

Mayfield Village Parks and Recreation
Men's 50 and Over Spring/Summer Softball League 2024

LEAGUE RULES

Registration/Forfeit/Umpire/Scorekeeper Payment

- Scorekeeper/Umpire Fees - \$34/team/game.

Roster Cards /Eligibility for Playoffs

- Due: May 6th with a limit of 25 players
- All players must fill out player information/liability cards and turn in to supervisor.
- Eligibility for playoffs: 8 games or 24 at bats
- May only occupy 1 roster. No switching between Divisions.
- All players may be asked to show ID to prove age for the league. Birthdays will be marked on the roster and will be verified that all players are 50+ by the current calendar year.

Softballs

- ONCY12- 12" EXTREME GOLD DOT
- Managers are supplied balls at the beginning of the season and at the half way mark. The Softballs provided are to be used at each game. No other ball type will be allowed. Please bring balls each week, and keep the old ones to be used for alternate balls.
- If a ball that is given to the pitcher is the incorrect type of ball it needs to be switch immediately upon discovery or the game will be forfeited by the team that is using the incorrect ball.
- 1 dozen balls will be provided for each playoff match up. These balls must be used and recovered by each team. No more than 1 dozen will be given per match (best 2 out 3).

Shirts

- Players are asked to have the same color shirt with a number on the back.

Schedule & League Format

- League begins- Monday, May 6th
- Game times: 6:30, 7:30, 8:30. There is a 5-minute grace period for the first game only.
- Each team plays approx. 20 regular season games and Playoffs.

Rain Out Procedure/Cancellation/Hotline

- **RainedOut.com – text: mvmens50softball to 84483 to receive cancelation info**
- Make-up games will be tried to be made up at the end of the season.
- Games may not be made up if they will not affect the standings (later in season)

Bats/Spikes

- **No Metal Spikes.** If a player is found wearing metal spikes, he will be required to change shoes or he cannot play.
- **Bats – USSSA/NSA Standards.** USSSA/NSA Standards. Bats must have a USSSA Thumbprint. All bats will be tested, stamped and approved with our bat tester.
 - **If a bat is deemed illegal/altered in any way, the Player automatically receives a lifetime ban from all Mayfield Village Leagues. One Nation will have their own suspension as well.**
 - **If a bat comes back as illegal (deemed by One Nation) the game of which it was used during will automatically become a forfeit win for opposing team.**

- Players who turn 65 years old in the calendar year (with valid ID approved), are permitted to use senior bats which are marked with bright tape. Any batter caught using one of these bats who is not over 65 years old, the game is forfeited and 2 game suspension for violator.

Awards

Playoffs

- The Champion will receive a trophy/plaque or T-Shirts for teams playoff participants
 - Choice of award is required within 14 business days after completing playoffs.
 1. If T-shirts are chosen, sizes for t-shirts are required within 14 business days of completing the playoffs.
 2. T-shirts limited to the number of players on your Playoff Rosters. Only Playoff Roster can get the t-shirts.
 - T-shirts are 100% cotton. One color choice for shirt. The Team shirts will be 1 side print (Front or Back) that print will be 1 color
 - Any special request will be evaluated. Any extra costs will be covered by the team
- The Runner up will Receive a trophy or plaque.
 - Choice of award must be given within 14 business days of completing the playoffs.

Pitching Screen Rules: If not using the Pitching Screens, we ask pitchers to wear face mask for protection.

- Pitchers will decide inning by inning if they want to use the screen due to sun light issues on the fields.
 - 1.) If both teams agree to use the screen:
 - a.) First ball to hit the screen in an at-bat is considered a "dead ball"
 - b.) If the screen is hit for a second time in the *same* at-bat, the batter is out.
 - 2.) If one team decides not to use the screen:
 - a) That team can hit the screen an unlimited amount of times in an at-bat without any penalty.
- “Chuck and Duck” - If using the screen, the pitcher may not field the ball until it is past them. They must pitch the ball, then stand behind the screen until the ball in play is past them. Any ball hit in front of them must be played by the catcher.

Forfeit Rules:

- 2 business days in advance notice of a team’s inability to play is needed. Anything less than that will be considered a forfeit and the \$136 forfeit fee will be collected before the next game can be played. Our business days/hours are Monday-Friday 8:30am-4:30pm.
- If a team forfeits two games, then that team must pay another \$136 before the next game.
- If a team forfeits four games, then they will be kicked out of the league.
- If a team shows up for a game and the other team forfeits, those players from the ready-to-play-team will receive credit for a game played.
- There will not be rescheduling of games to avoid forfeits.

Rules

1. Number of Players for Game/Batting Order

- Must have 9 players to start game: if you don’t have 9 then it’s a forfeit. If there are 9 players at the field, the game MUST start (cannot wait for better players, etc.)
- The 10th player can be added at any time as long as the team has not batted through the entire order. Can only add player if on the roster and they will be added to the bottom of the line-up.
- A team can bat everyone but does not have to (optional)
- If a team starts with 12 players, then they must end with 12 players. If a team start with 12 and continue playing with less than 12 (if someone has to leave, gets thrown out, or is injured, etc.), each

time that person is up to bat, it is an out. If 2 or more players are ejected, injured, or leave the field, then the game is automatically declared a forfeit.

