



MEN'S ADULT SOFTBALL LEAGUE RULES

A. SPORTSMANSHIP & PLAYER EJECTIONS:

1. Only the manager and/or field captain will be allowed to question the decision of the umpire. The question of the umpire's decision must be done in a respectful manner. Use of profane, abusive or insulting language, will be considered unsportsmanlike conduct and will result in a player or players being ejected from the game along with an automatic 1 game suspension. Game ejection and suspension may lead to further disciplinary action by the director of parks and recreation (which may include league suspension).

1a. When any player is ejected by an umpire, that player must leave the park facility in an orderly manner within three (3) minutes of ejection. If that player doesn't leave facility within three (3) minutes, he/she will be suspended an additional week along with a possible game forfeit for that player's team.

1b. It is the responsibility of the suspended player's team, to ensure the player leaves the field and facility in a timely and orderly manner or a game forfeit will be issued. No exceptions to this rule.

1c. Use of illegal bats or other equipment will result in a life-time ban

B. FACILITY RULES: (*applies to BOTH players and spectators*)

1. NO ALCOHOLIC BEVERAGES ALLOWED ON PARK PROPERTY
2. NO SMOKING OR USE OF TABACCO OR VAPING PRODUCTS ON PARK PROPERTY (TB resolution No. 213,2009)
3. No dogs or other animals allowed inside the field complex
4. Spectators are NOT ALLOWED in the bench area – must be behind fences at all times
5. No parking on grass areas
6. Children must be supervised at all times
7. Use of profane language is prohibited – players and spectators will be ejected

C. EQUIPMENT & UNIFORMS:

1. Only **OFFICIAL ASA APPROVED SOFTBALL BATS** may be used in league play. In addition, all bats to be used will require compression testing (**see pg. 5 for details**). A bat, which is not approved by ASA or has not undergone bat testing, will be deemed illegal and, if used, the batter will be ejected and receive an additional 10 game league suspension. Any player found to be using an illegal bat that has been sent out for alterations in order to "appear legal" – will receive an automatic life-time ban. For the latest list of approved bats, visit: www.asasoftball.com
2. **NO METAL SPIKES** - An individual wearing metal spikes will be ejected from the game and, if at bat, or on the base paths, this will constitute an automatic out.
3. Team uniforms are optional

D. GAME TIME, FORFEITS, MAKE-UPS & CANCELLATIONS:

1. **Game time is 6:00 PM**, FORFEIT TIME IS 6:05 PM, (UMPIRES' CLOCK). SECOND GAMES WILL BEGIN ASAP (APPROX. 7:00-7:15 PM). No new full inning (top of inning) shall begin after 7:00 pm (umpires clock), except in the instance that five (5) innings have not been completed (see League Rule G, 1a). (**NOTE:** during the first 5 weeks of Season only, game time is 5:50 pm and forfeits time is 6:01 pm – ALL batters begin with a 1-1 count). A team that forfeits 2 nights of play will be excluded from league play the following year!! Forfeits/byes count as wins (7-0 score). If due to an injury or emergency, a team can continue a game with fewer players than it started; no forfeit is required if left with less than 8 players.

2. **MAKE-UPS** - All make-up games will be scheduled as needed by the department office ASAP, with teams notified via e-mail to team captain/manager. Captain/manager will be responsible for notifying their team members. Whenever possible, the original night will be used, but is not guaranteed – alternate night may be used.
3. **FORFEITS** - A team must forfeit the game if it cannot field eight (8) players from its roster by the forfeit time. The game will start (at 6:00 p.m.), if the team can field 8 players (minimum) from its roster. Of those players on the field, one must be in the normal catching area behind home plate and one must be a pitcher who must be in the legal pitching position.
4. **NON-ROSTER SUBSTITUTE** - In an effort to eliminate “forfeits due to not enough players” every league team will be permitted to use up to 2 or 3 player substitutes to make it possible to field a team of eight (8) players and begin play. All non-rostered substitute players must be approved by the opposing team prior to start of the game. Also, the names of the person must be given to the umpire and indicated on the game sheet.

