

Lynn's Softball League

Rules – Mens – 2020

**** Any rule not specifically addressed in this document will default to ASA/USA Softball rules interpretation ****

**** Rules apply to all divisions unless otherwise noted ****

**** Special rules or changes for 2020 are shown in RED ****

Lineups

- Teams must have at least 9 players physically in the game to start or continue playing.
- We will allow the use of up to 2 Extra-Hitters (EH).
- Teams can bat as many as 12 players when using both EHs.
- Teams can play as many as 13 players if also using a DH with both EHs.
- You can start with 9 players without penalty and play the rest of the game with 9.
 - if you expect a 10th player to arrive later, you must put them in the lineup and take an automatic out until he arrives, and then he can go into that spot in the order. If you don't put them in the lineup and take the automatic out, you must play with 9 for the remainder of the game and that 10th player can only play as a substitute.
- EH (Extra-Hitters)
 - Teams can have up to 2 EHs
 - The EH can alternate in the field with one position player, as long as batting order remains same.
- DH (Designated-Hitter)
 - Teams can have a DH if they choose to hit for a defensive player.
 - At any point in the game, the DH or defensive player can assume both roles and the other player can no longer participate in the game.
- You cannot start with only 9 players in the field and have an EH and/or DH ... they can only be used once you have a lineup with 10 fielders.
- Any player injured during the game with no substitute available will be an automatic out in the batting order. This can occur multiple times as long as at least 9 players physically remain in game.
- As this is a Men's league, no women are allowed to play.

Courtesy Runners

- Teams may use a courtesy runner for any player injured prior to or during the game.
- We allow a courtesy runner for 1 player.
- Courtesy runners must be the last batted out.
- If the last batted out is batting or on-deck, you use the batter who is farthest away.
- If a team is already using a courtesy runner and an injury occurs to another player, the team may be allowed to have another courtesy runner if the other team agrees to it.

Pitching

- ASA 10 Man pitching rules apply.
- Pitcher must start with both feet on the rubber and ball at a stopped position.
- Pitcher is only allowed to open up that minimal amount that is physically required when taking your stride and/or to bring the ball up high on your backswing. They will not be allowed to open up and turn facing 1B or 3B at the beginning of the delivery.
- Hips and shoulders should be square to home plate at the point of release.
- "Quick Pitches" are not allowed ... the batter must be set and the umpire must have indicated this to the pitcher. If the umpire feels there is a violation, they will call no pitch. If the pitcher continues to attempt to do this the umpire will hold their hand up indicating the pitcher should not pitch until they point and put their hand down signaling play can resume.
- No crow hopping or slingshot pitching is allowed.
- We reserve the right to restrict any pitcher who is deemed out of class.

Intentional Walks

- Intentional walks can be accomplished by informing the umpire ... no need to throw 4 pitches.

Tag Rule

- **All tags must now be made with the ball in the glove.**
- **If a fielder tags the runner with the ball in their bare hand, it is not a valid tag.**

Fake Tags

- Fake tags are not allowed.
- If a player is deemed to have done this, that team will be given a warning.
- A second occurrence by that team will result in the ejection of the offending player.

Sliding

- Sliding is recommended when going into 2B, 3B or home plate on a close play.
- On a play at 2B, 3B or home plate, the runner must either slide or avoid contact of any kind.
 - Failure to slide or avoid contact will result in the runner being called out.
 - Any contact deemed malicious by the umpire will result in the runner being ejected.
- The defensive player covering the base /plate without possession of the ball must allow the runner an open path to the base / plate.
- The defensive player covering the base /plate with possession of the ball waiting to make a tag on the runner does not have to step out of the way of the runner.
- Incidental contact may occur without penalty when the throw takes the defensive player into the path of the runner, but the defensive player cannot otherwise impede the progress of the runner while trying to gain possession of the ball.

Protests

- All protests must be made official to the umpire immediately after the play in question.
- The umpire will record the exact situation of the game and contact league officials.
- Protests will be decided as soon as possible.

- Both teams must make a note in their books in case the game must be resumed at a later date.
- Have the umpire sign your scorebook to reflect this.

Bunting / Stealing / Leading

- Bunting is not allowed.
- Stealing is not allowed.
- Leading off a base is not allowed.
- If a base runner leaves the base prior to the batter hitting the ball, they can be called out.

Field Dimensions

- The bases are set at 60 feet from home plate (back point of plate to back side of base).
- The pitching rubber is set at 46 feet from home plate (back point of plate to front edge of rubber).
- The out of bounds line goes straight out from the edge of the backstop.
- All throws into the dead ball area will result in a 2 base award.

Player Re-Entry / Substitutes

- Any player (starter or sub) can re-enter the game 1 time.
- This includes the Pitcher.
- Player must return to the same spot in the batting order.

