

RULES REVISED APRIL 17, 2012

BREVARD COUNTY PARKS & RECREATION SOUTH AREA HOOVER TUESDAY MENS SOFTBALL LEAGUE 2012 RULES & REGULATIONS

The 2012 Tuesday Night Mens Softball League located at Hoover Sports Complex will be governed by the present year USSSA softball rules and regulations for men's play, as amended by Brevard County Parks & Recreation Department (South Area).

1. ELIGIBILITY & TEAM ROSTERS: League will consist of a maximum twelve (12) teams with all players being on a team roster in order to be eligible to play in the league. Players may only be on one team roster and are required to have a completed player registration form/waiver on file before they are eligible to participate. A team may question if another team's player are legal at any time before, during or after the game. If an illegal player was used during the game in question then that team will forfeit that game by a final score of 7-0.

REVISED RULE: Each team may have up to twenty (20) players on their roster at any given time during the regular season. Only players with a 2012 waiver are permitted on official team rosters, no 2012 waiver means no name on roster until one is on file with staff. The roster will remain open for add/drop through all official regular season games and then frozen for playoffs. Rosters are officially frozen at the completion of the very last date of regular season games played. **TEAMS MAY NOT PICK UP OTHER ROSTERED PLAYERS FROM OTHER LEAGUE TEAMS DURING THE REGULAR SEASON OR PLAYOFFS.** Teams may only pick up non-rostered players (any player(s) that are not currently on a MEN's Team Roster) to field a legal team of nine (9) or ten (10) players to avoid a forfeit. Staff will strictly enforce this rule and any team found in violation will have their game immediately forfeited with further violations possibly leading to removal from the League.

2. MANDATORY PLAYER PARTICIPATION: All rostered players are required to play in at least two (2) regular season games to be eligible for the playoffs. If a player does not meet this requirement then they are not eligible for the playoffs. The official scorebook will be used to document this rule.

3. FORFEITS: Each team will be permitted to forfeit up to a maximum of two (2) times during the regular season and remain eligible for the playoffs. Teams that exceed the maximum number will remain in the regular season but will not be eligible for the playoffs. Forfeited games will result in a final score of 7-0.

4. TEAMS: Teams may start the game with nine (9) players if no others are available at the start of the game. A tenth player may be added once the game starts with that player and any additional players being added to the batting order beginning at the bottom of the lineup. If a team only has nine (9) players and a player is ejected or injured and unable to continue play, that player must be legally substituted for or the game will be forfeited. If a team has ten (10) players and a player is ejected or injured and unable to continue play, that player must be legally substituted for and if not the team may finish the game with nine (9) players with an out being called when the ejected or injured player's batting spot comes up.

5. OFFICIAL LINEUP / EXTRA PLAYER (EP): Teams may use unlimited batters in their official lineup, but they must start and finish the game with the same number of batters. In the case of a player

ejection and/or injury a player that has not been in the lineup may be used as a substitute, if no eligible players are available then an out will be called in the ejected and/or injured player's batting spot. Teams that have more than ten (10) players listed on their official batting lineup may use unlimited defensive substitutions any time during the game.

6. GAME TIME: Teams are expected to be ready to play at scheduled game time with a five (5) minute grace period being permitted for teams not having enough players (9 to start a game) for the first scheduled game only. After the first game grace time or all other scheduled game times those teams that fail to field at least nine (9) players will have their games forfeited.

7. LENGTH OF GAME (TIME LIMIT): All regular season and playoff games except for the playoff championship game will consist of a time limit of one (1) hour or seven (7) innings, whichever comes first. The Home plate Umpire will keep the official time with no new inning being permitted to start within the last five (5) minutes of the time limit.

8. COMPLETED GAMES / SLAUGHTER RULE: All regular season and playoff games to include the playoff championship game will be completed if one team is ahead, depending on the home team after the time limit has expired or seven (7) innings have been completed. In the event of foul weather or a team is ahead by the slaughter rule of twelve (12) runs at the end of 4 ½ or 5 innings, depending on the home the game will stand as complete. . **(SEE BELOW ON NEW FLIP FLOP RULE)**. Games that are stopped due to foul weather, lights or any other cause and are not considered completed games will not be resumed and will be rescheduled as a complete game makeup

NEW Flip Flop Rule will be used should the home team after four (4) complete innings is behind by twelve (12) runs or more. The home team will become the visiting team beginning in the top of the fifth inning and continue to bat with the original visiting team becoming the home team. If the new visiting team fails to score enough runs to get the score under twelve (12) runs in the top of the fifth inning then the game becomes final. Should they score enough to get under twelve (12) runs then the game continues with the new home team batting. Should the new home team go up by twelve (12) runs then the the slaughter rule comes into affect and the game becomes final. Should the new home team succumb to the twelve (12) run slaughter rule then teams will flip flop again.