E. TEAM ROSTERS, SCORE SHEETS & ELIGIBILITY:

1. **OFFICIAL ROSTER** - Must have a minimum of ten (10) players – and maximum twenty (25) players. The official roster (on colored paper) will be turned in with the entry fee. Official roster information **MUST** be complete including: Name (first & last)
2. **AGE MINIMUM** - An individual must be at least 17 years of age on or before his first league game to be eligible to participate in league play.
3. **GAME ROSTER/SCORE SHEET** - Each team will be given a copy of their official team roster (including any additions or deletions). Game rosters will be held by the home team and turned in to the umpire at the end of the game. Starting lineup sheets should also be exchanged between both teams prior to the start of each game.
4. **PLAYER/TEAM TOURNAMENT ELIGIBILITY** - There is no longer a minimum games played requirement for players.
 - 4a. **TEAM** - For the purpose of tournament play, all teams in each nightly division will advance to/participate in tournament play (single elimination tournament) until 4 "A" division & 4 "B" division teams remain. At that point, the remaining 4 "A" & 4 "B" teams will compete in a single elimination tournament until "A" & "B" division champions are determined. **PLEASE NOTE:** After the first round of tournament play, teams should be prepared to play on any night (Monday – Thursday).
5. **TIE-BREAK PROTOCOLS** - In case of a tie, by two or more teams, at the end of the season and for purpose of seeding for tournament play, the following will be used (see exception 5d.):
 - 5a. Head-to-head competition (won/lost record)
 - 5b. Total runs scored in head-to-head competition
 - 5c. Tie breaker game played
 - 5d. Exception – In the event of a tie (end of season) for first place only, that affects team seeding for the tournament and the award of first place trophy, a tie-breaker game will be played (day and time chosen by both captains – if not agreeable by captains, league coordinator will choose day and time – forfeit will be upheld for a team that does not play tie-breaker game).

F. GAME PROTESTS:

1. **OFFICIAL PROTEST** - Director of Parks and Recreation will act upon all protests regarding violations of rules. Any official protest must be filed in writing within 48 hours after the alleged rule violation, at the Queensbury Town Office Building, Department of Parks and Recreation, and must be accompanied by a \$40.00 protest fee. If the protest is upheld, the money will be returned. The umpire must be notified of the protest at the time of play. He, in turn, publicly announces same. Protest based solely on a decision which involves accuracy of judgment on the part of the umpire, **SHALL NOT BE CONSIDERED**.

G. RULES OF PLAY, FIELD DIMENSIONS:

1. **REGULATION GAME** – A regulation game shall consist of seven (7) innings with the following exceptions:
 - 1a. Five (5) complete innings, (or 4 1/2 innings, if the home team is ahead), will constitute a complete game in case of rain or darkness, forcing termination of the game. (Umpire's decision.)
 - 1b. In case of a tie game, (end of 7 innings), additional innings will be played until a winner is determined.
 - 1c. A twenty (20) run lead after 3 complete innings, a Fifteen (15) run lead after 4 complete innings or a ten (10) run lead after five (5) complete innings – will constitute the "Mercy Rule". Anytime a team leads by 20, 15 or 10 or more runs and the team that is behind has completed their ½ of the 3rd, 4th, 5th or 6th innings, the game will be terminated by the "Mercy Rule".
2. **GAME BALL** – Game ball will be provided by the department. An ASA certified ball with the following specifications, will be used – TRUMP, Stote - 300 max compression with a .52 core. Home team receives the game ball following each game.
3. **BALLS & STRIKES** – A strike mat – 31" x 18 ½" (which fits behind home plate), will be used to establish the official strike zone. A pitch that hits any portion of the mat is a strike.
4. **FIELD DIMENSIONS** – 1st and 3rd base will be 65' from home plate, 2nd base will be approximately 92' from home plate. Pitcher's rubber will be 50' from home plate (all field measurements are approximate). Game cannot be protested due to any measurement variations.
5. **OFFICIAL RULE BOOK** - The most recent ASA version Softball Rule Book will be the official rulebook (not provided) – these supplemental rules will supersede the ASA rule book where applicable.
6. **MISCELLANEOUS RULES** –
 - 6a. PITCH REQUIREMENT- A pitch must be tossed underhand and travel in an arc (unlimited) after being released from the pitcher's hand, however, A PITCHED BALL MUST REACH A HEIGHT OF AT LEAST 6' FROM THE GROUND. Pitching Motion: A pitcher may or may not choose to leave his feet during the pitching motion, i.e. a "crow hop". Since there appears to be no advantage to doing so, the pitcher may choose to do so without penalty – the rule was used on a trial basis in 2018.
 - 6b. FOULS/OUT OF PLAY - A foul, on third strike is OUT. Runners may advance at their own risk on a foul third strike, which is caught. Overthrow of a base/out of play area (applies to all fields). Each field will be marked with a parallel line (approximately 25' from the foul lines) and will be the "out of play" area. A batted ball, fly or grounder going into this area will be out of play. An overthrow from a fielder which goes into the "out of play" area will result in the base runners being awarded two bases and will be governed by the position of each runner at the time the overthrow leaves the fielder's hand (umpire's judgment). Foul ball caught by the catcher is an out, regardless of pitch count or height of the ball.
 - 6c. HOME RUNS/GROUND RULES - There will be a 6' high outfield fence on each field. A fair fly ball which clears the fence will be an automatic home run. A fair ball which bounces over the fence shall be a ground rule double (2 bases). Other runners on base at the time shall be awarded bases, accordingly. A fair batted ball which may go through, under, or get caught in the outfield fence shall be ruled a dead ball (ground rule double), at the time of occurrence (umpire's judgment). Two-eighteen (18) inch openings have been positioned on each of the four (4) fields (right & left center approximately) and a fair batted ball which goes through the opening shall be ruled a dead ball (ground rule double) at the time of occurrence (umpire's judgment) and on-base runners will be awarded bases accordingly.
 - HOME RUN RULE – Six (6) home runs per game will be allowed. The seventh (7th) home run and all other after a team total of 6, hit over the fence will be considered an out (runners do not advance, but return to their original base). A batted ball touched by a defensive player prior to going over the fence will not count toward the team total of 6 home runs.
 - 6d. LEAVING BASE TOO EARLY - Runners may not leave base until ball has been hit. PENALTY: RUNNER IS OUT.
 - 6e. INTENTIONAL WALKS - An intentional walk may be given automatically, if requested by the fielding team.
 - 6f. BUNTING, STEALING – There shall be no bunting, no stealing and no advancing on a passed ball and no base awarded for a hit batsman. "Chopping" is not allowed – batter will be called out
 - 6g. SLIDING – Sliding is allowed (not mandatory) – however, a base runner MUST avoid a collision with a fielder (with the ball) who is attempting to make a tag, by either sliding or running around a fielder. A runner, in the umpire's judgment, who fails to avoid collision, will be called out.

