

RAPID CITY SOFTBALL ASSOCIATION

PLAYER RULES AND REGULATIONS FOR MEN'S, WOMEN'S, AND CO-ED 2009 SEASONS

1. At the time the team's roster is turned in the following must be met: Men's & Women's teams – each team roster **MUST** have the signatures of at least 10 players with \$500 team fee and \$450 minimum player fees and Co-ed teams - each team roster **MUST** have the signatures of at least 5 women players and 5 men players with \$375 team fee and \$400 minimum player fees.
2. Game time is at 6:15 p.m. (as determined by the “official clock”). The National Anthem will be played at 6:13 p.m. (No games can begin prior to the playing of the National Anthem). The “official clock” is located in the main concession stand. The “game clock” will start after the coin toss.
3. There will be a five-minute grace period for the first game of a regularly scheduled league session. There will be no starting time grace period for any game thereafter.
4. No metal spikes shall be worn by any player during RCSA regular season game, RCSA sanctioned league tournaments or on any softball complex being leased by RCSA, at any time.
5. Lineup cards are to be filled out prior to the coin-toss with first and last names and uniform numbers. It is requested but not required that substitutes are also listed. Managers are encouraged to verify the scores and sign the lineup card at the end of the game.
6. In an effort to avoid forfeits for not having enough players at game start time, all league games may begin with 8 players adding the 9th and 10th players to the bottom of the lineup when/if they arrive. If playing with 8 players, a team will not be allowed to 'play down' a position due to an injury or disqualification. **Men's & Women's** -If playing with 9, 10 or 11 players, a team will be allowed to 'play down' one position due to an injury or disqualification with an out taken in that player's batting position. Interrupted play (rain delay, etc.) that later resumes may continue with no penalty for beginning the resumed game with different players or a different number of players than were playing when the game was interrupted. For example, a team playing with 11 on the original lineup will be able to start the resumed game with 8, 9 or 10 players with no automatic out assessed in the missing position(s). At this point additional players may be added to the lineup and the injury rule applied as described above.
Co-ed -You may start a game with 8, 9, 10, or 12 players. 8 players - 4 females & 4 males - no automatic outs. 9 players - 4 females & 5 males - one automatic out or 5 females & 4 males - one automatic out. 10 players- 5 females & 5 males or 12 players – 6 females & 6 males – two extra hitters.
7. **NUMBERS ON THE BACK OF JERSEYS: This will be ENFORCED!** An Arabic whole number (0-99) (00, 03 etc are now acceptable) of contrasting color, at least six inches (15.24cm) high must be worn and visible on the back of all uniform shirts. No players on the same team may wear identical numbers. Players without numbers will not be permitted to play. There is no penalty for a player wearing a wrong number or a duplicate number. Correct the number in the score book or have the player(s) change jerseys in case of duplication, and continue play.” If playing in colder weather the numbered uniform **MUST** be worn either under or over your clothing.
8. **FORFEITS:** The first forfeit will be a warning, the second a \$10 team fine, and any forfeits after that will be \$20 each. If your team has three or more unexcused forfeits in one season, they may not be allowed to play the following year. All fines are due before your game time the following week. When prior notice is given that your team will not be playing a certain night or your team forfeits due to a game related injury there will be no penalty enforced upon your team. Should you wish to appeal a forfeit you must do so, in writing, to the office by 6:00 p.m. the next business day.
9. All umpire judgment calls are final, (i.e. fair/foul, safe/out, strike/ball.)
10. Please retrieve foul and homerun balls. The Concession Stand will have a candy bucket for kids that retrieve balls.
11. **NO** alcoholic beverages are allowed in the dugout area or on the playing fields. Glass containers and coolers are **NOT** allowed on the complex. **NO** pets of any size or type are allowed in the complex with the exception of **SERVICE ANIMALS**.
12. No jewelry is strongly recommended. However, single stud earrings (non-dangling) and necklaces (tucked into jersey) will be allowed. Multiple studs must be taped with a non-transparent tape or removed **BEFORE** entering the playing field.
13. You are allowed to pick up players during the season provided they are on the roster and have signed a release form on file with the Association. Ineligible ball players are those who have not paid their players fee and/or signed the team's roster. Any team caught with an ineligible ball player will be fined \$100 per team per occurrence. Should you use an ineligible player you will have until your next night of play to pay the fine or you will forfeit your games until the fine is paid. It is our hope that by enforcing this rule we will cut down the number of ineligible ball players. Player ID cards will be issued prior to the first week of play. **Players must have their card and photo ID with them at all times.** If you have a player that has just paid and does not have a card, they **MUST** have their receipt showing proof of payment and a photo ID. Board and committee members will make random checks, as they deem necessary. If you (the team manager or team representative) believe that the opposing team is using an ineligible player you will be required to lodge a protest with the home plate umpire. All game protests must be made before the last out of the game.
Ineligible player procedure: The protesting teams' manager or Coach must register the protest with the home plate umpire, notifying the umpire which player they are protesting. The umpire will notify the coach of the protested team of the protest. The protested team has five minutes from notification to produce sufficient identification (photo ID and player's card). If the team cannot produce sufficient identification, the Umpire will notify the protested team that they have the option to continue the game or forfeit to avert any further consequences. If they choose to forfeit, they will only forfeit that game. If they choose to continue, the protest will be filed with the proper consequences. The protested player is to sign (script signature) the back of the lineup card. There will be a protest meeting of the Executive Committee, the home plate umpire, both team managers and the protested player. At this time, the player may present proper identification and the signatures will be checked. If caught with an ineligible player, the team will forfeit the game(s) that the player

participated in and be suspended for a period of two weeks. The ineligible player and/or the manager may be suspended for a period of up to one year.