Run Rules

- 20 runs after 4 innings (3.5 innings if home team is ahead).
- 15 runs after 5 innings (4.5 innings if home team is ahead).
- 12 runs after 6 innings (5.5 innings if home team is ahead).

Bats

- All bats must meet ASA/USA Softball and Empire State Umpires approval.
- Teams should have all bats out for the umpire to inspect prior to the game.
- All bats must have an ESU sticker to indicate this.
- The bat inspection / approval process is outlined in documents on the league website.
- Any player found using an illegal / non-approved bat will be subject to all associated penalties including ejection.
- **Bats will not be inspected pre-game. If a team questions a bat, the team with the bat must show the umpire that it has a valid stamp ... an ASA 2000/2004/2013 or one of the 2 new USA Softball stamps. If it has a 2000/2004 ASA stamp (only), umpire will then check to see that it is not on the exception list (typically an Easton Stealth or Synergy model which is no longer allowed). This list has not changed in years.**
- **To be clear, our bat inspection process has not changed except for the fact that it is only done if a bat is questioned.**
- **Bats will not be stickered this year.**

Equipment

- Catchers must wear facemasks ... all other equipment is optional.

- Metal spike are not allowed.
 - If player is caught wearing metal spike during a game, they will be ejected.

Grace Period

- Teams will be given a 10 minute grace period to get the required minimum number of players to start a game.
- After 10 minutes, the game will be declared a forfeit.
- This only applies to “early” games ... 6:00 / 6:15 / 6:30.
- This does not apply to “late” games ... 7:00 or later ... these games have no grace period.

Warm Ups

- Pitchers are allowed 5 warm up pitches in the first inning ... 3 each inning after that.
- Infield / Outfield can takes warm ups between innings for the first 3 innings, none after.

Time Limits

- Time limits will be imposed on all games that are part of a triple-header.
- No new innings will be allowed to start after 80 minutes.
- The clock starts at the scheduled game time.
- If a grace period was used for the 6:00 game, the time limit clock still starts at 6:00.
- If a game is tied after completion of the inning when the time limit goes into effect, the game will be considered suspended and will be resumed at a later date.

Post Game Cleanup

- You must take your trash out of the fields.
- You can use any provided garbage cans to clean up your area after the game.
- We risk losing permits if this procedure is not followed.

Alcohol Policy

- Some of the fields that we use do not allow alcohol anywhere on their grounds.
- The status of each field is listed on the Ground Rules document that is on the league website.
- Players who are caught violating this policy will face penalties, including termination from the league.

Sportsmanship

- This is an adult league and we expect you all to act like it at all times.
- During games, it is the responsibility of the manager to deal with umpires regarding calls.
- Any abuse of the umpire or constant complaining about calls will result in an ejection of the player.
- Any player conduct that is found to be detrimental to the league can result in a player being banned.
- Do not throw bats or any other equipment ... this will result in an ejection of the player.

Ejections

- If a player is ejected, they are suspended for that teams next game, including playoffs.
- If a player is ejected during a game and that team does not have an eligible substitute, the game will result in a forfeit. You cannot drop down 1 in the batting order for an ejection.
 - The substitute must be same sex, and can be someone involved in starter / substitute relationship with the ejected player.
 - The only other special situation is in the case of a DH and the player they are batting for. If either of those players is ejected, the other can just assume both roles and play goes on.

Rosters

- Rosters consist of 25 players.
- Initial 20 person rosters are due by noon on **TBD**.
- If you do not provide 20 players, you forfeit the use of any blank spots.
- Teams can add players to fill out the final 5 spots until midnight on **TBD**.
- Please provide full first and last names of all players.
- Once on a roster, players cannot be removed and replaced.
- We advise not adding any additional players until such time as you need to use them.
- If you leave any of the additional 5 spots blank, you will forfeit them.
- Use of any player not on your roster will result in forfeiture of any games they played in.

Lineup Cards

- We track player participation using lineup cards that are turned in to the umpire.
- Please fill out the card properly ... with team name, date, and all players first and last names
- If you have anyone at the game who is trying to get attendance credit, write them down as a sub and point them out to the umpire so that they can make a note on the card. If there is no notation from the umpire on the card, the player will not get credit.
- When making substitutions, make sure that the umpire records them properly on the card.
- The cards are the law, if you fail to do things properly, you may not get credit for players.
- **Umpires will not collect lineup cards.**
- **If the league wants to track participation, teams can scan or send pix to the league directly.**
- **Managers will be required to inform the umpire and the other team of any changes or substitutions just so everyone is on the same page.**

Playoff Eligibility

- Players must receive credit for 6 games to be eligible for playoffs.
- Credit can be earned in one of two ways:
 - Play in the game for at least 1 pitch ... at-bat or in the field
 - Be at the game from first pitch to last pitch and have the umpire make a note on the lineup card that they verify that you were in fact there for the entire game.

League Discretion

- Any other matters that come up that were not specifically addressed in this document will be handled solely at the league's discretion.