H. SUBSTITUTIONS, COURTESY RUNNERS, PLAYING FOR MULTIPLE TEAMS:

1. **PLAYER SUBSTITUTIONS** – A starting player may be substituted for once and then return to the game (must not return before one complete rotation of batters on his team). The second time a starting player is substituted for, he may **not** return to the game. Starting player may return to any position and must bat in that position's batting slot. Team captain/coach must inform umpire and opposing coach when substitution occurs. **Extra Hitter (EH)** – a player that only bats but can be subbed in to play a position.
2. **COURTESY RUNNER**– Can be used for **INJURY ONLY** and must be requested and approved **by BOTH** the umpire and the opposing team. The runner must be a rostered team player that made the last out.
3. **PLAYING ON MULTIPLE TEAMS** - A player may choose to participate with up to four (3) different league teams (one team per night, **NOT** A & B, unless as an emergency player to avoid forfeit). Name must appear and be notated (*) on each roster. A player that is on two or more teams must notify each team **BEFORE PLAYOFFS**, which team he or she will choose for playoffs. No more than 5 “A” players on a “B” league team may participate in league play (names must appear on official roster – see rule #4).

I. SAFETY, INJURY & INSURANCE:

1. **SAFETY** – Though it is not mandatory, for the purpose of safety, the Department strongly suggests that ALL CATCHERS wear a face mask.
 - 1a. **CASTS** – Players may NOT play in games while wearing hard casts to treat injuries.
2. **INJURY & INSURANCE** – The department does NOT PROVIDE MEDICAL INSURANCE in case of injury. All players participate at their own risk – risks inherent while playing organized sports.

J. CANCELLATIONS/DELAYS/MAKE-UPS DUE TO WEATHER:

1. **CANCELLATIONS:** If games are cancelled due to weather, when possible, a decision will be made by 4:00 p.m. and teams and players notified as follows:
 - 1a. E-mail/Text (if you signed up for) (captains & asst. captains)
 - 1b. Softball Hotline (518.761.8249)
2. **DELAYS:** If a cancellation cannot be made, teams will be asked to go to the fields as play may be delayed and started late as weather and field conditions allow. A decision to cancel will be made by the League Coordinator no later than 6:30 p.m.
3. **MAKE-UPS:** If make-ups are necessary due to weather, the department will reschedule and notify teams via e-mail – team managers must notify their players. PLEASE NOTE – whenever possible, games will be rescheduled on their original game night, however if necessary (due to time constraints) an alternate night may be selected. A rescheduled game on a different night is not a basis for a protest.

K. LEAGUE AWARDS:

1. **TROPHIES** – League and Tournament trophies will be awarded to winner and runner-ups based upon the following:
 - Regular Season** – Nightly A and B division champions
 - Tournament** – Over-all A and B league champions and runner-ups