Illegal ball player procedure: An illegal ball player is defined as a ball player being signed up on two teams. Any player signed up on two different teams will be suspended for a year.

All other protests shall be turned in by 6:00 p.m. on the business day following the event being protested. A \$10 protest fee must be accompanied by a written explanation of the protest. (The fee will be refunded only if the protest is granted.)

14. If a person changes from one team to another, that player must sit out for a period of four games from the time the office is notified. If both Managers agree in writing to the transfer, that player may start playing for the new team immediately.

15. All weather-related postponements will be rescheduled by the Association, no exceptions. Postponements/cancellation prior to game time will be made by the Association staff. After the games have begun, postponements/cancellations will be decided and announced by the nightly umpire-in-chief.

16. You must notify the home plate umpire of any substitutions during the game.

17. You have one minute between innings. Time starts following the last out.

18. All Men's and Women's league games will have a 60-minute time limit and all Co-ed games will have a 55-minute time limit - no new inning will begin unless game is tied. All games will be subject to a 20 after 3, 15 after 4 and 10 after 5 innings run-ahead rule. When interrupted by weather, a game will be considered complete after 5 full innings.

19. Ties are broken by: (1) head-to-head, (2) run differential; (3) total runs.

20. The age limit is 16-years of age. Any players under the age of 18 will be required to have their parents or legal guardian sign the roster. Junior Olympic age players are recommended to wear prescribed protective equipment in adult competition.

21. Players are free to leave the dugout but must stay within a reasonable distance of the dugout.

22. When a player is ejected in a league game, that player is not allowed to participate for the remainder of that game. The Grievance Committee will review the ejection and notify the Manager and the player of their decision. If it is decided that the player is at fault, he/she will need to follow that decision whether it be game suspensions, fines, or probation. For the second offense, the player's first offense will be taken into consideration during discussion. Should a third offense take place, the player will be ejected for a minimum of the remainder of the season. Umpires are required to complete an ejection form as well as write the ejected player's name on the back of the line-up card along with the specific reason for the ejection.

23. Home runs exceeding the home run rule result in a dead ball and the batter is out. No runners advance.

Rapid City Softball Association Home Run Rule (Same as State Tournament Home Run Rule):

Division A: 6-home runs Division B: 3-home runs Division C: 2-home runs Division D: 1-home run

Co-ed: Division B: 6-home runs Division C: 3-home runs Division C1: 1-home run Division C2: 1-home run

24. Stealing: At the time of the coin toss the umpire will ask both teams if they want to steal, if either team says "no" then there will be no stealing for that game and the umpire will write it on the back of the card. This new ruling applies to all men's divisions on all nights.

25. When a batter hits a home run it is optional whether he runs the bases or goes back to the dugout once it is declared a home run. (Once declared a home run it is a dead ball.)

26. All leagues will start with a 1-1 count.

27. Only ASA approved bats are allowed and the use of an altered or illegal bat will result in the player being ejected. **Co-ed** - the men's ball will be the same ball used in the State Co-ed Tournaments and the women's ball will remain the same.

The following rules are for Co-ed teams only

A. UMPIRES will alternate softballs. 11" for women, 12" for men.

B. Defensive Positions: Outfield – two males and two females Infield – two males and two females Pitcher & Catcher – one male and one female

C. Males and females must alternate in the batting order at all times.

D. If a male walks, he goes to second base, but must touch first base. When there are two outs and a male walks, the female has the option to walk or she may bat. When there are less than two outs there are no option given, she must bat.

E. If using extra hitters: Must use two, one male and one female.

F. Teams and Divisions of play:

B League can have as many Women's B and Men's A players as they like on the team roster; C League can have no more than 2 Women's B and 1 Men's A players on the team roster; C1 League can have no more than 1 Women's B and NO Men's A players on the team roster; C2 League can have NO Women's B and NO Men's A players on the team roster.

G. When a female player is up to bat, ALL out fielders must remain behind the white line.

Ruling: Delayed dead ball. Offended team's manager shall have the option of taking the result of the play or having the female player bat over. It is the umpire's discretion as to the defensive player's position at the time of the hit.

H. Flip-Flop Rule: If the VISITING team is ahead by at least 20 runs in the beginning of the third inning, by at least 15 runs at the beginning of the fourth inning or by at least 10 runs at the beginning of the fifth inning, the visiting team will "flip-flop" and become the home team. EFFECT: If the run-ahead rule still applies after the "new" visiting team has completed their turn at bat, the game will be over.