

EXTRA INNINGS FOUNDATION

ADULT SOFTBALL

RULES AND REGULATIONS



THE EXTRA INNINGS FOUNDATION MENTOR COED SOFTBALL RULES

• COVID-19 REGULATIONS	PAGE 3
• GENERAL RULES	PAGE 5
• MANAGERS / COACHES	PAGE 7
• BATTERS	PAGE 7
• PITCHERS	PAGE 7
• RUNNERS	PAGE 8
• FIELDERS	PAGE 8
• EQUIPMENT	PAGE 9
• EJECTIONS	PAGE 9
• PROTESTS	PAGE 10

The EIF board reserves the right to modify and revise rules at any point if it is in the best interest of the Game, players, the board, and/or spectators.

You are allowed 20 roster spots. For players on your roster to be eligible for post season play they must participate in 6 regular season games.

This is an 18* and over league. If anyone questions the age of any player, they will be required to show proof of age, either driver's license or some other state issued ID with their birthday on it. If they are unable to produce proof, they will not be allowed to play. If a team is found to have illegal underage players, they will result in forfeit, 2nd offense is removal from the league.

***ONE NATION EXCEPTION ON MINIMUM AGE:**

"Age Limits:

Players on an adult team must be 18 years of age. Exception to this would be a youth team consisting of players 16 years of age or older. This youth team may play in an adult tournament providing all players and parents/legal guardians sign a release holding One Nation Slowpitch harmless in the event of an injury to the player(s) involved. Youth teams that choose to do this must re-sanction as an adult team."

This means before any underage player is placed on a roster and play, they must have an official waiver or release on file provided by their parents or legal guardians. The waiver or release must specifically release holding One Nation Slow Pitch and Extra Innings Foundation harmless in the event of an injury to the player(s) involved.

As with any Softball League, the object is to be competitive. However, the EIF board is running a recreational league that was created and is maintained as a way for players to have fun and to continue to play the game in an environment that discourages any actions that could cause injury to other participants. Foul language, unsportsmanlike behavior, and harassment of other players and umpires will not be tolerated. Any players who cannot act in a sportsmanlike way will be suspended or ejected without reimbursement.

COVID-19 REGULATIONS General Regulations for Games and Practices

- Board Members will visit fields randomly throughout the season for games to ensure that the policies are being enforced. Any coach or player refusing to follow the guidelines will be removed from the field.
- Each field will have a sanitation kit. The supplies will be replenished as needed throughout the season. All shared equipment—i.e. bats—must be sanitized between uses. Hand sanitizer will be available to players if they want it.
- Players must complete a self-assessment at home before each game. A self-assessment consists of a temperature and symptom check. Players will be required to sign in to each game verifying that they completed their self-assessment at home before the game. They will also provide their home address and phone number should the information be requested by the Health Department or CDC. Umpires and coaches are also required to sign in and give their verification for their self-assessment. All reported cases of positive test results will be immediately communicated to the Director of Operations, the Lake County Department of Health, and the City of Mentor.
 - i) Temperatures must be below 100.4* in order to participate in games.
 - ii) Any player who exhibits symptoms or tests positive for COVID-19 before or after a game MUST inform the Manager who MUST call a board member to report the situation to the Lake County Health Department.
- Each field will have a section cordoned off for Players and Coaches Only that will enable the appropriate space for the 6-foot social distancing guideline.
 - i) Spectators are NOT permitted on the field of play, or in dugouts. All spectators must remain at least six-feet from the fence lines.
- Players who reside in the same household may share equipment provided the equipment is still sanitized between uses.
- All teams will be issued one game ball per game for use when their team is on defense. Game balls will be supplied to the umpire before the game begins. In addition, umpires will have additional back-up balls to use as needed during the game.
- All coaches and players will adhere to physical six-foot distancing except when the ball is in play. h) Players will need to bring their own chair for use in the Players Area outside the dugout.
- All spectators must adhere to the mask mandate and physical six-foot distancing (except among their own household members), including in and around bleachers.
- As long as there is a face mask mandate in the state, athletic face coverings are necessary for each player while they are not on the field of play. When players are in the dugout waiting for turns at bat or sitting out

when the rest of the team is on defense, face coverings are to be worn. Disposable masks will be available for players who do not bring their own.

