



Oswego YMCA Men's and Women's Softball at Legends' Field - 2012

General Information

The Oswego YMCA Softball Program is based at the Legend's Field on Churchill Road in Oswego, New York. This is a recreational program that includes all skill levels and will have leagues available for Men's, Women's, and Co-Ed teams. This includes Men's, Women's and Co-Ed slow pitch. There will be Men's fast pitch and modified fast pitch leagues. The season begins April 30th, 2012 and culminate at the end of August, weather permitting. Each team will play 13 regular season games. Playoffs for each league will begin August 6th 2012 (weather permitting); every team makes the playoffs.

Questions and Updates

All questions in regard to the Softball Program should be directed to Oswego YMCA Athletics Director Kyle Walton at the Legends' Field Complex. For updates, rainouts, league questions or concerns, as well as any additional information please refer to one of the modes of contact below.

Phone: YMCA Armory: (315) 342-6082; Legends Fields: (315) 342-7153

E-Mail: Softball@oswegoymca.org

Website: <http://www.oswegoymca.org>

Kyle Walton will be at the Legends Softball Complex all League nights from 5:30pm to close.

2012 League Nights

Mondays: Women's A Slow Pitch League & Men's B/C Slow Pitch League

Tuesdays: Men's D Slow Pitch League

Wednesdays: Men's Fast Pitch League

Thursdays: Women's B Slow Pitch League & Men's Modified Fast Pitch League

Fridays: Women's C Slow Pitch League & Men's E Slow Pitch League

Participant Conduct

Unsportsmanlike actions by a team, player, spectator, coach, or manager will result in appropriate disciplinary action. Any team, team member, manager, or team official may be disqualified for any of the following:

1. Unsportsmanlike conduct.
2. Physical violence, such as an attack on an umpire, YMCA volunteer or employee, before, during or following a game.
3. Verbal harassment towards any umpire, YMCA volunteer, or employee.
4. Any player or manager who is thrown out of a game and written up. All write-ups must be submitted to Director within 48 hours.
5. Commission of fraud, such as playing under an assumed name, falsifying an affidavit or roster or giving false information to league officials or umpires.

Participant Conduct Cont'd

6. Alcohol policy:

- If a player is drinking in the dugout area, the team forfeits the game and the player is suspended the next two games (or first two games next season). The player must leave the Legend's property immediately.
- If a player is drinking on the Legend's property, they will be suspended for the next game. The player must leave the Legend's property immediately.
- If a second offense occurs, the player will be suspended for the remainder of the season (or if only 2 games left the first ½ of next season).
- For tournaments – if a player is drinking in the dugout area, the player is suspended for the tournament and team forfeits current or upcoming game.
- If spectators are drinking they will be asked to leave the park. Repeat offenders will be asked not to return to the Legend's property for the rest of the year.
- There will be NO smoking at Legend's Field

Profane Language:

A Player may be ejected by the Umpire for Profane Language for The Remainder of the Game: Outside abusive language directed at a Player, Umpire(s), Coach or Scorekeeper(s) which can be deemed an un-sportsmanship act. With this ruling the Softball League is attempting to eliminate all loud profane language for the good of the game and to protect spectators that often include young children at these games. Also, with this ruling an Umpire(s) can ask a spectator to leave the area. If abusive language continues from player and still shows un-sportsmanship act, the umpire will then report, ASAP to scorekeeper that this player will sit out for their next two scheduled games.

Disqualification Procedures

1. *Hearing:* Prior to disqualification, a player must be given an opportunity for a hearing by an impartial arbitrator appointed by the YMCA. The player may be suspended until the arbitrator has rendered his decision.
2. *Notification:* The player must be notified in writing of the time, place, and date of the hearing. A player is entitled to an alternate date, if for good cause, the original date is unacceptable. Should the accused player fail to appear at their designated hearing, the arbitrator may proceed and take the evidence of those in attendance.
3. *Rulings:* After hearing the evidence, the arbitrator shall render their decision within 24 hours. The player will be notified, both verbally and in writing, of the decision.
4. *Final Decision:* A player may be disqualified for a period of time at the discretion of the arbitrator. The arbitrator's decision is final and cannot be appealed any further.

League Registration Fee – last date to turn in paper work and fees is April 23rd.

(Does **not** include umpire fees and YMCA program card which will be paid by each team prior to game time.) A **refundable forfeit fee of \$60 will be due** when the registration fee is paid. :

Team fee:	Fast & Modified Divisions -	\$215.00
	All Slow-Pitch -	\$200.00
Sponsor fee:	Fast, Modified and Slow Divisions -	\$175.00
Refundable Forfeit Fee:	All Leagues-	\$ 60.00
Total fee Due:	Fast & Modified Divisions -	\$450.00
	All Slow-Pitch-	\$435.00

(Registration WILL NOT be accepted without total amount)

Umpire fees:

UMPIRE/PLAYER: An umpire/player may not officiate any games within the Division in which they participate as a player.