9. TIE GAMES: All regular season and playoff games except for the championship game that end in a tie after the time limit has expired or seven (7) innings have been completed the following tiebreaker rule will be used. **The last batter from the previous inning will be placed on second base** and one pitch rules (batter hits a fair ball, ball is called on the batter-walk occurs, strike is called on the batter-out is called, foul ball is hit-out is called) will be used to complete the game.

10. PROTESTS: All protests must be brought to the attention of the officials and Hoover staff which will be documented into the official scorebook at the time of the protest and must be submitted in writing to the Hoover staff at the end of the game along with a \$10 fee. Teams may not protest judgment calls made by the officials just those concerning Official USSSA and amended rules and regulations.

11. MAKE-UP GAMES: Games that were cancelled by the Hoover staff due to foul weather, lights and other situations will reschedule all games prior to the start of the playoffs.

12. HOME RUNS: Progressive: Two (2) home runs for each team and progressively up by one (1) home run for each team; all other home runs will be counted as outs. **All home runs that count will result in both the batter and any base runners immediately returning to their dugouts – no touching up one base is required. Home runs that hit the top of the fence and not an defensive player and go over will be counted to the teams progressive home run count.**

13. FOUL BALLS: Teams are responsible for retrieving their foul and home run balls that are hit out of the playing field.

14. COURTESY RUNNER: Each team is permitted the use of one (1) courtesy per inning played. The batter or any base runner must first touch up to their next base and time must be called by the officials prior to the courtesy runner being used. The courtesy runner must be the person who made the last out during the previous inning or if used in the first inning then the last person listed in the batting order. A second courtesy runner can not be used unless an injury occurs to the first runner or any other player during that inning. **If the courtesy runner is still on base when their time to bat comes up then they are to remain on base and their batting position will be declared an out.**

15. BATTING: Each batter will begin with a one ball / one strike count and will be allowed two (2) foul balls after the second strike is called in which after the second foul ball the batter is then called out.

16. PLAYOFFS: Final standings at the end of the regular season will determine the league champion and runner-up. Teams that are tied are then determined by head-to-head games between the two teams and if remain tied, total number of runs scored by each team. A single elimination tournament will be played at the conclusion of the regular season using rules from the regular season except there will be no time limit for the championship game only.

17. CONDUCT: All players/managers shall conduct themselves in a proper manner at all times while on and off the field. Failure to do so shall be cause for ejection from the game by the umpire and possible suspension from the league for a length of time by the Parks & Recreation Staff. Any player, manager or spectator that acts in an unsportsmanlike manner or shows disrespect to the rules may be expelled from the playing area and/or a trespass warrant may be issued for that person.

18. EJECTIONS: If a player and/or manager are ejected from the game, then the player must be legally substituted for as outlined in Rule #4. If a player and/or manager willfully attacks, threatens or does bodily harm to another player, manager, umpire or spectator they will be immediately ejected from further games in the season. **Any ejected player and/or manager ejected from a game will not be allowed to play in their team's next game. Ejected players may attend their teams next game, remain in the stands and not be in or around dugout areas.** Should a suspended ejected player and/or coach participate in the game then the game will become a forfeit. Failure to comply by these stipulations will result in suspension from future games until completed. Any player and/or manager that are ejected twice during the same season may be suspended from the remainder of the regular season to include playoffs.

19. UMPIRES: All officials for the league are appointed by the Parks & Recreation Department. Officials will take whatever action they deem necessary to enforce the rules and regulations of the league. For any questions or problems not covered in the rules and regulations, the umpire shall make the decisions on the basis of the official USSSA Rulebook. The umpire is empowered to call a game at any time because of darkness, rain, lightning or other causes which may place participants and spectators in danger. Any questions or problems directed to the umpire should come through the team manager only.

20. AWARDS: League Championship is determined in the Playoffs. There will be Team Awards (Trophy or Plaque) for Playoff Champion and Runner-up. Playoff Champions also receive Custom T-shirts. Regular season play is for seeding the Playoffs.

21. SAFETY:

- A. It's the responsibility of each player/manager to ensure that no member of their team creates a safety hazard as outlined in the official USSSA Rulebook.
- B. Injuries, managers will ensure that injured players do not continue to play and will be removed from the game along with notifying the Parks & Recreation staff of the injury. The umpire has the authority to remove any injured player from the game shall the manager refuse to.
- C. No metal spike cleats are allowed, players caught using them must change to legal cleats and will be subject to ejection if not complied.
- D. Not mandatory, strongly suggested that the catcher wear a protective mask at all times.

22. NO ALCOHOL, SMOKING OR DOGS: Per Brevard School Board Policy, absolutely no alcohol or dogs on school property at any time. Any person found with alcohol will be asked to leave the school grounds immediately. Players and/or manager will be ejected for having alcohol at the game or on school grounds before, during or after the games. Teams that have alcohol in their dugouts will have their game forfeited.

23. FIELDS: There will be absolutely no warm up hitting into the fences. Teams are required to clean up their dugouts after each game by using the trash cans provided at the fields.

24. LIGHTS: Only Parks & Recreation Staff have the authority to turn lights on and off. Teams that wish to use lights for practices must rent them through the staff.

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