

**BEACHWOOD RECREATION DEPARTMENT
ADULT CO-ED SOFTBALL LEAGUE
2010 LEAGUE RULES**

SECTION 1 PLAYER ELIGIBILITY

1. Player shall be at least eighteen (18) years of age to play in this league.
2. A.S.A. eligibility rules shall apply. The League Commissioner reserves the right to deny eligibility to any player or team deemed to be inappropriate for the league.
3. Any player under A.S.A. suspension or under U.S.S.S.A. conduct related suspension shall be ineligible to participate in the league. Cases involving U.S.S.S.A. eligibility rule suspensions and suspensions involving individual leagues shall be reviewed by the League Commissioner to determine eligibility for this league.

SECTION 2 ROSTERS AND REGISTRATION FORMS

1. Teams are permitted to have a maximum of twenty - five (25) players rostered and registered with our league during the season.
2. Team rosters must be turned in to the Recreation Office prior to the first game. No player may be added to the roster after 8:00 P.M. on May 21, 2010.
3. All players participating in the Beachwood Recreation Adult Co-Ed Softball League must be registered on the official registration form. Only players who are registered and have a signature on file with our offices will be permitted to play. A team cannot play until its registration forms have been turned in to the League Commissioner.
4. The Registration fee for each team is \$325. Team registration fees are due prior to the start of the season. All checks should be made payable to: Beachwood Recreation, 25325 Fairmount Blvd, Beachwood, Ohio 44122.

SECTION 3 UMPIRE AND SCOREKEEPER FEES

Umpire and scorer fees shall be \$24.50 per team per game and shall be paid in cash only (\$12.50 Umpire, \$12 Scorekeeper). This includes one umpire and scorekeeper. The scorekeeper will hand in the stats and games scores and the team shall receive "stats" each week on each player. In the event that the scorekeeper does not show up, a representative of each team will serve as scorer, and scorer's fee will not have to be paid. In the event of a rainout -- if the game does not begin, teams get their full fees back.

SECTION 4 FORFEIT FEE

Teams must have an \$88 forfeit fee on deposit with the Recreation Division at all times. Teams forfeiting games are responsible for both teams' game fees. If the forfeiting team pays on the field, the deposit will not be affected. If the deposit must be used, the forfeiting team must replenish the deposit before they will be permitted to play again. Teams forfeiting on the field due to conduct or ineligibility after a game has begun will be responsible only for their own game fee.

SECTION 5 LEAGUE RULES

1. Any player that is pregnant will not be permitted to play.
2. Men must bat opposite of their normal batting side. Women may bat right handed or left-handed as they wish.
3. If a man pitches a woman must catch, and vice versa.
4. Two men and two women must play in both the infield and outfield.
5. Batting order must be male/female or female/male.
6. All players will start their at-bat with a one-one count.
7. First base will be a double-sided base, with the batter running to the orange base, and the first baseman using the white base to make a play.
8. Forty-five feet from third toward home plate is a line that once you pass it you must continue on home and the play at home is a force out. Sliding is permitted.
9. The only time you may play with more men than women is when only 9 players are present for the game (this is the minimum to start a game). In this situation you may have 5 men and 4 women, not 6 men and 3 women. You may also have more women than men. However, when you reach the vacant 10th spot in the batting order, it becomes an automatic out. (This rule will not apply if there are more females than males).
10. You may use two (2) extra hitters. The combination may be one of the following: 1 man/1 woman, 2 women, or you may use only 1 woman.
11. Softball size will be 12-inch. Each team is required to supply one new ball to the umpire prior to the game starting. New balls will be provided to each team prior to the season starting.
12. Metal spikes are not permitted.
13. Run rule: A 12 run lead or more after 5 completed innings or any completed inning after that will end the game

14. Players/runners may not deliberately crash into a fielder in an attempt to dislodge a held ball. If a player/runner is ruled to have deliberately crashed into a fielder, the runner shall be declared out, the ball is dead and all other runners must return to the last base touched at the time of the collision. If the above act is determined to be flagrant, the offender shall be ejected. (A.S.A. Rule 8, Section 8, article R)
15. After a walk issued to a male batter (whether intentional or unintentional) the succeeding female batter has the option of taking an automatic walk or taking her normal turn at bat. The choice must be made before she enters the batter's box. Once she enters the batter's box, she cannot take the automatic walk, she must bat.
16. Games will start promptly at 6:30 P.M. Grace period for all games is 10 minutes after the scheduled game time. The umpires will make the sole determination as to timeliness. All game dates will be double headers. The first game will have a time limit of one hour and ten minutes (1:10). No complete inning shall begin after that time. The second game will be played until the umpire determines it is no longer safe.
17. Official league line up cards are to be turned in to the scorer at least ten minutes prior to the game time. Lineup cards should include the players' first and last names, and positions.
18. Determination of field conditions and playability will be the sole determination of the Recreation Department. When weather and playing conditions are questionable, please call the Recreation Office Weather Line at 595-5496 for updated information of the status of the games.
19. Each team will be required to have matching jerseys or T-Shirts, preferably with numbers on the back. Our scorers don't know all of your names.
20. Smoking and tobacco products are not permitted on school grounds. Dogs are also prohibited on school grounds at all times.
21. Any player, coach, or manager felt by the umpires or League Director to be under the influence of alcohol or other drugs will not be permitted to participate and will not be allowed on the field or in the bench area. Alcohol and drugs are not permitted on school grounds. Use of either one of these is grounds for immediate removal from the league. No appeals will be permitted on this rule.
22. The batter will be allowed one free foul ball after two strikes. Upon the second foul ball he/she will be out.
23. Home teams shall occupy the bench on the third base side. Home team will be listed first on the schedule. After the first game, the teams shall switch and the visiting team shall become the home team.

