

2024 Amherst Men's Slow Pitch Softball (revisions from previous year highlighted yellow)

Any taken pitched ball hitting any part of home plate or the strike zone mat is a called strike.

Five.

Additionally, one player from each team can be designated as going to have a courtesy runner each time reaching base, runners used for this player will not count towards the team's total of five courtesy runners for the game. If the "designated player" leaves the game, the designation is not transferrable to the player(s) replacing him. The "designated player" must be identified during the coin flip with the umpire and opposing team captain. The "designated player" can run if he chooses to do so.

twelve players in

it is There is no grace period.

Each extra inning is played in the manner.

7. Any fighting (with the opposing team and /or fans) will result in termination of the game with a forfeit to both teams. Review of the incident by the league directors along with the umpire's report may result in both teams being removed from the league without refund. Additionally, any player ejected from a game for any reason will be suspended for a minimum of a one game. The league reserves the right to add additional games suspended as determined by the league directors

8. Pitchers are required to wear a protective face mask / helmet with cage while on the mound during play, absolutely no exceptions.

9. complete s. If the home team is the leading team and is ahead by twelve or more after 4 ½ innings have been played, the game is over and the leading (home) team does not bat in the bottom of the fifth inning. The trailing team must bat five innings, if they trail by 12 or more after 4 ½ innings, they do bat in the bottom of the fifth inning

10. A complete game is 4 ½ innings. Games interrupted by rain, darkness or lightening are complete after 4 ½ innings and will not be resumed. Any game interrupted before 4 ½ innings will be replayed from the start.

11. Maximum of eight "over the fence" home runs per game for each team, any home run after the 8th HR in the game is a called out, including extra innings.

12. Team hitting the ball over the fence is responsible to retrieve it or throw in a replacement game ball.

13. **Clearfield only – Left Field:** Balls going over the fence from the left field foul pole to the fence pole lining up w/ the corner of the building are ground rule doubles. Any ball landing on the building roof is a HR, regardless where it went over the fence.

Right Field : Balls going over the fence from the right field foul pole to the designated (painted) fence pole towards center field is a ground rule double. Balls over the fence to the left of the designated pole in left center are HRs

Teams playing at Clearfield should make sure they review this w/ the ump during ground rules.

14. Ball must pass the plate before runners can leave the base, runners leaving the base before the ball passes the plate will be called out (contact rule has been removed)

15. Free substitution allowed. Players may enter and leave the game or change positions throughout the game provided their position in the batting order is not changed

16. Ump fees are \$25 per team per game, payable directly in cash to the ump before starting the game.

17. Coin flip determines the home team for single games (unless otherwise designated by your league Director). For doubleheader played between same teams, the home team in Game 1 will be the visiting team in Game 2. In the instance of a team playing a DH'er versus two different teams on the same night, a coin flip determines home team for each of the games.

18. The winning team must report the score within 48 hrs to the league director, otherwise the game results in a loss for both teams.

19. The allowable arc for a pitched ball is 6' – 12' (ASA rule).

20. No beer or alcohol allowed on the team benches. The umpire has the discretion to end a game if this is found to be, the offending team forfeits that game and is subject to league discipline.

21. **USSAA rules apply except if noted otherwise in this document** and as they pertain to the use of bats (the ASA bat list is used for bats) and allowable arc for a pitch ball (#17 above ASA limit)

22. All other rules as determined by the ump during the ground rules with both teams also apply.

23. A game curfew will be in effect for all 6:00 games played at non-lighted diamonds that have a game to follow and with one or more different teams than the 6:00 PM teams playing in that later game. No new inning will start later than 7:10 for these type 6:00PM games on non-lighted fields. For 6:00 PM double headers on non-lighted fields with the same two teams playing, the first game will be finished in it's entirety, however, the 2nd game may be curfewed due to darkness.

All games at the Northtowns Center field will have a 70 minute time limit, no inning is to start after one hour and ten minutes of elapsed time from the game's first pitch. There are no grace periods. For the 6 pm game, no inning is to start after 7:10 pm regardless of first pitch time (unless the umpire was late or due to a rain delay)

24. There are no grace periods to start a game. All games are required to start on time as scheduled

25. Players are allowed to play/be rostered with only one team within a division on each league night. If a team is a short player(s) for a given game, they can "borrow" a player from another team within the same division for that game only; the opposing team must agree to it. *Shorthanded teams cannot borrow players from another team within the same division to be a tenth player. You may only borrow players from within the division up to filling a ninth spot in your line up (e.g. if you have eight players, you can borrow a 9th from within the division if the opposing team agrees, you cannot add two players from other teams within the same division to field a full ten player team). Using players rostered on another team within the division is by exception only, they cannot be used regularly to play on two teams within the same division*

26. Playoff eligibility: a player must have played in a minimum of five regular season league games with that team to be eligible to play in any playoff game. Failure to meet this requirement will result in a forfeit of any game for the team using the ineligible player. Any exception to this must be pre-approved by the league director for that night of play.

27. Forfeits – the team forfeiting any game less than 36 hours prior to the start of the game is responsible to pay the full \$50 per game ump fee, payable to the league (per our contract with NFOA, the league is required to pay the umpire in these instances). Any team forfeiting a 2nd time within the same season will be removed from the league and no league fee refunds provided

28. This is an adult men's league, the minimum age requirement is 18 yrs of age. No coed teams or teams with underage players permitted

29. Bats :

1. Prior to the start of each game, the umpire will inspect all bats from both teams to ensure they have all been checked and stickered, the umpire will instruct the teams to remove any bat not stickered from the area of play. During play, the opposing team can request an inspection of an opposing players' if they suspect use of an illegal bat. The umpire will determine if a bat is legal or illegal when a challenge is requested.

2. Any player using a bat that is determined by the ump to be illegal when challenged by the opposing team will be called as an out. This includes a player that has the bat in hands at the plate but has yet to swing it. Any player bringing an illegal bat to the plate the second time in the same game will be ejected from the game and an out called.

3. The use of a "doctored" bat will result in ejection from the game and the player subject to ejection from the league. An out will be called.

4. Bats must meet all of the requirements below:

1. The Official bat must bear **either** the ASA approved 2000 certification mark , **the ASA 2004 certification mark** as shown below, or the **ASA 2013 and beyond Certification Mark** as shown below and **must not be listed on an ASA Non-Approved Bat List with Certification Marks,** and



2. must be included on a list of approved bat models published by the ASA National Office; or
3. must, in the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and if tested, would comply with the ASA bat performance standards then in effect. This includes Wooden Bats

4. See list of Non-Approved bats with Certification marks

Simply put To be a legal bat, the bat must have one of the certification marks above, not be on the "ASA Non-Approved Bats with Certification Marks" list & have a valid AASL certification sticker.