

2011 Sublette County Softball League

~ Rules ~

ELIGIBILITY:

Men and women, 17 years or older (by June 1st), that live in Sublette County (temporarily or permanently). **No exceptions** will be made for children under the age of 17.

PLAYERS:

A minimum of 10 players shall constitute a team, and we ask that you try to limit your team to 16 players. In the event that a team shows up for play with **fewer than the minimum** number of players, it may be decided between captains whether or not the game shall be played. If a team has 9 of their own players, they shall play without pick-ups. If a Team has less than 8 players, then pickups are permitted with approval from the opposing captain. If a team has less than 6 of their own players, they shall forfeit the game.

10 players are the max on the field in any given inning, consisting of no more than 5 women and no more than 5 men. If a team is short a man or woman they will take an out for that position when that individual would come up in the lineup.

Each team shall designate a Captain, who will act as the manager of their team and interact with umpires on matters of interpretation or to obtain essential information.

Players can only play for one team, except in circumstances where a team is short of players and it is agreed upon by both Captains. Those teams short of players must only use players within the ASA Sublette League Registry. Repeated shortage of players will not be accepted. Teams advancing to the tournament will advance only with players on their season roster. Should replacement players be needed to advance, it must be cleared with the league prior to the tournament.

EQUIPMENT:

EQUIPMENT WILL NOT BE PROVIDED BY THE LEAGUE, with the exception of game balls. Each game shall be allowed 2 game balls, which must be returned to the umpire or league representative at the end of each game. Games will be played with BALLS PROVIDED BY THE SUBLETTE SOFTBALL LEAGUE ONLY.

Metal or screw-in cleats of any kind are PROHIBITED. Players will not be permitted to play in their bare feet or flip flops of any kind.

CORKED OR SHAVED BATS ARE PROHIBITED. CERTIFIED/APPROVED: Official ASA bats shall be free of burs, dents, cracks, sharp edges and audible rattles and show no signs of excessive wear. They shall be marked OFFICIAL SOFTBALL by the manufacturer, be no more than 34 in long nor exceed 38 ounces in weight. The Official bat shall not be more than 2.250 inches in diameter at its largest part, including any tolerance for expansion. The Official bat shall be smooth and round to 0.050 inches in diameter and must bear the ASA 2000 Certification Mark or the ASA 2004 Certification Mark and must not be listed on the ASA Non-Approved Bat List (below).

ASA NON-APPROVED BAT LIST WITH CERTIFICATION MARKS

Combat VIRSP3 Lady Virus	Schutt Red/Silver Schutt Bat
Easton SCX2 Synergy	Worth EST9
Easton SCX22 Synergy 2	Worth QESTFP
Louisville Slugger FPC305 Catalyst (-8)	Worth SBWK(Wicked)
Louisville Slugger SB304	Worth SBWKA
Louisville Slugger SB34 Genesis	Worth WWSC Wicked Comp. (SP Only)
Louisville Slugger SB404	Worth WWSCA
Louisville Slugger SB73V TPS Voltage	Worth XEST9X
Miken MSF Freak	Worth XGold
Miken Ultra	Worth XPST4
Miken Ultra II	Worth XRed
Miken Ultra Maxload	Worth XWICKX Wicked (SP Only)
Nokona Tomahawk	

INNINGS AND TIME FACTORS:

A game shall consist of 7 innings or a 60 minute time limit, whichever comes first, however, no new inning shall begin after the 55 minute mark. Games will be forfeited after 10 minutes from the scheduled start time, if a team does not have the minimum number of players to start a game.

Any game after 4 innings of completion can be called by the Umpire as final in the event of any weather-related circumstances, power outages, or field lighting failures.

To begin the game, a coin toss will decide first or last at bat.

THERE IS FREE SUBSTITUTION. A team in the field (but not the team at bat) may substitute a player at any time, as long as at least 5 women and 5 men remain in the field and lineup.

Each player will start with 1 ball and 1 strike.

PITCHING:

The pitcher must keep at least one foot on the pitchers plate before the ball is released.

The ball must be pitched underhand, NO WINDMILL, NO FAST PITCH, this will result in a ball.

The ball must be delivered with a perceptible arc and reach a MINIMUM HEIGHT OF 6 FEET from the ground, while not exceeding a MAXIMUM HEIGHT OF 12 FEET from the ground.

The pitcher shall not attempt a quick return of the ball before the batter has taken his position or when the batter is off balance as a result of a previous pitch.

A black strike mat shall be placed directly behind the home plate. Any legally delivered pitch that makes contact with the either strike mat or the plate will be called a strike. .

In the event that a MALE BATTER IS WALKED, whether intentionally or not, the SUBSEQUENT FEMALE BATTER MAY ALSO TAKE FIRST BASE as if she had been walked as well (the purpose of this rule is to avoid intentional walking of strong batters).

