

**Mayfield Village Parks and Recreation  
Men's 50 and Over Spring/Summer Softball League 2014**

**RULES**

**Registration/Forfeit/Umpire/Scorekeeper Payment**

- Each team will need to bring a total of \$25 for each game; see payment breakdown below.
- **Umpire Fee-** \$13 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.**

**Roster Cards /Eligibility for Playoffs**

- Due: June 16 with a limit of 23 players
- All players must fill out player information/liability cards and turn in to supervisor.
- Eligibility for playoffs: 7 depending on amount of regular season games. This rule of eligibility is waived for managers/coaches only.
- Must be 50 year old by the calendar year.

**Softballs**

- Dudley 375/44 GSL Stamped

**Shirts**

- Players must have the same color shirt with a number on the back.
- **Teams must have matching shirts by June 16.** 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 16, 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, May 5. 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 27 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.

**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)

**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. Bats must have a USSSA or NSA stamp. All bats will be tested, stamped and approved with our bat tester.
- Players who are over 70 years old (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 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 10<sup>th</sup> 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)
- Each team has the option to field 10 players and bat 12 players continuously (plus 2 AH). 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.

### 2. Time Limit/Grace Period

- 70 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 70 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 5<sup>th</sup> inning

### 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 5<sup>th</sup>).

### 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 Arc – 6-12ft**
- 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 2<sup>nd</sup> 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**

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:** 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 team is ejected, then they will not receive any refund from Mayfield Village Parks and Recreation.

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/supervisors, they shall be given 1 warning for the season. A 2<sup>nd</sup> incident shall result in the game currently be played as a forfeit.
- **Smoking is allowed at the facility but all cigarettes must be deposited in designated smoking towers that are stationed at each bench.**
- **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!**