

STEVENS POINT SOFTBALL ASSOCIATION

2017 League Rules (Rule Changes in **BOLD**)

1. About the SPSA

1.1 The Stevens Point Softball Association (SPSA) was formed in 1974 and incorporated as a non-profit organization in 1975. Expanding over the years from 30 league teams and 2 tournaments in its first season, the SPSA now has over 75 adult teams, numerous tournaments, and over 30 volleyball teams. To date, the SPSA will have returned over \$1,000,000 to the Stevens Point parks and activities.

2. The Leagues

2.1 The SPSA offers equal facilities and scheduling to both male and female participants. As such, women are not permitted to participate in men's leagues and men are not permitted to play in women's leagues. Exceptions to this rule for the youth league are permitted if requests are made in advance and in writing.

2.2 The SPSA makes an attempt each year to offer league play for men's, women's, youth and coed slow-pitch, and men's modified pitch for various levels of play, i.e. ASA Class A, B, C, D.

2.3 The SPSA makes every effort possible to place teams into leagues with teams of similar skill levels.

2.4 The leagues have a 14-week season, starting around the end of April, early May.

2.5 Players may play for only one team in a league. They will be considered a member of the first team for which they play in an official game.

2.6 All fees, rosters, and player waivers are due prior to the start of league play.

3. Player Eligibility

3.1 Players must be 16 years of age in order to participate in adult leagues. Anyone turning 16 during the season may play after their birth date. Players must, however, be on the roster and notice must be given in writing to the SPSA as to when the player will be eligible to play.

3.2 Players must have a signed player agreement on file for each team they play with. Minors (ages 16-17) **MUST** have waivers signed by a parent or legal guardian.

3.3 Players must be 35 years of age prior to December 31, of the current year to participate in the Legends of the Game (LOG) League

3.4 Individuals returning from the service are eligible to participate anytime, providing all eligibility requirements are met.

3.5 Teams may add roster players up to the first Sunday in June. Thereafter, all changes must be approved by proper SPSA officials. Roster changes and additions are permitted up to game time. Temporary additions are permitted on a game by game basis; however, this only applies if the player(s) are required to prevent a forfeit. The one game player fee is \$3.00, and must be paid before the player participates. In addition, the player(s) signature is required on a one game player agreement. Players signing a one game agreement may not play for any other team in that league for that game date.

One game additions are not permitted for playoff games. TEAMS MAY PICKUP A MAXIMUM OF TWO (2) PLAYERS ONLY TO MAKE NINE (9), TEN (10) FOR COED. If a roster player(s) arrives after a team has added players to prevent forfeit, all players may continue to play.

- 3.6 Any person ejected from a game will immediately be suspended from that game and the following game. The second violation will result in suspension from that game and the two (2) following games. The third such violation will result in an indefinite suspension from all SPSA sponsored events. The suspended person may apply in writing to the SPSA one year after the violation for reinstatement.
- 3.7 In the event of an injury during a game, with both team captains in agreement, a team may finish with:
 - A. COED – May finish with 9 Players
 - B. Men's & LOG – May finish with 8 playersAn out will be recorded when the injured player's spot comes to bat.
4. Team and Player Conduct
 - 4.1 Team members and coaches shall be responsible for their actions at all games, before, during and after.
 - 4.2 In addition to the rules of the ASA, the following actions are specifically forbidden and may be cause for immediate removal from the game and possible suspension or removal from all SPSA sponsored events:
 - A. Careless use of facilities or equipment
 - B. Appearing at games in an intoxicated condition
 - C. Smoking on field of play
 - D. Rough play or inability to accept officials' decisions
 - E. Use of profane or obscene language or gestures
 - F. Discourteous remarks or actions directed toward game or league officials or opposing team members
 - G. Throwing of any equipment
 - H. Consumption of alcoholic beverages while your team is playing
5. Protests
 - 5.1 All protests must be submitted in writing, no later than one working day following the alleged violation and must be accompanied by a fee of \$15, which will be refunded if the protest is upheld.
 - 5.2 All protests are governed by the rules of the ASA and SPSA as set forth in this document. In addition, highly technical protests and those which do not have any effect on the playing or outcome of the game, will not be considered
 - 5.3 A protest committee headed by the Umpire-in-Chief (unless UIC is involved in the protest) and comprised of no less than 4 members of the SPSA Board of Directors will evaluate and act on the protest within 5 working days of receiving the protest
6. Equipment
 - 6.1 Players are encouraged to wear colored uniforms and numbered T-shirts or jerseys for identification purposes
 - 6.2 Metal spikes are forbidden in women's and coed play
 - 6.3 Bats shall follow the ASA Bat Standard. SPSA Banned Bat List shall be the same as the Official ASA Banned Bat List.
 - 6.4 Any Batter entering the batters box with any illegal or altered bat shall be out

and ejected from the game.

