

Southern Softpaw League Game Rules

Article I. Rosters

1.01 Player Limit: Each team shall be composed of at least ten (10) and not more than twenty (20) players. A person's name may not appear on more than one roster.

1.02 Team Contact: Each team shall have at least (2) points of contacts for official communication between the League and that team. (coach, manager, assistant coach, team captain). Phone numbers and emails must be provided to the Executive Board for communication purposes.

1.03 Roster Deadline: Southern Softpaw League (SSL) Rosters must be submitted to the League officers on the date set by the Board. Each roster must list all required information, full name, date of birth, address, contact information, emergency contact information, etc.

1.04 Team Changes: Players may change teams within the first two (2) weeks of the season for any reason.

A. No player may change teams more than once per season. After the second week of play, players wishing to switch teams due to special circumstances must submit their request in writing to the Division Ambassador. The Division Ambassador will relay the request to the Executive Board, which will make a decision at their discretion.

B. No team may add more than four players per session, with a maximum of 20 players per roster. If a change is needed due to special circumstances, the team manager must submit the request in writing to the Division Ambassador. The ambassador will relay the request to the Executive Board, which will make a decision at their discretion.

1.05 Player Additions: New Players may be added to a roster to fill any vacancies that may occur. Before a new player is eligible to participate in League competition, the manager must submit to the Division Ambassador and if not available, any Executive Board member, the player's required roster information, registration form, and player fee.

1.06 Player Identification: All players should have identification at the field during League games and may be asked to furnish such identification should a question of player eligibility arise.

Article II. Schedule

2.01 Schedule: A complete schedule of all League games will be distributed to all team managers/coaches prior to the start of League play. The schedule will list the date, time and place of each League game.

2.02 Season Schedule: When necessary, there will be two sessions of play. The first two to three weeks will be a round robin schedule where all teams play each other. The second session will be divided into two or more divisions, splitting the League down the middle or one third based on their records from the first session. Otherwise, the season schedule will be by divisions.

2.03 Tournament: If time, funding and the majority of the coaches council votes in the affirmative a season-ending tournament will be seeded based upon the records from the end of the season win/lose record. There will be a separate tournament for each division. A second option will be to host a charity tournament by a majority vote of the Executive Board vote in the affirmative to do so at a time and place identified by the League of the best chances for success.

2.04 Forfeits: Any team not able to field enough roster players within 10 minutes of the scheduled starting time of their game are allowed to pick-up players with in the same division or one division up or down.

A. If a team has a majority of roster players, then it may add pick-up players to make a roster 10, but not exceeding 10, with the exception of a pitcher, to field a team and avoid a forfeit. If playing with nine players, then the tenth spot in the batting order is an automatic out.

B. Substitutes/pick-up players may be added after any inning of the game as long as they are reported to the home plate umpire and the coach of the other team. If a roster player arrives, then he/she must enter the game, and the substitute must come out. In the event that previous game runs overtime, then the starting time shall be assumed to be the time at which the previous game ends.

* The Board reserves the right to impose a fine (minimum of \$100 or the costs of the operations of the field, whichever is greater, per game) against a team that forfeits a game. This fine will cover costs of umpire fees and any other League expenses related to forfeiture of the game. Team managers are encouraged to notify the Board of likely forfeiture at least one week in advance so that adjustments can be made and fees can be avoided.

2.05 Postponements: In the event a game is postponed (due to rain, etc.) the game will be rescheduled to the best of the Leagues abilities. The schedule for other games may or may not be affected.

2.06 Time Limit: There will be a time limit of (55) minutes per game, which will be

regulated by the umpire. A (10) minute grace period will be allowed for the first games of the day and for every game thereafter, a (5) minute grace period will be allowed at the start of the game to help prevent any forfeits.

2.07 Run Ahead Rule: For League play, a ten (10) run rule will be in effect. Should a team be ahead by ten or more runs after five innings (or four and a half innings if the home team is ahead), the game shall end and be considered a completed game. 15 Runs ahead after 4 innings or 20 runs after three innings. There will be no run rule in effect for tournament games.

A. The Run Ahead Rule does not apply to the Just Fun (JF) Division.

B. In the Just Fun (JF) Division, when 10 runs are scored in a half inning, the ball changes hands regardless of the number of outs with the exception of the 7th inning and if time has expired.

2.08 Inclement Weather: Coaches should contact the hot line at least two (3) hours in advance of their game time to determine if the game is to be called due to bad weather conditions. Executive Board members will also contact the Coaches or Managers. Coaches/Managers will be responsible for contacting players on their own teams. The rain out number is (404-361-4100).

