

GREATER
LOS ANGELES
SOFTBALL ASSOCIATION
RULES OF PLAY

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TABLE OF CONTENTS

ARTICLE 1. SOFTBALL RULES OF GOVERNANCE		
<i>Section</i>		<i>Page</i>
1.1	Softball Rules of Governance.....	1
ARTICLE 2. SCHEDULE		
2.1	Schedule.....	1
ARTICLE 3. FORFEITS		
3.1	Forfeits.....	1
ARTICLE 4. RAINOUT POLICY		
4.1	Rainout Policy.....	2
4.2	Health and Safety Policy.....	2
ARTICLE 5. GAME TIME LIMIT		
5.1	Game Time Limit.....	2
ARTICLE 6. GAME START TIME		
6.1	Game Start Time.....	3
ARTICLE 7. PLAYING FIELD RULES		
7.1	Playing Field Rules.....	3
ARTICLE 8. UMPIRE FEES		
8.1	Umpire Fees.....	3
8.2	Team Forfeiture Bond.....	3
ARTICLE 9. UNIFORMS AND THEIR MAINTENANCE		
9.1	Headbands.....	4
9.2	Uniform Maintenance & Type.....	4
9.3	Uniform Shirts.....	4

Greater Los Angeles Softball Association
Rules of Play

9.4	Uniform Cap.....	4
9.5	Uniform Enforcement.....	4

ARTICLE 10. LOOSE BASE RULE

Section		Page
10.1.a.	Loose Base.....	5
10.1.b.	Runner's Momentum.....	5
10.1.c.	Dislodged Base.....	5

ARTICLE 11. LINE-UP CARDS

Section		Page
11.1.a.	The Batting Order.....	5
11.1.b.	Submitting the Official Line-up.....	5
11.2.a.	Losing a Batter to injury (10 or more batters).....	5
11.2.b.	Losing a Batter to Injury (9 batters).....	5
11.3	Courtesy Runners.....	6
11.4	Late Arriving Players.....	6

ARTICLE 12. PROTESTS

12.1	Protests.....	6
------	---------------	---

ARTICLE 13. PLAYOFFS

13.1	Playoffs.....	7
------	---------------	---

ARTICLE 14. STEALING

14.1	Stealing.....	7
------	---------------	---

**ARTICLE 15. WINTER RULES:
ADDITIONS, EXCEPTIONS, AND OTHER CLARIFICATIONS**

15.1	Line-up Sheets.....	7
15.2	Uniform Maintenance.....	7
15.3	Forfeits.....	7
15.4	Player Pick-up.....	7
15.5	Ejected Player.....	8
15.6	Additional Player Pick-Up.....	8

ARTICLE 16. AMENDMENTS

16.1 Amendments..... 8

Greater Los Angeles Softball Association

Rules of Play

In order to provide for a proper order of business for this organization, the rules of this organization will be divided into three sections: Bylaws, Softball League Code and the Rules of Play. The Bylaws will represent the general and organizational rules of the corporation. The Bylaws will contain the detailed rules regarding the orderly transaction of business in regards to the stated objectives of the corporation. The Softball League Code will contain the specific softball related rules and objectives regarding our softball league. The Rules of Play is the document that will contain all rules specifically identified to the rules of play on the softball field and the related actions in regards to the umpires in officiating softball games. Primarily, the Rules of Play will contain only exceptions to the standard ASA rules book.

ARTICLE 1. SOFTBALL RULES OF GOVERNANCE

- 1.1 As a registered Amateur Softball Association (ASA) member, the Rules of Play will follow the current ASA Official Rules of Softball except where noted within these rules of play.

ARTICLE 2. SCHEDULE

- 2.1 Opening day draw shall be distributed (by mail, e-mail, and/or fax) to all team representatives, selected community organizations and publications, and posted to the League website at least by the start of League play. The schedule will list the date, time and place of each League game. The dates and location of the upcoming Gay Softball World Series (GSWS) shall also be listed. The schedule will include the League logo, league message telephone number, postal and e-mail addresses, and brief directions to the playing fields. The home team is the second team named for each game (e.g. "ALPHA @ BAKER", BAKER is the home team) unless otherwise designated on the schedule. In other cases, the away and home teams will be decided by a coin toss when the teams are listed (e.g. "ALPHA vs. BAKER"). Games cannot be started earlier than the scheduled start time unless both teams agree.

