

The Jerry DeJulia Weekend Open / Sunday Softball League Rules

1. The minimum age to participate is sixteen (16).
2. Uniforms - Entire line-up must be in full uniform.
  - A) Ball shirt- same color, same wording.
  - B) Ball pants or ball shorts are allowed (any color). The whole team must have snap, zipper or elastic waist bands. No bathing suits, sweat pants or gym shorts.
  - C) Sneakers, all purpose shoes.
  - D) No metal spikes- those caught are ejected from the game plus 2 additional games.
  - E) Button down shirts must be buttoned.
  - F) Shorts, shirts or pants may not be cut or shredded. A player found not conforming to this rule must come out of the game. An out will be recorded (unless he can be replaced) until the uniform problem is resolved. A player may re-enter the game anytime with the correct uniform. This does not apply to anything torn during play.
  - G) No exposed watches or jewelry, except rings.
3. If a team does not have enough shirts, shorts or ball pants, the team forfeits if there are less than 9 players in uniform.
4. There will be no shirt or pant exchanges between anyone in the lineup.
5. Player release criteria:
  - A) A player must play on the first team and roster he takes the field with. (No written release required)
  - B) Any financial or uniform obligations from the player's previous team should be brought to the board.
6. Legal bats: No **triple wall, titanium, OR 100% composite bats** are allowed. However, bats that have a composite **handle** are acceptable.

**ALTERED BATS**

Altered bats **of any kind** are not allowed for use in the League. Examples of altered bats: taking a bat and changing its characteristics to make it appear to be one that is on the list of bats that are allowed to be used in the League and/or tampering with a legal bat to enhance its performance.

The penalty for using such a bat will be:

- 1) Ejection of player found using said bat.
- 2) Permanent expulsion from the League at the Board of Directors' discretion.
- 3) Any player refusing to hand a suspected Altered bat to an umpire or League Official for inspection will also be subject to expulsion from the league at the Board of Directors' discretion.

No donuts or iron bars will be used; the team is warned. The next player caught using a donut or iron bar is ejected. Donuts and or iron bars, if and when found, must be removed from sight.

7. Three Designated hitters allowed. - 13 men may bat.
  - A) Designated hitters may bat anywhere in the lineup.
  - B) Designated hitters may rotate in the field.
  - C) If using 1, 2, or 3 designated hitters, they must start and finish the game.
  - D) A team must start the game with 9, 10, 11, 12, or 13 players.
8. If you start with 9, you may add a 10<sup>th</sup> player during the game.
9. If you start with 9 players the 10<sup>th</sup> position is an automatic out.
10. A team may not finish a game with less than 9 players. Ejected players must be replaced regardless of the number of players currently taking part in the game. Penalty is forfeit if a player can't be replaced.

11. Forfeits: Teams that forfeit must pay a \$25.00 fine prior to the start of their next game. If a team forfeits out of the league, all previous games count and any subsequent games are wins for the opposing teams.
12. There is no grace period (I.E. Forfeit time) for any games, except for extra curricular events at Roger's park (walk-a-thon etc.) which will then be up to the umpires' discretion – max. 15 min.
13. No infield practice will be allowed unless a lineup of at least 9 players is turned into the scorekeepers' 10 minutes before scheduled game time. All additions must be added to the end of the lineup. Players must be at game field when it is game time. There will be no infield practice after the first inning. There will be no infield allowed if it is the scheduled game time or after.
14. One warm up pitch after first inning and no infield ball after first inning.
15. Teams may not take batting practice when an adjoining game is in progress that may impede that game. The penalty will be forfeit of the upcoming game (after the umpire gives a warning).
16. The arch is called before the ball passes the batter.
17. Once a ball is pitched, runners cannot leave their bases until the ball is hit.
18. A runner sliding into a movable base, making no attempt to go to another base, must remain at the original spot of the base. Don't chase the base. (umpires judgment)
19. Free substitution:
  - A) Players in the starting lineup may be replaced with another not in the game once.
  - B) The players taken out may return to the lineup one time.
  - C) The pitcher may also return to the lineup one time.
20. A player ejected from the game will miss the rest of the game plus the next two games. If heckling continues (that game or the next two) the umpire reserves the right to forfeit the game to the opposition.
21. On ball 4, if the batter is getting a runner, he does not have to go to first base.
22. Teams utilizing an illegal roster player, when discovered, will forfeit that game if won including all previous games played by that player, and pay a \$25.00 fine prior to the next game. Illegal players will be banned for the balance of the season. They must submit for formal reinstatement in the future.
23. A protest must be filed with the umpire and scorekeeper prior to the next legal pitch with the exception of an illegal player. Upon completion of the game, a written protest must be filed with the V.P. of the conference (or secondarily, a member of the executive board), accompanied with a \$25.00 check within 48 hours.
24. Double Base: The batter-runner must touch the orange part of the double base when a batted ball remains on the infield whether it's touched or untouched by a defensive player. If in the judgement of the umpire, the batter-runner touches the white part of the double base while running to first, he will be called out. The only time the batter-runner may touch the white part of the double base when running to first is when the ball has left the infield or to avoid a collision. The only time a defensive player can record an out by touching the orange bag is when he is avoiding a collision.
25. Courtesy runners: Two players per team will be allowed courtesy runners for each game played. The courtesy runners will be the last out for the same two players for the entire game.
26. Blood rule: Players, coaches or umpires who are bleeding or have blood on their uniform, and require treatment, will cause the game to stop and allow for treatment (reasonable time limit is at the umpires discretion) If no sub is used during treatment, and the player goes out of the game, he may go back into the game after treatment.
27. Twelve run rule: If a team is winning by 12 or more runs at the end of five innings, the game is over.
28. Third strike foul rule is in effect.
29. The first player to argue balls and strikes will be warned and his team will be warned that the next player to argue will be ejected.
30. If there is a power failure and the game is not official, the game will be replayed. If the game is official, the team ahead wins. If the game is official and is a tie the game will be finished at a later date.

31. All other rules are governed by the current year ASA playing rules and umpires manual.
32. Divisional winners jacket money: The deadline for teams ordering jackets, etc. is October 31<sup>st</sup>. Teams that don't show a receipt by the deadline will automatically have \$300 go toward next year's entry fee: The remaining \$75 will be forfeited to the league. If the team does not return to the league, the entire \$375 will go back to the league.