

**LEOMINSTER ADULT MIXED SOFTBALL ASSOCIATION 2017 RULES AND REGULATIONS**

**Updated – January 12,  
2017**

**All games will be played in accordance with the official rules and regulations of the U.S.S.S.A. as written in the 2016 official slow pitch softball rule book with the following exceptions:**

**Rule 1: Entry Fee**

- A) The entry fee will be determined by the Board of Directors prior to the designated league registration night. No registrations will be accepted after this date. The league fee is \$980.00.
- B) Registration fees are due as follows: A minimum of one half (50%) of the team's entry fee is due on registration night. The balance is due prior to the team's first scheduled regular season game.
- C) Teams will be afforded the opportunity to receive a refund of their fees up to **3 weeks** after registration night.
- D) In addition to the entry fee, a refundable or transferable forfeiture deposit of **\$148.00** will be collected to cover up to two (2) forfeits your team may incur during the season (see Rule 8).
- E) Alternate Player Fee of \$20 per player will be collected.
  - E1) The fee is the responsibility of the player, not the team, and is due in full before the alternate player's first game played for any team he/she is a roster player for.
  - E2) Players not paying the fee in full, that play in a game, will be treated as an illegal player and handled as outlined in Rule 11.

**Rule 2: Player Eligibility and Identity**

- A) All players are required to register with the Leominster Adult Mixed Softball Association (LAMSA).
- B) All players must have reached their 17<sup>th</sup> birthday before they are eligible to participate in a league game.
  - B1) Players under 18 years old must have their adult guardian complete a parental release form.
- C) To be eligible to participate in playoff games, players must have played in a minimum of 50% of their team's regular season games played.
- D) A game played consists of participating in a game by doing any of the following, batting, fielding, or running.
  - D1) In the event of a forfeit, the players on the team receiving the forfeit win will receive credit for a game played, as long as a valid lineup is turned into the official scorekeeper and the official scorekeeper validates those players listed are present. No player on the forfeiting team will receive a game played.
  - D2) For any game removed from the schedule by the league for any reason other than a

forfeit, all roster players will receive credit for a game played.

**D3)** Injured players will receive credit for a game played if the player arrives no later than the start of the third inning and maintains a presence for the remainder of the game. The coach must include the injured player on the bottom of the lineup, and the official score keeper must validate that the player is in attendance of the game.

**D4)** Members of the Armed Forces who are required to serve a deployment will receive credit for any games missed during that deployment. A copy of orders must be supplied to the League Administrator to receive credit.

**E)** The designated team manager will be eligible for the playoffs if they are present for the minimum game legibility. The manager needs to indicate to the scorekeeper that they are present to receive credit for the game.

**F)** Any questions involving player identity should be addressed immediately to the Board Member on duty. If a player cannot prove his identity upon the outcome of the game the player has until the end of the last game played on that day to furnish a valid driver's license or passport. Failure to do so will result in his team forfeiting the game played on that date.

### **Rule 3: Roster**

**A)** A roster must be filled out in full and submitted on registration night. That roster must have a minimum of 13 players.

**B)** All roster changes must be submitted to the League Administrator **prior to the deadline of June 15<sup>th</sup>** for approval before they take effect. The Board of Directors will vote on roster changes and no Director will vote if the roster change is in their respective division.

**C)** Failure to receive Board approval prior to using any player not on your registration night roster would create an ineligible player situation and the team would be subject to forfeiture of games. Furthermore, player and manager may be subject to suspension from league play.

**D)** Only those registered on a league team roster will be allowed inside the fenced in area of the playing field and dugouts. The only exception to this rule is the team's scorekeeper. Scorekeepers must be at least 17 years of age. **Absolutely NO CHILDREN are allowed on the playing field or in the dugout during games.**

**E)** No more than twenty (20) players are allowed on a team roster including the manager. The coed division, however, is allowed to have a team roster of no more than twenty-five (25) players.

### **Rule 4: Uniforms**

**A)** All players on the field will have similar shirt colors with similar logos and a different number on the back of each shirt.

**B)** Any protest relating to the opposing team's uniforms must be presented to the umpire prior to the first pitch or player arrival.

**C)** Any protested player not in compliance with uniform regulations will not be eligible to play in that game.

**Rule 5: Forfeits**

A) Any team forfeiting two (2) games will be suspended from further league play. Any team forfeiting from the league will have 24 hours to reinstate itself. The fee for reinstatement is \$223.00 broken down as follows: \$140.00 to replenish refundable forfeit fee; \$75.00 non-refundable administration fee.

