

GREEN MOUNTAIN SOFTBALL LEAGUE RULES - 2015

LEAGUE STATEMENT

The Green Mountain Softball League is a co-ed recreational league that is played by the rules outlined within this document. The league is run using the honor system. It is expected that teams will play fair and honest. Furthermore, this league is based on putting the ball into play. Players should approach each at bat with the mindset of swinging. Cherry picking close pitches are not in line with the principles of this league. Similarly, pitchers should be giving all batters hittable pitches. Trying to shave the corners is not in line with the principles of this league. While some walks are inevitable, they should be minimized.

If a situation arises during a game that is not clearly identified within these rules, the team captains are expected to come to mutually satisfactory resolution during the game and advise the board as soon as possible thereafter.

Players are to conduct themselves in an appropriate manner- mutual respect is expected to ensure the league's success and the fun for all its players. Any player not able to conduct themselves appropriately will be removed from the league, as it goes against the very image we are striving for.

Game Length: Games are limited to 75 minutes- both at Tech Park 1, Tech Park 2 and Bayside.

Start Times: All games at Tech Park will start at 10:00AM – 2:30PM provided that both teams have arrived. If a team cannot be fielded by 10:15AM, the team unable to field enough players will be required to forfeit. Minimum team size to avoid a forfeit is 8 players with at least 2 women. (opposing team will provide a catcher).

All games at Bayside will start at 10:00am-2:30pm.

Games are to start on time on all fields, after 10 minutes (past game time slot) teams are to hit the field with the numbers they have (provided you have at least 2 women) this primarily affects the home team to have their team ready to hit the field by game time, as the visiting team has some room since they are batting.

Ex. *Please note, even if the game starts officially at 10:10am, you are still to end the game at 11:15am *

Tech Park (both fields) games are: 10am, 11:30am, 1:00pm, 2:30pm

Bayside games are: 10:00am, 11:30am, 1:00pm, 2:30pm.

******* (Games at Bayside on July 5th will be 2:00pm, 3:30pm, 5:00pm, 7:30pm) *******

Teams playing at the later time slots are expected to be at the field at least 15 minutes early, and ready to play at their respective times.

If games are played- and the time limit has been reached- the game is resolved by going back to the last full completed inning and that determines who wins the game- just like in the majors.

Rainouts: If the weather is questionable, teams must show up at the field so that a game time decision can be made. Games will be canceled not later than 9:30am due to questionable weather.

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Cancellations: Teams are allowed to cancel games if they give 1 week notice- the game is forfeit- and the team takes a loss for that game played- if a team does not give the 1 week notice- the game is still forfeit and the team in fault will be on probation for the rest of the season. If the team forfeits two games in a season with short notice, that team will be removed from the league and replaced with another team. **In the spirit of beer league tradition a beer penalty, determined by managers at the manager meeting, will be owed by the team who forfeits without the one week notice. This payment will be payed to the team put out by the no show.**

Captains: Team captains will review & agree on the ground rules (i.e. what the foul pole is etc., NOT changes to the game rules) prior to the start of each game. If there is a disagreement, the team captains must work out a mutually agreeable solution.

Team captains ARE RESPONSIBLE for their players- if a player is out of line or behaving inappropriately, the Captain(s) of that team need to address the problem player(s) immediately. Any additional disruptions from the player(s) will result in the ejection of the player(s) from the game, and conditionally the league. If the team continues to have issues- the TEAM will be removed from the league immediately and replaced with a new team.

TEAM CAPTAINS ARE RESPONSIBLE FOR ENSURING THAT ALL PLAYERS KNOW THE RULES AS OUTLINED IN THIS DOCUMENT, INCLUDING, BUT NOT LIMITED TO, EACH FIELD'S POLICY ON ALCOHOLIC BEVERAGES AND GLASS CONTAINERS and PLAYER CONDUCT.

Scores: Home teams are responsible for informing Pete Banta of the score from each game by e-mail petebanta@gmail.com by 5:00 PM the following Wednesday after the game. We would also like a picture of each teams score book for that game. Failure to do so will result in the game being considered a forfeit by the home team. Any discrepancies in the game score will default to the home team's scorebook. Weekly updates will be sent via e-mail to all team captains at the beginning of each week.

