LEXINGTON MENS' SENIOR SOFTBALL LEAGUE

2024 League By-Laws Adopted April 9, 2024

Voting and league meetings

At the first meeting of the new year there shall be a vote to determine the league commissioner and other league officers for the upcoming year.

Each team shall have one vote with a majority necessary to make a rule change. In the event of a tie, the League Commissioner will cast the deciding vote.

Eligibility

The league shall consist of eight teams for the 2024 season. Each team's roster shall consist of no more than 30 players. Rosters must include each player's name, address, date of birth, e-mail address, and at least one telephone number. During the season, each team may make changes and/or additions until July 1. A final roster will be distributed by the Commissioner shortly after July 1. A pool of players will exist, or players from other teams asked to play in order to avoid a forfeit by a team that can not field at least 8 men. The roster must contain 50%+ of residents of the town of Lexington.

Rules for 2024 Season:

Player Eligibility

The minimum age requirement is 45 on or before May 1, 2024 with the following exception, a team is allowed two players on their roster between the ages of 40 and 44. In addition to submitting a photocopy of a driver's license to the League's Roster Agent **New players** must meet one of the residency/local connection criteria:

Rules of Play

ASA/USA rules will govern league play with the following exceptions:

- 1. The number of innings played to constitute a complete game will be nine innings. A game will be considered "official" providing at least 4 ½ innings have been played with the home team ahead, or 5 innings if the visiting team is ahead. In the event a game cannot continue due to weather, the score at the end of the last inning will be held as the official score
- 2. All batters will begin their at-bat with a count of one ball and one strike.
- 3. A batter will be called out after the second foul ball is hit following a two strike count.

- 4. The home team will occupy the bench on the first base side of the field.
- 5. A five minute grace period will be allowed if a team does not have the minimum players for play. Suggestion that the managers consider playing a shorter game before the start if daylight will become **an** issue (2016).
- 6. All players who are present at the start of a game must be included in the lineup. Otherwise they are considered ineligible to play for that evening. A player who is present may be eligible for "Reported not Available" status for playoff eligibility (see playoffs).
- 7. A player arriving late to a game will be inserted into the bottom of the order.
- 8. The batting order shall consist of all players present for play. Once assigned a slot in the batting order, the player must bat in that position only. Fielders, including pitchers, may be freely substituted throughout the game.
- 9. The batting slot for a player injured or has otherwise departed the field of play will be skipped in the batting order without an out be recorded.
- 10. A team may start a game with seven players, with the catcher being supplied by the opposition. When an eighth player arrives, supplying a catcher by the opposition becomes optional by the opposition. A Gentleman's agreement between the 2 coaches can be used to supply a team short of players to use an opposing team player for defense only. That player will still bat only with his team.
- 11. If an umpire does not report for a scheduled game, each team will provide an umpire who will share umpiring duties for the game. Each team's umpire will umpire behind home plate when his team is at bat. As an alternative, in the event that both teams agree, a bystander may be used as umpire. This rule applies to regular season games only.
- 12. If a player is ejected from the game by an umpire, he will automatically be ejected for an additional game effective immediately. If that same player is ejected from another game within the same season, he will be barred from league play for the remainder of the current season, including playoffs. Further disciplinary action may be taken by a committee consisting of each team's manager or his chosen representative and the league commissioner.
- 13. Any/all game postponements go through and will be communicated by the Commissioner.
- 14. Players who are unable to run <u>must</u> be designated at the start of the game, unless the player sustains an injury during the game.
- 15. When necessary, courtesy runners will be allowed, but <u>only</u> in the event of an injury. In this case, the substitute runner shall be the player on the bench who made the last out.
- 16. The game will be called when after 7 innings (6.5 innings if the home team is in the lead) if a team is ahead by 15 runs the game will be called. After 8 innings

