

BAYWAY 8TH WARD LEAGUE OFFICIAL RULES

In accordance to ASA rules with the following amendments:

Revised 4/07

- * ELIGIBILITY:** Any ConocoPhillips, Infineum, Cogen, Linden Technology Center, Bayonne, or Contract employee. Friends and family members are also allowed. Fill ins are discouraged due to insurance reasons. If there is a need, only 3 per game. Teams ARE REQUIRED to supply rosters. All players must play 3 complete games to be eligible for the playoffs. The 'No Jumping Ship' rule does apply. A player must finish the season with the team he/she started with. Each team may have a DH and an EH for each game, which is not to exceed a total of 12 players on the lineup at any given time.
- *SCORE KEEPING:** Home team MUST keep the official score book, complete with both lineups.
PLAYOFFS AND FINALS:
Both teams are responsible for keeping their score books. Line-ups MUST be exchanged prior to the start of the game. Any discrepancy, the umpire will have the final say.
- *PLAYOFFS:** To be finalized mid-season. All playoff series will be "best out of three". All six teams will advance to playoffs. First round, second round and championship. Top two teams get a first round bye. ***Playoff series will start immediately after the regular season is complete. The 'Regular' season will include any Rain Out or Make Up games.
- *TIE BREAKERS:** In the event two or more teams have identical records at the end of the regular season, two tie breaker methods will be used to decide the higher seed: First, each team's won/loss record (head-to-head) during the regular season. Then if needed, a coin toss. A tie is considered after five innings. Tied games called due to darkness or time limits will remain a tie and NOT be continued at a later date.
- *GAME TIMES:** Tuesday and Thursday - 8th Ward
1st game will start at 5:00pm **A new inning cannot be started after 6:15pm.
2nd game will begin at 6:30pm or after completion of first game.
**A 10 minute 'grace period' will be given if your players are running late.
- *GROUND RULES:** Before each game, make sure you go over all the ground rules with the other team captain and umpire. In the event the umpire does not show up and you must call your own game, it will be even more important to get details straight beforehand.
Balls hit into the playground will be 'all you can get'.
Balls hit into the tree in right field will also be 'all you can get'.
Balls hit over the outfield fence will be considered a homerun.
Balls hit into the bushes, that cannot be retrieved, will be a triple.
Each team must supply a copy of the line up for that game.
- *RESCHEDULES:** There is absolutely NO rescheduling of games. If you do not have enough players, minimum of 8, you must forfeit. Team to forfeit will pay umpire's fee. Team to forfeit must also contact commissioner, umpire, other captain and late game captains, prior to 3:00pm the day of the game.
Note: If you should forfeit 2 games during the season, your team may be terminated from the league upon vote of all other league teams.
EXCEPTION
A game may be rescheduled when both captains are in agreement and is work related only, as in a turnaround.
Team requesting to be rescheduled must contact the umpire the day the original game was to be played by 3:00pm.
All makeup games must be completed prior to playoffs.

***MAKE UP GAMES:**

RAIN OUTS:

- All rainouts will be determined by the county and umpires.
- If game is needed in determining team rankings, makeup will be done at end of regular season.
- If a playoff game is cancelled due to rain, the series will continue on the next scheduled day.

DARKNESS:

- If a game is called for darkness after the 5th inning, the game will be considered complete and final.
 - If a playoff game is called for darkness, the game will pick up where it left off, on the next scheduled day.
- **If a rainout/makeup game(s) will not change standings for playoffs, the game(s) may not necessarily be made up. If a team can go from 7th to 6th or a team can move up to 1st or 2nd, the game(s) will be made up.

***PITCHING RULES:**

Modified

Pitching form must be announced to umpire prior to start of game
Pitcher must continue announced form throughout the entire game.
Relief pitcher must also announce form before reaching pitcher's mound.
Pitching motion:

Both feet must be on the ground and in contact with the pitcher's plate. The first step must be forward with the driving hip square to home plate.

NO OTHER MOTIONS WILL BE PERMITTED. IF A PITCHER DOES NOT CONFORM TO THE RULES, AN ILLEGAL PITCH WILL BE CALLED AND AN AUTOMATIC BALL WILL BE IN EFFECT.

Note: Make sure your defense does not relax if they hear "Illegal pitch".
The batter still has the right to hit the ball.

***FIELD USE:**

ALCOHOLIC BEVERAGES WILL NOT BE ALLOWED ON THE FIELD.
Any violations to this rule will result in termination of the use of the field.
Canvas the area for trash after each game. Trash bags will not be supplied, but trash MUST be picked up. Do not depend on the players of the second game to clean up after you!!!!!!
Spectators must be kept within the softball field area.
The park officially closes at 9:00pm.

