

Southtowns Softball League
13-16 Rules of Play
(as of 2/19/21)

PLAYER COMPLIANCE/ LEAGUE AND GAME REGULATIONS:

1. Players must be officially registered with a participating organization.
2. The age cutoff date, per NSA rules is 1/1/2021
3. Organizations with multiple teams should assemble those teams by distributing talent evenly and creating parity.
4. Players may only play for/ be registered on one team roster.
5. Team rosters must be submitted to Jacie Gavin at jgavin@villagehamburg.com no later than May 1st.
6. Prior to June 30, all games will be 5 innings in duration. After June 30, all games will be 6 innings in duration.
 - a. An official game will be a minimum of 4 complete innings...or...if the home team is leading after 3 ½ innings.
7. All regular season weeknight games will begin at 6:15pm (playoff games scheduled on a weeknight will begin at 6:00pm).
 - a. Regular season and playoffs games at **EDEN** will begin at 6:00pm.
8. No new inning will begin after 2 hours and 15 minutes of play (playoff game length will be at the discretion of the ump/ field supervisor).

FIELD/ PLAYING EQUIPMENT:

1. DIAMOND DIMENSIONS: 43' pitching distance. 60' base path distance. 43' SOFTBALLS: 12" neon regulation softballs are required. HOME TEAM provides the umpire with game balls before each game.
2. BATTING HELMETS: All players must wear protective facemask/ caged batting helmets while batting and base running.
3. DEFENSIVE FACEMASKS: Pitchers are required to wear a defensive face mask while pitching. All other infielders are strongly encouraged to wear defensive face masks, but are not required to.
4. CLEATS: No metal cleats are allowed.
5. NO JEWELRY IS TO BE WORN DURING GAMES.

UMPIRES:

1. Home team provides AND pays for umpires.
2. Umpire compensation is at the discretion of the home organization.
3. Southtowns Softball League requires that all league umpires are properly trained by the home organization and are at least 16 years old.

RULES OF PLAY:

1. All present players must be put in the batting order for their team.
2. The standard defensive lineup will consist of 10 players.
 - a. See Roster Size/Forfeit rules on page two for more information.
3. Defensive playing time: All players present must play a minimum of 3 defensive innings.
4. Leadoffs and Stealing are allowed at all bases (including home) when the ball leaves the pitcher's hand.
5. **Maximum number of batters per inning/ per at bat...**The maximum number of batters in any inning/ at bat by a team will be determined by the team who has the larger number of players present to start the game that evening. For example, if TEAM A has 11 players present and TEAM B has 9 players present, the maximum number of batters that both teams may send to the plate during an inning during that game is 11. **EXCEPTION:** *In the last inning of the game, there is no limit to the number of batters in an at bat.*
6. Intentional walks are **not** allowed.
7. Non-collision rule **is** in effect. All base runners must avoid contact with fielders. Incidental/legal contact will be left to the discretion of the umpire. This is not a must-slide rule!
8. No defensive player may block/shield any base unless the player has possession of the ball.
9. Base runners may **not** slide head-first into any base. "Dive-backs" into bases are allowed. Head first slides will result in the runner being called out.

PITCHING:

1. A pitcher may pitch a maximum of 4 innings per game.
 - a. A player who pitches for their school varsity team **may only pitch one inning per game.**
 - b. A player who pitches for their school JV/Mod. Team, or any travel team may pitch a **maximum of two innings per game.**

COACHES, UMPIRES & CONDUCT OF ALL

1. Only the head coach (identified prior to each game) may speak with the umpire regarding any disputes, rule questions, etc. NO EXCEPTIONS!
2. All players, parents, coaches and spectators are expected to comply with the Village of Hamburg's Youth Sports Code of Ethics/Conduct.
3. Disciplinary Action: As the agency which administers this league, The Village of Hamburg Recreation Dept. reserves the right to conduct investigations and hand out disciplinary actions as it sees fit. League administrator is Jacie Gavin can be reached at 312-7461 or jgavin@villagehamburg.com

ROSTER SIZE/FORFEIT:

If a team has at least 8 roster players available for a game, the COACH must attempt to call players up for that game to bring the team to the minimum of 10 players for the game. See player call up rules below.

1. Teams can play a game with 9 players, without taking an out as in the 10th spot in the batting order.
2. A team can also play with 8 players, but will take an out every time the 9th spot in the batting order comes up.
 - a. No grace period for an 8 player team, start the game and insert a 9th or 10th player (in last spot in batting order) when/if she shows.
3. Teams with only 7 players cannot start the game. If they do not have a 8th player by the 10 minute grace period, they forfeit.

MERCY RULE:

1. If a team is leading by 12 runs or more at the end of 4 innings of play (or 3½ if they are the home team), the game will end; OR 10 or more runs at the end of 5 innings (or 4 ½ if the leading team is the home team).

CALL UP PLAYER RULE:

If a coach secures a player or players to be called up for a game, the following requirements should be followed:

- Coaches contact families of **12 year olds** from the 12U teams in their respective leagues.
- Call up players must bat in the last spot(s) in the batting order.
- If a call up player unexpectedly gives a team more than the minimum amount of players needed, DO NOT send the player home. In this case, the called up player will play less innings in the field than all roster players, and follow the rules above.

THUNDER & LIGHTNING POLICY:

*The policy below will be enforced keeping in mind one thing...SAFETY!

*NOTE...the presence of thunder and lightning DOES NOT AUTOMATICALLY CANCEL A GAME permanently!

*HJBSL follows the NYSPHSAA policy on thunder and lightning... Thunder and lightning necessitates that contests be suspended. The occurrence of thunder and/or lightning is not subject to interpretation or discussion - thunder is thunder, lightning is lightning. When thunder is heard and/or when lightning is seen, the following procedures should be adhered to by the Field Supervisor OR the head umpire (in the absence of a Field Supervisor).

- a) Suspend play and direct participants to go to shelter, a building normally occupied by the public or if a building is unavailable, participants should go inside a vehicle with a solid metal top (e.g. bus, van, car).
- b) Do not permit people to stand under or near a tree; and have all stay away from poles, antennas, towers and underground watering systems.
- c) After thunder and/or lightning have left the area, and wait 30 minutes after the last boom is heard or strike is seen before resuming play or competition.

REPORTING SCORES:

In order to keep the standings up to date, ALL COACHES need to report their scores. Simply send Jacie Gavin and email at jgavin@villagehamburg.com with the score of EVERY GAME that your team plays. Please report scores whether you win or lose by the end of each week!