- A team can only score 5 runs per inning until the last inning then it is unlimited. However, this rule is canceled if the run rule is reached, a team can score unlimited runs until they are within 12 runs by the 5th inning

2. Time Limit/Grace Period

- 60-minute time limit.
- Under 5 minutes, and if before 7th inning, “last inning” will be called.
- There is a 5-minute grace period for the first game only (which does cut into the time limit). There will be a 2-minute break in between double headers.

3. HOMERUN RULE - DHH + 3 additional AND +1 HR's

- a. All teams may have one (1) Designated Homerun Hitter (DHH) that, without penalty, may hit a homerun every time at bat. Teams must designate their DHH prior to the start of the game, or there won't be a DHH for that team. Should the DHH be walked, whether intentional or not, the next person to hit a homerun may do so without penalty, until the DHH's spot comes back up in the line-up. An additional three (3) total Homeruns are allowed for all others in the line-up. Once the three homeruns are hit, all other homeruns hit will be an out.
- b. After each team has used their “3 Additional HR's” teams may increase by 1 UP. Meaning, Team A hits #4, Team A can't hit #5 till Team B get's #4. If teams are tied with same amount of HR's; Team B can't hit a “walk-off.” The other team must have the ability to hit a tying HR.

4. Mercy Rule/Official Game

- Mercy Rule: 15 runs after 4 innings, or 10 runs after 5 innings
- In order for a game to be considered official, 5 innings must be played (4½ if home team is winning in the bottom of the 5th).

5. Sliding

- Sliding is allowed at only second and third base.

6. Tie Breakers

- If the time limit is up then the game will be left in a tie in the regular season.

7. Pitching Arc/Bases/Pitching Rubber/Home Plate Mat/Two Home Plates

• Pitching Rules

- **Arc – 5 – 10ft arc**
- The Pitcher must deliver the ball within 5 seconds after assuming the pitching position on the pitchers plate (or in the 6ft pitching area), and **must present the ball in front of his body**. During this 5 second timeframe, (after presenting the ball) the pitcher may make any windup or motion desired, either in front of his body, above his head or behind his back, including stops and pauses, but the **pitcher must face home plate on delivery of pitch**.
- The ball must be pitched underhanded at slow speeds with the arc gap of 5ft – 10ft.
- The umpire shall declare a ball if the pitcher does not deliver the ball within the 5 seconds, delivers the pitch from outside the pitching area, and/or a quick pitch.
- The bases will be at 65 feet, and the pitching rubber will be 50 feet from home plate. The pitching rubber will be permanently in the ground so don't move it.
- **The pitcher is allowed to be 6 feet behind the plate (the toe doesn't have to be on the pitching rubber). The pitch must be within the 6 ft limit while pitching. If caught being behind the 6 ft limit the umpire will call a ball for the first time. After the first warning, player is automatically ejected. One foot must be within pitching rubber**
- There will be a mat behind home plate that will be used to determine balls and strikes.

- There will be a second home plate to avoid collisions. The play at home is always a force so they cannot tag the runner. If the runner uses the regular home plate it is an out.

8. Miscellaneous

- Start with a 1:1 count. Batters will receive an extra foul ball after the 2nd strike
- Unlimited courtesy runner. **(player can only run once per inning.)**
 - **If a courtesy runner is on base and his spot in the batting order comes up, the batter is out**
- Music in the Dugout will be kept at a reasonable volume that will not impede the umpire to do their job. At any time, the umpire or Mayfield Village Parks and Recreation can ask you to turn it off or down. All music must be appropriate in a park setting. Radio version only.
- All players may be asked to show ID to prove age for the league. Birthdays will be marked on the roster and will be verified that all players are 50+ by the current calendar year.

9. **Sportsmanship/Bad Language:** No player, coach, or occupants of team bench shall not incite, or try to incite by words, or sign, or demonstration to either opposing teams/spectators, or umpires. The use of profane or abusive language or taunting will not be tolerated. Players violating the above can be ejected from the game without warning. A player/coach with excessive arguing of balls/strikes, carelessly throwing bats, or any other act considered to be unsportsmanlike conduct shall be given a warning. A repeated violation shall cause the offender to be immediately removed from the game and playing area, including the bench.

- **Any player thrown out of a game will automatically be suspended for the following game. League supervisor also has authority to lengthen the suspension depending on the situation.**

○ 10. **Team Conduct:**

- Any ejection from a game by the umpire or Mayfield Village Parks and Recreation Staff will result in a minimum of a week suspension from the league for the player(s). The suspension timeline will be determined by the severity of the incident. One Nation has the ability to further this suspension throughout any USSSA league if deemed necessary based on the severity of the occurrence. 2 or more ejections could result in a minimum of season suspension based on the severity of the offenses. Any suspension will be documented and emailed directly to the player(s) who were involved and the manager of the team.

11. **Alcohol/Smoking/Trash:**

- **No Alcohol permitted at the fields (this includes spectators).** The league supervisor will be responsible for enforcing this rule in regards to the spectators. If teams are caught drinking at the fields by either umpires/supervisor, they shall be given 1 warning for the season. A 2nd incident shall result in the game currently be played as a forfeit.
- **Per Ordinance 521.10 No smoking, or other products containing nicotine are permitted to be used in any Mayfield Village property**
- **Trash** – Following each game, and before vacating the bench area, please throw away all garbage, bottles, etc. into the cans located at every bench. **Please help keep our facilities clean!**