- (7.5 innings if the home team is in the lead) if a team is ahead by 10 runs the game will be called and that will the final score.
- 17. No full inning shall begin after 8:10pm for a 6:30pm game scheduled at Center 2. The inning will be played to its normal completion, whereupon the umpire shall declare the game over and the game's results become final.
- 18. No team member or anyone associated with any team may tamper with the playing surface, backstops or fences prior to any game. Failure to comply with this rule will result in the forfeit of the game by the team responsible.
- 19. A double sided 1st base will be used.
- 20. The base lengths will be 65 feet.
- 21. The pitch height must be a minimum of six feet and a maximum of twelve feet else the umpire shall immediately call the pitch illegal.
- 22. The official ball of the league is the Dudley model # "SB-12L Y RF FP" 12" leather, fast pitch, .47 Cor. With 375 pounds compression and of yellow/green color.
- 23. Before the game starts, the umpires will place 4 cones in the outfield approximately 150 feet from home plate. At least 3 of the outfielders must shall be at least a minimum of 150 feet from home plate until the ball crosses the plate. Violation will result in an automatic award of first base to the batter. Both teams should bring their cones to the field (both home and visiting teams). If cones are not present, the rule will not be enforced by the umpire.
- 24. Pitchers mask is optional. In future this may become mandatory.
- 25. On a force play at second or third base, the runner is allowed to overrun the base without penalty. This pertains to balls hit into the outfield or the *infield* (changed Oct 2022). Overrunning being defined as running a straight line over/past the base (where the runner does not actually touch the bag), taking a minimum of 2-3 steps beyond the bag, as viewed by the umpire. If the runner has overrun the base in the umpires judgment, the runner must retag the base he crossed before advancing to the next base. (updated 10/2022). Penalty for not returning to touch the bag is the same as not tagging up correctly on a sacrifice fly (updated 10/2023)
- 26. Any of the standard 4 outfielders may not throw a runner out at first base. The runner is protected to first base. If, however, the runner attempts to advance to second base then the runner may be thrown out at first base on a throwback
- 27. Short fielders (1 of the 4 designated outfielders) must identify themselves to the umpire by raising his hand prior to the first pitch.
- 28. WOODEN BATS amended 10/2022: Wooden bats will now be used by all teams. Wooden Composite Bats will be allowed with the exemption of playing teams that choose to "opt-out" of using wooden composite bats. If a team opts-out both teams will use wood only bats. Once a team opts-out of using wooden composite bats they become a wood bat only team for the remainder of

the year. A team may opt-out by declaring such at a league meeting or an email to all the other coaches and the Commissioner. Current Wood Bat ONLY Teams for 2023 are the Goodtimers. *Exception to wood bat rule: Any player who is 70 years or older may use a USA/ASA Softball approved metal bat at any time during the game. Coaches will identify any such player(s) to each other before the game starts.

- 29. Forfeits and cancellations. If a team cannot field a team (7 players), the game will be awarded to the opponent and recorded as a forfeit with a score of 9-0. If a team has indicated that they cannot field a team, and on the day of the scheduled game the fields are closed by the town of Lexington. The game will be recorded as a rainout and not a forfeit. If both teams mutually agree and fields and umpires are available, an attempt to reschedule will be made.
- 30. If a team does not have 7 players it will be allowed to have players from the other 6 teams to allow that team to field a team and avoid a forfeit. This is for the regular season only, not the playoffs

Scheduling

For scheduling purposes, the league is now a 8 team league. The schedule will be posted prior to the first game on www.Quickscores.com/lexsenior

Playoffs

At the end of the season, all teams will be involved in a double elimination playoff to determine a Champion. The format will be double elimination playoffs. The seeding of teams is based on the final standings. The following tie-breakers will apply in the event two teams finish with the same record:

- a. Head to head records
- b. Total runs scored differential in head to head games
- c. Winning team in the last head to head game

The following tie-breakers will apply in the event three or more teams finish with the same record:

- a. Best Overall Won/Loss Record among teams with the same record (against each other)
- b. Total runs scored differential in head to head games among teams with the same records
- c. Highest seeding based on last year's regular season finish

The home team will be determined as follows:

In the same bracket (winners/losers) the highest seed is always the home team When a team from the winners bracket plays a team from the losers bracket, the team coming from the winners bracket will be home regardless of seed.

Finals:

The winners bracket finalist, regardless of their seeding, will have the choice as to whether to be the home or visiting team in Game 1. For the second game (if necessary) the teams will swap home/visitor positions from the previous game.

