number of Teams/Games
  - a. There are currently 8 teams in both Competitive & Rec Leagues
  - b. With 8 teams in each there will be 14 regular season games
2. Payment for Official/Scorekeeper
  - a. BEFORE EACH GAME, each team will pay (in cash) one umpire \$20 and the scorekeeper \$12.  
**If a game starts (even 1 pitch thrown) and ends before being completed (i.e.- weather) the umpire is guaranteed \$10 and scorekeeper gets \$6.**
3. Roster
  - a. Final Roster due September 27
  - b. Can fax to 461-2231. Send names to Sean via fax or email ([ssupler@mayfieldvillage.com](mailto:ssupler@mayfieldvillage.com)) before season begins so they can be inputted into [www.bgsd.com](http://www.bgsd.com) (where stats will be displayed).
  - c. Limit: 20
  - d. Players can only occupy one roster.
4. Equipment/Shirts
  - a. Softballs- "12 Worth Yellow 375/44 core
  - b. All game balls will be stored in strong box
  - c. **No metal spikes- If players are caught wearing metal spikes, they must change shoes or they will be ejected from the game.**
  - d. Must have same color shirt with number on the back.
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 may 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
  - a. League begins on Tuesday, August 28
  - b. Double Header's once a week.
7. Playoff Format
  - a. Only the top 6 teams from each league will make the playoffs. Double Elimination Playoff
  - b. **Eligibility for playoffs: 14 Plate Appearances.**
  - c. During the playoffs, the team with the better regular season record will be the home team. For the championship game, the team coming out of the winner's bracket will be the home team for the first game and if a second game is necessary, then it will be a coin toss.

**(over)**

8. Rain Out Procedure/Cancellation/Hotline-(440) 954-4114
  - a. Make-up games – will have a few dates worked into schedule. Try to avoid Saturdays.
  - b. Games may not be made up if they will not affect the standings (later in season).
9. Equipment Strong Box- First aid kit, rules, bat list, game balls
10. Awards
  - Regular Season
    - The champion of both divisions will both receive a trophy/plaque for the sponsor.
  - Playoffs
    - The champion and runner up will both receive a trophy/plaque for the sponsor.
    - Playoff champions will receive individual awards.

## GAME RULES

### Players on Field

- You must have nine (9) players to start and finish a game. **When a team is playing with nine players, if someone is ejected then there must be a replacement or else it becomes a forfeit.**
- Each team has the option to field 10 players and bat 12 players continuously (plus 2 AH). If a team starts with 12 and continues playing with less than 12 (if someone has to leave, gets thrown out, or is injured, etc.), each time that person is up to bat, it is an out.
- Must have 9 players to start a game. Sub Rule: A player (Player A) who begins the game may be substituted for by another player (Player B). The starter (Player A) may return to the game once but must replace his substitute (Player B) in the batting order. Once the substitute (Player B) is taken out, he may no longer reenter the game.
- Only 2 pinch runners (Courtesy runners) are allowed for entire game. Pinch runner is the last out.
- If a player is injured while running bases, then they can get a pinch runner but it must be the last out. If it is the first inning and no outs, the last player in the lineup will be the pinch runner.
- **Players cannot be added to the batting order after going through the lineup once.**

### Time Limit/Run Rule/Official Game

- Time Limit: No inning will start after 65 minutes.
- Grace Period: There is a five (5) minute grace period for the first game only (this grace period cuts into the 65 minutes allowed per game). If there is a short delay (5-7 min. for rain) that time will not count as part of the 65-minute game time.
- Ties: A tie can be broken by playing the next inning if it is within the time limit. If game is tied at conclusion of game then the sudden death procedure will be in effect regardless of the time limit. This rule states that going into the 8<sup>th</sup> inning, a runner starts out on 2<sup>nd</sup> base with no outs. After three outs, the other team receives the same opportunity. If it goes into 9 innings, runners start out on 2<sup>nd</sup> and 3<sup>rd</sup> 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 2<sup>nd</sup> and 3<sup>rd</sup> with one out.
- Run Rules: **15 runs after 4 innings and 12 after 5.**
- Official Game: A game is official after 4 ½ innings
- Time Limit and Run Rule will be waived for championship game(s) only.

### Home Run Rule/Home Runs

- **“3 plus 1”** – the first team to reach 3 over-the-fence home runs cannot hit any more home runs until the other team “catches up.” The teams can only match each other. After both teams reach 3 home runs, in order to stay matched, there can only be one home run per inning. It will be an out if a home run is hit creating an “unbalance.”

- If in the top of the last inning and the visiting team is able to hit an over the fence home run so that they are one above the home team, the home team can then hit an over the fence home run to match. If they hit another over the fence home run, it will be an out (the visiting team does not have the opportunity to match it)
- If the teams are both tied with their over the fence home runs in the last inning, the home team cannot hit an over the fence home run, it will be an out (the visiting team does not have the opportunity to match it).

#### Sliding

- Sliding is allowed at all bases. The player must slide at home if there is a close play at the plate (umpire's discretion). If the player doesn't slide, it is an out.

#### 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 (**3 plate appearances will be given to each player**).
- 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.
- If a team forfeits 4 games, they are not eligible for playoffs.

#### Miscellaneous Items

- You must give a line-up card to the scorekeeper before the start of each game.
- No base blocking. If base blocking does occur, the runner will be awarded the next base.
- **Pitching Arc – 6ft to 10 ft**
- No leading off or Stealing
- No alcohol is allowed at the field (this includes spectators).
- Smoking allowed only at designated smoking area
- Games start with a 1 & 1 count.
- Bases will be at 65 feet, pitching rubber will be 50 feet from home plate.
- **Players MUST run in and out from the field between each inning. If teams are caught purposely walking in and/or to the field to avoid another inning being played, it will be an automatic OUT. This decision will be made by league supervisor and umpires.**
- If a ball bounces/rolls out of play it is a ground rule double.
- Players need to throw out their garbage after their games

#### Player/Team Conduct:

- Mayfield Village reserves the right to throw a player out of a game for unruly behavior. If a team has a double header and a player is thrown out of the game, he may not return to play in the second game. A player may be banned from more than one game or be thrown out for the season and it can be carried over to the next season if warranted (**discretion per league supervisor, and umpires**).
- 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.