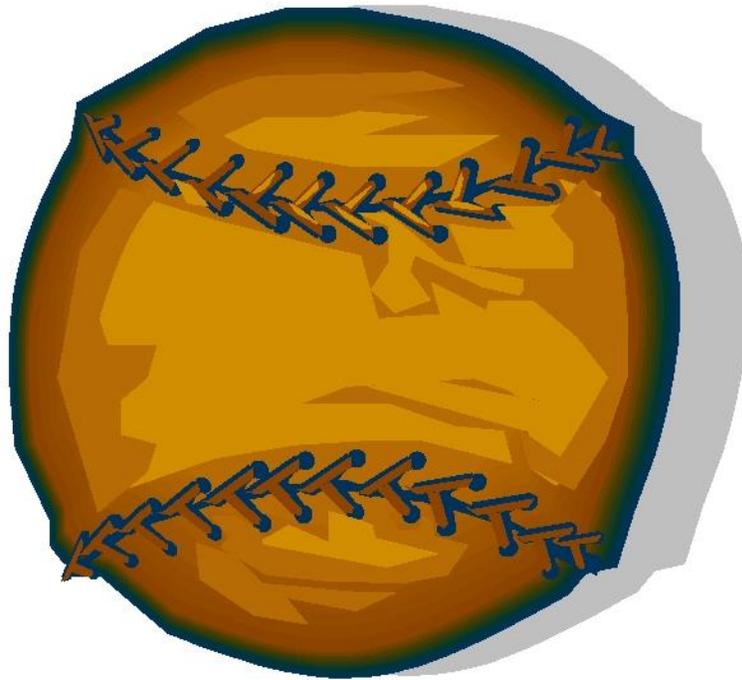


# Town of Corte Madera Parks & Recreation Over 40's & Over 50's Adult Softball

2016 Rules & Regulations



## **New rules for the Corte Madera Over 40's & Over 50's 2016 Season**

### **Teams must have at least 7 rostered players available at game time**

Game time is Forfeit Time.

In the spirit of the new forfeit rule, the opposing team will provide the needed number of players for the defensive team to have 9 players. In the event a team is using players from other teams to fill their roster, the added players must bat at the bottom of the batting order. Only players that are rostered on a Corte Madera Over 40's team are eligible to be added.

### **There is now a limit to the number of Asphalt Fly Ball Home Runs**

The limit to Asphalt Fly Ball Home Runs is 1 per inning for each team.

Any subsequent Asphalt Fly Balls are considered a Ground Rule Single.

The base runners will only advance if they are forced to do so.

### **ASA Certification Marks on bats**

All bats that have a **Composite Barrel** and/or do not bear an ASA certification mark are **Non-Approved** for use in the Corte Madera Over 40's Softball League.

## 1. GENERAL

- A. All games will be played according to official ASA Softball Rules unless otherwise stated in the following:
- B. Teams must play **seven** rostered players, but must play eighth ninth and tenth rostered player if they are available to play.
- C. Manager may elect to submit a lineup of all players present (16 maximum) to be in the batting lineup. (Late players or those over 16 will be handled as substitutes.) defensive positions may be freely substituted as long as no change is made in the batting lineup.
- D. **GAME TIME IS FORFEIT TIME.** If a team is not ready to take the field at the request of the umpire, the umpire shall declare the game a forfeit. Late players may enter the game upon arrival.
- E. Umpires will be assigned by the Corte Madera Parks & Recreation Department. One umpire is enough for a legal game, regardless of any attempts to provide two Umpires.
- F. All games will have a one hour and fifteen minute time limit (time begins with the first pitch). All games will consist of seven innings with the following exceptions:
  - 1. If the time limit expires in the middle of an inning, the inning may be completed unless the home team is at bat and ahead at that point.
  - 2. If a game is tied at the end of seventh inning, as many innings as time will permit can be played. If tied at the expiration of time, the game is declared a tie.
- G. The conduct of spectators is the responsibility of the team they are supporting. If the manager, after being warned by the umpire, cannot control abusive treatment or vulgar language, the game shall be declared a forfeit and a win awarded to the opposing team.
- H. Any ball that lands on the home plate or the 18" mat that lies behind home plate is a strike. The mat will be exactly as wide as home plate and is considered part of home plate.
- I. For ALL games, pitch count will start 1 and 1.

- J. If you are unable to field a team on a scheduled evening, you shall give the recreation office 72 hours notice; we will do our best to reschedule the game.

## 2. GROUND RULES AND EQUIPMENT

- a. Bases will be 65 feet apart. First base is a double base. Runners must touch the base in foul territory, (orange) to help avoid contact, if they don't, they will be called "OUT".
- b. For purposes of scoring a run at home plate.
1. All runs are scored by landing on or past the scoring line. This line is the 1st Base Foul Line extended to the backstop. Once a runner crosses the commit line between 3<sup>rd</sup> Base and Home Plate, they are committed to attempting to score. Any reversal behind the commit line, the runner will be declared OUT. If in the attempt to score, the runner touches Home Plate or the Orange Mat behind home plate, they will be declared OUT. If the fielder possesses the ball, while in contact with Home Plate, prior to the runner landing on or past the scoring line, the runner is declared OUT. If the fielder tags the runner before they land on or past the scoring line, the runner is declared OUT.
- c. The Corte Madera Recreation Department will be responsible for providing one new game ball for each game. The over 40 League will use the Dudley SB 12LN softball for all games.
- d. NO COMPOSITE BARREL BATS. All bats must be ASA approved.