Fees:

Fast Pitch - \$32 each for two umpires

Slow Pitch - \$24 each for two umpires (all slow pitch games are mat ball)

Restart of a game cancelled because of rain, the umpire will be paid once, not again for make-ups.

Team Rosters

Original rosters must have at least 12 players, with no maximum number. Players **MUST** sign the roster and Player Card Waiver Form at the Oswego YMCA or at the field before the first game that they play. All rosters will be frozen when submitted. After submission, teams must complete an add-on form in order to add each player. Add-ons will be reviewed by the YMCA for approval. There will be a \$20 administrative fee for all add-ons. Teams should try to use as many roster spots as possible when rosters are turned in. Add-on players must submit a completed add-on form and the \$20 add-on fee by cash or money order. Please keep your receipt as proof of your added player(s).

Age Eligibility: No Team Player shall be eligible to play in any League unless such player reaches his/her sixteenth birthday. No one under the age of 16 will be allowed in the dugouts and/or on the field. To be eligible to play, the player must be at least 16 years old by the first day of the season. If the player turns 16 during the season, they can be added to a roster, using the add-on form with the \$20 fee. Any player under 18 must have the parental permission form signed by their appropriate parent or guardian and turned in to the league with the roster or add-on form.

Team Rosters Cont'd

All players must be on a team roster or be on an add-on form along with the \$20. **Rosters and lineups will be checked and teams playing with an illegal player(s) will have their game forfeited with the penalties as stated below.** As always, opposing teams have the right to protest a game if the other team is using an illegal player. (See PROTESTS (below in these rules). If there is a question, a copy of the rosters and add-ons are available at the score booth.

The following penalties for use of non-roster players apply.

First offense: Forfeiture of game.

Second offense: Forfeiture of all the offending team's wins up to and including the second offense as well as a meeting with YMCA representatives before the next scheduled game.

Third offense: Forfeiture of game and team suspension from league.

Program Cards

All players must sign a program card/waiver form and pay a \$10 player registration fee before participating in any scheduled game. This is a one time fee. If the player has paid the fee once, then they do not have to pay the fee again if they sign up on another team's original roster.

Number of team's one person can play for

Men's Slow Pitch –

- A player may play on one team in fast, slow and modified. (i.e. if a player is playing Fast Pitch that player may also play on a Slow Pitch team.) The player will be allowed to register in a maximum of two leagues.
- Each team is allowed to have two players from upper or lower leagues within the same division play on their team. For example, a Men's B/C League Slow Pitch Team may have 2 players from a Men's E League Slow Pitch Team on their roster.
- This rule **DOES NOT** affect players playing in different divisions (i.e. Fast Pitch Players playing on Slow Pitch or Modified teams.)

Men's Fast Pitch-

- A/B fast will be an "open" league with hopping allowed
- C fast will not allow hopping (since this is an entry level league), thus all ASA pitching rules apply - except that (ASA 08 Rule Book) Rule 6, (Fast Pitch) Section 3, Part L will state: **the pivot foot must push off from the rubber and must drag and not lose contact with the ground (i.e. no hopping).**
- An A/B Fast pitcher will not be allowed to pitch in C Fast, although they may play another position.

Women-

- A player may play on two leagues, but the player may not play up or down more than one level. (i.e. if a player is playing on the A league, that player can play on a B league team but NOT a C league team. On the other side a C league player can play on a B league team NOT an A league team.) The player will be allowed to register in a maximum of two leagues.
- Each team is allowed to have up to 4 players that play on different leagues

Protests

Teams wishing to lodge a protest must follow the ASA Protest rule. Teams have 48 hours following the protested game to submit the formal written protest with a \$25 money order or cash to the YMCA. This fee is non-refundable if the protest is lost. The protest fee must be included with the formal written protest or it will not be considered valid, NO EXCEPTIONS. Protest Forms can be obtained by Scorekeepers at any of the Scorer's Booths, from League Director, or online on the Oswego YMCA Softball website.

