



MEN'S SLOW PITCH LOCAL RULE BOOK

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**LEAGUE STANDINGS AND SCHEDULE
POSTED AT**

www.quickscores.com/wicomico

WICOMICO COUNTY RECREATION, PARKS AND TOURISM
SALISBURY, MARYLAND 21804

WICOMICO COUNTY MENS SOFTBALL LEAGUE RULES

ADMINISTRATION:

The Wicomico County Department of Recreation and Parks shall be responsible for:

- a. Conducting the organizational meetings.
- b. Writing the schedule of regular season, playoff, and all-star games.
- c. Spiking, matting and liming the fields.
- d. Keeping rosters of each team and the contracts of all players on file.
- e. Collecting and depositing all required fees.
- f. Updating standings on a regular basis.
- g. Hiring a groundskeeper for appropriate fields.
- h. Judging the fitness of the playing fields within Salisbury up to 4 p.m., when there is a question of bad weather.

DUTIES OF THE LEAGUE OFFICIALS

- a. Represent the league at the league functions.
- b. Chair all league meetings.
- c. Serve as an ex-official member on any and all committees.
- d. Appoint a committee member to record minutes (league secretary will take minutes).
- e. Conduct all necessary league correspondence.
- f. Appoint a member to serve as Treasurer.
- g. Handle all disputes or protests arising out of league play as soon as possible.

LEAGUE REQUIREMENTS-TEAM AND PLAYER REGISTRATIONS

- a. All teams will be permitted to sign as many players as they deem necessary. It is recommended that teams carry enough players to make up a rained-out game and avoid forfeits.
- b. All team fees and a copy of the team roster must be submitted to the Recreation Department by **March 4, 2024**. A minimum of 10 player contracts and fees must be submitted by the registration deadline.
 1. Any player not listed on the original roster at the time of team registration and/or signed after **March 4, 2024** will be not be allowed to play in his team's first two played games of the season.
 2. After the 2nd game played, teams may sign players without penalty up until the designated roster freeze date listed on the schedule.
 3. The two game wait period applies to all players in all divisions.
- c. Players are bound to the team they sign with first.
 1. If a player signs with more than one team, he is ineligible to play for either team until he is properly released from one or the other team.
 2. Anyone signing two contracts will have a three game suspension after being released.

LEAGUE REQUIREMENTS-TEAM AND PLAYER REGISTRATIONS (cont.)

- d. **PLAYER REGISTRATION BEFORE THE SEASON BEGINS**-must be completed:
1. His contract is properly signed and a **\$47** fee is paid.
 2. He is properly released from another team or league to play in this league and his/her contract and release are turned into the Recreation Department by 6 p.m. the day of the game (through the Box Office or by registering online prior to 6 pm). All contracts turned in after 6 p.m. will be acknowledged the following day.
 3. Any player suspended from any other league after Feb. 10, 1987, will not be eligible to play in this league until he is reinstated in the league from which he was suspended.
- e. **TEAM ENTRY REGISTRATION BEFORE THE SEASON BEGINS**
- a. **Adjustments will be allowed to a Team Entry team before the season begins, i.e. Removing players to add new players.**
 - b. **Team Entry players are allowed to be released once the season has begun. By completing the player release form in the back of this rule book.**
 - c. **Any player release from a roster, must abide by the player transfer rules set in this rulebook.**
 - d. **Teams paying using the TEAM ENTRY option, are given 20 roster spots at no additional cost.**
- f. **Player and Team Entry Contracts after the season begins:**
1. All teams are allowed a maximum of 20 rostered players, All players registering after the season begins **MUST** registered through the box office.
 - a. No registrations will be taken on site at the fields.
 - b. This is to ensure that all players will be added correctly to their team's roster on line and that they also have a receipt of when they registered for the league.
- g. **Late Player Registration:**
1. Players not listed on the original roster and/or registering after **March 4, 2024**, may play in the team's 3rd played game and thereafter as long as they are registered by 6:00 PM of first game on the day the player is playing. (this applies to all divisions)
 2. No players shall be added to a team roster after the seasons Roster Freeze point as noted on the official schedule.

LEAGUE REQUIREMENTS-TEAM AND PLAYER REGISTRATIONS (cont.)

h. Player Transfer:

Players wanting to transfer to another team, must have the current team's manager approval with a signed release form turned in before the transfer will be considered.

