

OSSINING RECREATION SOFTBALL RULES AND PROCEDURES OVERVIEW FOR ALL LEAGUES

SCHEDULE

The **League Coordinator**. We will work to manage team preferences when possible. Schedule will be set 1 week prior to start of season. If during season a team is unable to play on a scheduled day, they must inform the Coordinator and request a change. We will work with the opposing manager to determine a new date. Failure to notify the Coordinator a week in advance may lead to forfeit of game. All **Games are played at Ossining parks.**

A. Men's league is divided into an A and B league. The A league is a more competitive league compared to the B league. Each year the winner of B league regular season Champs gets promoted up to the A league and the last place in A goes to the B league, Teams will play other teams in their league 3 times with cross-over playing each team once out of their league. Play days are Monday, Wednesday and/or Fridays, times are 7pm and 8:15pm Starts 3RD week of April.

B. Women's League play days are Tuesdays and/or Thursdays. Times are 7pm and 8:15pm Starts 1st week of May

C. Co-Ed League Play days are Monday, Wednesday and/or Fridays. Times are 7pm, 8pm or 9pm Starts after Labor Day.

ELIGIBILITY

A. All players **must be 16 years of age** or older, **register with their team on the Rec. Department. Via Community Pass and their official team roster.**

B. An unlimited roster will be allowed. You may add a player to the team prior to cut off date see section **F.**

C. Men's and Women's league July 1st (11pm) **Co-Ed league** Oct. 1st (11PM) after this date the roster will be closed.

D. To be **eligible for playoffs a player must** be on the official team roster and **have played a minimum of 3** games with the team. Play is defined as an at bat or inning played in the field.

E. Teams will forfeit any game in which an ineligible player is used.

F. A player is permitted to switch to another team if (all apply):

1. The move to Men's or Women's league is prior to **July 1st (11pm)** and Co-Ed league is prior to **Oct. 7th (11PM).**

2. The player has played no more than 4 games.

3. The new team managers notify the League Coordinator.

GENERAL PLAYING RULES

A. A 15 minute grace period is permitted before a forfeit is called.

B. 5 forfeits will make a team ineligible for playoffs.

C. Only ASA & USA Softball Certified Bats only. Men can only use wood bats with the exception being "**Corndog**" **Wood/Composite bat.** Women players may use metal or wood certified bats. **All bats must be stamped ASA OR USA.**

D. The official softball will be determined by the Rec. Dept. **The umpire will bring 2 game balls to each game.**

E. Metal cleats are prohibited. Players will **not be allowed to play in sandals or open toed shoes.**

F. Mercy Rule: is when one team is leading by 13 or more runs after five innings, **(home team must be allowed to bat in the 5th inning)** this rule cannot be waived. **Exception** will be the finals Championship series **NO MERCY RULE.**

G. Rec. Dept will determine the playing status of fields due to inclement weather Umpires will make game time decisions

H. Teams are not permitted to work on fields to make them playable.

I. Regular-season: a game is considered **official when 4 1/2 innings have been satisfactorily completed.** If the game is halted due to weather & less than 3 innings completed the game will restart from the beginning, after 3 1/2 innings but less than the mandatory five the game will be restarted at the beginning of the half inning in which it was stopped.

J. When a **game is all tied after 7 innings,** The **International TIE-BREAKER RULE** goes into effect. Every inning after regulation play **each team starts with a runner that was the last batted out of the previous inning on 2nd base.**

K. Any issues or concerns with umpires should be brought to the attention of the League Coordinator.

L. 1 umpire is required per regular season game; 2 umpires are required for the finals Championship games.

M. Infielder Illegal Shifting Rule: an **OUT can NOT BE AWARDED,** when an Illegal shift has been made.

1. The infielder must play their position with both feet on the dirt. **2.** Two infielders on either side of the second base.