The protest must be written and include the following:

1. Date, time, field
2. Both Home and Field Umpires' Names
3. Signature of Home Plate Umpire
4. Rules and Sections of League Rules upon which protest is based
5. Decisions and conditions surrounding the protest
6. Pertinent information involved in the protest

Forfeits

Each team will pay a refundable \$60 forfeit fee to cover the league's expenses if a team forfeits. **If a team forfeits, it must pay a \$60 (refundable) fee to continue league play.** This fee must be paid prior to the next scheduled game. If a team forfeits a 2nd time, a \$60 fee will be assessed and the team may be dropped from league membership. Forfeit fees must be paid to YMCA with either a money order or cash. If a team notifies the YMCA at least three (3) days in advance of their game that they will forfeit, they will be given a loss - but will not be assessed the \$60 fee.

If a team does not have the umpire fee (in full) by the scheduled starting time, that team will forfeit and the above rules apply. The team must have the exact amount, in cash, to pay the umpire fee. The other team will pick up the win, but will not have to pay the umpire's fee.

Note: Postponement of scheduled games, makeup games, and playoffs will not be considered (except for a death). Any team failing to appear for a game will be charged with a forfeit.

Liability

The Oswego YMCA or the City of Oswego will not be responsible for injuries or property damage to any team players, coaches or other participants in all affiliated leagues at its facilities. There is no accident or injury insurance provided through the participating leagues. It is up to the teams or individual participants to provide their own medical and property insurance. ASA has insurance programs available for teams. The link is: <http://www.bollingerasa.com>

Game Cancellation

Game Cancellation Due to Rain or Darkness: In case of inclement weather, darkness, light failure or any other unforeseen circumstances, 5 innings will constitute a completed game (4.5 innings if the home team is ahead). If the game is not completed, the entire game will be rescheduled and started over, the umpires will give ½ the fee back and the makeup game the fee will be ½ the usual rate. In playoff games all 7 innings must be finished in order for the game to be complete (unless the mercy rule is invoked) – *see Playoff section for details.*

Game Tie-Breakers

If after 7 innings, the score of the game remains tied, the games will go into extra innings. The player who got the last out in the previous inning will be placed on 2nd base to start each half inning. The process will continue each inning until a winner is determined.

Regular Season Record Tie-Breaker Format

- 1st tiebreaker is head to head record
- 2nd tiebreaker is total runs scored head to head
- 3rd tiebreaker is total runs scored for throughout the season
- 4th tiebreaker is total runs scored against throughout the season

Playoffs

1. Playoff games use the same rules as regular season except: Games suspended for rain, darkness, or any other reason will be re-scheduled and resumed at the EXACT POINT where game ended. Although the same line-ups are to be used when the game is resumed, there is no penalty for substitutions legally placed into the line-up at this time. There will not be an extra umpire fee to finish the game.
2. Post season play will begin as soon as all regular season games are finished.
3. All teams make the playoffs
4. Players are only eligible for the playoffs if they have played a **minimum of 3 games** for that team during the regular season. Games played on a team in another league or division DO NOT count towards total.
5. The team that finished higher in the regular season will be the home team.
6. All regular season mercy rules are in effect for every round.
7. Time limit rules will be in place for every playoff game **except** Championship Games.
8. First round of playoffs are single elimination
9. Championship round will be 2 out of 3 games

Softballs

One new and one used softball will be supplied for each game. **Please note: it is the responsibility of teams to return any balls hit over the fence to the umpires.** Umpires or YMCA Softball staff members or volunteers will **not be responsible** for retrieving stray softballs.

Uniforms

All teams MUST have matching colored shirts for all league play contests. This rule will be enforced rule by umpires.

Blood Rule

Game will stop for injured players and medical care and/or treatment will be administered immediately. Umpire(s) will determine how long game will be on hold. A player or coach who is bleeding or who has blood on his/her uniform shall be prohibited further, until uniform is changed. This shirt change does not have to match team uniform only for this particular situation.

Rainouts and Cancellations

Games will be canceled by the league on rainy days or by the umpires on the field at game time. Teams that do not have the minimum number of players at a game called by the umpires on the field will be given a forfeit (see forfeit rules). Also the following web site will be updated ASAP: <http://www.oswegoymca.org> Teams can also call the answering machine at 342-7153 to check on the status of the games.

Make-Up Game Scheduling

Managers will be notified when their makeup game will be scheduled. Makeup games will be fit into the schedule as soon as possible. Weeks following rain outs teams should be prepared to play double headers if necessary.

Any team failing to appear for a scheduled make-up game will be charged with a forfeit. Rainout schedules will be provided at the Legends Complex. League Coordinator will also notify the manager or assistant manager of the rainout schedule.