- In order to properly release a player from a team in this league the coach/manager must complete the player release form located in the back of this rule book or located in the download section on QuickScores www.quickscores.com/wicomico
 - Once completed an e-mail with the completed form must be sent to the Athletic Complex Manager and the Program Coordinator.
 - Brian Workman: bworkman@wicomiconcounty.org
 - Ed Russ: eruss@wicomiconcounty.org
 - If released player wants to sign with a new team, the player MUST pay a player transfer fee of \$47 by completing a player contract either on-line or at the box office before being allowed to play on their new team.
- i. **Player Options for a New Team:**
1. Transfer Up 1 division. Example Division 2 to Division 1.
 2. Transfer to another team within the current division they are playing in that had an equal or better record at the time of their release.

FEES AND FINANCES

- a. Each team shall submit the balance of the team's entrance fee **by March 4, 2024**. Any team that submits the balance of the league fee after **March 4, 2024** will be assessed a late fee. Any team that has submitted the entrance fee and then decides to withdraw from the league after the start of the season shall be forced to forfeit this entrance fee.
- b. Player contracts will cost an additional **\$5** per player and there is no longer any additional out-of-county fee. Contract fees must be submitted by 6:00 PM to be considered valid on the day of a game.
- c. All checks and/or money orders must be made payable to the **Wicomico County Recreation and Parks**. If for any reason payment is not negotiated by the bank for a team or player on a team, all scheduled games for that team will be forfeited until the account is settled.

EQUIPMENT

- a. Each team is responsible for supplying its own playing equipment, (balls, bats, gloves).
- b. The following balls have been approved for the season:

- i. **Dudley Thunder ZN PRO-M .40 cor, 325 compression**
 - ii. **Worth Gold Dot ExtremePRO-M .40 cor, 325 compression**
 - iii. **Worth Super Duper PRO-M .40 cor, 325 compression**
 - iv. **AD Starr Tattoo PRO-M .40 cor. 325 compression**
- NO HARD CORE PRO-M BALLS ALLOWED**

c. **Shoes Permitted:**

- i. Rubber cleats or tennis shoes must be worn
 - ii. Metal cleats are not permitted, at any time in this league regardless of the field being played on.
 - iii. Players will be asked to change shoes refusal to do so, could result in removal from the game.
- d. **Legal Bats: Refer to the constantly changing, USSSA website for the list of legal bats. www.ussa.com**
- e. **Bats must have the permanent USSSA mark and thumbprint on its taper.**



VS



OLD

NEW

- f.
- g. **All bats must be 240 compression**
- h. **The Wicomico County Slow Pitch Leagues DO NOT allow 220 compression bats.**
- i. **The league reserves the right to inspect a bats compression at anytime during the season, including playoffs**

GAME TIMES

- i. Games shall begin at 6:30, 7:35 & 8:40 pm or 9:30 pm if needed.
 - ii. Games will start at 8:00 or 9:00 p.m. if youth softball is scheduled.
 - iii. Starting times may vary according to the playing fields.
 - iv. There will be a 5-minute grace period on the first game scheduled at a field.
 - v. At game time, if eight (8) players are present, the game must begin.
- b. Teams will play an **18** game regular season games followed by playoffs. (see playoffs and seeding).

TIME LIMITS & Extra Innings

* No new inning may start after a one (1) hour-fifteen (15) minute time limit.
This means that there can be a tie awarded to each team.

Extra Innings:

Regular Season

*YES - if there is time left on the clock
International Rule & Regular Play*

Post Season Playoffs

*YES – All games must have a winner
Continue with regular play until a winner is decided*

RAIN-OUTS

- If four (4) innings have been completed (3 1/2 if visiting team is losing) when the game is called, the game shall be considered complete and official.
- **Regular Season Games:**
- If this is a Regular Season Game and four (4) innings have not been completed when the game is called, the game will be re-scheduled from the beginning and the previous results are erased.
- **Playoff Games:**
- If this is a Playoff Game and the game has been called due to rain or darkness, the game will be put into suspension mode and will be picked up from the exact point in which it was stopped and the remaining innings to complete the game shall be finished, regardless of what inning it was in.
- All Playoff Games must be a complete 7-inning game time limits are lifted in the Playoffs.
 - Exception: All Mercy Rules are still in effect.