3. It's a penalty if the infielder moves into an illegal shift position before the ball is hit.

4. Batter with less than 2 strikes: The batter is awarded a ball or if it's a hit it counts.

5. Batter with 2 strikes: The batter is awarded 1st base or if it's a hit it counts.

N. The Recreation Department reserves the right to modify any rules and schedule as seen necessary.

O. Game Cancellations: A text will be sent to teams that are scheduled to play 1 hour or earlier before game time.

ALL FEES

A. Season fees: Men's and Women's \$425 and C0-Ed \$325 all teams are required to be **paid in full** by the start of the season, if not paid, that team will be considered not registered and will not receive a schedule,

B. The umpire fee is \$30 per game per team for a total of \$60 to be paid prior to the start of the game to the umpire.

C. Any team who **forfeits a game** is required to pay each umpire \$60 per game.

PLAYERS AND SUBSTITUTIONS

A. A team shall consist of 10 players, if a team has 10 eligible players they must begin with 10 players. A minimum of 7 eligible players is needed to start a game. Additional players can be added as they arrive.

B. If a player must leave the game and there is no substitute available, an out will be declared when it is that player's turn to bat. If a runner must leave the game and there is no substitute available, the runner will be declared out.

C. If a team starts with seven players they may not bat with more than 10.

D. A player who is bleeding, has an open wound, or has blood on the uniform shall be considered an injured player. Such players may not return to the game until the bleeding has stopped and the wound properly covered, and soiled clothing has been treated with a bleach disinfectant. The umpire and/or staff assistant on duty shall determine a reasonable amount of time to get the wound covered and the bleeding stopped so that the player does not have to substitute out of the game.

E. The A.S.A. re-entry rule will apply. A starter may be withdrawn from the game and re-entered in the same spot in the batting order once. Players may not re-enter a second time, and the starter and the substitute may not be in the game at the same time. To bat an Extra Hitter (EH), a team must have 11 players present at the start of the game.

F. Co-Ed league positioning rules: as long as a team can field at least three women, they are not restricted in positions they can play or batting order. No more than six men can be on the field at any time. All teams must provide their own catcher if they field less than a maximum of 10 players, they can borrow a catcher from the other team but he / she cannot participate in a live play.

G.Total Batters / Male / Women Ratio

7 batters 4 men / 3 women

8 batters 5 men / 3 women

9 batters 6 men / 3 women

10 batters 6 men / 4 women

11 batters 7 men / 4 women

12 batters 7 men / 5 women

H. Co-Ed league There must be 3 women on the field. A team cannot use an EH unless there are 10 fielders at start.

I. You may bat as many players as you like. Example if the team has 12 players available to play, you may bat all 12, or you may choose to just bat 11. You must declare your intentions of which substitution rule you will use. The **EH rule** is still in effect. Note: the reentry rule limits one entry per starter. The starting player who is replaced by another player May reenter only for the person who replaced the starter one time only.

J. The lineup is set on the first pitch. If a player in the lineup leaves the game, except for expulsion and is not replaced (due to lack of available players) no out is charged. Once a team has batted around once, players can enter the game only as substitutes.

K. A player can only be substituted in for a player of the same gender

THE UMPIRES DISCRETION

A. Stealing, bunting, foul balls after the courtesy foul ball, failure to use the orange side of 1B are outs.

B. Malicious and intentional collision- A runner arriving at any base with the Fielder is in full possession of the ball waiting to tag the runner- **Runner must stop to avoid collision** or retreat in the opposite direction to avoid collision. The ultimate decision as to whether the player had possession of the ball or the runner attempted to stop lies solely with the umpire making the call.(not only will the runner be called out, but ejected from the game and he subject to one or more game suspensions. A defense player waiting for a ball cannot block any base unless they have the ball in their glove. **2**

If a player blocks a base without the ball, the runner will be declared safe by umpire. If in the opinion of the umpire the offensive **player blocks the base with malicious intent, that player may be ejected from the game and be subject to additional game suspensions.**

C. A runner may use the strike mat as an extension of home plate.

PITCHING

A. Quick-pitching is Not allowed. The pitcher must allow the batter chance to get set or reset.

The umpire will stop play if the pitcher is not allowing a batter time to set or reset. The umpire will give the pitcher a warning. Repeated warnings may result in ejection, however once a batter is set in the box the pitcher may pitch.

B. The pitching rubber shall be 46 feet.

C. The pitch must have a minimum arc of 6 ft. from the ground. The maximum allowable arc is 12 ft. from the ground. If the pitch does not meet these requirements, an illegal pitch shall be called. The batter has the option of taking the pitch for an automatic ball or swinging at the pitch. If the pitch is swung at, the illegal pitch is ignored.

D. The pitcher must pause with at least one foot contacting the rubber prior to pitching the ball. The pitcher's foot must remain in contact with the rubber throughout the delivery.