Each team will be supplied with a scorebook. Each team is required to have the scorebook at all games. If a team forgets their scorebook, the other team is to supply a page from their scorebook. If a game is recorded on plain paper, then all discrepancies will default to the team using a scorebook.

15 Run-Rule: If a team is up by 15 runs or more after **five** innings of play, the losing team has the option of either continuing the game or calling it a night at the conclusion of each inning after the fifth. The tournament will use a 10 run rule after five innings.

Umpiring: During the regular season, the batting team will supply base coaches and umpires. The Umpires will call all plays at their base. Both Umpires will call plays at second base and home. Umpires are expected to be fair in their calls and players are expected to honor the calls.

Two weeks prior to the tournament, each team participating in the tournament will volunteer two players to help umpire games during the tournament. Failure to do so may result in the team

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being dismissed from the league. Teams not participating in the tournament do not have to supply umpires.

A meeting of umpires will be held the week before the tournament begins to ensure all are on the same page regarding rules etc. Attendance at this meeting will be mandatory for all umpires.

During the Regular Season & Tournament, arguing with the umpires will not be tolerated. The umpires will have the freedom to eject anyone from a game for arguing or other inappropriate behavior. Any player ejected is also subject to being barred from the remainder of the tournament or returning to the league in later years.

Pitching: Slow-pitch is defined as a pitch thrown under hand with an arc. There is no junk pitching allowed (i.e. spinning, knuckle, etc.). **Pitchers should be pitching hit-able balls.**

Pitches should have a height between **six feet and twelve feet from the ground**. This is meant to be a general guideline, not a hard rule. If a pitcher is consistently exceeding these parameters, the captain of the team at bat should politely remind their counterpart of the guideline.

For safety reasons, the pitcher will stand a required minimum distance of 35 feet from home plate.

Balls/Strikes: Balls and strikes will be called using home plate and a strike mat. The catcher, and only the catcher, will make the call of ball or strike. A strike will be called if the ball lands on any part of home plate or the strike mat. If a batter has 2 strikes and fouls off a pitch, the batter is allowed another pitch, the 2nd foul is considered a third strike and the batter is out.

A walk will be awarded, at the option of the batter, after SIX balls. On the sixth ball, the batter may elect to continue batting rather than take the walk, but cannot then change their mind during the same at bat.

**** A ball pitched (that also meets the pitch height requirement) and hits the front part of the plate, and bounces BACK towards the pitcher will be deemed a BALL. All strikes must come towards the catcher- balls that hit the side of the plate/mat and bounce to the right or left respectively are considered STRIKES. ****

Foul Balls: The home team is required to provide foul markers (anything readily visible at a distance) for fields other than the Technology Park field. (Cones are used in this case)

The 1st and 3rd base umpires are responsible for quickly calling out (YELLING) foul and fair balls. All base coaches/ base umpires must be aware of the need to make these calls. Captains are expected to properly prepare any base coaches/base umpires for these responsibilities. Balls that are hit in front of the plate and in front of the catcher will be called fair or foul by the catcher.

Home Runs: Each team gets unlimited home runs per game. A home run is considered a ball that is hit over the fence without interference from a fielder.

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Note: On a homerun, the runner should still touch the strike mat, although failure to do so will not be an automatic out.

Sliding: Sliding is allowed at 1B, 2B, and 3B. A runner who slides at home is automatically out.

Women: Teams must field three women at all times. If and when women are substituted, the "female places" in the batting order must remain constant.

If a team can only field two women, the team captains must agree to play or reschedule that game. If the game is played, the team with two women must play with only 9 players in the field and lineup. Additionally should a team only be able to field 2 women; that team MUST take an automatic out every 10th batter by default, or someplace in the lineup that team chooses.

Batting Lineup: Teams are now limited to a 13 player batting order. (3 Extra Hitters (EH's) one of which must be a woman.)
A team using this type of batting order is required to have a minimum of 3 women on the field at all times.