B) A forfeit against a team once the game has legally started will not count towards being suspended from the league (see Rule 8).

C) If a team forfeits due to ejection of player prior to 4 full innings being played, the team forfeiting will be responsible for opposing teams game fees (\$37)

**Rule 6: Player Suspensions**

**Automatic with written report  
No committee review**

<u>Infraction</u>		<u>1<sup>st</sup> Offense</u>	<u>2<sup>nd</sup> Offense</u>
Unsportsmanlike Conduct	(season)	3 Games	5 Games
Fighting*	(career)	1 Year	Lifetime
Physical Contact	(season)	5 Games	Season
Instigating leading to contact	(season)	3 Games	Season
Verbal abuse of an umpire	(season)	3 Games	1 Year
Physical attack of an umpire	(career)	1 Year	Lifetime
Abuse of league official	(season)	3 Games	5 Games
Bat Throwing*	(season)	2 Games	5 Games
Excessive speed in parking lot at any time	(season)	2 Games	5 Games
Littering	(season)	Warning	1 Game (Manager)
Smoking (cigarettes or cigars)	(season)	Warning	Potential Ejection
Consumption of alcoholic beverages**	(season)	1 Game	10 Games
Use of drugs, including marijuana	(season)	1 Game	10 Games

**Special Notes:**

\*Bat throwing is an “Automatic” two (2) game suspension for the first offense. No write up is required and there is no appeal allowed. This is a safety issue! Small children and fans, as well as your teammates and opponents are at risk, it will not be tolerated.

\*All fighting or physical abuse suspensions will be taken before the U.S.S.S.A. National Disbarment Commission for further action and could result in permanent suspension from LAMSA and/or the U.S.S.S.A.

Game Ejection - Any player ejected from a game is automatically suspended for the next scheduled game. A suspended player must immediately leave the playing area and the vicinity of the playing area and not return until his suspension is completed.

A) Suspensions outlined are *minimum* penalties. All suspensions are subject to Rules/Discipline Committee review. Players ejected from a game will begin serving their suspension immediately. The game the player is ejected from does not count toward their punishment.

B) For further disciplinary action to be taken on an “infraction” umpires and a board of director must complete and submit a written report outlining the “infraction” in detail, within 48 hours, to the league administrator.

C) A player ejected from a game without an umpires or board of director report will be considered a minor

infraction and no further action will be taken. (Beyond the one game automatic suspension for being ejected)

**D)** Appeal of a suspension must be submitted within 24 hours to League Administrator.

Upon receipt of appeal rules committee will review appeal and schedule a meeting with the player appealing. This meeting will be scheduled based on availability and is not guaranteed to take place before end of suspension. Player will not be allowed to play during the appeal process.

During the appeal process witnesses, umpires, board members will be asked to submit a detailed report of the instance. The appeals rule committee will review all the reports and the length of the suspension can be increased or decreased based on the findings.

**E)** It is the responsibility of the team manager to enforce player suspensions, which are effective immediately upon issuance and must be served on consecutive games played (not counting rain outs or forfeits).

**F)** The Board of Directors may suspend any player, manager, team personnel, or board member for any actions that are not in the best interest of the league that may occur as a player or spectator.

**G)** Multi-team players will be suspended for all league games until their suspension is completely served on the team for which he/she was in uniform when the violation occurred. Only games played to completion by the team for which he/she was in uniform when violation occurred will count as a game served.

**H)** All suspensions will carry over to the following season if games (or length of time) are still due to be served.

**I)** Consumption of alcoholic beverages, marijuana, and all other illegal substances are not permitted on the property, including parking areas. Public urination is also prohibited. Violators are subject to citation by the Leominster Police Dept. \*\*Consumption of alcoholic beverages is prohibited at all times, this includes before, during, and after a game.

### **Rule 7: Rained Out Games**

**A)** In questionable weather, please log on to our websites: [www.lamsa.org](http://www.lamsa.org) or [www.facebook.com/lamsasoftball](http://www.facebook.com/lamsasoftball).

**B)** All rained out games will be made up as soon as possible, and posted on the league website. Email notifications will also be sent out to managers only.

**C)** If a game has not yet started and it is currently raining or rain is in the forecast, a team must produce at least 10 roster players in order to opt for the decision to postpone the game.

