**Lewiston Slow Pitch Softball**

**Coed Division**

**Official Rules**

**Summer, 2015**

**Rules Adopted: 4/1/2017**

***Rules Updated 5/7/2017***

***Web Site: www.quickscores.com/lewistonsoftball***

***Facebook: Lewiston Slow Pitch Softball***

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**Note:**

Any rule not covered in the co-ed rules will adopt the league rule. Any rule not covered in either rule books will fall under the ASA rule book.

Any issues that may come up during the year will be subject to Executive board review.

# **Executive Board**

The Coed Division is governed by an Executive Board made up of current and/or former league participants, headed by the league Commissioner. The Board’s duties include determining league rules, imposing team fees and managing league finances, approving and adjusting team rosters, resolving disputes, disciplining teams and players, and working with the ASA Commissioner and Lewiston Recreation Department. The Executive Board, ASA Commissioner, and Lewiston Recreation Department reserve the right to change these rules at any time.

**Executive Board Members**

• Randy Marcotte, *League Commissioner*

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**Maine ASA District 9 Commissioner**

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**League Alignment**

The Coed Division is comprised of two leagues, the American League (AL) and the National League (NL). The NL plays on Monday nights, while the AL plays on Thursday nights. The NL is intended to be more competitive than the AL.

**Team Fees**

The Lewiston Slow-Pitch Softball league is responsible for paying a number of expenses on teams’ behalf, including field use, umpires, equipment, etc. After reviewing league expenses and team enrollment, the Board will determine the cost to play each year.

**Payment Methods**

Payments may be delivered in person to a Board member at a league meeting, at the field, or dropped off if other arrangements are made. Cash payments will not be accepted. Checks and money orders should be made out to *Lewiston Slow Pitch Softball*, and should include the name of the team on the memo line. Do not bring payments to the Lewiston Recreation Department office. The league is not responsible for lost or stolen payments.

**Late Payment Penalties**

In order to remain in good standing with the organizations and businesses with which we do business, it is imperative that we as a league pay our bills on time. Simply put, teams that fail to pay league fees on time put the league in jeopardy of not being able to pay the bills. As a result, there are steep penalties for teams who fail to pay on time.

Teams may not pick up league purchased softballs or play any games until their $100 deposit has been paid.

Teams have until after their second game to pay the remaining balance due (in addition to deposit).

Teams who fail to pay in full by the start of their third game will forfeit their first two games and all subsequent games until their balance is paid.

1. Any team that forfeits 4 games will be removed from the league.
2. Any exception to this rule must be approved by the board.

**Team Managers**

Teams must designate a Team Manager on their team roster. This individual acts as a liaison between the team and the league. An Assistant Team Manager, who acts on the manager’s behalf when necessary, may also be designated on the team roster. Team managers represent their teams at league meetings, as well as perform certain responsibilities which should not be done by other players.

**General Responsibilities**

* 1. Remit league fees
	2. Submit team rosters
	3. Submit roster edits
	4. File complaints with league
	5. Hold team’s keys for field gates and base boxes
	6. Contact Lewiston Recreation Department about reserving field time for practice

**Game Responsibilities**

* 1. Ensure players are aware of, and play according to, league rules
	2. Approach the umpire on the team’s behalf; no other player may do so
	3. Provide new softballs to use for game play (manager of home team)
	4. Provide lightly used softballs to use as backups (manager of away team)
	5. Put out and lock up bases (manager of home team)
	6. Lock gate to Randall Road fields (manager of home team on Randall 1)
	7. Contact league about late or missing umpires (include field and time)
	8. Contact league with game scores (manager of winning team)

**Team Rosters**

**Player Restrictions**

All players must be at least age 17. A signed permission slip must accompany team rosters for all 17 year old players.

Team rosters must include a minimum of 14 players, and may include up to 20 players total, at least 6 of whom must be female.

NL (Monday night) Is an “Open” roster division.

AL (Thursday night) Teams may have a maximum of 2 Male players who also play on a NL team (Monday Night). NOTE: Male players must not play in a men’s league (Any league, any city, any association)

AL (Thursday night) Teams – ***No men’s league players allowed***. An exception may be made for a corporate team as long as the men’s league player works for the corporate team. The men’s league player must be brought to the board’s attention for final approval.