***Teams are not allowed to back women back to back in the lineup.**

***Teams will exchange lineups before each game, and done before delaying the start of a game.**

A team using a batting order (13 players) must bat a minimum of 4 women. The lineup must be 4 different women, no rotation of a woman currently batting in the lineup.

If a team is using the extended batting order and a player is hurt and cannot continue to play, a team will not have an automatic out when the injured player would have been due to bat. However, a player leaving the game due to injury is done for the duration of the game and cannot return. In addition, if the injury reduces a team's female players to less than three, the affected team MUST play only nine people in the field and reduce its batting lineup to only nine players. The fielding requirement change will take effect immediately. If the affected team is batting when the injury occurs, the requirement to change the lineup will take effect at the beginning of the next inning. Players forced from the lineup as a result of this change will be allowed to return to the game under the re-entry rule. A team using the extended batting order will not have to take an automatic out if a player has to leave early IF AND ONLY IF THE OTHER TEAM IS MADE AWARE OF THE EARLY DEPARTURE BEFORE THE GAME BEGINS. Otherwise, the team must take an automatic out when the departed player's spot in the lineup comes up.

For a traditional batting order, teams can bat 7 men, 3 women and an extra hitter (male or female), 11 in all.

The minimum number of players to make a full lineup is nine (9) players.

- If a team shows up with 7 men, 2 women, that team must take an auto out every 10th batter. (the short-handed team must sacrifice an outfielder)

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- If a team shows up with 6 men, 3 women, that team does NOT need to take an automatic out. (the short-handed team must sacrifice an outfielder)

Teams that show up with 8 players, regardless of if they have 5 men, 3 women, still need to borrow a player from the opposing team (catcher)- but must take an automatic out every 9th batter.

Substitutions: Each player is put into the game after exceeding the 13 player batting order is a straight substitution.

- Subs can go in at any time- and do not need to play the field previous to batting.
- If and when substitutions are made, the gender positions in the lineup must remain the same.

Re-Entry: A player may not re-enter the game after being subbed out of the batting lineup. If a player has subbed out they may return to the batting order only if they are replacing an injured player of the same sex in the same batting spot as the injured player.

Runners: A player may request a runner if unable to run after reaching 1st Base. The runner will be the player of the same gender who made the last out. If a runner is required for the 1st player in an inning, a player of the same gender to make last out in the previous inning(s) is the runner.

Halfway Rule: A marker will be placed half way between 3rd base and home plate; if a runner rounds 3rd base and advances past the halfway marker, the runner must continue home. All plays at the plate will be a force out. If the runner advances past the halfway marker and returns to 3rd, the runner is automatically out.

The 3rd Base Cone rule- Clarification: Once a runner has passed the cone, the play to home is a FORCE PLAY – that runner can be tagged out on the way to home plate. (Think of this as the same as a runner running to first base.)

The runner is restricted to the pitching mat, while the catcher is restricted to home plate. The catcher cannot block the runner. If the catcher is on the strike mat, the runner should run around the catcher to avoid a collision; the runner will be called safe. If the runner attempts to dislodge the ball or intentionally run into the catcher, the runner will be called out and ejected from the game.

CAPTAINS, PLEASE MAKE SURE ALL PLAYERS ARE AWARE OF THESE RULES.

In addition, there is to be no intentional contact between runners and fielders. Intentional contact will result in ejection from the game.

Outfield Rule: There will be a visible outfield boundary used meaning that the outfielders will remain at a distance of **180 feet from home plate until the ball is in play. (Once the ball hits the bat)**

- This applies to all batters of either gender.
- This line will be clearly marked in the outfield, by a white arc shaped line.

Infield Rule: **An infielder is required to stay within the “infield” until a ball is put into play. (The infield is defined**

As any part of the infield dirt, infielders are to stay in the dirt, straddling the grass and dirt line is ok.

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Infield Fly Rule: The Infield Fly is a judgment by the umpire that the ball could be caught with ORDINARY EFFORT by a player who was stationed in the infield at the time of the pitch. It is not an automatic out just because it's a pop-up in the infield.

**** Ordinary effort is a judgment, but it usually means that the fielder did not have to sprint for the ball or make a catch on a fast run. It means he/she is underneath the ball and relatively motionless. ****

When can the infield fly rule be called?