BATTING:

The batter must remain in a reasonable imaginary batter's box. If the batter steps a full foot outside the box or on home plate during the act of batting (time the pitcher releases the ball to the time the bat connects with the ball) the batter will be called out.

A ball that is hit by the batter and strikes home plate(not the black mat) is in fair territory and shall be treated as a live ball.

The batting order must alternate between women and men throughout the entire order. A team shall bat the 10 players that played the field that inning and substitute in the batting order as they substituted on the field. If the team is short 10 players, they will take an out in the lineup when that player is due up. A max of 5 women and a max of 5 men in the lineup.

NO BUNTING OR CHOPPING at the ball, this will result in an out.

NO THROWING THE BAT in a reckless manner, this will result in an out.

If a batter has reached 2 strikes and fouls twice, the 2nd foul ball will be an out.

INFIELD FLY RULE is a fair fly ball which can be caught by an infielder with ordinary effort, when there are 2 or 3 runners on base with less than two outs. This must be in a force situation meaning that the runners are either on 1st and 2nd, or 1st, 2nd, and 3rd. The batter is out and base runners do not have to but may advance. If the ball is caught the runners must tag up to advance like a regular fly ball that is caught.

Each team will be LIMITED TO THREE OUT OF PARK HOME RUNS PER GAME. Any additional out of park homeruns will be considered an out.

OUTFIELD PLAY:

All outfield players must stay behind a 210 yard commit line until the ball has been hit and is in play. Only AFTER the ball has been hit can this commit line be crossed by outfielders. Any outfielder crossing this line before play will give the at-bat player an automatic base run.

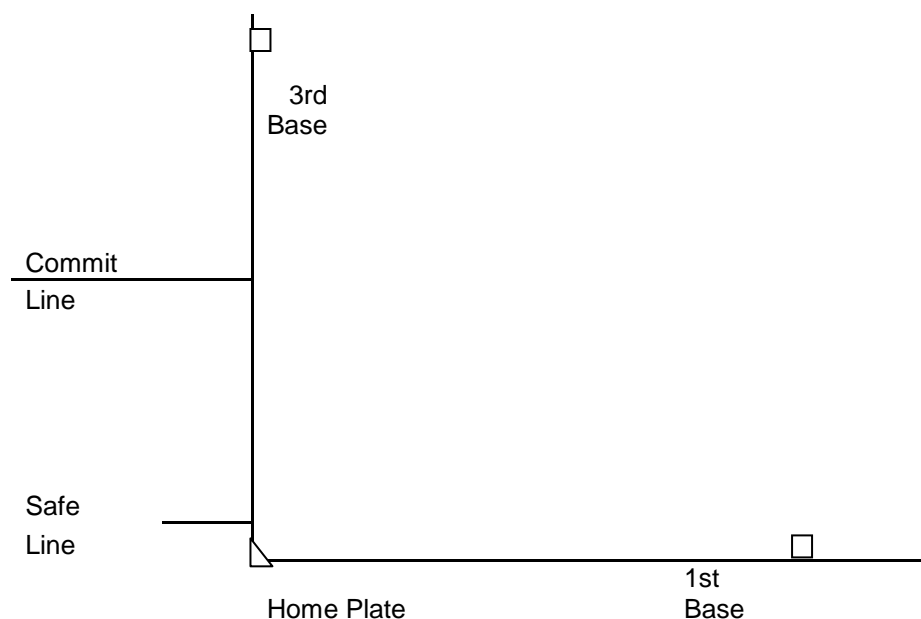
BASE RUNNING:

NO STEALING BASES, this will result in an out. The player shall not leave the bag till contact is made at the plate. An overthrow by the catcher to the pitcher is considered a dead ball and runners may not advance. Only after the batter makes contact with the ball are the runners on base allowed to advance.

SLIDING IS ALLOWED, granted the runner does not “take out” the fielder. NO “BOWLING OVER” shall be permitted, this will result in an out, and a possible expulsion from the game. Contact needs to be avoided at 2nd, 3rd, By means of sliding or getting out of way. If contact is made by any other means other than sliding, There will be a warning to the team, Followed by an out called and the next time there will be an player ejection.

HOME PLATE RULE, There will be pre-chalked lines prior to the start of first game of the night. The line will start roughly 1 foot out from the left edge of the batter’s box and extend 6-8 ft. out, this is the safe line. A defensive player with the ball may merely touch home plate for a force out no matter how many runners are on base, but they must do so after the runner passes the commit line. In order to be called safe, the runner must cross (on or over) the safe line, prior to a defensive player touching home plate with the ball (the runner may not run through the batters box).