ARTICLE 3. FORFEITS

- 3.1 Scheduled game time plus 10 minutes is forfeit time. The waiting period of time is counted as part of the scheduled playing time. Any team not able to field nine (9) players by the forfeit time of their game shall forfeit the game. This rule will supercede the ASA Short-Handed rule, Rule 4-

Section 1-D, in terms of batting one less player. There will be no "out" assessment penalty for batting nine players throughout the game. Also, in the event that the previous game runs overtime, the start of the grace time shall be assumed to be the time at which the previous game ends. A forfeited game shall be scored as 7 - 0 in favor of the team not at fault. The team that forfeits the game is responsible for paying the fee for both teams. A double-forfeit game shall be scored 0 - 0 and considered a loss for both teams. In this case, both teams will pay the total umpire fee to the League.

ARTICLE 4. RAINOUT POLICY

- 4.1** For days where the weather and field conditions may impact the scheduled games, the League has a recorded message telephone number, as noted on the game schedule, which League members may call in order to determine the status of games for that day. On days with possible adverse weather conditions, the League will update the message one-half to two (2) hours prior to the first scheduled game or earlier if known. Without any updated information to the contrary, teams should report to the fields. Once teams are told to report to the fields for play or when teams are at the fields for play and adverse weather conditions happen, then the umpire will be responsible for determining if field conditions will allow the remaining scheduled games to be played.
- 4.2** In regards to health and safety issues, i.e. air quality due to fires, managers will decide if game should continue to play, if both managers agree a game should not continue, game will stop and umpire fee for make up game will be paid by the league. If there isn't an agreement, Umpire will decide if game should continue or not.

ARTICLE 5. GAME TIME LIMIT

- 5.1** For League play, a time limit will be in effect. The time limit will be set and ratified with the League schedule. A new inning shall not start after this time limit. The home plate umpire will be the official timekeeper. If the game is tied at the end of seven (7) innings, all available time left in the game time period shall be permitted and used to break a tie. No extension of the time period is permitted. For the summer season only, if the game is tied at the end of the regulation game time limit, a maximum two (2) innings tiebreaker will be used. Starting with each half inning, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half-inning being placed on second base. Also, each batter will begin with a one (1) ball, one (1) strike count. If there is not a winner after one (1) tiebreak inning has been completed,

then the second tiebreak inning will be played. After two (2) tiebreak innings are played, then the game score shall be final. All scheduled games to follow will be played without any adjustment in the scheduled time limits.

ARTICLE 6. GAME START TIME

- 6.1** Unless otherwise announced by the Umpire of a game, the start time of all GLASA games shall be the scheduled game time. If prior games end early, an Umpire may start a scheduled game early as long as the Umpire has the concurrence from both of the Managers of the scheduled game. At the conclusion of the pre-game meeting held by the Umpire with the two Team managers, the Umpire will announce the official game start time. If the conclusion of games are running behind schedule and the next game can not be started at the scheduled game time, then at the conclusion of the pre-game meeting held by the Umpire with the two Team managers, the Umpire will announce the official game start time.

ARTICLE 7. PLAYING FIELD RULES

- 7.1** Whenever possible, the League and the umpires will develop standard written rules for the fields that are to be used for League softball play. If developed, these rules should be available at the beginning of the respective softball season. As of this revision, there exist written rules which govern the field boundaries for Whittier Narrows Park. The rules are available in a separate document, Whittier Narrows Field Boundaries.

ARTICLE 8. UMPIRE FEES

- 8.1** At the beginning of each game, each team manager is required to pay one-half the umpire fee as determined prior to the start of League play. If the game is a forfeit, the team at fault must pay the entire umpire fee. A forfeiting team is encouraged to pay the umpire all or part of the required full fee at the field. For forfeiture games, the game umpire should submit a game score sheet and indicate if and how much the umpire was paid. If the team fails to pay the umpire at the field or for games forfeited prior to game time in which the umpire is not paid, then the umpire will be paid from the Team Forfeiture Bond.
- 8.2** A Team Forfeiture Bond will be established for each team in the amount of two (2) times the total umpire fee per game, and it must be maintained in

full at all times by each team. If the Team Forfeiture Bond has been used to pay an umpire's game fee, then the team will be responsible for replenishment of the fund prior to the next scheduled game. In the event that a team dissolves or leaves the League, the bond will be refunded to the team. If the Team Forfeiture Bond is depleted, the team will be ineligible for future League participation until the full bond is replenished. The Treasurer will be responsible for informing the affected team and collecting the fees before any additional participation in the League.