E. The pitcher must deliver the ball in a continuous, underhand motion on the first forward swing of the pitching arm past the hip.

F. If a step is taken it may be forward, backward, or to the side provided the foot stays in contact with the rubber and the step is taken simultaneously with the pitch.

G. CO-ED Walk Rule In the case of a walked male player with a female batter coming to the plate next, if the male is walked. **The male player will go to second base.** The female batter will then take her scheduled at bat. If the male batter is not followed by a female he takes just one base. **Exception a male batter walks with a female is up with 2 outs the female batter has the option to walk or bat.**

H. Women's League use ASA modified Fast Pitch Softball rules with exception to the following local rules:

There are three major parts to a modified fast pitch delivery: the starting position, the back swing up to the top of the windup, and the forward swing down to and through the release.

STARTING POSITION The pitcher **MUST:** start with both feet on the rubber. Have their hips and shoulders fully square to home plate. Pause while holding the ball in front of the body. The ASA requires a 1-to-10 second pause before the pitch. However precedent is for only a brief but distinct pause.

The intent of rule is to prevent the pitcher from gaining unfair momentum for the pitch, or "quick-pitching" a batter.

Pitcher **MAY:** Hold the ball in either the glove or the pitching hand.

Pitcher **MUST:** Start back swing directly out of the paused position. Move pitching hand backwards to start the delivery.

Pitcher **MAY:** Take the ball behind the back, outwards (within reason), or over the head during the back swing.

Bring the arm above the shoulder line. Lift their front foot high off the ground.

Slide or drag the pivot foot, so long as it remains in constant contact with the pitching rubber.

The pitcher **MAY NOT:** Step backwards or sideways off the rubber. Use a "rocker" motion to start the windup.

Use a: windmill" motion. (In a windmill motion, the back swing and delivery are in one continuous circular motion.)

Use an obvious "slingshot" motion - bending the elbow **AND** rotating the body significantly towards first or third base.

Intent of rule is to prevent pitcher from using significant forward motion of the hands to gain momentum for back swing.

Many pitchers have a small forward hitch in their hands prior to the backward motion.

All pitchers bend their elbows and turn their bodies to some extent. In an illegal slingshot, these movements are very pronounced so as to allow the pitcher to "whip" the ball around. There is no limit to the height of the back swing.

Pitching hand cannot go further than 6' from the thigh.

DELIVERY the pitcher **MUST:** Deliver the ball in a full underhand motion. (Sidearm pitches are illegal.)

Release the pitch on the first forward movement past the hip.

Roughly square the shoulders to home plate at the point of release. (No pitcher squares the shoulders fully at the time of release, owing to the effects of the stride. The intent of rule is to eliminate cross-body slingshot deliveries.

The pitcher **MAY:** Take one forward step. The foot must come down within the 24" width of the pitching rubber.

Throw any legal softball pitch such as a curve ball, drop ball, slider, knuckle ball, etc. (**Needless to say, spitballs,**

foreign substances, 'scuff balls', and the like are illegal.)

Point the palm downward upon release. **Pitcher MAY NOT:** Have the ball significantly outside the wrist during the downswing and release. (**Sidearm pitches are illegal.**) Use a crow-hop delivery. A "**crow hop**" is defined by the ASA as jumping off the pitching rubber and re-planting the back foot before releasing the ball. It effectively shortens the distance to home plate and is illegal in all forms of fast pitch. However, it is legal to "**leap**" **off the rubber** during the delivery so long as the pitch is released while in the air and the pitcher does not re-plant the pivot foot.

Once the ball is released from the pitcher's hand the runner from any base can lead off & can be picked off the base.

CATCHERS

A. Women's League The game will not begin unless the catcher's wear approved mask and throat protectors.

B. Men's and Co-Ed Leagues The wearing of protective gear is optional.

BATTING

Men's & Co-Ed league batters start with 1-1 count. Women's league batters start with 0-0 count.

All batters get 1 courtesy foul.