- All coaches and players will adhere to strict no touch rules, unless a medical or other emergency requires touching. This includes high fives and hand slapping after the game. No spitting (of any kind), eating seeds, or gum chewing will be allowed by players and coaches during any EIF events. Players will be required to arrive no more than 15 minutes before their scheduled game and leave the playing area immediately following their game.

This document will be updated if CDC, State, or Local guidelines change.

GENERAL LEAGUE RULES

The official rules of One Nation Slowpitch softball will prevail with the following general exceptions and additions. In case of conflict between the EIF board and the umpire association's rules, the EIF rules shall take precedence. Official One Nation rule book can be found online at <https://onenationslowpitch.com/one-nation-rule-book>

1. The Registration Fee for all Summer Leagues (Women's T/TH, Friday COED, Sunday Afternoon COED, Sunday Evening COED) is \$500.00. It is due 30 days prior to season start with \$100 late fee following if not paid. Any team that has not paid their fee by that date will not be guaranteed a spot in the league. At the end of the season teams wishing to return for the following season may pay a \$100 deposit to lock in their spot.
2. There shall be a minimum of eight (8) players (at least 4 females in COED LEAGUES) in order to start or continue a game. Failure to field the minimum number of players shall result in a forfeit. Opposing Managers DO NOT have the ability to bypass this rule.
3. Players shall report to the field for scheduled games regardless of the weather unless prior notice is given of postponement.
4. Mentor Parks and Recreation Department and/or an EIF Board Member/umpires will determine which fields are in playable condition following adverse weather. Managers of the teams scheduled to play and the umpire shall determine if games are to be played in adverse weather or field conditions. Once the game has commenced, only the umpire shall decide if play is to continue during adverse weather or field conditions.
5. There will be no jersey rule. **Matching jerseys are not mandatory.**
6. Hats and Bandanas may be worn during the game but are not mandatory.
7. Cleats MUST be plastic material. NO metal cleats are allowed in the games. Proper footwear must be worn during the game (i.e., athletic shoes or cleats).
8. Players are prohibited from wearing any visible jewelry or body piercing that have potential to be dangerous to players on the field.
9. Home team will be listed 1st on the schedule for the first game. Switch for second game of double header.
10. Only players, managers, coaches, and scorekeepers of the teams playing are permitted to occupy the benches and dugouts. Due to COVID-19 restrictions, no other people can be in the extended dugout area during the games, including other family members.
11. Managers, coaches, and players shall not be outside of the designated bench dugout area except as permitted by the League, rules, or the umpire.
12. No abusive language, threats, or profanity shall be permitted on the field by any player, coach, scorekeeper, manager, or spectator. (See Expulsion.)
13. Playing Lineups a) Player positions in the lineup once submitted may not be revised other than to facilitate players arriving late or not showing. b) If a player arrives late, the player must be inserted at the end of the lineup. (Exception: Player already listed whose first turn at bat has not passed may remain in the original position.
14. All league or field specific rules shall be discussed prior to the start of the game between opposing managers and the umpires only.
15. Games will be 1 hour and 15 minutes in length. A 10-minute grace period will be in effect for the first game ONLY. The Umpire will announce the official start time at the beginning of each game. All league or field specific rules shall be discussed

between opposing managers and the umpire prior to the start of the game. All discussions and/or rules debates will be discussed between opposing managers and umpires only.

16. A game that is tied at the end of regulation play will be continued provided that the next inning can be started before the start time of the next game or before time has expired from the original one-hour and 15-minute game time. Games ending in a tie will not be rescheduled and will be scored a 1/2 win and 1/2 loss for the standings.

17. An official game will be 7 innings unless weather or time interferes with the completion of all 7 innings. A game is official if the full 1 hour and 15 minutes has passed. A game interrupted due to weather conditions will be considered official if at least 4 ½ innings are completed if the home team is ahead or 5 innings if the visiting team is winning.

18. The run rule will be 20-run difference after 3 innings, 15-run difference after 4 innings, and 10-run difference after 5 innings.

19. No games may be added or rescheduled by a coach. Any game suspended by the umpire prior to regulation play due to weather or light concerns shall be rescheduled and replayed in its entirety unless half of a complete game has been finished.

20. Juking is prohibited by both offensive and defensive players.

21. Coaches, Players, and those affiliated with the League are PROHIBITED from using alcohol at the field during the course of the games. Any coach or player caught using alcohol products during the course of any game may be immediately ejected from the game and subject to a two-game suspension. A second violation will result in expulsion from the league for the remainder of the season and the player or coach must apply for reinstatement before the Board Members the following year. Any spectators using alcohol products will be asked to leave the playing area immediately.