ARTICLE 9. UNIFORMS AND THEIR MAINTENANCE

- 9.1** Headbands, not handkerchiefs, may be worn provided they are of the team's uniform color and not ruled to be distracting by the umpire.
- 9.2** Each player is expected to maintain their uniform in good condition during the season, and appear at each of his team's games in full uniform. The minimum uniform to be worn by players shall be a "Team Jersey" which must be identical in color, style, printing, team name and must have a player/roster number as described by ASA rules.
- 9.3** Uniform shirts without sleeves may be worn as long as the shirt is alike in color and style as the other team uniforms worn by the other team members. After the third week of league play in a softball season, any player participating in a game will be required to wear the team uniform shirt.
- 9.4** A cap worn backwards on the head shall not be construed as the improper wearing of a uniform cap.
- 9.5** In reference to the ASA rule on the wearing of uniforms, the umpires will enforce those rules regarding color and likeness of uniforms only as the rules apply to uniform shirts and their safety.

ARTICLE 10. LOOSE BASE RULE

- 10.1.a** Once a base becomes dislodged during play on the field, a runner will be considered in contact with the base as long as he is in contact with the original ground spot of the base. Any succeeding or trailing runner is not required to follow a dislodged base, but must hit or be in contact with original ground spot of the base. A runner forfeits his right to the spot if he attempts to advance beyond this spot before the base has been returned to its proper position.

- 10.1.b** If a runner elects not to slide, and his momentum carries him past the proper position of the base, he can be tagged out. He cannot drag the base with him. If a runner is attempting to maintain contact with a base and the base moves, he will be considered safe and the base in proper position, if the base has not moved more than one (1) base width on either side of the original spot.
- 10.1.c** The runner should not walk over and get a dislodged base. He must stay at the spot where the base should be, or be in jeopardy of being tagged out. Once time-out has been called, a dislodged base will be returned to its original ground spot.

ARTICLE 11. LINE-UP CARDS

- 11.1.a** The team's official batting order is the list of offensive players in the order in which members of that team must bat and will be established before the game starts. As a minimum, the batting order should state the last name, first name, and uniform number. Prior to the game, teams have the option of batting 9, 10, 11, or 12 players during a game. The eleventh and twelfth players are considered as extra players (EP's).
- 11.1.b** At least five (5) minutes prior to the start of each game, the batting order will be submitted on the official line-up sheet to the home plate umpire and the official scorer. The line-up sheet will consist of all rostered players, both starting players and substitutes, who are at the game and in the dugout. The umpire will attempt to verify that only the legal number of players physically represented at the game is listed on the line-up card. If a line-up sheet is found to contain a player's name who was not at the game prior to their name being placed on the line-up sheet, the Executive Board could review the violation for written reprimand and/or game forfeiture. The starting players will be listed in batting order sequence with all substitutes noted at the end of the line-up card. If there is no official scorer, the home team's scorebook will be considered official.
- 11.2.a** Losing a batter to injury (10 or more batters) - If a team elects to bat 10, 11, or 12 players and that team loses a player due to injury and does not have an available substitute on the bench, that team may continue to play; however, the team will be assessed an out every time that player's batting position comes up in the batting order. If the team loses a player due to ejection and does not have a substitute on the bench, the team will automatically forfeit the game.
- 11.2.b** Losing batter to injury (nine {9} batters) - A team that elects to bat nine (9) players and loses a player due to injury or ejection and does not have any

available substitutes on the bench, the team will automatically forfeit the game.

- 11.3** Courtesy Runners: A maximum of two (2) players may be designated to have the use of a courtesy runner during a game. A designated player may then be entitled to have the use of a courtesy runner for each and every “at-bat” after the designation has been declared including multiple “at-bats” in one individual inning. The manager may designate such player/s at the beginning of the game by noting the decision on the line-up sheet with an “asterisk (*)”. If no runners or only one runner is requested at the beginning of the game, the manager may exercise his right of an additional runner/s up to the maximum by informing the umpire at any point during the game. Any other need for runners will be handled under the provisions of Section 11.2 above. The courtesy runner will be the player who made the last recorded out exclusive of a player designated as needing a courtesy runner. A batter must reach first base before a courtesy runner may be substituted. Said courtesy runner shall be in place prior to the next pitch. If a courtesy runner is needed in the first inning before an appropriate out has been recorded, the courtesy runner will be the last person in the batting order. If a person being used for a courtesy runner is on base when his scheduled official “at bat” occurs, then he should be replaced by the next previous last recorded out without incurring any penalty.
- 11.4** When a team begins a game by batting nine available players, a late arriving tenth player may report to the umpire and may enter the game as soon as the umpire determines it to be appropriate. This player will become the tenth person in the batting order. Any other late arriving players must report to the umpire and will only be considered as a regular substitute. The batting order cannot be expanded past 10 players once the game begins.