POSTPONED GAMES/MAKE-UPS

- All postponed games will be made up on the earliest possible date available
- The program coordinator will contact the teams with the make-up date, time and field location.
- There is the possibility of having to play 3 games in one night.
- Optional Weekend dates may be used at the discretion of the league.

RESCHEDULING OF GAMES

All teams will be allowed to make preseason requests, limited to a maximum of two. The league will make every effort to honor those requests. **However, the league is not obligated to do so.**

Once the official schedule is published, games will only be rescheduled due to weather-related cancellations. **NO EXCEPTIONS.**

Scheduling requests must be submitted in writing or by email to bworkman@wicomicocounty.org the Athletic Complex Manager by 6 p.m. on **March 4, 2024.** Requests received after this date will not be honored.

FITNESS OF GROUNDS

- a. There shall be a 15-minute waiting period (:30-minute maximum) in any case where a game is interrupted by weather conditions. If at any time during the waiting period the umpire should judge the grounds to be fit for play, they shall call the teams to the field and resume the game from the point of suspension.

After 3:00 P.M., field playability will be determined by the umpire assigned to the field.

- b. **Lightning rule:** At the first signs of lightning or thunder, leave the ball field. Go to your vehicle and take shelter with the windows rolled up. "If you can hear it, clear it." Stay out of the dugouts and bleachers. These are not safe from lightning. Avoid going underneath trees - trees attract lightning. Avoid metal fences, gates, tall light poles and power poles.

Wait 30 minutes after the last observed lightning or thunder before you leave shelter. Game officials will signal a resumption of activities when it is appropriate.

Adapted from the National Lightning Safety Institute,
http://www.lightningsafety.com/nlsi_pls/lsvl_plans.html

- c. For games that are scheduled for ball fields outside the City limits, the local team that uses this ball field as their home park will determine the fitness of the grounds. If the field is not playable, it is up to the local coach or manager to notify the other teams scheduled for this particular field, before 4 p.m. on the day of the game. Condition of fields within the City will be determined by the Recreation Department. Games can be canceled only due to uncontrollable conditions such as weather, etc.

NOTE: During inclement weather, call **410-548-4900 ext. 5**.

FORFEITS

- a. **If a team forfeits more than FIVE (5) of their Regular Season games, the result will be disqualification from all awards and playoffs.**
- b. In the event both teams of a scheduled game fail to appear for the game, each team will be credited with a forfeit.
- c. Teams forfeiting a game before the 3:00pm deadline will NOT be assessed the forfeit fee.
- d. Teams forfeiting a game after 3:00pm will be assessed an umpire fee coast penalty for the forfeit.
 - i. **(This does not included games that begin and then forfeit due to rules violations)**
- e. The forfeit fee will be \$45.00 per each game forfeited that night (cost of an umpired game)
 - i. This will be invoiced to the coach of the team via e-mail and the amount of the invoice must be paid at the Wicomico Civic Center. The offending team will have five (5) business days to pay the forfeit invoice.
 - ii. This can be paid by Cash, or Credit Card only. No Checks will be accepted.
- f. If the forfeiting team does not pay the invoice before the five business day deadline, then the teams next game will also be forfeited.

Illegal Players

What happens if a team is caught using an illegal player during season?

A. Regular Season

- a. **Illegal Player is not allowed to sign with any team for the remainder of the current season**
- b. **The coach/manager of the team using the illegal player must serve a two (2) game suspension.**

B. Playoff Season

- a. **Team using the illegal player will forfeit current game and is eliminated from remaining playoffs games for the season.**

Roster Adding Deadline

A. No additional roster moves are allowed after

Thursday, MAY 2, 2024

ELIGIBILITY RULES

Wicomico County Department of Recreation, Parks and Tourism Organized Sports Eligibility Rules

- a. Wicomico County organized sports programs are open to both residents and non-residents. As of January, 2011 there is no additional out-of-county fee required to participate.
- b. Players must be 16 years of age or older as of registration deadline.
- c. If at any time, a player is found to be playing with a team that he is not legally registered to play with, that team shall forfeit the game if it is protested before the end of the game being played and it is upheld. (See Protest Section)
- d. The Recreation Department and MSP Board reserves the right to meet if needed in order to decide if further action is needed for that team, coach, and the illegal player.
- e. Only players and/or team managers/scorekeepers are permitted in the dugout during the games. All players and scorekeepers must be at least 16 years old to be in the dugout. For safety reasons, please keep all children under the age of 16 out of the dugouts at all times.