Eligibility Playoffs:

To be eligible to play in the playoffs, players must have played in a minimum of **5** games during the season. (In event of a shorten regular season the minimum number of games will be reduced by one for every two games not played by his team during the regular season). A player will be credited with a game for playoff eligibility under the following "special situations":

- a. A player reporting to a regularly scheduled game, and did not play, yet stayed for the entire game, his status would be listed as "Reported Not Available".
- b. All players on the team receiving the forfeit will get credit for a game played. None of the players on the forfeiting team will be credited with a game played.
- c. following the completion of the game, the coach is responsible to take a picture of the scorebook on their cell phone and message that picture to Ken Kotelly. Also Team Name, opponent and game date must appear in the picture

Eligibility will be determined by the commissioner at the end of the season by reviewing "scorebooks" that will be supplied by each team.

All playoff games must last a minimum of 9 innings, or 7 (6 1/2 innings if home team is winning) in the event of weather or power outage <u>if</u> the manager of the team that is trailing at the time agrees to accept the game as completed. However, if the team that is trailing is behind by more than 15 runs, the game will be considered completed.

Playoff dates will be announced as field availability for the league is determined. Two umpires shall be assigned to the second round of playoffs.

Town By-Law on Public Drinking

Drinking of alcoholic beverages before, during or after the game on Town Recreation property will result in the permanent suspension of the player(s) involved. The team manager is responsible for his conduct and that of the players both on and off the field as well as any spectators.

Insurance

As part of the team registration fee, League Offices are covered with 2 million dollars of general liability insurance. The fee is \$40.00 per team each year.

The Town of Lexington requires a copy of a certificate of insurance. It must be for a minimum of \$1,000,000 general liability insurance and the Town of Lexington named as additionally insured.

Uniforms

Players should wear matching softball shirts. Full uniforms are optional.

Dues

The entrance fee will be \$1800 for each team for the 2023 season. This fee, which includes all fees paid to the Town of Lexington for lights and fields as well as fees paid to umpires, is due by May 31, 2024 The amount must be paid on one check, be payable to "Lexington Sr. Men's Softball" and be handed to treasurer Eric Pearlman.

Officers

The manager of each team is a league officer and is entitled to to one vote for his team in all league matters.

Commissioner- Gene Kalb

Assistant Commissioner - Mark Bergeron

Treasurer- Eric Pearlman

Manager - Frank Nestico

Manager - John Devlin

Manager - Mike MacClary

Manager - Eric Pearlman

Manager - Philip Edelen

Manager - Scott Tompkins

Manager - Wally Mei

Manager - Kevin Donoghue

Responsibilities of the Commissioner

The Commissioner shall:

- Be the liaison between the league and the Town of Lexington.
- Prepare and distribute the league schedule and by-laws.
- Coordinate and conduct league meetings.
- Coordinate the rescheduling of all postponed games, as necessary.
- Resolve all disputes as determined by these by-laws.
- Rule on any discrepancy, misinterpretation, or ambiguity.
- Casts the deciding vote in the event the vote of managers results in a tie.
- Update and distribute By-laws prior to start of the regular season after reviewed by the assistant commissioner.

Responsibilities of the Assistant Commissioner

• In the absence of the Commissioner, acts with full authority of the Commissioner.

Ground Rules

Please remember that umpires need to be notified no later than 4:30pm if a game is going to be canceled.

Center 2 Ground Rules:

1. An imaginary line shall extend straight out at the end of the 1st & 3rd base screens, any ball that passes that line shall be declared dead.

Right Field:

- Batted balls clearing the fence on a bounce, in fair territory, are considered to be a double. Outfielders are asked to raise their hands to indicate a ball has bounced over the fence. The same rule will apply if the ball should go under the fence in any field.
- 2. Fly balls hitting trees: If a fair ball hits a tree who base is <u>on the field of play</u>, the tree is treated like a wall, if the ball bounds back on to the field of play, the ball shall still be in play, however, if the ball is caught off the tree, it shall not be called an out.

Additional rules - all fields:

1. Balls passing through a hole or gap in the backstop and entering foul territory are a dead ball.