ARTICLE 12. PROTESTS

- 12.1** In general, protests should follow the procedures of ASA Rule 9 (Protests) in the current edition of the ASA Rules of Softball. For protests involving the misinterpretation of a playing rule or an illegal player, the protest must be followed up with a written protest. The written protest can be either mailed or e-mailed to the Commissioner and/or Assistant Commissioners. The protest must be received by 9:00 P.M. of the Wednesday following the game that is being protested. The protest can be made by the Team Manager or Team Representative. The protest fee (\$50) must be

received by Friday of the same week of the game that was protested. Player ineligibility and/or misinterpretation of the rules may be reviewed at any time by the Executive Board. A protest will be reviewed by the Executive Board and a decision will be issued in accordance with ASA Rule 9, Section 7. If the protest is upheld by the Executive Board, then the protest fee will be refunded.

ARTICLE 13. PLAYOFFS

- 13.1** For all games, the League will provide softballs and one (1) umpire for each game except two (2) umpires will be provided for all semi-final and final games. The game time limit will be the same as used for regular League games. Playoff protests must be filed immediately with the umpire and then the \$50 fee must be paid to an Executive Board member immediately following the game.

ARTICLE 14. STEALING

- 14.1** For league play, the portion of Rule 8, Section 6-G (Exception) will not be used. This section is the equivalent of allowing stealing in slow pitch softball and under the ASA section of the runner returning to the base.

ARTICLE 15. WINTER RULES: ADDITIONS, EXCEPTIONS AND OTHER CLARIFICATIONS

- 15.1** Line-up Sheets – Players who are pick-up players on a team should be noted on the line-up card by circling the player’s name or placing a “PU” by the player’s name.
- 15.2** Uniform Maintenance – If the team that uses a pick-up player does not have an available uniform for the pick-up player to wear, the pick-up player should wear the uniform of the team that he is normally rostered, even if it results in a duplicate uniform number.
- 15.3** Forfeits – A game will be considered forfeited if a team has fewer than eight (8) of its own rostered players listed on the official line-up sheet submitted prior to the start of the game. If a team has only eight (8) of its own rostered players, it may pick-up one (1) or two (2) players. If the team has only nine (9) rostered players, then the team is allowed only one (1) pick-up player. If your roster contains pick-up players, then your batting line-up cannot exceed a total of 10 players.
- 15.4** Player Pick-up - The intent of the player pick-up rule is to prevent forfeitures during the winter. Teams cannot sit down rostered players in

favor of picking up non-rostered players. If a game starts with a pick-up player and a rostered player arrives late, then the rostered player should be substituted for the pick-up player as soon as possible. A lower division team cannot pick-up an upper division player; however, upper division teams will be allowed to pick-up lower division players. For the upper division teams, the player should fit into the ratings limitation of the normal division of play of that respective team.

- 15.5** Ejected Player – Only if the team is batting 10 or more of its own players with legal substitutes listed can that team have a legal substitute for an ejected player. If the line-up contains pick-up players and any player is ejected, the game is automatically forfeited.
- 15.6** Additional Player Pick-Up – For the purposes of allowing lower level players to gain the experience of playing on a higher level team, a team may pick-up one or two players from the roster of a lower level team on a given Sunday. This would be in addition to the team's regular roster players and would also be in addition to Rule 15.4 above. For the purposes of this rule, a player's division is defined by his rating, not by which division the player is currently playing. In addition, pick-up player(s) cannot raise the team player rating above the limit allowed for that division nor may these players cause the team to violate the 80-20 player limit. In the B Division, teams are allowed to have a maximum of four heterosexual players on the team.

ARTICLE 16. AMENDMENTS

- 16.1** The method by which these Rules of Play may be altered, amended, or repealed and new Rules of Play adopted is by a majority vote of the entire Commission. Adopted amendments should not be effective until the current season is completed or prior to the start of the next up-coming summer or winter season, whichever comes first, unless the amendment specifies otherwise.