AL (Thursday night) Teams may have a maximum of 3 male players under the age of 30.

**Note**: Males who turn the age of 30 in the calendar year of 2017 are exempt from this rule.

Age verification may be required if the players age is questioned.

Corporate/Employee designated teams – These teams must have atleast 80% of the players on their rosters work for that company. Significant others of employees may be allowed to play as long as they are made known to the board.

1. At the end of each game, all coaches or team rep must take a photo of their scorebook and send it to the co-ed director via private messenger.

**Roster Disclosure**

Team rosters, including players’ first and last names only, will be posted on the league web site for reference. The league commissioner will post roster edits as necessary.

**Roster Edits**

Teams must contact the league commissioner to add or delete a player from their roster. New players may not play until they have officially been added to the team roster. Rosters lock each week at 3:00 PM on game days. Players who have not been officially added to team rosters at this time will not be permitted to play in that day’s game. Rosters lock for the season at the scheduled start time of the team’s 6th game, regardless of whether the game is played or postponed. The Board must approve any roster edit made after this time.

If a player; male or female; has been dropped from a team roster, they will be ineligible to be re-added to the same team for the remainder of season, to include playoffs.

**Playoff Eligibility**

Players must appear in at least three regular season games in order to be deemed eligible for the playoffs. Any exception to this rule must be approved by the Board.

**Illegal Players**

Any player who plays in a game while not listed on an official team roster, suspended, or deemed ineligible (playoffs), is considered an illegal player. Teams will retroactively forfeit all games played with an illegal player. Any player found to have been playing illegally will be suspended, pending a review by the Board.

**Player Conduct**

**Unsportsmanlike Conduct**

Players are expected to exhibit good sportsmanship. The use of profanity, fighting, and other acts of poor sportsmanship may result in ejection, at the discretion of the umpire. These acts may also result in a review of the incident by the Board. Punishment severity will increase for repeat offenders.

**Intent to Injure**

Any player who intentionally injures or attempts to injure another player or umpire will be banned from playing in the league.

**Alcohol**

The possession or consumption of alcoholic beverages by any player or spectator is not allowed at any field or surrounding area, including benches, bleachers, and parking areas. Individuals found to be intoxicated or in possession of alcoholic beverages will be ejected, if during play, and suspended for a minimum of 5 games, but may be suspended for as long as 1 calendar year. Additional legal penalties and a fine of up to $500 may also be imposed by the city. Punishment severity will increase for repeat offenders.

**Protests**

Game protests must be submitted in writing to the Executive Board within 72 hours of the game in question. A copy of the written protest will be sent to the Recreation Department and must be accompanied by $50.00. The protest will then be handled by the Executive Board and the ASA Umpires Association, and the decision will be forwarded to the teams involved.

**Equipment**

**Softballs**

Male players are pitched ASA certified 12 inch .52 core softballs. Female players are typically pitched ASA certified 11 inch .52 core softballs, but may instead opt to hit the 12 inch ball.

**Bats**

All bats must be ASA certified. To view a complete list of approved bats, visit *asasoftball.com* .

**Cleats**

Players may not wear metal cleats.

**Playoffs**

**Standings**

Standings will be determined by team win-loss records.

**Tie-Breakers**

If two or more teams are tied at the end of the regular season, team standings will be determined using the following method:

1. Head-to-head record
2. Total Regular Season Runs Scored
3. Regular Season Run Differential
4. Coin Toss

**Game Rules**

**ASA Rules**

The Co-ed league will use the rules found in this rulebook in place of any official ASA rules regarding the same topics. However, the Co-ed league will also use official ASA game play rules to cover any topic not specifically outlined in this rulebook. Consult ASA Official Rules of Softball for complete rules and regulations.

**Pre-Game**

* + Teams must fill out a lineup card to turn into the umpire before the start of each game. The

card must include the first and last name of each player participating in the game.

* + Teams must have at least 9 players present, at least 4 of whom are female, in order to play.

Teams have 15 minutes from the scheduled start time to field a team; if a team does not have enough players present, they will forfeit the game.

* + If a team forfeits a game during the regular season, the two teams may choose to intermix

and play a scrimmage if there are at least 18 players present.

* + If a player is present at the start of the game and elects not to play, they may not enter the

game for any reason. If a player arrives late, they must join the game immediately or sit out the remainder of the game. They must be placed at the end of the batting order.