### **Rule 8: Umpires and Fees**

**A)** Each team will pay **\$37.00 per game**. This includes a **\$28.00 umpire fee**, a \$5.00 scorekeeper fee, and a \$4.00 field maintenance fee. Two umpires will be assigned to each game when possible.

**B)** If only one umpire works a game, each team shall pay **\$31.00**. This includes a **\$22.00 umpire fee**, a \$5.00 scorekeeper fee, and a \$4.00 field maintenance fee.

**C)** Umpire and scorekeeper fees will be paid in cash no later than ten (10) minutes prior to your scheduled game start time. Any team unable to pay before the scheduled game start time will forfeit the game.

**D)** A team that forfeits a game due to insufficient number of players prior to the game's start time will be responsible for paying both teams' game fees. The money will come from their forfeiture deposit. **Note: Any forfeiting team that pays the game fees in cash the night of the forfeit will not have a forfeit counted against them in terms of league suspension, and no money will be taken from their forfeit deposit.**

**E)** In case of roster/eligibility dispute, the umpire will have the player's name noted on the official score sheet, notify both managers that the game is under protest, and continue play.

### **Rule 9: Score Keepers**

**A)** The assigned league score keeper is the official scorer.

**B)** Score Keepers will adhere to the "Code of Conduct" as provided by the league. This will include, but is not limited to, only communicating with the umpires during a game. All game inquiries, questions, protests, etc. must be directed to the umpires and not addressed by the score keeper. It is the responsibility of the score keeper to inform managers of any lineup or roster infractions before the start of the game or upon entry of an ineligible player.

**C)** All teams will present to the scorer a written, legible lineup along with all game fees ten (10) minutes prior to scheduled game start time. The lineup will include the player's first and last name, uniform number, and position. All substitutions, with all information listed above, must be submitted to the scorekeeper. Failure to follow these guidelines will result in the non-publication of team/game summaries used to track player eligibility for the playoffs.

**D)** In the event that an official scorer is not present, the home team is the official score keeper. No **\$5.00** fee shall be paid by either team.

### **Rule 10: Game and Forfeit Times**

**A) Game start times are as follows:** Monday – Friday, 6:15 pm (no grace period allowed), 7:00 PM, 8:00 PM and 9:00 PM. Games on Sundays will be played as posted, there are no grace periods!

**B)** The games will end if either of the following scenarios occur, if the home team is leading after 2 ½ or 3 innings by twenty (20) or more runs or if the home team is leading after 3 ½ or 4 innings by fifteen (15) or more runs or if the home team is leading after 4 ½ or 5 innings by twelve (12) or more runs, the game will end in a mercy.

**C)** "Tie Breaker Rules" will be in effect for any inning after the 7<sup>th</sup>. The inning will begin by placing the last batter who finished his turn at bat in the previous inning at second base, with one out!

**D) All games will have a 1hr 15min time limit. If the home team is leading after the 1hr 15min time limit, they will not bat after the visiting team hits. There will be no time limit in playoffs.**

### **Rule 11: Rule Enforcement and Protest Procedure**

**A)** A team found using an ineligible or illegal player (See Rules 2, 3 and 16B) will forfeit that, and all previous, games that the player was used. There is no statute of limitations for the discovery of such violations.

**B)** Such forfeits described in rule 11A will not count towards a team being suspended from league play.

**C)** Any protest involving "rule-interpretation" must be made before next pitch.

D) All protests made will be submitted by official scorekeeper to League Administrator within 24 hours, regardless of the outcome of the game. Where appropriate the League Administrator will respond for clarification for future occurrences.

### **Rule 12: Bats and Balls**

A) Only balls approved by the Leominster Adult Mixed Softball Association will be used. Teams are responsible for retrieving their own home runs. At the conclusion of the game both teams will be awarded one used ball from the umpire.

B) Female players of any age and male players 65 or older are permitted to hit the USSSA sanctioned 11" women's ball in any division. You are considered 65 at any point during the calendar year that you turn 65.

C) See 2016 USSSA Rule Book - Rule 2 Section 2 pgs. 8-13 for bat regulations.

D) Use of a doctored bat will result in a two (2) year suspension from league play. Suspensions will be levied on the bat owner and anyone who used the bat in league play. You will also be subject to punishment by the U.S.S.S.A. as any suspected bat will be sent to them for testing.

E) If a bat is found to be doctored the bat owner will reimburse the league for all testing and shipping costs. Failure to do so will result in your team being banned from further play including the post season.