There will also be an intersecting line drawn across the third base line 2/3rds of the way between 3rd base and home. This is the commit line, once a runner crosses this line they must proceed home. If the runner re-crosses this (turns back to third base) line, the runner will be declared out and the ball remains live. If a runner steps on home plate for any reason the runner will be called out. Tagging of a player is not permitted after the runner has crossed the commit line. If the runner has not crossed the commit line then the runner may be tagged.



The ball is dead when overthrown out of play. If runners were advancing to the next base during a play when an overthrow occurred, they (all runners) will be awarded the next base. If there were no runners advancing during the play and an overthrow occurs, bases will not be awarded.

A runner that has come in contact with a ball hit by the batter before it is touched by a fielder is out unless the runner is standing on a base.

The fielder has the right-of-way. If the runner comes in contact with the fielder fielding a ball or intentionally interferes, the runner is out.

A pinch runner shall be allowed only if the batter is physically hurt or impaired but is able to make it safely to base after a successful at bat. The PINCH RUNNER MUST BE THE SAME SEX and must be entered prior to the first pitch to the succeeding batter.

A runner crossing home plate MUST TOUCH home plate, not the black mat. They will not be considered safe till home plate is touched.

In a tagging situation the runner must be tagged by the ball, whether in the glove or bare hand.

During a pop-fly any runners must reestablish contact with their current base before proceeding to the next base. Until contact is reestablished the runner can be tagged out or forced (thrown) out by the defending team on that base.

During a play at first, the runner must touch the orange base, and the fielder the white base.

APPEAL PLAYS:

There are three major appeal plays:

Missing a base
Not tagging on a fly ball
Batting out of order

AN APPEAL MUST BE MADE BEFORE THE NEXT PITCH, otherwise, the appeal will not be considered.

MISCELLANEOUS:

A game ending in a tie shall only go into extra innings if time allows and Captains agree, otherwise, the tie stands.

GOOD SPORTSMANSHIP IS VITAL to the league and is expected from all participants. A team is responsible for the actions of individual team members and spectators before, during and after the game.

Team members and spectators must remain behind the imaginary line of the backstop extended (this is considered out of play).

IRRESPONSIBLE CONSUMPTION OF ALCOHOLIC BEVERAGES AT THE SOFTBALL FIELDS IS PROHIBITED. As this is an adult league, the privilege of alcohol consumption is left up to the individual. The League does not prohibit nor endorse alcohol at the fields. However, the League is taking a strict stance on poor behavior related to alcohol consumption. Irresponsible alcohol consumption refers to underage drinking, littering of beverage containers, and belligerence that interferes with the game, which includes but is not limited to excessive language, heckling, and arguments with other players, ump's, and fans. It also includes a noticeably reduced ability to play, which may create a safety hazard for themselves or others. An individual considered in violation of this rule should be asked to leave by their own captain or team. If the behavior continues and the umpire asks them to leave, it will be considered an "incident". Individuals may be asked to leave by a league board member, or County or Town official. In addition, any TEAM that has accrued three incidences of inappropriate alcohol consumption may be dismissed from further League participation, including future games and/or tournaments. Please keep in mind that the team is responsible for individual player conduct. Alcohol consumption will not be allowed on the playing field BEFORE, DURING or AFTER any game. It must be consumed outside the playing field & dugouts.

ABSOLUTELY NO ALCOHOL OR SMOKING ON THE FIELD WILL BE TOLERATED.
THIS IS CAUSE FOR AUTOMATIC FORFEIT AS CALLED BY THE UMPIRE.

ANY VULGARITY WITHIN THE FIELD OR DUGOUT WILL NOT BE ALLOWED.
Continued vulgarity by ANY player will result in that offender's team being subject to immediate ejection and forfeit from the game as determined by the Umpire.

FIGHTING AND PHYSICAL CONFRONTATION IS NOT ALLOWED and will be called accordingly by the game Umpire and will result in ejection and forfeit of the offending team from the game. Until the next scheduled game of the ejected team, all individuals involved in the confrontation will be visited by the Sublette Softball Board for a determination of eligibility for continued play.

FORFEITED GAMES MAY NOT BE RESCHEDULED. As a courtesy to the opposing team, a team that knows before hand that they are going to forfeit may contact the opposing captain.

UMPIRES HAVE THE SUPREME AUTHORITY. Uncooperative players will not be tolerated and will be asked to leave or the team will forfeit.

SCORE REPORTING. Teams are required to report their scores regularly by emailing sublettesoftball@gmail.com. Scores will be cross-referenced with other teams reported scores. These scores will be used to establish ranking and will determine which teams will advance to the tournament. In the event of a tie (for place rank (i.e. 7th)) the number of runs for the season will be used to establish the winner.