22. Smoking is prohibited on the playing field and in the dugouts by any player, manager, or base coach at any time during the course of the game. If players, managers, or base coaches must smoke, they must go to the open area behind the dugouts away from the dugout area.

23. The league champion will be decided by playoffs at the end of the season. Seeding will be determined based on the regular season standings. Playoff format may vary by league.

24. All players may only be rostered to one team per league.

25. Players may be added to roster at any point if the new player is not on an opposing team's roster and is in good standing with the league. In addition, all players must be 18 years old or older by the first game of the season. Any team caught using players who are either not rostered to the team or under 18 years old will forfeit any games the illegal players participated in. Proof of age (state issued I.D.) may be requested by Board members. Any player who cannot provide proof of age when requested will not be able to play in any games until the information is provided. All rosters will be available for Managers to check at the fields when needed.

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holding One Nation Slow Pitch and Extra Innings Foundation harmless in the event of an injury to the player(s) involved.

MANAGERS / COACHES

1. The manager or acting coach must be at every game and shall assume the responsibility for the conduct of their players and spectators.
2. Score keepers will be supplied by BGSD. Managers are required to provide a lineup PRIOR to game time.

BATTERS:

1. Bunting is not permitted.
2. All Batters will use a league-issued 12" softball only, (EXCEPTION: Women's Tuesday Night League will use the league-issued 11" softball).
3. Batters will start with a 1 Ball-1 Strike count, with one foul to waste. Once a player has 2 strikes, he or she is allowed only one more foul ball. A second foul ball after the second strike is recorded as an out.
4. All players at the game shall remain in the proper lineup. COED LEAGUE Lineups MUST alternate male-female. There may be multiple females in the order, however the only time two male batters can be in a row is when you go from bottom to top of the order. Managers may NOT take an out in place of a female in the order. EXCEPTION: If a female leaves the game other than due to an injury, an out will be recorded in her place as long as there are enough (4) females to continue the game. Lineups can be from 8-20 players.
5. FOR COED LEAGUES: If a male batter is walked, he can automatically take second base directly from home plate if there is a female batter following him. In addition, when there are 2 outs ONLY, the female batter following him has the option of either taking a walk also or batting. If there is another male batter following him, the walked batter only receives first base.
6. There is a maximum of 3 over-the-fence home runs per game per team. All others will be recorded as outs. **If the outfield fences are not up on Fields 3 and 4, balls hit over the trees are considered home runs per the discretion of the Umpire and are included in the count. All other hits past the trees/into street are to be considered as Ground Rule Doubles.

PITCHERS:

1. Pitchers starting at the mound must have their pivot foot in contact with the pitcher's plate at the start of delivery and release of the ball. Pitchers may also choose to pitch from the One Nation Softball allowed distance behind the mound, 6 foot straight back of the pitcher rubber.
2. A no-arc ball will be considered an "illegal pitch" and called a ball unless hit by the batter, or swung at, missed or fouled off, in which case a strike is to be called.
3. Pitches must have an arc between 5-10 feet from the ground.
4. Pitchers must wear adequate facial protection.
5. Strike Mats will be placed behind the plate and if the pitch reaches proper arc and hits the mat, the pitch is a strike. Home Plate is not a part of the mat and any pitched ball hitting the plate should be called a ball.

RUNNERS:

1. No runner shall advance on a dropped third strike, passed ball, or a wild pitch. No stealing.
2. Leading off is not permitted. If any runner leaves the base before the ball is hit, the runner will be declared out.
3. Sliding is permitted.
4. When a defensive player has the ball, or is about to receive the ball, the runner must make every attempt to avoid contact with the defensive player covering, slide to the base, or give up the base. Failure to avoid contact, slide, or give up will result in the runner being called out. Errant throws drawing defensive player into the path of the runner is not interference.
5. Courtesy Runners are allowed and unlimited. However, if a courtesy runner is up to bat but still on base the batted out must be taken. Choose your runners carefully! Male players must run for males, but females may run for male or female players. ***You may not swap courtesy runners once they are on base.***

FIELDERS:

1. Fielders must have possession of the ball or be about to receive the ball from a throw in order to be legally in the base path. Fielders in the base path who are not involved in a play may be called for interference in the event they contact a runner.
2. Fielders can only have ONE foot on a base when making a play at any base and MUST have the rest of his or her body out of the base path.
3. Teams may place up to 11 players in the field. FOR COED LEAGUES: There must be 2 females in the infield and 2 females in the outfield at any given time, even when playing with only 4 girls. The 5th female may be placed either in the infield or the outfield. The minimum number of players to start the game is 8, with at least 4 being female. There can always be more females in the field than males, however there can only be one more male than females at any given time. If there are only 4 females on the field, there is a MAXIMUM of 9 players on defense until the 5th female arrives. Opposing Managers DO NOT have the ability to bypass this rule.
4. FOR COED LEAGUES: A female batter may not be thrown out at first on a ball that goes past an infield to an outfield player, including to the "Rover" position, unless the ball is thrown to an infield player to make the out by relay.

5. The 11th player on the field may start in the outfield or dirt. If the position is considered an outfield player, they cannot throw a runner out at first base REGARDLESS of where they are when they field the ball. They are able to relay the ball to an infielder to get the out at first. If there is a discrepancy of where the player was standing at pitch, the umpire has the final call.

EQUIPMENT:

1. All players shall wear gloves. Only the catcher and the first baseman shall be permitted to wear mitts.
2. All bats must be legal based on ASA or USSSA standards. USSSA only bats must have the BPF 1.20 (old thumbprint stamp) or 1.25 (new thumbprint stamp) on them in order to be used. ASA-certified bats may not be on the ASA/USA Softball Non-Approved list.
3. Altered bats are illegal and will result in a player being permanently ejected from the league. Any bats suspected of being altered will be turned over to the League for testing. Refusal to turn over the bat will be an admission of having an altered bat and the ejection from the League will be immediate. This is a recreational league and should be treated as such.

EJECTIONS:

Any player, manager, coach, or spectator may be removed from the game/field by the umpire for the following reasons:

1. Throwing a bat, helmet, or glove in a manner judged by the umpire to be a display of temper.
2. Using profane language in the field area.
3. Using tobacco products in the field or bench area.
4. Using alcohol products in the field or bench area.
5. Unnecessary roughness at any base or on the base paths.
6. Intentionally pushing or placing hands on an umpire in an aggressive manner.
7. Intentionally hitting a game participant with hands or any piece of equipment.
8. Deliberately harassing or threatening the opponents' players, coaches, or spectators.
9. Continually arguing with the judgement calls of the umpire. (Only Managers of the team should be interacting with the Umpire.)
10. Other infractions deemed necessary by the umpire for removal from the field not already described here.

One warning will typically be given before an ejection occurs. This is at the umpire's discretion. If the violation is severe enough, an immediate ejection may be issued. If a player, coach, or spectator is ejected from a game, he or she MUST IMMEDIATELY LEAVE THE FIELD AREA AND GO TO THE PARKING LOT. Any player removed from the game will have two (2) minutes to leave the playing field. Such players may also be directed by the officials to leave the park immediately. Failure to do so may result in forfeiture of the game and suspension of said player for the remainder of the season. Any player ejected from a game is suspended for the remainder of that game day.

If any player, manager, or coach is ejected from the game he/she is on probation. If he/she is ejected again in the same year he/she is expelled from the league. He/she must apply for reinstatement in front of the board the next year.

PROTESTS:

Every attempt should be made to resolve rules disagreements between the managers and umpire on the field. If the disagreement cannot be resolved on the field the protesting manager should contact a member of the EIF board within 48 hours to obtain the information necessary to file a formal protest. The EIF board will not receive or consider any protest based solely on a decision involving the accuracy of judgment of an umpire. Protests will only be considered concerning matters of the following types:

1. Misinterpretation of a playing rule.
2. Failure of an umpire to apply the correct rule to a given situation.
3. Failure to impose the correct penalty for a given violation. The notification of intent to protest must be made to the umpire immediately before the next pitch.

The following information must be noted at the time of the protest:

- 1) Inning and score
- 2) Number of outs.
- 3) Number of balls and strikes (if applicable).
- 4) Position of runners.
- 5) Reason for protest.
- 6) Umpires name.
- 7) Any other pertinent information.

The formal protest form must be filled out and returned with a \$100.00 Protest Fee. If the protest is upheld, the \$100.00 will be returned to the coach. If not, the money will go into the League treasury