- 6.5 ALTERED BAT – Any player discovered using an altered bat, including a doctored bat or a bat with additional weight shall be called out and suspended from further SPSA sponsored competition for a minimum of two years. The SPSA shall have the right to take possession of a bat that is, in the sole discretion of the SPSA, reasonably suspected to be an altered bat. In the event the suspected altered bat is tested and determined to be an altered bat, then the player shall surrender ownership of the altered bat to the SPSA; otherwise a bat of equal or greater value, in the sole discretion of the SPSA, shall be returned to the player. A team that is discovered to have within its possession or control an altered bat may be suspended from further SPSA competition.
- 6.6 All other equipment is governed by rules of the ASA
7. Umpires
- 7.1 The umpires are the official representatives of the SPSA and as such are authorized and required to enforce each section of these rules
- 7.2 The umpires have the power to order any player, coach, manager or spectator to do or omit from doing any act which in their judgment is necessary to give force and effect to one or all of these rules and to inflict penalties as herein described
8. The Game
- 8.1 The fitness of the grounds for a game shall be decided solely by the umpires, scorekeepers, groundskeepers, and SPSA officials.
- 8.2 Umpires only, shall decide weather a game is to be continued once in progress
- 8.3 If a game is called for any reason beyond the control of the teams involved, the SPSA will reschedule the contest at a later date. Games that are not considered regulation shall be resumed at the exact point where they were stopped. All efforts will be made to give sufficient notice to the teams involved in rescheduling
- 8.4 Forfeit time shall be 10 MINUTES from the SCHEDULED time of play. The scorekeeper will keep the official time.
- 8.5 Each team shall notify the official scorekeeper, in writing, 10 minutes before the scheduled game time, of the batting order and position of players who will participate in the game. Failure to do so will result in the violating team automatically losing the coin toss. If both teams violate and fail to present their line-ups in the allotted time, there will be a coin flip. Any team that turns their line-up into the scorekeeper in time, but does not have enough players to start the game at the scheduled time, they will loose the coin flip. *EFFECT: Both teams on time = there will be a coin flip; both teams late = there will be a coin flip; One on time and one late = on time team automatically wins coin flip.*
- 8.6 No new inning shall be started after 1 hour of the official starting time, except in case of a tie, league playoff game or league championship game
- 8.7 The Scorekeeper will keep official time. There will be no additional time for injuries. Scorekeeper will announce official start time.
- 8.8 A regulation game shall consist of 7 innings.
- 8.9 There is a “mercy rule” in effect. In slow-pitch, a game will be called by the umpire for the following: if after 3 innings (2 1/2 if the home team is ahead), one team is twenty (20) or more runs ahead, if after 4 innings (3 1/2 if the home

team is ahead), one team is fifteen (15) or more runs ahead, or if after 5 innings (4 1/2 if the home team is ahead), one team is ten (10) or more runs ahead. Complete innings must be played unless the home team scores the run ahead limit while at bat.

- 8.10 A team must have 9 players to start and finish a game, except for coed, which must have 10. The ASA short-handed rule shall not apply.
- 8.11 All of the players are permitted to be in the batting order. A maximum of 10 players may play defense and defensive substitutions do not have to be reported, as long as the substitute is already in the batting order
- 8.12 Coed league: All of the players are permitted to be in the batting order, as long as a male-female rotation is maintained. There must be 2 females and 2 males positioned in the infield and outfield, and 1 male and 1 female in the pitcher/catcher positions. The outfield must be marked, and all outfielders must be positioned in the outfield when the pitch is made. If the umpire notices an outfielder out of position, a “no-pitch” will be called. For definition, the outfield shall be described as starting at the point where the dirt infield meets the grass outfield.
- 8.13 The batter becomes a base runner when 3 balls have been called by the umpire.
- 8.14 **The batter is out when 2 strikes are called by the umpire.**
 - A. **Definition of a STRIKE: A legal pitch where any portion of the ball hits the mat behind home plate.**
 - B. **HOME PLATE is not a strike.**
- 8.15 The base distance for all leagues shall be 70 feet.
- 8.16 A team representative must meet with the umpires prior to the start of the game.
- 8.17 **Courtesy runners may be used. In cases where the courtesy runner is used, it shall be the last out. If the last out cannot run, the original batter / runner must run. A courtesy runner, whose turn at bat comes while he/she is on base, will be out. He/she will be removed from base and come to bat.**
 - A. **COED – Courtesy Runner must be of the same gender.**
- 8.18 Additional hitters are permitted in all league play.
- 8.19 A limit of FIVE (5) over the fence home runs will be used in all league games. For any in excess, the ball is dead, the batter is out, and no runners can advance. Any fair fly ball touched by a defensive player which goes over the fence in fair territory, shall be declared a four-base award and shall not be included in the total of over the fence home runs.
- 8.20 Questioning umpire decisions in an inappropriate manner will not be tolerated. After a warning by the umpire, any team member questioning calls in that manner may be ejected from the game. If the offending player cannot be identified, the umpire shall have the authority to eject the manager or any team player.
- 8.21 There will be no stealing allowed
- 8.22 OTHER THAN THE EXCEPTIONS HEREIN STATED, PLAY WILL BE GOVERNED BY THE OFFICIAL RULES AS SET FORTH BY THE AMATEUR SOFTBALL ASSOCIATION OF AMERICA--ASA.