Article III. Uniforms

3.01 Each player is expected to wear a uniform shirt with a number on the back, side or front, (4" or larger) all in same or similar color. Numbers should correspond with the number listed for that player on the official team roster or official line up card. A two-week grace period will be allowed at the beginning of the season for teams to acquire their jerseys.

Article IV. Tie Breaker, Final Standings and Tournament

4.01 If at the end of the regular season, two or more teams finish with identical won-lost-tie percentages, the following steps will be taken until the tie is broken:

A. Best record in head-to-head competition.

B. Best net run advantage in head-to-head competition.

C. Best record in head-to-head competition with higher place teams from first place down until the tie is broken.

D. Coin flip.

Article V. Line Up Cards/Rules

5.01 Current ASA rules will apply when not specified by The Southern Softpaw League (SSL).

5.02 The lineup card that is submitted to the official scorer (home team scorer) prior to each game will be the official list of players (and their numbers) who will be eligible to participate for your team during the game. A. You must list all persons (and numbers) who are available to play on the lineup sheet.

5.03 Both teams should exchange line up cards at least ten (10) minutes prior to the start of the game.

5.04 All substitutes or re-entries should be announced to the home plate umpire before such substitution becomes legal.

A. It is not the scorer or umpire's responsibility to notice changes in line up or position. It is the coach's/manager's responsibility to see that all changes are properly entered.

B. Players in the Super Competitive (SC) Division player may **NOT** play as a substitute in the Just Fun (JF) Division.

5.05 Teams may bat 12 players at any time and play any 10 in the field in Super Competitive (SC) and Competitive Fun (CF) divisions. A special rule allows 11 players in the field of play in the Just Fun (JF) division as long as both teams have enough players and both coaches agree to this special rule. The 11th player must play in the outfield.

5.06 The umpire handles all rulings and field situations.

5.07 The Executive Board will handle situations upon written requests from coaches/managers.

5.08 If a player has been ejected, he/she has three minutes to vacate the field, out of range of sight and hearing. If a player is reported to the Executive Board, he/she will sit out the following week. A fine can be imposed by the Governor with the advice of the Lieutenant Governor of the amount of no less than \$25 and up to a maximum of \$100.

5.09 Courtesy runners may be used (one per inning). The runner can be any player on the roster. In the event that courtesy runner has not cleared the bases and is up to bat, they are out.

5.10 If a player has blood on his/her body, then he/she must exit the game until the wound is bandaged. First-aid kits will be available on all fields of play.

5.11 Fines paid to the League by any League member or team can only be used

toward a charity donation and are not to be used for operational cost. Fines cannot be appealed and must be paid before the team or player can return in good standing and continue to play in the League. Any fines not paid as determined by the Governor within six calendar days after the fine is imposed, that League member or team will be reviewed by the Executive Board for permanent suspension from the League.

Article VI. Sportsmanship

6.01 Profanity: Anyone using profanity or vulgar language directed at the umpire or another player, or loud enough to be heard by spectators, can be ejected from the game. Any player(s) who uses the tactic of taunting opponents by talking trash, either directly or indirectly, can be ejected from the game. A fine can be imposed by the Governor with the advice of any board member in the amount of no less than \$25 and up to a maximum of \$100.

6.02 Balls and strikes are not to be argued over.

6.03 Only the coach or managers are permitted to approach the umpire concerning disputed calls.

6.04 Fighting with or the abuse of an umpire, coach, player or spectator will not be tolerated. Anyone, umpire, coach, player or spectator in violation of this rule are subject to fines, temporary suspension and up to permanent suspension from the League. The Governor, with the advice and recommendation of the any board member, will decide the extent of punishment for this rule violation.

Article VII. Violation of Rules, Regulations or Unethical Behavior

7.01 The Executive Board reserves the right to hold anyone in violation of the rules, regulations and or unethical behavior that is detrimental to the standards set by SSL as reason to take appropriate action against such person included but not limited to fines, temporary or permanent suspension from the League. The Governor along with the advice and recommendation of the any board member will decide the extent of punishment for rule, regulation or unethical behavior violations.

ARTICLE XVII. {Remove to the Rules Section}

Section 17.01: Amendments to the By-Laws may be proposed by any Executive Board member of the League by notification in writing to the Executive Board. The By-Laws or any part hereof, may be amended, modified, or repealed at any regular or special meeting. When any amendment, change, or modification of the By-Laws is to be proposed at any such meeting, a notice of such meeting containing a recitation of the By-Law or By-Laws to be amended, and including the proposed amendment, shall be communicated to each team manager at least six (6) days in advance of such meeting. The team coach/manager will then be responsible to notify team members of the proposed amendment and meeting. Acceptance of such amendments shall require an affirmative vote of two-thirds (2/3) of the members present at such meeting.