Any batter caught using an illegal bat will be suspended from ALL Corte Madera leagues. The length of suspension is 365 days. The team manager will also receive a 4 game suspension.

The link to ASA approved bats is:

<http://www.asasoftball.com/about/getManufacturerDetail.asp>

Therefore, if the bat has a Composite Barrel or does not appear on the approved bat list. It is ILLEGAL for use in all Corte Madera softball leagues.

**Please remember that all bats that do not bear an ASA certification mark remain non-approved. Local ASA leagues and tournaments not conducted as part of ASA Championship Play may alter ASA playing rules as they see fit.**

Each team will be provided a score book which must be kept for both teams. The plate umpire shall check with each team between innings to determine their

accuracy. If a discrepancy develops, the plate umpire shall determine the official score.

- e. Sliding is permitted. No malicious contact (determined by the umpire) allowed.
- f. Courtesy runners are permitted. The courtesy runner will be the last available healthy runner that made the last out. There is a limit of 1 courtesy runner per inning. Final discretion is up to the umpire.

### 3. LEAGUE SCHEDULES AND STANDING

All games will be scheduled by the Corte Madera Recreation Department. Any changes in schedule by the Department will be binding. League standings will be determined on a point basis. Teams will receive two (2) points for a win, one (1) point for a tie, and no (0) points for a loss. At the end of league schedule, the top 4 teams will be involved in the playoff. The team that finished first in league standing must be beaten twice in the playoffs. All tiebreakers will be determined by the Recreation Dept, based on the head to head game results.

### 4. TEAM ROSTERS / FEE'S

- a. A completed roster is due by the second week of the season. All information requested on roster must be completed and accompanied by applicable league fee. Roster must be legible.
- b. Official rosters will be kept in the Corte Madera Parks & Recreation office and can be reviewed by any manager during regular office hours: Monday through Thursday 9am - 5 pm.
- c. Players may only be added until the fifth game of the season. Any additions after the fifth game must be approved by the Corte Madera Parks & Recreation Dept.

### 5. PLAYER ELIGIBILITY

- a. All players must be 40 years of age by the end of 2013 to compete in the Over 40 softball league.
- b. A player may play on one Over 40's softball team conducted by Corte Madera Parks & Recreation. Players cannot be listed on two team's rosters in the same league.
- c. Any player ejected from a game will be automatically suspended from their team's next game, playoff games included.

### 6. RULES OF CONDUCT

The manager of each team shall be responsible for seeing that each member of their team is familiar with the following code of Conduct and will also be expected to see that all members of the team abide by this code the season. **ALL PARTICIPANTS ARE REQUIRED TO ABIDE BY THIS CODE OF CONDUCT:**

- a. No player shall refuse to abide by an official's decision, threaten an official, or at any time lay a hand upon, push, shove or strike an official.

PENALTY: The officials shall eject the player from the game and report the incident to the Recreation Department. The player shall be automatically suspended until a final disposition by the Recreation Department.

- b. No player shall demonstrate objection to an official by throwing any object that an official judges to be dangerous.

PENALTY: Same as Rule 6 a.

- c. No player shall be guilty of using unnecessarily rough tactics against the body and person of another player with the intention of causing injury. Nor shall any player threaten, strike, or push any other player, spectator, or scorer.

PENALTY: Same as Rule 6 a.

- d. No player or team member may be intoxicated IMMEDIATELY prior to or during a game. No intoxicating substance shall be allowed in the dugout or team area and non-participants with intoxicating substance must remain away from the team area.

PENALTY: All intoxicated players will be ejected and are subject to the conditions of Rule 6 a if the offense is flagrant. Intoxicating substances must be removed from team area upon official warning and failure to obey this warning will result in an immediate forfeit.

- e. UMPIRES shall have general authority to handle unsportsmanlike conduct in accordance with ASA Rule 10, Section, Section 9. UMPIRES shall, also, have the authority to suspend or forfeit any game that has become unsafe to continue.

- f. The Recreation Department shall have the power and full discretion of imposing penalties on all violations of player's code of conduct. For any violations not included in the said code, the penalty shall be at the discretion of the League office.

## 7. PLAYOFF ELIGIBILITY

- a. A player must be play in one-half (1/2) of the team's games to be eligible for playoff games. The Commissioner shall make such determination of eligibility.
- b. A team is eligible for the playoffs if it has at least 9 players that have played 50 percent of the scheduled games for the team on which they are presently rostered.
- c. Playoff Formats will be determined after the end of each season.
- d. Standings for the purpose of playoff consideration, the official standings for each division will include only those games played within the division. If at the end of

the regular season, two or more teams finish with identical won-lost-tied percentages, then the following will be used to determine final standing:

- Head-to- head (best won-lost-tied percentage in games among the teams).
- Runs allowed-the team that allowed the fewest runs in games between the tied teams.
- Coin toss.