A batter will be allowed to step out once during an at-bat, but **repeated delays will not be allowed.**

Co-Ed league when a female is batting the opposing teams defenders must play:

A. Infielders start in the proper infield position not the edge of the outfield. Once the ball is hit it's playable.

B. Outfielders CAN'T pass line that is drawn from the centerfield to the light post. Once the ball is hit it's playable.

THE BATTER IS OUT WHEN

A. A batter appears in the batter's box with, or is discovered using an altered or illegal bat.

B. A batter receives third strike. This can be a called strike or from a swing. A foul ball, whether caught or dropped on strike three is also an out.

C. The umpire declares a fair infield fly with base runners on first and second or on first, second, and third with less than two outs. This is called the infield fly rule. The ball remains alive and runners may advance at their own risk.

D. A fielder intentionally drops a fair fly ball that can be caught by an infielder, with ordinary effort, with first and second or first, second, and third bases occupied with less than 2 outs. The ball is dead and all runners return to the base they occupied at the time the ball was pitched.

E. The batter bunts or chops the ball downward. The ball is dead and all runners return to the base they occupied when the ball was pitched.

F. A foot touches the ground completely outside the batter's box or if any part of the foot touches the plate and the ball is hit fair or foul.

G. All the balls that end up in foul territory shall be in play and the runner can advance at his own risk.

H. A fly ball batted into dead ball area (beyond the foul ball area) is not playable.

I. If a fly ball is caught and the fielder carries it into the dead ball area, the batter is out each runner advances one base. For a legal catch to be declared, at least one foot must be in Foul territory with no feet touching the dead ball zone. The Fielder is allowed to reach into the dead ball area to make the catch.

RUNNER AND BATTER-RUNNER

A. When a base runner must return while the ball is in play, he/she must touch the bases in reverse order.

B. No runner may return to touch a missed base or one he/she had left illegally after a following runner has scored. The defense must appeal for the out to be granted.

C. When a defensive player is in possession of the ball a runner must stop to avoid collision or retreat in opposite direction to avoid collision. A runner failing to avoid a collision will be ejected from the game.

D. Base runners are entitled to advance but accept the liability to be put out under the following circumstances:

1. When the ball is overthrown into fair or foul territory and remains in play.
2. When the ball is batted into fair territory.
3. When a legally caught fly ball is first touched.

E. Base runners are entitled to advance without liability to be put out under the following circumstances:

1. When a fielder obstructs the base runner from making a base, unless the fielder is trying to field the batted ball or has the ball ready to touch the base runner.
2. When the ball is in play and is overthrown and goes out of play, all runners advance two bases from where they were when the ball left the thrower's hand.
3. When a foul ball is fly ball is caught and the fielder carries it into the dead ball area, the batter is out each runner advances one base.

F. Obstruction is the act of:

1. A defensive player or team member which hinders or prevents a batter from striking or hitting a pitched ball.
2. A fielder, while not in possession of the ball, in the act of fielding a batted ball, or about to receive a thrown ball, which impedes the progress of a base runner who is legally running the bases.

G. Interference is the act of an offensive player or team member, umpire, or spectator that impedes, hinders, or confuses a defensive player attempting to execute a play. Contact is not necessary for interference to be called.

H. Base Stealing: Base stealing is not allowed. Each base runner may leave his/her base when a pitched ball is batted or reaches home plate, but must return to that base immediately after each pitch not hit by the batter.

I. Leading is permitted after the ball has crossed the plate.

J. Co-Ed league: Safety Home Plate: Catcher must only use Home Plate and mat. Runner must use the SAFETY home Plate. **It's a automatic out only if there is a close play at home. The call will be at the umpires' discretion.**

K. Co-Ed league: Commit line: is a line between third-base and Home Plate once you pass it you must go home.

THE BASE RUNNER IS OUT WHEN

- A.** In running to any base he/she runs more than three feet from a direct line between a base and the next base when a defensive player is attempting to tag the runner.
- B.** The base runner passes a preceding base runner before that runner has been put out.
- C.** The base runner legally overruns 1 base & makes an attempt to advance to 2 base & is legally touched while off base.
- D.** The base runner interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball. If this interference, in the umpire's judgment, is an obvious attempt to prevent a double play (including shouting or waving the arms to distract the defense), the immediate succeeding runner shall also be called out.
- E.** The base runner is struck with a fair batted ball while off base and before it passes an infielder who could have otherwise made a play.
- F.** With a base runner on third, the batter or any offensive player interferes with a play being made at home base.
- G.** In the umpire's judgment, the base coach at first or third base touches or holds the runner physically to assist a runner in returning to or advancing from the base when a play is being made on him/her.
- H.** A runner, after being declared out or after scoring, interferes with a defensive player's opportunity to make a play on another runner, the runner closest to home plate at the time of the interference shall be declared out.
- I.** A runner does not use the safety side of first base.