F) If a bat is removed from play by an umpire, the umpire will remove the sticker and will give the bat to the scorekeeper who will record the make, model, serial number, and all markings. This information will be submitted to league officials and the bat will be returned after the game. Any player that re-enters the bat back into play at any time during the season will be suspended for one calendar year.

G) Only bats approved by LAMSA will be allowed for use in any league game. Bats will be tested, marked and recorded for use. Any player using a bat not approved for play in LAMSA will be ejected from the game.

### **Rule 13: Divisional Placement**

A) Upon registration, divisional placement of teams will be determined by the Board of Directors based upon roster strength and previous performance.

B) Registration forms include spaces to request a specific division and to explain your request. All division placements are final unless changed with majority vote by the Board of Directors.

### **Rule 14: Home Run Rules**

A) Rule 4 Sec. 8 of the U.S.S.S.A. playing rules regarding home runs will be in effect with the following exceptions:

#### **B) Number of home runs allowed per division:**

Division 1: 6 per team, then teams can "one up" until the start of the bottom of the 7<sup>th</sup> inning.

Division 2: 4 per team, then teams can "one up" until the start of the bottom of the 7<sup>th</sup> inning.

- Division 3: 3 per team, then teams can “one up” until the start of the bottom of the 7<sup>th</sup> inning.
- Divisions 4 & 5: 2 per team, then teams can “one up” until the start of the bottom of the 7<sup>th</sup> inning.
- Divisions 6: 1 per team, then teams can “one up” until the start of the bottom of the 7<sup>th</sup> inning.
- CoEd: No homeruns are allowed.

C) If teams play inter-divisional games; they shall be played using the lower division home run limit. The only exception to this rule will be for interdivision games between Division 1 and Division 2. Games involving these two divisions will be allowed five (5) homeruns per team and then the teams can “one up” until the start of the bottom of the 7<sup>th</sup> inning.

D) Any home runs hit in excess of the limit before their opponent reaches the limit shall be an out.

E) Any home runs hit in excess of the “one up” shall be an out.

F) The home team may not “one up” in their half of the seventh inning.

G) There will be no “one up” in extra innings. If limits are reached, home runs shall be outs.

#### **Rule 15: Required Number of Roster Players**

A) A team must start and/or finish a game with nine (9) players.

B) A player may not be listed in the lineup if he/she is not in attendance.

C) If a team has only nine (9) players to start a game, that team will not be charged an out when the tenth position in the lineup would be scheduled to bat.

D) A team may add their 10th, 11th, or 12th player to the bottom of the lineup. This may be done at any point in the game by notifying the umpires and scorekeeper.

#### **Rule 16: Picking Up of Players or Non-Roster Players**

A) Any non-roster player must be on a league roster and approved by the opposing manager prior to the start of the game. The team in need must be allowed to pick up the required players so as to give them a chance to play. Opposing coaches are allowed to determine who is picked up. **If coaches cannot come to an agreement on who the non-roster player(s) will be, then the board member on duty will step in to assist.**

**B) No more than two non-roster players will be allowed.**

C) If picking up players, you may not play with more than nine players at any point in that game.

D) Any non-roster player must have an “NR” next to their name when submitting lineup to score keeper.

E) Non-roster players will occupy the specific spots in the batting lineup. **If picking up one non-roster player that player shall bat 9<sup>th</sup> in the lineup and assume the catching position. If picking up two non-roster players those players will bat 8<sup>th</sup> and 9<sup>th</sup> in the lineup, with the 8<sup>th</sup> place batter assuming the right field position and the 9<sup>th</sup> place batter assuming the catching position. The opposing coach chooses which player will bat 8<sup>th</sup> and which player will bat 9<sup>th</sup> if a team picks up two non-roster players. If a team does need to use two non-roster players, and if any of their roster players show up at any point during the game, the 1<sup>st</sup> player shall assume the 8<sup>th</sup> spot in the lineup and the 2<sup>nd</sup> player the 9<sup>th</sup> spot. No exceptions will be allowed.**

**F)** If picking up non-roster players the opposing team will be awarded one run at the start of play for the first non-roster player and two additional runs for the second non-roster player. For example if a team needs to use two non-roster players the opposing team starts the game with a 3-0 lead.