PROTESTS AND APPEALS:

1. **Rules Violation Protest:** A protested game will only be considered if the umpire is notified immediately before the next pitch has been thrown after the play in question.
 - i. The umpire will announce that the game is being played under protest and play shall continue.
 - ii. If the team protesting wins the game, then the protest will be voided and the result will stand.
 - iii. If the team protesting loses then then steps below to file a formal protest must be followed.
 - iv. If the umpire is not notified there will be no protest.
2. **Protesting an Illegal or Ejected Player:**
 - a. In the case of protesting an illegal player or an ejected player, it MAY BE brought to the attention of the umpire at any time after the line-ups have been submitted and before the last out of the game has been recorded.
3. **How to Make a Valid Protest During a Game of an Illegal/Ejected Player:**
 - i. The manager must make the announcement that his team is playing the game under protest of an illegal/ejected player.
 - ii. The game will be stopped and the site supervisor will be brought to the field
 - iii. the protesting team must supply the site supervisor with the \$50.00 protest fee, refundable if protest is upheld.
 - iv. once the fee is in hand the site supervisor will check the team's roster on line for an illegal rostered player.
 - v. If the player is not listed on the site, he shall be declared illegal unless the player can produce his ID and a receipt from the box office showing that he has registered and that he is a legal ball player.
 - vi. if this cannot be produce then the game shall be forfeited. NO EXCEPTIONS
 - vii. The Illegal Ball player shall serve a one game suspension.
- b. **For an ejected player:**
 - i. if the ejected player in question is not listed on line than the Site Supervisor will

- get in contact with Ed Russ to get verification.
- c. If this cannot be settled at this point the game shall continue.
 - i. if the protesting team wins the game the protest will be voided and the result will stand.
 - ii. If the protesting team loses the game, the Recreation Department will look into the matter at hand and a decision will be made regarding the protest on the findings and all teams involved will be notified.
 - d. If an ejected player was found to be playing illegally that player will now serve an additional 3 game suspension for violating the league's ejection policy.
 - e. All decisions are final

4. NO PROTESTS will be accepted after a ball game has been completed.

PROTESTS AND APPEALS (cont.)

A. A protest must contain the following for a rules interpretation protest:

1. A \$50.00 protest fee. This fee must be cash and is refundable only if the protest is upheld.
 2. A detailed written account of the situation being protested. Please use the protest form in the back of this rulebook.
 3. Rule interpretations must be stated on the report. Please include the page number, section, article and rulebook (Wicomico County Men's Slow Pitch or Official USSSA) in which it is located.
- B. The protesting manager must notify the Athletic Complex Manager within 24 hours of completion of the game in question. Call (410) 548-4900 ext. 105 or e-mail bworkman@wicomicocounty.org to report a protest.
The protesting manager must also submit the Protest form located in the back of this rulebook to the ACM or Program Coordinator. The Complex Manager will notify League Board Representatives within 24 hours of being notified. (Weekends excluded)
- C. The umpire must notify the league umpire assignor within 24 hours of the completion of the game in question.
- D. A protest committee will then be formed, comprised of league officials. Excluding parties directly involved with the division protesting.
- E. The committee will hear and review the case, and make their decision in a timely manner.
- F. Decisions made by the protest committee are final. **NO EXCEPTIONS.**
- G. All parties involved must attend the protest hearing, including coaches and umpire(s).
- H. If the protesting coach does not attend the meeting, then the protest will be thrown out and the result of the game in question will stand. **NO EXCEPTIONS.**
- I. **All protests will be heard within a maximum of five business days after the protest has been filed. Both coaches will be notified of the date of the protest hearing either by phone, mail or e-mail (if applicable).**
- J. Once the protest date is set it CANNOT be changed.

UMPIRES

- a. The umpires shall be appointed by the assignor for all games.

