

# **The City of Oswego Men's and Women's Softball At Legends' Field – 2014**

## **1. General Information**

The City of Oswego Softball Program is based at the Legend's Softball Complex on Churchill Road in Oswego, New York. This is a recreational program that includes all skill levels and will have leagues available for Men and Women. The season begins May 5<sup>th</sup>, 2014 and culminate at the end of August, weather permitting. Each team will play 12 regular season games. Playoffs for each league will begin in August 2014 (weather permitting); every team makes the playoffs.

## **2. Questions and Updates**

All questions in regard to the Softball Program should be directed to City of Oswego Parks & Recreation Dept. via the website and/or email. For updates, rainouts, league questions or concerns, as well as any additional information please refer to the website.

E-Mail: Jeanne Cooper [jcooper@oswegony.org](mailto:jcooper@oswegony.org) E-Mail: Jim Babcock [jbabcock@oswegony.org](mailto:jbabcock@oswegony.org)

Website: <http://www.oswegosoftball.com>

## **3. 2014 League Nights**

**Mondays:** 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

## **4. 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:

- A. Unsportsmanlike conduct.
- B. Physical violence, such as an attack on an umpire, City of Oswego volunteer or employee, before, during or following a game.
- C. Verbal harassment towards any umpire, City of Oswego volunteer, or employee.
- D. Any player or manager who is thrown out of a game and written up. All write-ups must be submitted to Commissioner Michael Smith [msmith@oswegony.org](mailto:msmith@oswegony.org) within 48 hours.
- E. Commission of fraud, such as playing under an assumed name, falsifying an affidavit or roster or giving false information to league officials or umpires.
- F. Alcohol policy:
  - Legends Softball Complex is subject to the City of Oswego's Open Container Ordinance
  - 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).

#### **4. Participant Conduct Cont'd**

- 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 Complex; on the field, in the dug outs or on the bleachers

#### **5. Profane Language:**

At the Umpires discretion, a player may be ejected for the remainder of the game for the use of profane language. 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, at the Umpires discretion, a spectator may be asked to leave the Complex for the use of profane language. 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.

#### **6. Disqualification Procedures**

- Hearing:* Prior to disqualification, a player must be given an opportunity for a hearing by an impartial arbitrator appointed by the Parks & Recreation Department. The player may be suspended until the arbitrator has rendered his decision.
- 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.
- 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.
- 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.

#### **7. League Registration Fee – LAST DAY TO TURN IN PAPERWORK IS FRIDAY APRIL 18<sup>TH</sup> (from 6 pm to 8 pm) OR SATURDAY APRIL 19<sup>TH</sup> (from 12 to 2:00 pm) in the Ponzi Recreation Building at the Fort.**

(Does **not** include umpire fees):

<b>Team fee:</b>	Fast & Modified Leagues-	\$215.00
	All Slow-Pitch Leagues -	\$200.00
<b>Sponsor fee:</b>	Fast, Modified and Slow Leagues -	\$175.00
<b>Refundable Forfeit Fee:</b>	Fast & Modified Leagues-	\$ 75.00
	All Slow-Pitch Leagues-	\$ 60.00
<b>Total fee Due:</b>	Fast & Modified Leagues -	\$465.00 (+ \$120 player card fee)
	All Slow-Pitch Leagues-	\$435.00 (+ \$120 player card fee)

Note: Please include \$120 player card fee, you may put more than 12 players on your roster, with no extra cost. All players added after roster is officially submitted will be charged a \$20 add-on fee

**(Registration WILL NOT be accepted without total amount)**

**8. Umpire fees:**

**UMPIRE/PLAYER:** An umpire/player may not officiate any games within the League 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.\*

**9. Team Rosters**

- A. Original rosters must have at least 12 players, with no maximum number. Players **MUST** sign the roster and Player Card Waiver Form 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.
- B. **Program Cards:** All players must sign a program card/waiver form before participating in any scheduled game. The \$120 player card fee, allows you to put more than 12 players on your roster that you had in, with no extra cost
- C. Add-ons will be reviewed by the Parks & Recreation Department 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).
- D. **AGE ELIGIBILITY:**  
As outlined by the Amateur Softball Association all players under the age of 18 must have a liability waiver signed by their legal parent/guardian before their first game played. Teams are allowed to have unlimited number of 16 and 17 year old players on a team. Players under the age of 16 will not be allowed to play in any adult leagues at the Legends Softball Complex for the 2014 Season.
- E. 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 Complex.
- F. *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 Parks & Recreation Department representatives before the next scheduled game.  
**Third offense:** Forfeiture of game and team suspension from league.