**G)** An opposing manager cannot allow any violations to rule 16 and could face suspension from league play.

### **Rule 17: Co-Ed Division**

**A)** Every 3 positions in lineup must be a female, until all females are exhausted.

A1) 9 Person Lineup (M,M,F,M,M,F,M,M,F)

A2) 10 Person Lineup (M,M,F,M,M,F,M,M,F,M)

A3) 11 Person Lineup (M,M,F,M,M,F,M,M,F,M,F)

A4) 12 Person Lineup (M,M,F,M,M,F,M,M,F,M,M,F)

**B)** If a female hits a big ball they can choose the result of the play or hit again.

**C)** If a male player is walked prior to a female batter, he is to skip tagging 1st base and walk directly to 2nd base.

**D)** If a courtesy runner is used, it must follow rule 20 with the addition that a male must run for a male and a female for a female.

**E)** All outfielders must remain behind outfield line until contact is made with the ball, this applies to male and females. Violation of this rule will be treated as obstruction. (USSSA Book Rule 8,3C, EFFECT SEC.3.C.)

**G)** All Co-Ed teams will employ a four person outfield at all times. The only exception would be when a team is starting only nine players. The use of a five-person infield is not allowed.

**H)** Infielders must remain on the infield until the ball is put in play.

**I)** On any batted balls by a female player to an outfielder, all thrown balls must be directed to any base other than first base. Simply, female batters cannot be thrown out at first base by an outfielder.

**J)** Male players are only allowed to use single wall bats.

**K)** **Safety Homeplate.** There will be an addition home plate called the safety homeplate which only the baserunner will use on all scoring plays. If the baserunner touches the original homeplate in the batters box area they will be called out automatically. The defensive player will use the original homeplate in the batters box area to make all defensive plays. All plays at home will be force plays.

**L)** **Commitment line for runner between 3<sup>rd</sup> base and safety homeplate.** Once a runner touches 3<sup>rd</sup> base and crosses the commitment line they must proceed to the safety home plate. If the runner reverses direction and crosses the commitment for a second time he or she will be called out automatically.

### **Rule 18: Playoffs**

**A)**

Divisions with four or five teams:



The top three teams qualify for the playoffs. 1<sup>st</sup> place team gets a bye. 2<sup>nd</sup> and 3<sup>rd</sup> place teams play in the semifinals, winner to play 1<sup>st</sup> place team in the finals.

Divisions with six, seven, or eight teams

The top four teams qualify for the playoffs. 1<sup>st</sup> and 4<sup>th</sup> place teams play in the semifinals. 2<sup>nd</sup> and 3<sup>rd</sup> place teams play in the semifinals. Winners of these series to play in the finals.

Divisions with nine or ten teams:

The top five teams qualify for the playoffs. The top three teams will get a bye. The 4<sup>th</sup> and 5<sup>th</sup> place teams will play a three game series, with the winner of this series to play the 1<sup>st</sup> place team in the semifinals. 2<sup>nd</sup> and 3<sup>rd</sup> place teams will play in the semifinals. The winners of these series to play in the finals.

**B)** Semifinals are a best of three series. Finals are a best of five series.

**C)** All playoff games will be played under the same rules as regular season games. Playoff games will not be shortened due to weather. Any game stopped due to inclement weather will be continued from the point where it was stopped. Players must be listed in the same order as the original lineup. Players from original lineup not available for the continuation of the game can be replaced with eligible substitutes. **There will be no time limit for playoff games.**

**D)** In the event of a tie in the standings based upon win-loss record, position will be determined first by the results of head to head results between the tied teams. If a tie still exists, the second factor will be to add the total runs scored in head to head games between any remaining tied teams.

**E)** If a tie still exists after the first two tie breakers, a one game playoff (or “round robin” if more than two teams are involved) will be played. If it is to determine “home team advantage” only, then a coin flip will be used.

**F)** Playoff Scheduling: schedules will be determined based upon alternate players and final standings.

**Rule 19: Multi-Team Players and Eligibility**

**A)** Players may be on up to three (3) league rosters in any one season.

**B)** In the event of inter-division play, any teams that share players, (i.e., a player on both a D3 and a D4 roster), the player(s) involved must play on the team in the lowest division.

**Rule 20: Courtesy Runner**

**\*New USSSA rule – coming soon**

**Rule 21: Code of Conduct for Followers (Fans)**

Coaches will be held accountable for the actions of the followers (fans) of their respective teams. If a follower (fan) is deemed to be acting in a manner that violates league rules the coach will be warned and given the opportunity to ask the follower (fan) to stop. If the action is not remedied immediately the coach will be ejected from the game and subject to an additional one game suspension per league rules.