



OSSINING RECREATION MEN'S SOFTBALL

OVERVIEW

The Ossining Recreation Men's Softball league is a recreational program divided into an A and B divisions. The A Division is a more competitive division compared to the B Division. All the games are scheduled at Ossining Parks.

ELIGIBILITY

- A. Must be 18 years of age or over to play in the league.
- B. All players must register for their team with the Recreation Department via Community Pass. The official team roster will be the players registered with the Recreation Department in Community Pass.
- C. An unlimited roster will be allowed. You may add a player to the team at any time up until July 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 7 games with the team**. Play is defined as an at bat or inning played in the field.
- F. Teams will forfeit any game in which an ineligible player is used.
- G. A player is permitted to switch to another team if (all apply):
 - The move is prior to July 1st.
 - The player has played no more than 4 games.
 - The new team managers notifies the League Coordinator.

SCHEDULE

The league schedule is created prior to the season by the League Coordinator. The Coordinator will work to manage team preferences when possible in creating the schedule. The schedule is considered set 1 week prior to the start of the season. If during the season a team is unable to play on a scheduled day, they may inform the League Coordinator and request a change of schedule. The League Coordinator will work with the opposing team manager to determine a new date for the scheduled game. Failure to notify the League Coordinator a week in advance may lead to a forfeit of the game.

General Playing Rules

The Ossining Recreation Men's Softball League will use ASA Slow Pitch Softball rules with the exception of the following local rules:

- A. A ten minute grace period is permitted before a forfeit is called.
- B. All batters will start with a 1-1 count.
- C. 5 forfeits will make a team ineligible for playoffs.
- D. Only ASA approved wooden bats are permitted for use.
- E. An official ball (as determined by the Rec Dept) shall be used at all games. Each team shall provide an official ball to the umpire prior to the game.
- F. Metal spikes are not permitted.
- G. The Ossining Recreation & Parks Department reserves the right to modify or change any rules and schedule as seen necessary.
- H. Mercy Rule in affect when a team leads by 13 runs after the 5th inning.
- I. Ossining Recreation & Parks will determine the playing status of fields due to inclement weather. Umpires will make game time decisions
- J. Teams are not permitted to work on fields to make them playable.

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 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.

1. Stealing, bunting 2 foul balls on the third strike, failure to use the orange side of first base.

2. 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. 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.

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

Substitution rule:

1. You may bat as many players as you like. Example if the team has 14 players available to play, you may bat all 14, 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.

2. 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.

Pitching

A. The pitching rubber shall be 46 feet.

B. 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.

C. 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.

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

E. 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.

BATTING

The batter is out when:

1. A batter appears in the batter's box with, or is discovered using an altered or illegal bat. Baseball and fungo bats are illegal.

2. A batter receives his/her 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.

3. 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.

4. 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.

5. 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.

6. When any 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.

7. Any ball batted in fair territory over the fence is a home run.

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

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

10. 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, both feet must be in Foul territory. 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. **SLIDING IS NOT PERMITTED.** 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. The base runner is out when:

- 1. 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.*
- 2. The base runner passes a preceding base runner before that runner has been put out.*
- 3. The base runner legally overruns first base and makes an attempt to advance to second base and is legally touched while off base.*
- 4. 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.*
- 5. 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.*
- 6. With a base runner on third, the batter or any offensive player interferes with a play being made at home base.*
- 7. 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.*
- 8. 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.*
- 9. A runner does not use the safety side of first base.*

J. Base runners are not out under the following circumstances:

- 1. 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.*
- 2. When a 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.*
- 3. When a base runner is hit by a fair batted ball after it is touched or touches any fielder.*
- 4. When a base runner is hit by a fair batted ball while in contact with a base.*

K. 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.

L. Four courtesy runners may be designated prior to the start of the game. Umpire & 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.

M. A team may designate a runner from the cage for up to 2 players. The players need to be identified prior to the start of the game on the lineup card. An additional runner from the cage may be added due to a player injury one time only.

Scorebook& Scorecard

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

B. Each team is required to keep a scorebook and to officially keep score for their half of inning.

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 scoresheet available.

League Champions

A. A League Champion in each division shall be determined by the team with the best records in each division. In the event of a tie, a one game playoff game will be played.

Playoffs

A. Each division will have their own playoff series. Playoffs will be a best of 3 games for each round.

Appeals and Protests

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 League Coordinator will investigate the protest and make a final decision in consultation of the Superintendent of Recreation Parks.

Umpires

A. One umpire is required for league play, managers can agree to have additional umpires. Playoff games require two umpires.

B. The umpire fee is \$60 and needs to be paid at the field prior to the game to the umpire. Each team is responsible for paying \$30 per umpire.

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

D. Any team who forfeits a game is required to pay each umpire \$50 per game.

Entry Fees

A. A fee of \$425 is due April 1st. Any team not paid in full will be considered not registered and will not receive a schedule.

Sportsmanship

The Ossining Recreation Men's Softball League is a **RECREATIONAL LEAGUE** 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, respect the judgment of umpires/recreation officials and treat opponents with respect.

Park Rules

- A. NO ALCOHOL IS PERMITTED
- B. NO SMOKING/VAPING IS PERMITTED
- C. OSSINING PARKS CLOSE AT SUNSET OR AFTER THE LAST GAME
- D. HANGING OUT IN THE PARKS AFTER SUNSET OR THE LAST GAME IS PROHIBITED.