- Less than 2 outs. Its purpose is to prevent a double play.
- Runner on first and second, or bases loaded. (There must be at least a force at third base)

Bats/Batting: Wooden bats are not allowed.

Acceptable bats are those bearing an ASA seal of approval dated 2004 or later. This seal must be clearly visible for inspection; all other bats are not acceptable and may not be used in any game.

A batter **may not** take a multi-step, running approach before swinging.

Out of Play: Balls thrown out of play from a player on the field, awards the runner 1 additional base from the LAST base touched. With the exception of balls overthrown at 1st base, the runner is awarded 2nd base, and all other runners advance to the next base, if forced- but only if forced.

Other items: No drink containers are allowed on the field of play. The base coaches may have a beverage but must keep them out of play and out of the way from any live play.

We will be using a double bag at first base to minimize the chances of collisions. The second bag will be placed immediately to the right (in foul territory) of the normal base. The first baseman will continue to use the traditional bag and the runner must use the second bag. If the first baseman blocks the runner's path to the second bag, the runner will be declared safe.

Since recent renovations have been made to the fields, teams should adhere to maintaining these fields to the best of our abilities.

[Home team](#)- is responsible for the field setup and raking/dragging of the field after the conclusion of the game.

WE CANNOT STRESS ENOUGH. PUT PLUGS IN AND PUT STUFF AWAY!

****Please remember the League Statement indicates the league is run using the honor system. We expect each team to be honest about the status of all players on a roster and we will not tolerate any nitpicking etc. over this issue. If a team is found to have intentionally been dishonest about a player's status, the team will be barred and/or disqualified from the tournament and not invited back in future seasons. We strongly encourage a team captain to call one of us in advance if there**

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are any uncertainties about a player's status. The rosters of all teams, including the status of each player, will be distributed to all captains after the roster freeze date.

Language: Offensive language and/or violent behavior will not be tolerated. Offensive language and/or violent behavior used towards another player or spectator, the person acting out of line will not only be kicked out of the game but also banned from the league. No Exceptions.

Tournament: All teams will make the tournament. To be eligible for the tournament, all teams must meet the team requirements set forth in the rules. The board, their sole discretion(s), may waive the requirement in the event of extraordinary or extenuating circumstances.

****ALL players must be on your team roster in order to be allowed to play in the year end tourney.**

****ALL players must have played at least 50% of the games your team has played in order to participate in the year end tourney.**

Tournament seeding will be based solely on regular season record. In the event of ties, the first tie-breaker will be the head-to-head results. The second tie breaker will be a coin toss. The tournament format will continue to be double elimination.

**The weekend of August 1st/2nd will be used for tournament play downs.
The tournament will conclude on August 8th/9th.**

Waiver: Every player must sign an individual waiver form. Without a waiver form a player is ineligible to play. Waivers must be submitted prior to the start of the season. If during the course of the season new players join the team, a waiver form must be submitted along with the roster update for a player to be eligible to play. A new player may not play until the commissioner/board receives both forms.

Footwear: METAL SPIKES OF ANY KIND ARE NOT ALLOWED.

Foot wear is encouraged- something that will cover your feet- rubber cleats, running shoes etc.

FIELD SPECIFIC RULES

TECHNOLOGY PARK & BAYSIDE PARK

Parking: Parking is limited to the parking lots only. There is to be no parking on the road or on the field. There are to be no vehicles (car, truck, motorcycle, etc.) on the field for any reason. The property managers have requested this for issues of safety and to make sure the fields are not damaged.

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Garbage: Whatever you take on the field, make sure you take it off or goes in the bins

Field Work: This year the preseason field work will be done by the league on a date yet to be determined. If necessary, a mid-season work day will also be scheduled. All teams are expected to have volunteers available to help with the work at any work days.

NO GLASS BOTTLES ARE ALLOWED AT THE FIELD. CANS AND PLASTIC ONLY!

Any player or team that fails to adhere to the rules of alcohol, garbage, and parking may be subject to immediate dismissal from the league. The actions of one individual can affect the entire league by causing us to lose the use of the fields.