

Mayfield Village Parks and Recreation
Men's 50 and Over Spring/Summer Softball Organizational Meeting
Wednesday, March 14, 2013
6:00 p.m.

RULES

Registration/Forfeit/Umpire/Scorekeeper Payment

- Each team will need to bring a total of \$27 for each game; see payment breakdown below.
- **Umpire Fee-** \$15 to the umpire
- **Scorekeeper Fee-** \$12 per game per team (paid at the field).
- **If a game starts (even 1 pitch thrown) and it gets cancelled due to weather, teams must pay umpire \$10 and scorekeepers \$6. The other half of payment will be returned.**

Final Roster /Eligibility for Playoffs

- a. Due: June 17 with a limit of 20 players
- b. Eligibility for playoffs: TBD depending on amount of regular season games. This rule of eligibility is waived for managers/coaches only.
- c. Must be 50 year old by the calendar year.

Softballs

- Worth 275 compression with a 52 core

Shirts

- Teams must have matching shirts with numbers on the back. Players must have the same color shirt with a number on the back.
- **Teams must have matching shirts by June 10.** If at this time, a player does not have a matching shirt, it is an out the first time they are up to bat, only if the opposing manager calls it on them. (if a double header, that player will take an out the first time he is up for each game).
- If a team/player does not have a shirt (or shirts) by June 10, if a receipt or some type of documentation can be presented to show that it is on order, it will not be an out the first time up to bat.

Schedule & League Format

- League begins on Monday, April 29. Double headers will be played at 6:30/7:30
- Game times: 6:30, 7:30, 8:30. There is a 5 minute grace period for the first game only.
- Each team plays TBD regular season games and then a double elimination playoff tournament. This tournament may be shortened to a single elimination tournament if there are time constraints.
- Some double headers may be scheduled early on in the season when both fields are available.

Rain Out Procedure/Cancellation/Hotline

- The hotline number will be on all schedules and it is (440) 954-4114. It will be programmed by approximately 5:30 p.m. if there is a cancellation.
- Make-up games will 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)

(OVER)

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 – ASA legal bats only** A copy of illegal bats will be kept in the strongbox. **All ASA legal bats then must be tested, approved and stamped with the Mayfield Village decal.** Any team caught using a bat that is not approved (Mayfield Village stamp), **the game is automatically forfeited and the player is suspended the following 2 games.** The bat used will then be confiscated and tested. If it fails the test, and is then found to be altered in any way, **that player receives a lifetime ban. If the decal is removed or tampered with, or the bat is altered after its been tested, the player receives a lifetime ban from all leagues in Mayfield Village.**
- Before each game, the approved bats should be lined up against the fence so umpires can inspect them prior to being used.
- Players who are over 70 years old (with valid ID approved), are permitted to used special bats which are marked with bright tape. Any batter caught using one of these bats who is not over 70 years old, the game is forfeited.

Awards

Regular Season

- The champion will receive a trophy/plaque for the sponsor.

Playoffs

- The champion and runner up will both receive a trophy/plaque for the sponsor plus the champion team will receive individual awards

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 you start a game with 10 players and lose one (due to injury or person leaving), it is an out each time that person is up to bat. However if you lose the 10th player due to an ejection and you cannot replace him then it is a forfeit. If playing more players, follow ASA rules.
2. Time Limit/Grace Period
 - 75 minute time limit.
 - There is a 5 minute grace period for the first game only (which does cut into the time limit). No inning will start after 75 minutes. There will be a 2 minute break in between double headers.
3. Home Run Rule/Run per Inning Rule
 - Home Run Rule: 3 plus 1. An out will be taken if teams hit too many home runs before other team does.
 - 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.

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4. Mercy Rule/Official Game
 - Mercy Rule: 12 run spread 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. Bases/Pitching Rubber/Home Plate Mat/Two Home Plates
 - 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.
 - The second home plate will be 8 feet from the original home plate, in line with the first base line.
 - The Service Department will make the Commitment/Safety Line at 3rd base
 - **Pitching Arc – 6-12ft**
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**

Behavior

- Mayfield Village reserves the right to throw a player out of a game for unruly behavior. If a team has a double header and a player is thrown out of the game, he may not return to play in the second game. When a player is ejected he must leave the field. A player may be banned from more than one game or be thrown out for the season and it can be carried over to the next season if warranted **(discretion per Sean, umpires, and Bill Thomas).**
- Player Behavior: if a player is ejected from the first game, he must sit out the second game.
- Poor behavior will not be tolerated. The umpires will be instructed to eject any player taunting the opposing team, throwing equipment, or directing inappropriate language at the umpires. This is not a ban on arguing a call with an umpire. However, such arguing should be done appropriately and respectfully. Consider this each team's warning. **It is the job of each manager to control the conduct of his players.**
- **Player/Team Conduct: Mayfield Village Parks and Recreation has the authority to eject players or teams from the league based upon improper behaviors and/or any other situation that arises which Mayfield Village feels is inappropriate. If a player or team is ejected, then they will not receive any refund from Mayfield Village Parks and Recreation.**