Banned Bats

ASA rule 3 Sec. 1-A: All bats must bear the ASA approved certification mark. A list of banned bats can be found at: http://www.asasoftball.com/about/certified_equipment.asp (the list is updated throughout the season). Included with the ASA banned bats are the 'grand fathered' bats, also listed on the website. **Team Captains must check both lists** of banned bats by the first game. There will also be a list of these bats in the score both before all games. There is a link to the banned bats on the Oswego YMCA web site: <http://www.oswegoymca.org>

Footwear

Women and Coed only

ASA rule 3 Sec. 6-G: Shoes must be worn by all players. No metal plates or metal spikes are allowed. Any player wearing banned footwear during a game will be immediately ejected.

Insertion Rule

The first game will start at 6:00pm for all Slow and Modified Fast Pitch Games and 6:30pm for all Fast Pitch Games, ensuing games will start immediately following the 1st game, but not before the scheduled start time. The scorekeeper's clock will serve as the official time. There will be a 10 minute wait for late players for the first game if the team does not have the legal number of players to start a game with, no wait for later games.

- Legal number of players
 - i. *Slow Pitch – may start the game 6 players*
 - ii. *Fast & Modified – may start the game with 6 players*
 - iii. *By the start of the 2nd inning, all teams must have the minimum legal number of players (see below) or forfeit the game. Such forfeiture will constitute a complete game, and the umpires will keep all monies collected. A forfeit (or double forfeit) will be called.*
 - iv. *Minimum number of players to be legal (start of 2nd inning)*
 - 1. *Slow pitch 8*
 - 2. *Fast & Modified 7*

If another player arrives at the field, that player is eligible to enter the game and must be placed at the bottom of the batting order. The player may enter the game at any time, provided there is a stoppage of play. Play will NOT be halted to give the player warm up time – the player should warm up, and then enter the game.

Extra Player

The player entering the game can be entered as a DP, with the batter whose spot they took becoming the defensive only player (FLEX). Players can also be entered as EP's, but must be added to the bottom of the original batting order. The opposing team, umpire, and scorekeeper must be informed of all changes made to the original batting order.

Losing a player during the game

If a player is injured during the game, with no substitute available, the spot in the batting order vacated by the injured player will be skipped. If the injury occurs while running the bases and the player arrives safely at a base, the player who made the last out for that team is placed on that base. If the injury results in the team having less than the minimum number of players required, the game is suspended.

- a) If a player is ejected during the game, with no substitute available, resulting in the team having less than the minimum number of players required, the game is over and the opposing team is awarded the win.
- b) If the ejection results in the team still having the minimum number of players required, then the spot in the order vacated by the ejected player will be an out.
- c) If the ejection occurs while running the bases, the ejected player will immediately be called out.

Losing a player for the season due to injury

If a player is injured and will be unable to play for the remainder of the season, he may be replaced on the team roster, but proof of the injury (a doctor's slip) must be presented to the YMCA.

Time Limit

- No new inning will start after 1 ½ hour time limit for Women, Men and Coed Slow Pitch. No new inning will start after 1 ¾ hour time limit for Fast and Modified Pitch. The time starts from the first pitch, with the official time residing with the scorekeeper. The time will stop if there is a rain delay or medical emergency. If there is a tie game, the game will be played until there is a winner.

Mercy Rule

A) The following run ahead rules will be used for local league play and take effect after 5 complete innings.

Fast pitch – 8 – after 5 innings

Modified – 10 – after 5 innings

Slow pitch – 12 – after 5 innings

B) The ASA mercy rule will be in effect after the game has gone 60 minutes, along with the local run rule:

Rule 5, Section 9 A 1: **Run Ahead Rule Fast Pitch.** 15 runs after three innings, 12 runs after four innings or 8 runs after five innings have been completed (losing team has batted).

9 A 2: **Run Ahead Rule Modified Pitch.** 15 runs after three innings, 12 runs after four innings or 10 runs after five innings (losing team has batted).

9 A 3: **Run Ahead Rule Slow Pitch.** 20 runs after three innings, 15 runs after four innings, or 12 runs after five innings (losing team has batted).

Home Run Limits

Men -

The following home run limits will be used for Slow-Pitch. Any over the fence home run, beyond the limit, is an out.

- B/C League – 3
- D League – 3
- E League – 3

Jewelry

- ASA Rule 3 sect. 6-F: To avoid injury, no jewelry should be worn by men/women.

Slow Pitch Specific Rules

Starting Pitch Count

- All Slow Pitch Batters will start with a 1-1 pitch count (all Fast Pitch leagues will begin with a 0-0 pitch count).

Foul Third Strike call

- The batter will be called out in the second foul ball hit after the batter has already acquired two strikes

Live Plate/Mat Rule

- All Slow Pitch Games will be played by Mat Ball Rules. The plate is considered a live plate. This means that if the ball hits any part of the plate or the mat, it will be considered a strike.