## **10. Number of team's one person can play for**

### **Men's Slow Pitch –**

- A. 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 three leagues.
- B. Each team is allowed to have two players from upper or lower leagues within the same division on their active lineup. For example, a Men's B/C League Slow Pitch Team may have 2 players from a Men's E League Slow Pitch Team in their lineup.
- C. 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

### **Women-**

- A. 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.
- B. Each team is allowed to have up to 4 players in an active lineup that play in different leagues (i.e. for any one game a team may have 4 players from another league in their active lineup. Teams may have more players on the roster who play in a different league but may only have 4 per game on the active lineup.)

## **11. 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 to the Parks & Recreation Department This fee is non-refundable. 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 and online on the Oswego 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

## **12. Forfeits**

Each team will pay a refundable forfeit fee to cover the league's expenses if a team forfeits. **If a team forfeits, it must pay another refundable forfeit fee to continue league play.** This fee must be paid prior to the next scheduled game at the City of Oswego Waterfront/Parks & Recreation Department, located in the McCrobie Building at 41 Lake Street. You must contact Jim Babcock 343-0466 or via email @ [jbabcock@oswegony.org](mailto:jbabcock@oswegony.org) OR Jeanne Cooper 342-8186 or via email @ [jcooper@oswegony.org](mailto:jcooper@oswegony.org) to make arrangements for payment. If a team forfeits a 2<sup>nd</sup> time, the team may be dropped from league membership. Forfeit fees must be paid to City of Oswego with either a money order or cash. If a team notifies the City of Oswego 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 forfeit fee. If both teams agree to a makeup game, no forfeit fee or loss will be assessed.

If a team does not have the umpire fee (in cash in full) by the scheduled starting time, that team will forfeit and the above rules apply. The other team will pick up the win, but will not have to pay the umpire's fee. Any team failing to appear for a game will be charged with a forfeit.

### **13. Liability**

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.

### **14. Game Cancellation (Rule Clarification 05/2013)**

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 game will be rescheduled and started over from the point the game was postponed, 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.*

### **15. 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 2<sup>nd</sup> base to start each half inning. The process will continue each inning until a winner is determined.

### **16. Regular Season Record Tie-Breaker Format**

- A. 1<sup>st</sup> tiebreaker is head to head record
- B. 2<sup>nd</sup> tiebreaker is total runs scored head to head
- C. 3<sup>rd</sup> tiebreaker is total runs scored for throughout the season
- D. 4<sup>th</sup> tiebreaker is total runs scored against throughout the season

### **17. Playoffs**

- A. 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.
- B. Post season play will begin as soon as all regular season games are finished.
- C. All teams make the playoffs
- D. 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.
- E. The team that finished higher in the regular season will be the home team.
- F. All regular season mercy rules are in effect for every round.
- G. Time limit rules will be in place for every playoff game **except** Championship Games.
- H. First round of playoffs are single elimination

- I. At the discretion of the City of Oswego Parks & Recreation Department, the Championship round will be the best 2 out of 3 games, as scheduling permits.

## **18. 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 City of Oswego softball staff members or volunteers will **not be responsible** for retrieving stray softballs. All umpires will be responsible for returning game balls to the scorekeeper booth at the end of the game.

## **19. Field Lighting**

Uses of field lighting will be at the sole discretion of the Parks & Recreation Department.

## **20. Scorekeeping & Timekeeping**

The home team will be the official scorekeeper and the umpires will be the official timekeepers. The winning team will be responsible for reporting the results of the game to City personnel.

## **21. Uniforms**

All teams are strongly encouraged to have matching colored shirts for all league play and playoff games.

## **22. 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.

## **23. 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:  
oswegosoftball.com

## **24. 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 and online at [Oswegosoftball.com](http://Oswegosoftball.com) League Coordinator will also notify the manager or assistant manager of the rainout schedule.

## **25. 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](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 oswegosoftball.com web site.

## **26. Footwear**

Shoes must be worn by all players. Metal spikes are allowed in all adult leagues except coed slow pitch and seniors.

## **27. Insertion Rule**

The first game will start at 6:00 pm for all Slow and Modified Fast Pitch Games and 6:15 pm for all Fast Pitch Games, ensuing games will start immediately following the 1<sup>st</sup> 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:**

- A. *Slow Pitch – may start the game 6 players*
- B. *Fast & Modified – may start the game with 6 players*
- C. *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.*
  - i. *Slow Pitch- 8*
  - ii. *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.

## **28. 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.

## **29. 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, without penalty of an out. 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 can be suspended.

## **29. Losing a player during the game (Cont.)**

- 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.

### **30. 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 Parks & Recreation Department.

### **31. 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.

### **32. 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:

- i. **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).
- ii. **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).
- iii. **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).

### **33. 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. B/C League – 3

B. D League – 3

C. E League – 3

### **34. Jewelry**

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

### **35. Slow Pitch Specific Rules**



**A. *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).

**B. *Foul Third Strike call***

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

**C. *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.