

# Rules of Play San Francisco Gay Softball League



The SFGSL shall play softball according to the current and approved ASA Slow Pitch Rules. The following variations apply and supercede the ASA rules.

## I. Equipment

- A. **CATCHER'S MASK/FACE GUARD:** Each team is required to use a catcher's mask or face guard. If a team cannot produce a mask (e.g. borrow or share with another team), the game will be forfeited.
- B. **UNIFORMS:** Each player should have a shirt of like color with a number shown on the back of his or her shirt.
- C. **GAME BALLS:** The home team is responsible for providing one (1) new game ball. These are distributed to managers in a League meeting prior to Opening Day. Game balls to be used are determined based on the official softballs approved by NAGAAA/ASANA for each division.
- D. **FIRST AID:** Each team must provide their own first aid supplies.

## II. Eligibility

- A. **AGE LIMIT:** All players on the official roster must be 18 years of age or older.
- B. **FEES:** All team registration and member fees, and any other outstanding fees, must be paid by the registration deadline outlined on the Manager's Instructions document.
- C. **FORMS:** Each season **all members must sign the Member Contract** prior to playing in the League.
- D. **POST SEASON ELIGIBILITY:** For post season play, a player must have been present at and listed on the lineup card of at least 50% of the team's games. For Women's Division a player must have been present at and listed on the lineup card of at least 1/3 of the teams games to qualify for post season play based on ASANA qualifications. "It is up to the manager to see that these records are accurately kept. All managers must submit a line-up card to the official scorekeeper and to the umpire prior to the start of each game. A designated SFGSL Representative is responsible for collecting all lineup cards and Division Representatives are responsible for following up on all questions of eligibility.
- E. **PLAYING AN INELIGIBLE PLAYER:** If a team plays an ineligible player, the team will forfeit all games played in by that ineligible player. A team can contest a player's eligibility. You must register an official protest to the umpire in the game in which you suspect that player is playing. For more information on protest procedures, refer to section XV Protests of this document and section XI Protest Procedures in the Ratings Guidelines.

## III. Rosters

- A. **MAXIMUM NUMBER OF PLAYERS:** A team roster will consist of no more than **18 players for the Open division** and **20 players for the Women's division**, regardless of whether they actively play softball. No limit on associate members.
- B. **ADDING PLAYERS:** Members can be added to a team roster after the registration deadline and up until the Add/Delete deadline. For more information on this procedure and deadline refer to the Manager's Instructions document.
- C. **FALSIFYING INFORMATION:** Any member falsifying information on forms identified in the Manager's Instructions will be subject to action by the Board.

## IV. Lineups

- A. **NUMBER OF STARTING PLAYERS:** A team may start with as few as nine or as many as twelve, without penalty.
- B. **EXTRA PLAYER:** If a team chooses to have 11 or 12 players in its lineup, the team can designate one or two players as EP. (Extra Player). The offensive position in the lineup of extra players cannot change but defensive positions can. Once a game has started, players cannot be added to the starting lineup. The only exception is the Shorthanded Rule.

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- C. **SHORTHANDED RULE:** A team may start with 9 players without penalty. If a team starts with 9 players you must add the 10<sup>th</sup> player upon arrival. A team using an EP may finish the game with 9 or 10 players, without penalty, if players are lost due to injury and no substitute is available. If a player is lost due to ejection and no substitute is available, the team must take an out per slot when the vacancy (ies) in the line-up come(s) up to bat.
- D. **OFFICIAL LINEUP:** All players eligible and present to participate in a game should be listed on the lineup card. For purposes of post-season eligibility, a player is considered legally part of the game if he or she is present at the playing site before the end of a game and his or her name is then added on the lineup card. A player present at the playing site and listed on the lineup card will receive credit for WS Berth Tournament/Women's Playoff eligibility regardless of whether they enter the game.
- E. **LINEUP CARD PROCEDURES:**
  - 1) A complete line will have Team name, Date, last name, first name, jersey #, position, and a manager or coach's signature.
  - 2) List all starting players in the order in which they will bat.
  - 3) List all substitute players who are eligible and present for that game.
  - 4) Present the card to the umpire who will check and collect it during the pre-game meeting.
  - 5) Eligible players who arrive late and who have not been listed on the lineup should be added to the bottom area of the lineup card.
  - 6) The original cardstock copy of the lineup (the umpire's copy) will go in the field envelopes as official SFGSL scorecard record of the game.

## V. Time Limit

- A. No new inning can begin after 70 minutes of play.

## VI. Legal Pitch Delivery

- A. The ball must be delivered with a perceptible arc and reach a height of at least 6 feet from the ground, while not exceeding a maximum height of 12 feet from the ground.

## VII. Starting Count

- A. . The batter shall assume a zero-ball and zero-strike count upon entering the batters box.