- b. If the umpire does not show for a scheduled game, within 15 minutes of the scheduled game time this game will be postponed and rescheduled for a later date.
 - i. Reason: Due to USSSA Liability insurance all umpires and rules set forth by the Delmarva Umpires Association all umpires must be sanctioned by USSSA.
- c. The umpire has sole authority in conducting a game. If there are any questions regarding any decisions, ONLY the coach, captain, or manager may question the umpire concerning a call made during the game. ANY PLAYER APPROACHING AN UMPIRE IN REGARD TO AN UMPIRE'S DECISION WILL BE SUBJECT TO DISMISSAL FROM THE GAME BY THE UMPIRE.
- d. Umpires must give the assignor 24 hours notice if they cannot make their scheduled game, unless an emergency arises. If the umpire does not show for his scheduled game without giving notice to the umpire-in-chief, he will not be paid for the game missed and will not receive payment for one game already worked.
- e. Umpires MUST have a copy of the league rulebook at every game. Umpires are required to collect line-up cards prior to each game.
 - i. Line-up cards must include FIRST AND LAST NAMES (NO EXCEPTIONS).

EJECTIONS- There are NO WARNINGS

Adult Softball Ejection Rule – Effective September 7, 2022

Rule #1:

A player ejected from a game for verbally or non-verbally insulting an umpire will serve a six game suspension and will be placed on probation for a full calendar year from the time of the incident.

Verbally- Calling an umpire a derogatory name or threaten bodily harm.

Non-Verbally- Using a derogatory gesture towards an umpire

Rule #2:

Any player or players ejected from a game for any physical confrontation/fighting on the field or within the confines of the Henry S Parker Athletic Complex, will be removed from the league immediately and serve a minimum one-year suspension plus probation for a full calendar year from the time of the incident.

Rule #3:

A player ejected from a game for saying the F word not directed at any person will serve a current game plus one game suspension. Example: Yelling it out in anger after making an out.

Rule #4:

A player ejected from an adult softball game for any other rule violation that does not pertain to rules 1,2, or 3 will serve an automatic current game plus a two game suspension.

Examples are- Throwing a Bat, Arguing Ball and Strikes, Use of derogatory language directed toward and individual or team, etc.

Rule # 5 (Repeat Offenders)

Any player ejected a second time for violating Rule #4, during the season shall be removed from the league for the remainder of the season and placed on probation for full calendar year from the time of the incident.

Rule #6

Any ejected player that is caught returning to any part of the Henry S Parker Athletic Complex other than the parking lot will be removed from the league immediately and will serve a two-year suspension from all Adult Softball programs.

Probation time is defined as a calendar year, and it shall begin from the day of the initial ejection.

Example: A Player placed on a one-year probation April 1, 2023, would remain on probation until April 1, 2024.

If a player on probation is ejected from any game before the end of their probation, said player will be removed from the league immediately for the remainder of the season and will serve a full calendar year suspension from Adult Softball program. This suspension will begin with the time of the incident

This offending person will also be subject to removal from all Wicomico County Recreation Programs and USSSA events

DISCIPLINARY ACTION

- A. **COUNTY POLICY:** Any player physically or verbally assaulting an employee, volunteer, spectator or participant will be subject to disciplinary action, which will be decided in accordance with the severity of the offense.
 - a. Physical assault is defined as offensively touching, shoving or striking another person without that person's consent.
 - b. Verbal assault is defined as threatening bodily harm or directing excessive profanity toward another without that person's consent.
 - c. The minimum penalty for the offense shall result in a 3-game suspension with a maximum penalty of indefinite suspension from the County public recreation program.

- B. **Alcoholic Beverages:**
 - a. No alcoholic beverages will be permitted at any of the playing fields or dugouts.
 - b. All offenses involving players and spectators, including and not limited to, the consumption of alcoholic beverages, loitering, creating a public nuisance and reckless driving, will be enforced as per the Penal Code of Maryland.