24. Player substitutions must be made by the manager or coach and not the player. The move must be communicated to the scorer or plate umpire and to the opposing manager. Violations are covered by A.S.A rules.
25. Teams are responsible for their fans, as well as their players. Abusive fans can and will be disciplined and removed from the school grounds.
26. All Double Walled and Triple Walled bats are illegal. A batter using an illegal bat shall be declared out, per ASA rules, Rule 7, Section 6, article c.

SECTION 6 REENTRY RULE

Each player in the starting lineup, including your extra players (EP), may be withdrawn from the lineup and re-enter once. The rule applies whether the player is withdrawn for a pinch-hitter, a pinch runner, a defensive replacement, injury, etc. When a starting player is withdrawn for a second time, he/she is out for the rest of the game. A player cannot be withdrawn from a lineup unless there is an available substitute to take his/her place.

1. When a starting player re-enters the game, he/she must re-enter in the same position in the batting he/she had originally. He/she may assume a different defensive position, however.
2. The rule applies only to starters. A substitute, once removed from the game, is out for the rest of the game and cannot re-enter. A substitute can replace only one player during a game.
3. Violation of the re-entry rule results in the use of an illegal player. The offended team may protest the violation at anytime until the end of the game. The penalty, under proper protest, is ejection of the illegal player and the manager.
4. Any player/participant who is bleeding or who has an open wound shall be prohibited from participating further in the game until the bleeding is stopped and the wound covered. If treatment can be administered in a reasonable amount of time the individual would not have to leave the game. If excessive time is involved, the re-entry rule would apply to the participant. If there is an excessive amount of blood on the uniform or if a bandage becomes blood soaked, in the judgment of the Umpire or the League Director, the uniform/bandage must be changed before the individual may participate.

SECTION 7 CONDUCT AND DISCIPLINE

1. Players, coaches or managers ejected from a game will draw the following automatic suspensions from their teams' next actual game(s):
 - a. First ejection -- one game
 - b. Second ejection -- two games
 - c. Third ejection -- to be determined by review from the League Director.

2. Players, coaches or managers ejected from a game for fighting or for deliberately and intentionally injuring, or attempting to injure an opponent will draw the following automatic suspension from their teams' next actual games:
 - a. First ejection -- five games
 - b. Second ejections -- removal from the league for the remainder of the season.
3. Any physical action, attempted physical action, or threat against a league official (including, but not limited to, umpires and scorers) by any player, coach or manager will result in severe penalties, to be determined by the League Director. Criminal prosecution will also be recommended and encouraged.
4. Anyone who throws a bat in anger or disgust will be immediately ejected from the game and will be penalized according to "Rule 1" of this section.
5. Ejected or suspended players, managers or coaches are not permitted on the playing or the bench area in any capacity during the term of their ejection or suspension. Failure to comply with this rule will result in the following penalties:
 - a. Forfeiture of the game -- no protest necessary.
 - b. Additional suspension of the individual involved, as per "Rule 1" of this section.
 - c. Suspension of the team manager, as per "Rule 1" of this section.
6. Umpires have the power, hereby conferred by the Beachwood Recreation Division; to order a player, coach, manager or fan to leave the school grounds, if such is deemed necessary for safety or game control reasons. Failure to leave promptly will result in forfeiture of the game plus suspension, if applicable, under "Rule 1" of this section.

SECTION 8 PROTEST PROCEDURES

1. Protests of players' eligibility must be made before the final out of the game. If it involves a registration form question, a determination will be made immediately by the plate umpire (or by the League Commissioner, if he is present at field site). If it involves a matter of suspension, the League Commissioner will make the determination at the earliest possible time.
2. Protests involving rule interpretations or rule applications must be made prior to the next pitch. Notification must be given to the plate umpire and the scorer, and the protest must be noted on the score sheet. The League Commissioner will make determination.
3. A written protest, accompanied by a \$25.00 fee (payable to Beachwood Recreation) must be submitted by 5:00 P.M. the next business day (the following Monday) to the Recreation Department at the Beachwood Community Center, in order for the protest to be considered.

4. Following an investigation by the League Commissioner, all parties involved will be notified of the decision. If the protest is upheld, the fee shall be returned.
5. No protest shall be permitted or accepted where an umpire's judgment is the basis of the protest.

SECTION 9 PLAYOFFS AND TIE BREAKERS

1. All teams will be eligible for the playoffs at the end of the season. We will play a double elimination tournament. All teams will be guaranteed at least two games. Upon losing your second game, you will be eliminated from the tournament. Teams will be placed into the tournament bracket based upon their season-ending record as of July 16, 2010. The first round of playoffs will be a double header. All rules pertaining to double headers will apply. After the first round, we will have double-header and single games. All games shall begin at 6:30 P.M.
2. If teams are tied for any playoff spot with identical records, the tiebreakers are as follows:
 - a. Record in head to head competition.
 - b. Point differential in head to head competition.
 - c. Point differential in regular season.
3. Trophies will be given in the following manner:
 - a. Regular season champs; Sponsor and up to twenty-five (25) T-Shirts.
 - b. Tournament winners, Sponsor and up to twenty-five (25) T-shirts.