

Oswego YMCA Men's and Women's Softball at Legend's Field - 2009

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 for all skill levels and will have leagues available for Men's, Women's, and COED teams, including slow pitch. There will be two levels of men's fast pitch and a modified fast pitch league. The season begins in April and continues through August. Each team plays approximately 14 regular season games and a playoff for the top four teams in each league.

Questions and Updates

All questions regarding the Softball Program should be directed to Mike Perkins at the YMCA. He may be reached at 315-343-1981. For updates, rainouts and additional information visit:
<http://www.oswegoymca.org>

Participant Conduct

Unsportsmanlike actions by a team, player, spectator, coach or manager will result in disciplinary action:

A 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 employee, umpire or YMCA volunteer or employee.
4. Any player or manager who is thrown out of a game and written up, within 48 hours by the umpire.
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.
6. Alcohol policy:
 - If a player is drinking in the dugout area, the team forfeits the game and the player is suspended for the next two games (or first two games of next season). The player must leave the Legend's property.
 - If a player is drinking on the Legend's property, they will be suspended for the next game and must leave the Legend's property.
 - Second offense, player is suspended for the remainder of the season (or if only 2 games left the first 1/2 of next season)
 - For tournaments - if a player is drinking in the dugout area, the player is suspended for the tournament and team forfeits 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

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 the hearing, the arbitrator may proceed and take the evidence of those in attendance.
3. Rulings: After hearing the evidence, the arbitrator shall render his decision within 24 hours. The player will be notified both verbally and in writing, of the decision.
4. Penalties. A player may be disqualified for a period of time at the discretion of the arbitrator. The arbitrator's decision is final.

Team Rosters

Original rosters will be capped at 22 players. Players may sign the roster at the Oswego YMCA or at the field before the first game they play. All rosters will be frozen when submitted until the following add-on period: from the start of the season until August 1st. Teams must complete an add-on form for 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 Eligible: No Team Player shall be eligible to play in this League during any year unless such player has reached his/her sixteenth (16) birthday. No one under the age of 16 will be allowed in Dugouts and/or on 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 may 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 the parent and submitted to the league with the roster or add-on form.

All players must be on a team roster or be on an add-on form along with the \$20 fee (if player already has a player card, then the charge is \$10). **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. Meeting with YMCA representatives before the next scheduled game. **Third offense:** Forfeiture of game and team suspension from league.

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. The protest must be written and include the following:

1. Date, time, field
2. Both umpires names
3. Signature of home plate umpire
4. Rule and sections of ASA of league upon which it is based
5. Decisions and conditions surrounding the protest
6. Pertinent information involved in the protest \$25.00

money order or cash (no checks)

League Registration Fee

Team Fees: No team shall be eligible to play in this league until total fees are paid as follows. (Does not include umpire fees and YMCA program card which will be paid by each team prior to game time.):

Team fee:	Fast & Modified Divisions -	\$215.00
	All Slow-Pitch and Coed Divisions -	\$200.00

Sponsor fee:	All Divisions -	\$175.00
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Total fee Due:	Fast & Modified Divisions -	\$390.00
	All Slow-Pitch and Coed Divisions -	\$375.00

(Registration will not be accepted without total amount)

Program Cards

Team players must sign a program card and pay a \$10 user fee before participating in any scheduled game. This is a one time fee.

Number of team's one person may play for Men-

- 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.
- For the 2 players (per team) allowed from an upper or lower league:
- These players will be allowed to play in two divisions in the same league (i.e. B Slow, E Slow or A/B Fast, C Fast). **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 may play on a B league team NOT a C league team. On the other side a C league player may 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 who play on different leagues.

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 - \$30 each for two umpires

Slow Pitch - \$25 each for two umpires

Coed - \$32 for one umpire

Forfeits

If a team forfeits, it must pay a \$60 fee to continue league play. This fee must be paid prior to the next scheduled game. If payment is not submitted in the time allowed, the team will be dropped from league membership. If a team forfeits a 2" 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. Games shall 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. 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). In playoff games all 7 innings must be finished in order for the game to be complete (unless the mercy rule is invoked).

TIES

Regular season ties for 1st place will be decided by a one game playoff. In the event of a three-way tie for 1st place, the tiebreaker format below will be used to eliminate one of the three teams. The two remaining teams would then play a one game playoff.

If there is a three-way tie for 2nd place, the tiebreaker format below will be used to eliminate one of the teams. 2nd place would then be decided by the 2nd place vs. 3^r place playoff game involving the two remaining teams (see "Playoffs" for determination of "home" team).