***INJURED PLAYER:**

If a situation should arise and a team needs to replace an injured teammate (e.g., hamstring, knee), it will be up to the opposing team captain to allow it. If allowed, substitute MUST be last batted out.

***COURTESY RUNNER:**

Runners must be identified prior to the game. 'Courtesy Runners' are defined as a substitute runner for a player who has a medical condition. Each team will have a limit of only 3 runners with the commissioner's approval.

***PROTEST:**

To register a protest during a game, it must be done at the time of the incident.
DO NOT WAIT UNTIL THE INNING OR GAME IS OVER.

***UNSPORTSMANLIKE CONDUCT:**

- 1.) Flagrant fouls will result in ejection from the game.
- 2.) Fighting will result in expulsion from the league.
- 3.) Defensive players distracting a batter will be given one warning by the umpire. If it persists, the umpire will eject that player from the game.
- 4.) Arguing balls and strikes will not be allowed.
- 5.) Abusive language will not be tolerated toward the umpire and opposing team members. Possible ejection from the game will result if deemed necessary by the umpire.

THIS RULE WILL BE STRONGLY ENFORCED.

***STEALING :**

Allowed. Only if the ball goes behind the catcher, can a runner advance to 2nd or 3rd. The ONLY TIME a runner at 3rd can advance (steal) homeplate, is if another play is in the field. Behind the catcher means, behind the chalk line.

**For Example: If the catcher throws to 1st or 2nd to make a play, the runner at 3rd may advance to homeplate.

- *DEAD BALL:**
(Throwback) If a ball thrown by the catcher to the pitcher is dropped or mishandled by the pitcher, a "DEAD BALL" will be called by the umpire. No runner may advance on a "DEAD BALL".
- *LIVE BALL:**
(Overthrow from Catcher) If a catcher makes an attempt to throw out a runner that is off base and the ball is overthrown, it becomes a "LIVE BALL" and in play. Base runners will be able to advance at their own risk only after tagging up from the last base safely occupied.
- *BASE RUNNING:**
(Sliding) If a catcher has possession of a ball or is awaiting an eminent throw while in the right handed batters box, a runner MUST slide or 'surrender'. If any other situation arises, a runner MUST avoid at all costs, colliding with the catcher or any infielder covering a base. Any malicious attempt to cause a collision with another player, with or without the ball, will result in ejection from the game as stated in the ASA Rulebook.
- *OVERTHROW:** THIS RULE WILL APPLY TO ANY INFIELDER COVERING A BASE.
If an overthrown ball hits any part of the bleachers on the 3rd base side of the 8th Ward field, the ball will be ruled an 'OUT OF PLAY' by the umpire. The base runner will then be advanced by the umpire accordingly.
- *EXTRA PLAYERS:** Each team is entitled to use a DH and an EH for each game, if desired.
This means, in no way can a roster exceed 12 players at any time.
- *RE-ENTRY:** When a player leaves the game, the replacement must stay in the game for one full inning. Meaning the substitute must get up to bat at least once and play the field at least ONE inning. Only starters can re-enter.
- *SCORES:** Winning captains must call in the final score, the following day to Christine.
- *ILLEGAL EQUIPMENT:** 'Double Wall' or 'Titanium' bats are forbidden to be used in any game. Metal spikes are also illegal.
No illegal equipment should ever be brought to a game.
**Any person using illegal equipment, will be removed from that game.(AUTOMATIC OUT)
**Any person using illegal equipment for a 2nd time, will be removed from that game along with the captain. (2 AUTOMATIC OUTS)
**Third time-the player will be asked to leave the league permanently. (Revised 6/28/05)
- *UMPIRES:** Umpires must be ASA approved. A second umpire for the championship will be determined at the finals by both captains. Second umpire fees to be paid by teams.
- *BLEACHERS:** Home team has choice of bleacher side or street side at field.
- *COMMISSIONER PARKING:** The driveway is OFF LIMITS. This is reserved for the Commissioner and umpire.
- *INSURANCE:** Our insurance policy has a \$250 deductible. Claims for minor items such as broken windshields on cars WILL NOT be honored by the policy.
Deductible will be divided among teams for claims, unless a specific party can be identified.
PARKING AT THE FIELD IS AT YOUR OWN RISK!

THE UNSPORTSMANLIKE CONDUCT RULES WILL BE STRICTLY ENFORCED BY THE UMPIRE!

"GOOD LUCK AND HAVE A GREAT SEASON"