* + If an umpire fails to appear within 15 minutes of the scheduled start time, the team

manager should contact the league commissioner to report the no-show and reschedule the game. Teams are encouraged to wait longer than 15 minutes if possible.

**Pitching**

* 1. Legal pitches must have a 6’-10’ arc.
	2. Batters start with a 1-1 pitch count. Batters with two strikes are allowed to hit 1 foul ball;

 any subsequent foul ball will result in the batter being out.

**Batting Order**

* 1. The first batter in the batting order must be female.
	2. Teams may then bat up to 2 males in a row. (ex. f,m,m,f,m,m,f,m,f,m)
	3. There must be at least 4 female batters in the batting order at the start of the game.
	4. Teams must start the game with atleast 4 females. If a team only has 3 females at the start of the game, that team will forfeit the game.
	5. If any team has more than 2 males bat in a row in the same inning, after the play is over and time has been called by the umpire, an automatic out will be called before the 3rd male bats.
	6. If a player is ejected, the batting order will remain unchanged and a ghost out will be called in place of that batter.
	7. If a player arrives late and is admitted to the game, they must be added to the bottom of the batting order.
	8. If a player is forced to leave the game due to injury, work, or family reasons, the batting order will collapse without penalty. However, if a female player is forced to leave a team with only 3 other females, the order will not collapse and a ghost out will be called in her place.

**Home Runs (Out of the Park)**

* 1. Teams are allowed only one male-hit home run before their opponent matches.
		1. Once an opponent matches, the home run count is reset to zero and both teams are allowed
		2. to hit another home run. The process will repeat if necessary.
	2. There is no limit on home runs hit by female players.
	3. Any illegally hit home run will be called an out.

**Walks**

1. All batters that are walked will receive one base no matter what gender. The exception to this rule – if a male is walked with 2 outs, and a female batter follows, the female has a choice of batting or walking.

**Runs**

* 1. Teams may only score 7 runs during each of the first 5 innings. Starting in the 6th inning,

there is no run limit.

* 1. If a team is ahead by 15 runs after the 5th inning, the umpire will end the game.

**Base Running**

* 1. Stealing and leading are not allowed. Runners may not leave a base until the batter makes

contact with the ball.

 Courtesy runners: The ASA courtesy runner rule will be used. The offensive team has a maximum of 1 courtesy runner allowed per inning. The offensive coach may choose the courtesy runner to be used. NOTE: Courtesy runners must be male for a male and female for a female. If the player chosen as the courtesy runner comes up to bat while still on base, that players at-bat will result in an out.

**Defense**

* 1. No more than 6 male players may play in the field at any time.
	2. Defensive substitution is unlimited and open throughout the game.
	3. Outfielders must remain behind the line in the outfield (approximately 175 feet from home

plate) until a female batter makes contact with the ball. If an outfielder crosses the line before contact is made, the batter is awarded one base. NOTE: Monday night league will not use the coed line.

ALL infielders must remain on the dirt of the infield with both feet prior to the pitch to each batter until the ball has been batted.

**Bat testing**

1. ALL bats will need to be tested prior to being used during league play. Any bat that does not have a hologram sticker will NOT be allowed to be used in league play.
2. A testing time will be set (probably the Sunday before the season starts) in order for players/teams to have their bat tested. Every opportunity will be sought to have any bat tested prior to the start of the season in order for the bat to be used for league play.
3. A one-time only $1.00 fee will be charged for each bat tested. There will be no fee for any bat retested during the season, as long as a protest has not been issued to the bat.
4. Once the initial testing has been completed, a player may request their bat to be tested if that player was unable to make the set testing period.
5. ANY bat may be tested at any point during the season or playoffs, with or without prior notice.
6. Any bat that fails the test will be removed from the game, and submitted for further testing, if the league wishes to pursue additional testing. If a bat is returned as failed, the owner of the bat will be suspended for the remainder of the season, to include the playoffs. Any player that has more than one bat fail additional testing will be banned from league play.
7. Any player caught with an altered bat during game play:
	1. Bat owner will be suspended one game; last game the bat was used in will result in forfeit
	2. Bat owner will be suspended 5 games; last game the bat was used in will result in forfeit
	3. Bat owner will be suspended for 24 months; last game the bat was used in will result in a forfeit.