In the event of a two or three way tie for 3rd or 4th place, the tiebreaker format below will be used to eliminate one or more of the teams.

Tiebreaker Format:

- o 1st tiebreaker is head to head record
- o 2nd tiebreaker is total runs scored head to head
- o 3rd tiebreaker is overall total runs scored less overall runs allowed during the regular season.

Playoffs

1. Playoff games use the same rules as regular season.
2. Post season play will begin as soon as all regular season games and tiebreakers are finished.
3. First round of playoffs are single elimination
4. First round has the 1st place team play the 4th place team; 2nd place team play the 3rd place team
5. Higher place team is home
6. Teams that are victorious in the first round will play in championship game
7. The team that finished higher in the regular season will be the home team.
8. Second round will be a best of 3
9. We will play all second round games on Championship weekend Aug. 15-16

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 are encouraged to have matching colored shirts for all league play contests. This rule will be a self-enforced rule by team captains.

Blood Rule

ASA Rule 4 sect. 9: 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 3PM 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 before 3pm:

<http://www.oswegoymca.org>

Make-Up Game Scheduling

We will have two weekends during the session to make up all games. The first weekend is May 6 and 7 and the second is Aug. 8 and 9. The field manager will contact Team Captains to verify the day and time of re-scheduled games. The field manager agrees to provide the Umpire signer a 48 hour notice of all scheduled make-up games.

Any team failing to appear for a scheduled make-up game will be charged with a forfeit.

Rainout schedules will be printed in the Palladium Times, on the web and at the Legends Complex. A YMCA representative will also notify the manager or assistant manager of the rainout schedule. The link:

<http://www.oswegoymca.org>

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 booth before all games.

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 6PM, 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. a Legal number of players

1. Slow Pitch — may start the game with 6 players ii. Fast & Modified - may start the game with 6 players Hi. 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, then enter the game.

Extra Player

The player entering the game may be entered as a DP, with the batter whose spot he took becoming the defensive only player (FLEX). Players may also be entered as HP'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) 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. a) 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. a) c) If the ejection occurs while running the bases, the ejected player will immediately be called out.

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 of 12 runs after 5 innings for slow pitch:

Rule 5, Section 9 A 1: **Run Ahead Rule Fast Pitch.** 15 runs after three

innings, 12 runs after 4 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 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.

- a A/B League - 5
- a C League - 4
- a D League - 3
- a E League – 2

Injured Player

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. The add-on fee still applies.

Game Tie-Breakers

If after 7 innings, the score of the game remains tied, the games will go into extra innings. The player scheduled to bat last in each half inning will be placed on 2nd base to start each half inning. The process will continue each inning until a winner is determined. It is the responsibility of the scorekeeper to enter that night's results into the official record.

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 as 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 and a player still shows un-sportsmanship actions, the umpire will then report, ASAP to scorekeeper that this player will sit out for their next two scheduled games.

Jewelry

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

Foul Third Strike call Slow

Pitch

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

Live Plate Rule Slow

Pitch

- The plate is considered a live plate. This means that if the ball hits any part of the plate, it will be considered a strike.

Time Limit

- No new inning will start after 1 1/2 hour time limit for Women, Men and Coed Slow Pitch. No new inning will start after 1 % 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 emergence. If there is a tie game, the game will be played until there is a winner.

Coed Division General Rules

Coed Division

1. Men will bat opposite-handed of their normal batting stance. (Opposing team will have option when male is a switch hitter).
2. Batting order must be guy, girl, guy, girl or girl, guy, girl, guy.
3. Fielding positions must be guy, girl or girl, guy with two of each sex in the infield, two of each sex in the outfield and one of each sex pitching while the opposing sex catches.
4. Short-handed ASA rule 4 sec ID1c: Amended so teams playing with five women and four men will not receive an 'out' where the tenth batter should be. Vacant spot must be at the tenth batter's spot in either case according to ASA rule, so a team short a woman would have a male leading off and vice versa.
5. Base-on-balls ASA rule 8 sec 1C4: Amended so men will take first base on a walk while ensuing female batter will have option of walking or batting.
6. Ball ASA rule 7 sec 2E: Amended so all batters will use the 12-inch men's softball instead of alternating to the 11-inch women's softball for the female batters.
7. You can not have more men then women but you can have more women then men. Teams may bat unlimited players beyond 10 being an EP, but five women must play defense throughout the game.
8. Men can hit 2 home runs and women can hit unlimited home runs
9. Women are allowed to bunt
10. A mat will be used behind home plate with a 'stike' being called if the ball stikes the mat (with the appropriate arc) - mat ball.