

Mecklenburg County Park and Recreation Department

SASSY SOFTBALL SISTERS RULES
Spring 2012

2012 Sassy Softball Sisters League will play under Mecklenburg County Parks and Rec governing body.
Sassy Softball Sisters rules are intended to provide a safe and fun environment for playing softball.

1. Eligibility

- A. Age – Players must be at least 45 years of age during the current calendar year and may be asked to verify.
- B. Residence – There is no specific residence requirement for participation in the League.

2. Team Rosters

- A. Formation – Teams will be drafted under guidelines set forth by Mecklenburg County Parks and Rec with the intention of creating equally skilled teams. These teams will remain the same through spring and fall league.
- B. Player Trades – Prior to the rosters being finalized and distributed, there will be allowed up to one trade initiated by each coach, after the draft is complete. Such trades must be approved by Sassy Sisters Commissioners and MCP&R.
- C. Roster Form – All players must submit an official MCP&R Roster Form.
- D. Additional Players/Wait List – Late registration players will be placed on a waiting list and added to rosters as openings are available.
- E. The number of defensive players will be determined each season as follows:
 - 1 – If team rosters are under 13 players, 10 defensive players will be played for the season.
 - 2 – If team rosters are over 12 players, 11 defensive players will be played for the season.

3. Substitute Players

- A. If a team has fewer than 10/11 players (as determined by Rule 2.E.), that team can seek additional player(s) of similar skill level to that of the skill level of the player absent from the game.
- B. Substitute player(s) must bat last in the order.
- C. Multiple substitutes must be placed in the following positions and in the following order (with the exception of needing a pitcher):
 - 1st sub: Right Field or Catcher.
 - 2nd sub: Right Field or Catcher (right field and catcher must be filled first before 3rd sub is placed).
 - 3rd sub: Right Center.
 - 4th sub: Short Field (if applicable).
 - 5th sub: Left Center.
- D. If a regular team player shows up, that team player takes the place of the substitute.
- E. The use of another active league player should not result in a delayed start of the game in question or present a potential delay in the start of a subsequent game.
- F. If a substitute player has to leave (e.g. to play her scheduled game) another substitute cannot be added (i.e. no subs for subs).
- G. NO “one –up” sub Rule - Subs can only be used up to the same total number of players on each team playing. The following example assumes 11 defensive players are played for the season. If team “A” has 10 players with or without the use of subs, team “B” cannot play subs to the extent it has more than 10 players. To further clarify, team B may play 11 players if none of them are subs.

H. If for some reason a player becomes unable to play due to injury or reasons beyond her control and she misses more than 3 consecutive games, the commission may move a player to that team on a temporary basis until that absent player can return to the team or league.

I. No player may sub more than **5** times per season.

4. The Game

A. Each game has 7 innings plus extra innings if there is a tied score at the end of 7 innings, unless the time limit has been reached, as outlined in B.

B. Time Limit – **Games have a 50-minute time limit plus one inning**. When the umpire's timer goes off, the current inning and one additional inning is played. If there is a tied score at the end of the additional inning, extra innings will be played until one team wins.

C. Runs/Inning – A maximum of 5 runs can be scored in each of the first six innings. Unlimited runs may be scored in the 7th inning (or last inning if subject to the time limit) and any extra innings. There is no slaughter rule.

C. Umpires – The League will use one ASA umpire.

5. Team Lineup

A. Teams are required to bat all players present at start of the game in the batting order.

B. A team is not assessed an automatic out for failing to have **10/11 (determined by rule 2.E.)** players in the batting lineup.

C. Defensively, teams will have no more than **10/11 (determined by rule 2.E.)** fielders.

D. All teams must begin each game with a minimum of **8** players.

E. Defensive Playing Time – A player must **NOT** sit out more than **three** innings on defense unless the player voluntarily opts out. This same player cannot sit out more than three innings for two consecutive games unless the player voluntarily opts out.

6. Equipment

A. Bats – All bats must be ASA certified.

B. Balls – MCP&R will provide 1 new yellow ball; 44 COR, .375 Compression for each game.

7. The Field

A. Home Plate

(1) Extension Mat – The League uses a home plate extension mat. Any legally pitched ball that hits **any part** of the plate or mat is a called strike.