- C. **EFFECTIVE JULY 1, 1993, SMOKING ON SCHOOL PROPERTY WILL BE ILLEGAL.**

LOCAL AND PLAYING RULES

- a. **Line-Ups Submitted to start game**
 - i. All line-ups should be presented to the umpire immediately upon demand
 - ii. Line-Up cards must have **FIRST AND LAST NAMES** before the game begins.
 - iii. Site Supervisors will have official line-up cards available if one is needed.
 - iv. A game cannot start until the umpire has both line-ups.
 - v. The umpire has the right to call a delay the game until both line-ups are turned in correctly.
 - vi. If the game is delayed after the home plate meeting due to a line-up infraction the game time clock will still begin once the meeting has been concluded.
- b. All uniforms should be numbered and be of like color whenever possible.
- c. There shall be no restrictions on how Hats are allowed to be worn.
- d. The League shall adhere to the present year's Official USSSA Slow Pitch Softball Rules. (There may be some local adaptations that shall take precedence over the Official USSSA Slow Pitch Rules).
- e. **Game Balls**
 - i. Each team will supply a minimum of two balls before the game to the umpire (1 new & 1 used).
 - ii. Umpires will determine if a ball is in good enough shape to be used in the game.
 - iii. All softballs entering the game must go through the umpire before being used.
 - iv. The team hitting a homerun or a foul ball is responsible for replacing the ball.
- f. **Starting Players**
 - i. If a game is started with 9, 10, 11, or 12 players and a player is injured or ejected the game may continue. However, if there are no additional players available to substitute, an out is registered when the injured or ejected player is supposed to bat. At no time can a team go below 8 players.
- g. **Mercy Rule**
 - i. Run rule for all divisions is as follows
 - ii. 20 after 3
 - iii. 15 after 4
 - iv. 10 after 5.
- h. **Eight Player Home and Away Status:**
 - i. All teams shall keep their Home and Away status regardless of how many players attend a ball game for their team.

i. **Eight-Player Rule:**

A team may start a game with eight contracted players.

* *The ninth spot in the line-up will **NOT** be an automatic out.*

* *If the ninth player arrives, he may be inserted directly into the line-up in the ninth batting spot only. A team may not go back down to 8 players unless it is due to an injury or an ejection otherwise it will be considered a forfeit.*

* *If the tenth player arrives, he may be added to the line-up in the tenth batting spot only at any time during the game. An 11th, 12th, 13, or 14th player may not be added they must be treated as a substitute player.*

See Substitute Rule below

j. **Substitute Players**

i. Teams may make as many substitutions during a game as needed.

ii. There are no limitations as long as a team has substitutes to enter.

k. **On Deck Batters**

i. Teams may have a maximum of two players on deck. All other players must be off the playing field and behind the fence.

l. **Extra innings:**

i. **Regular Season**-International Rule Regular Play.

ii. Teams shall place the last completed at-bat of the previous inning on second base

Playoffs Games- *Continue with regular play until a winner is decided*

RULE 6: PITCHING RULE

1. **AT NO TIME** during the progress of the game shall the Pitcher be allowed to use tape or any other substance (including a glove) upon the pitching hand or fingers. Players may not apply any foreign substance to the ball. The only exception is if an umpire permits a player to dry his hands using a bag containing powdered resin.

2. **TYPE OF PITCH PERMITTED.**

i. The ball must be pitched underhanded at Slow Speed.

ii. The Pitched Ball

a. must arc at least 5 feet from the ground

b. No higher than 10 feet above the ground.

Pitcher Area Rule (Revised as of July 1,2018)

This rule is put into effect to protect the pitcher from injury and to promote good sportsmanship during the game. The following rules are in place for a ball being hit into the pitcher's box:

- 1. A ball hit into the pitcher's area is defined as the following:**
 - i. Any ball that is hit with excessive force within the 36" W x 84" H box which extends from the 3 feet in front of the Pitcher's Plate to the front of second base.
- 2. All Umpires rulings are final and not allowed to be protested.**
- 3. Mandatory Helmet Rule**
 - a. All pitchers must wear a helmet, not just a facemask, when pitching in the WCMSPL. Pitchers/Teams that do not have a mask of their own may ask the site supervisor at the complex to borrow one for the game and then return it after the game.
- 4. Pitcher's parameters-what is protected and what is not**
 - a. Any pitcher standing outside of the Pitching Box Area (left or right side) is not protected by this rule
 - b. Any pitcher that tips a ball that is NOT within the Pitching Box Area is not protected by this rule.
 - c. Any pitcher that jumps past the 84" H limit in the judgement of the umpire is not protected by this rule.
- 5. Striking a Pitcher with a ball hit in the Air or on the Ground**
 - a. Any ball hit with excessive force (Scud/Missile) in the air or on the ground (Ankle Biter) that strikes the pitcher whether it is tipped or not within the parameters listed above will result in the following.
 - i. Dead Ball Out plus an Offensive Ejection.
 - ii. All base runners must return to their original base.
- 6. Tipped Balls by the Pitcher within the pitcher's area**
 - a. A ball that is hit with excessive force as deemed by the umpire and that ball is tipped by the pitcher in a defensive reaction to protect himself, from being hit by the ball; the umpire shall declare it a dead ball out and an Offensive Ejection will be enforced.
 - b. A ball that is hit **WITHOUT** excessive force as deemed by the umpire and that ball is tipped by the pitcher and hits the pitcher, the umpire shall make no call and play shall continue as normal.
- 7. Hitting a Ball Through the Box that does **NOT** Strike the Pitcher**
 1. Any ball that is hit through the box with excessive force that does not strike the Pitcher in any way shall be considered a live ball and play will continue as normal
- 8. Pitcher Catching a ball hit with excessive force**
 - a. Any ball that is caught by the Pitcher either in the air or on the ground will be considered live and play will continue.
- 9. Offensive Ejections**
 - a. An offensive ejection results in an OUT each time that batting position comes up in the line-up regardless of who is batting in that position.
 - b. This player is still allowed to play in the field for the remainder of the game.
 - c. Teams are allowed to walk a batter to get to the OUT(s) in the line-up.

m. **The Batter's Count**

- i. The league will be playing with a one-one (1-1) count, No Foul to Waste.

n. **Extra Player(s) - optional**

1. Teams are permitted to bat up to 14 batters at the start of the game.
2. Opposing manager must be notified before game begins – of the extra batters in the line-up. (11,12, 13, or 14 batters)
3. The extra player(s) may be used as a defensive player at any time. The player leaving the game can become the extra player or removed from the game for a substitute. In any event, the batting order may not change.
4. If a team begins a game with 10 players and a player arrives late to the game that player is not allowed to be put in the line-up. That player must be used as a substitute player.
See Substitute Rule above

J. **Injured Player**

- i. If a player is injured and is bleeding, he has two (2) minutes to stop the bleeding or have a substitution made for him. If the bleeding does not stop in the two (2) minute period and a substitution is not available, then the player, which made the last out, can run for said player. If injured player is unable to return to the game and a substitute is not available, one (1) out will be awarded for each time at bat.

K. **Courtesy Runners:**

- i. Each team is allowed 2 courtesy runners each inning regardless of the players age.
 - ii. This courtesy runner may **NOT** be the same runner in the same inning.
 - iii. The courtesy runner may be any player that is listed on the line-up card given to the umpire at the beginning of the game.
 1. This includes substitute players not in the current line-up.
 - iv. A courtesy runner that is still on base when his turn comes up to bat in the line-up will be declared an out and play will continue with the next batter.
 - v. A courtesy runner may NOT be replaced with another courtesy runner.
 - vi. The original person they are running for may replace their courtesy runner any time before the next pitch is thrown.
 - vii. Courtesy Runners also include runners who are injured during the game.
 - viii. If a team has batted around and both courtesy runners have been used then:
 1. the batters that were given the courtesy runners the first time through the line-up, may also receive the same courtesy runner for the rest of the inning as long as they continue batting for the entire inning.
 2. Once a new inning begins the courtesy does not need to be the same courtesy runner as the first time used.
 3. All other batters must run the bases.
- o. **NO ALCOHOL** in the dugout or near the field of play.
- i. Players discovered having open containers of alcohol in the dugout or near the field of play while playing, risks being ejected from the game.
- p. **Home Run limits are set as follows:**
- i. **Division 1 & 2: One Home Run per inning plus a DH Home Run Hitter**
 - ii. **Rule Explained for Division 1 & 2**
 - a. **A DH Hitter must be announced at the pre-game meeting, failure to announce a DH Home Run Hitter will result in that team not having a DH HR hitter for that game.**
 - b. **Walking a DH HR Hitter**

- i. A regular walk to a DH HR hitter will result in one base only with the Home Run passing down to the next person until it is hit.
 - ii. An intentional walk, meaning no pitches are thrown to the DH HR Hitter, in this case the DH HR Hitter will be awarded two bases and the HR will pass down to the next person until it is hit.
 - c. If a team bats around in an inning and the DH HR Hitter bats multiple times, he is always allowed to hit a HR.
 - d. If the DH HR Hitter leads off an inning with a Home Run that DOES NOT count as the 1 per inning.
- iii. **All other Divisions – ONE Home Run per inning**
 - a. ****If Interleague play is used, the One Home Run per inning rule will apply.**
- iv. **Note for All Divisions:**
 - a. Any home run after the limit listed above shall be an out.
 - b. Any ball clearing the fence (tipped or otherwise), counts toward the home run totals.
 - c. After the limit is hit, a tipped ball over the fence is considered a four base error.