BASE RUNNERS ARE NOT OUT UNDER THE FOLLOWING CIRCUMSTANCES

- A.** When a base runner runs around the fielder and outside the baseline in order to avoid interfering with a fielder attempting to field the ball in the base path.
- B.** The base runner is hit with a fair batted ball that has passed through an infielder, excluding the pitcher, and in the umpire's judgment no other infielder had a chance to play the ball. The ball remains "alive" under this condition.
- C.** When a base runner is hit by a fair batted ball after it is touched or touches any fielder.
- D.** When a base runner is hit by a fair batted ball while in contact with a base.
- E. Injured Runner:** If an accident to a batter-runner or base runner prevents him/her from proceeding in the game, a substitute runner will be permitted. If no substitutes are available, the runner will be declared out.
- F. Two courtesy** runners are allowed per game and must be designated prior to the start of the game. Umpire and opposing team manager must be notified. **One additional courtesy runner will be allowed in the event of an injury.** The courtesy runner must be the last batted out unless injured, when it will be the out proceeding the last recorded out. The courtesy runner must be entered prior to the first pitch to the next batter. Both team managers and umpire must

agree on the courtesy runner if there is a discrepancy.

G. A runner from the cage can only be utilized when a player is injured during that game.

H. Co-Ed league No female runner can be thrown out at first base from the outfield.

SCOREBOOK AND SCORECARD

A. Scorebooks & Lineup cards will be provided by the league. A lineup card for each game must be handed to the umpire prior to the start of the game. A player's first & last name must be on the card, only players ready to play should be included on the card. Umpire will add any additional players. Cards will be collected & kept by the League Coordinator.

B. Each team is **required to record their scorebook and to officially keep score of entire game** for their team.

C. The winning team is responsible for reporting the score to the League Coordinator.

D. Upon request from the League Coordinator, teams must make copies of the score sheet available.

LEAGUE AND PLAYOFF CHAMPIONS

A. A Champion in each League will be the team with the best record, if tied; a one game playoff game will be played.

B. Men's league Playoffs will be best 2 out of 3 games (3rd not necessary if 2 games won by same team) for each round.

C. Women's and Co-Ed league Playoffs will be **Double Elimination Brackets**. Brackets will be created based on seeding. Brackets are broken up into a winner's bracket and a loser's bracket, with the winner of the loser's bracket playing the winner of the winner's bracket for first place. Losers of matches in the winner's bracket drop down into a spot and play another loser to see who advances in the loser's bracket. A 2nd game will be played between the 2 teams in the last final round if it's the 1st loss for a team in the final round "Championship series".

D. Trophies will be handed out to each LEAGUE CHAMPION! and each LEAGUE PLAYOFF CHAMPION!

APPEALS AND PROTEST

A. Appeals can be made on the field by the team manager to the umpire. Judgment calls (e.g., safe/out, fair/foul, or strike/ball) are not subject to appeal. The decision of the umpire is final.

B. Protests can be made to the league coordinator by completing a **GAME PROTEST FORM within 48 hours** of the game. All **protests require a \$50 fee** that will be returned if the protest is upheld.

C. Protests can be made for an Ineligible Player or Rule Misinterpretation.

D. The Coordinator will investigate the protest & make final decision in consultation of the Superintendent of Rec. Parks.

SPORTSMANSHIP

The Ossining Recreation Softball Leagues are for **RECREATIONAL purpose with the goal to provide an active, fun, social activity for the residents of Ossining.**

We assume that all participants are playing for these reasons. We expect **all players, managers, fans, families and friends to play fair, follow the rules** of the game and the park.

Please respect the judgment of the umpires and the recreation officials and treat opponents with respect.

PARK RULES

A. NO ALCOHOL, NO SMOKING and NO VAPING ARE PERMITTED.

B. OSSINING PARKS CLOSE AT SUNSET OR AFTER THE LAST GAME.

C. HANGING OUT IN THE PARKS AFTER SUNSET OR THE LAST GAME IS PROHIBITED.