(2) Second Home Plate – The League uses two home plates. The second home plate will be located 8 feet from the back tip of home plate on an extended line from 1st base. Defensive players touch the original home plate (not the extension mat) and runners touch the second home plate. Runners touching the original home plate are out. All defensive plays at home plate are force outs. If a defensive player tries to tag a runner who has crossed the commitment line, the runner will be safe.

(3) Commitment Line – A commitment line will be drawn on the line between 3rd base and the second home plate. This line will be 20 feet from the second home plate. Commitment Line: A three foot commitment line shall be marked perpendicular to the foul line and placed thirty-two (32') feet and six (6") inches from third base. Once a runner's foot touches the ground on or past the Commitment Line, the runner may not re-cross it in the direction of 3rd base, i.e., the runner must continue on toward the Scoring Plate. Violations will result in an out.

B. First Base

(1) The League uses a double first base bag. The inside (white) bag is used for defensive putouts while the outside bag (orange) is used by a runner not making an attempt to run to 2nd base.

8. Batting

- A. Ball-Strike Count – Batters will begin with a one ball, one strike count.
- B. Two-Strike Foul Ball – A batter is allowed one two-strike foul. A second foul ball results in an out.
- C. **NO** Infield Fly Rule – the umpire will not call an infield fly, the ball must be played.
- D. Home Runs – defined as ball hit over the fence. At any time in the game a team can hit only one more home run than its opponent has hit (“one-up”). Disallowed home runs will be regarded as singles with all runners advancing one base if forced. An allowed home run which scores the inning maximum run(s) ahead of the hitter does not count towards the home run total.

9. Base Running

- A. Overrunning: A "run by" rule shall be in effect only at 1st base. The runner cannot overrun 2nd or 3rd base without the risk of being tagged out.
- B. Sliding or Diving: Sliding or diving into any base is not permitted and the runner will be called out. **However**, a runner may slide or dive into 2nd or 3rd base **only** when **returning** to the base. Runners shall be called out for contact with a defensive player, IF, in the umpire's judgment, the contact was deliberate OR the runner could reasonably have been expected to minimize or avoid contact under the circumstances and failed to do so.
- C. Courtesy Runners – Only a **batter** can request a courtesy runner and must do so before the next batter is up to bat, unless an injury has occurred. A batter may request a courtesy runner while at the plate prior to batting. Unlimited courtesy runners are allowed subject to the following:
 - (1) A player may be a courtesy runner only once per inning.
 - (2) A courtesy runner may be any player, active or reserve.
 - (3) If a courtesy runner is on base when her time to bat occurs, an out is registered on the base and the courtesy runner is allowed to bat.
 - (4) A courtesy runner may not be used for an existing courtesy runner except for an injury.

10. Pitching

- A. Pitchers Rubber – A 24 inch wide by 6 feet deep “box” extending behind the regulation pitching rubber towards second base.

11. Disciplinary Actions

- A. A player ejected from a game will be suspended for one additional game.
- B. A second ejection within the same playing year will result in a one calendar year suspension.
- C. Protests: Protests may be made to the umpire who will inform the other team’s coach. The protest must be filed with a non-refundable \$50 fee and a written reason for the protest (ie: ineligible player, subs). The money will be deposited in the SSS account and a decision rendered within 10 days by the commission.
- D. Once play has started, no protest can be made.
- E. All decisions made are final.

12. Code of conduct

Coaches and players must maintain a code of conduct that is conducive to good sportsmanship. Spirited play is expected, but after the spur of the moment and comments have run their course the league expects good sportsmanship to rule the day. If a coach/player continues on a negative rant or involves the other team’s coach or commissioner during or after the game, the coach/player will be given a verbal warning by the UMPIRE or a COMMISSIONER. After two warnings, a third incident will result expulsion from the League.

*At the umpire’s discretion, the disruptive player or coach may be ejected from the game. See rule 11.

13. Suspension/Expulsion from the League

The Commission retains the right to suspend or expel a coach or player for the betterment of the league.