PLAY-OFF AND SEEDING

- a. Post Season- Playoffs: All teams will make post season playoff system (unless they don't qualify due to excessive forfeitures). Playoff format for all divisions will be as follows:
 - i. All divisions will participate in a DOUBLE ELIMINATION style tournament to determine the league champion.

The League reserves the right to change the playoff format at anytime for any reason deemed necessary.

Suspension of play due to weather or darkness for Post Season

- Playoff Game-- Any game that has been called due to rain or darkness, will be put into suspension mode and will be picked up from the exact point in which it was stopped and the remaining innings to complete the game shall be finished, regardless of what inning it was in.
- All Time Limits in all Playoff Games are lifted.
- All Playoff Games must be a complete 7-inning game with the following exception below:
 - Exception:
 - All Mercy Rules are still in effect.
 - **Extra Innings continue with regular play until a winner is decided.**

Determining Home and Away Teams in the Playoff Brackets (Not effected by Forfeit Rule)

ix. First Round and Winners Bracket Games:

1. The team with the Best Seed will always be the Home Team in these games.

x. Losers Bracket Games:

1. Any games in the Losers Bracket the Home Team will be determined by a coin flip.

xi. Championship Games:

1. The Undefeated Team will be the Home Team for the first game.
2. The "if" game the Home Team will be determined by a coin flip.

Tiebreakers

- 1) Head to Head (Group)
- 2) Head to Head Run Differential (using only games played against each other)
- 3) Total Run Differential
- 4) Total Runs For
- 5) Total Runs Against
- 6) Average Run Differential
- 7) Least Amount of Forfeits
- 8) Coin Toss

Wicomico County Men's Slow Pitch Protest Form

*** This protest form must be given to the Program Coordinator within 24 hours of notifying the league of the protest.

*** All protests will be determined within five days after the game has been protested.

This form must include all of the following information below to be considered valid.

A \$50.00 protest fee in the form of either a money order or cash and must either accompany this form to be considered a valid protest.

No checks or credit cards are accepted.

PLEASE FILL OUT THIS FORM COMPLETELY

This protest form is for Rules Interpretations ONLY!

Coach Name			
Team Name			
Contact Number			
E-Mail			
Date of Game			
Location of Game			
Umpire of Game			
Rule Interpretation	Circle One: Men's Slow Pitch Rule Book	USSSA Rulebook	
Please Indicate	Page Number:	Section:	Article:
Brief Description of situation being protested			
Protest Committee Only	Result of Protest Circle One: Rejected	Upheld	

Signature of Coach: _____

Acceptance of Protest:

Signature of Program Coordinator: _____

Wicomico County Men's Slow Pitch Player Release Form

League & Team Entry Teams

This form must be completed and signed by the manager of the team who is releasing a player.

Once this form is in the hand the Program Coordinator or Athletic Complex Manager the released player will be notified that the release has been approved and then that player may sign with another team one week after the release and paying a \$47.00 player transfer/contract fee:

A released player may transfer to the following after the one week wait period and paying the transfer fee:

- A team in a higher division then currently playing. Example; D2 to D1
- A team within the same division that had the same record or a better record at the time of the player's release within that division.

A released player can only transfer ONE time during a season.

Wicomico County Slow Pitch Player Release Form

I _____ manager of _____ is granting the release of
(name of manager) (name of team)
_____, effective _____.
(name of player being released) (date of player's release)

I understand that the player released may sign with any team that falls within the parameters as shown above.

(Manager's Signature)

(Signature of Program Director or Program Coordinator)

(Team's Win-Loss Record at the time of the release)

Office Use Only

(Date Received)

(Initial)

(Date Allowed to Resign with a team)

Please hand deliver or e-mail this form to either:

Brian Workman – Program Director bworkman@wicomicocounty.org

Or

Ed Russ – Program Coordinator eruss@wicomiocounty.org