## VIII. Tie Games

- A. Regular season games can end in a tie if a game is tied after 70 minutes. WS Berth Tournament games cannot end in a tie. The ASA Tie Breaker Rule will take effect after 70 minutes or 7 innings.

## IX. Courtesy Runner

- A. Each team is allowed to provide courtesy runners for up to two different players per game. Those players who need courtesy runners must be identified prior to the start of the game. The courtesy runner shall be the person who last completed his or her turn at bat who is not on base. The courtesy runner does not need to be used, but if used, must be declared prior to the next pitch after the batter safely reaches base. If it is discovered that the wrong person was used as the courtesy runner, the courtesy runner is replaced with no penalty.
- B. A courtesy runner may run for an obviously injured player provided that it does not exceed the two identified player limit: for example, if a team identifies only 1 player needing a courtesy runner on the line-up card they then have the opportunity to have 1 courtesy runner for an obviously injured player.

## X. Home Run Rule

- A. The following home run limits apply: Barbary Coast -3, Cable Car – 1, Golden Gate – 0, Women's Division – Unlimited.

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### XI. Base Stealing

- A. Base stealing is not allowed.

### XII. Grace Period

- A. A team that does not have at least nine players at the playing site may request up to a ten-minute delay of game. If the 9<sup>th</sup> player arrives before the end of the ten minute grace period, the game must begin without further delay. After the 1<sup>st</sup> pitch of the game, a 10<sup>th</sup> person can be added but any players arriving after that can only be added as substitutes.
- B. When a game is delayed by requesting the grace period be used, the length of the game will be shortened by the number of minutes of the delay.
- C. The grace period applies to regular league play only. During WS Berth Tournaments/Women's Playoffs, game time is forfeit time.

### XIII. Pick Up Players

- A. In the Women's Divisions, a team with as few as 7 present players can pick up as many as 2 players to play for them in that game. A team using pick up players can have no more than 9 total players for that game. (Example: A team with 7 players can pick up 2 players; A team with 8 players can pick up 1 player.)
- B. The players must be SFGSL registered members. A team can only pick up a player from the division in which they are currently playing the game. If original team members arrive after the start of the game, she must immediately replace a pick up player(s).
- C. The pick-up player does not apply for WS Berth Tournament/Women's Playoff games. All players must play for the team on the team whose roster they appear.

### XIV. Forfeits

- A. If a team does not have nine players by the end of the grace period, the game will be considered a 7:0 forfeit. If both teams are short at the end of the grace period, a double forfeit is declared.
- B. Any team forfeiting a game is fined \$35.00 per forfeit.
- C. The forfeit fee is due before the start of the team's next scheduled game and must be mailed to the League's mailbox.
- D. After three forfeits, the team manager and/or coach must meet with the Board. Disciplinary action is subject to the Board.

### XV. Official Scorekeeper

- A. The home team is the official scorekeeper. If the home team does not have a scorekeeper, the visiting team may keep the official score.
- B. The official score will be recorded by the umpire on the line-up card and submitted to the League after each game.

### XVI. Ejections

- A. Any player ejected by an umpire is automatically suspended from the team's next game and may be subject to further actions by the Board upon recommendation by the UIC, after an incident investigation.

### XVII. Protests

- A. An official protest involves a question about a rule interpretation, an illegal player, or an ineligible player. Judgment calls by the umpire cannot be protested. Only the team manager may notify the plate umpire of his or her intent to play the game under protest. An official protest must be registered to the umpire before the next pitch or before the umpires leaves the field. The protest must be noted on the lineup card, along with the details of the protest, the inning, number of outs, ball and strike count, position of base runners, and time. If the protest cannot be resolved immediately, the game should go on.

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- B. Any player who is challenged on eligibility will be requested to show proof of ID to the umpire. The umpire will designate the player in question on the line up card. If the player does not have ID, he/she must sign the lineup card or forfeit the game. All information must match the official League roster.
- C. After properly notifying the plate umpire, all protests (including player eligibility) must then be submitted in writing accompanied by a \$35.00 protest fee and received at the League mailbox within two business days following the protested game; otherwise, the game will stand as played. The information will be assessed and ruled on by the UIC and/or Board who will respond within 72 hours of receiving the protest. If the protest is upheld, the protest fee will be returned. If denied, the fee will revert to the League.
- D. The UIC and the NCUA will review any rule protest. If upheld, the protest fee will be returned. If denied, the fee will revert to the League.

## **XVIII. Member Conduct Complaints**

- A. Members are expected to behave in a respectful manner toward the game, the umpire, the fans, their teammates, and their opponents. Complaints pertaining to violations of the Member Code of Conduct should be registered in writing to the Board within 48 hours of the action. Ejections are considered violations of the Member Code of Conduct and will be written up by the umpire.
- B. The UIC and/or Board will review the complaint within 72 hours of receipt and will decide whether disciplinary action is necessary. The Board can decide to suspend or expel a member or a team based on the severity of the conduct.