



Renaissance City Softball League

Rules of Play

Updated: 3/1/09

PLAYER ELIGIBILITY

All players must read and sign the "RCSL Waiver Form" prior to taking the field, including returning players.

All players must pay the "Player Fee", amount to be determined by the Board of Directors, prior to taking the field unless otherwise approved by the Board. Fees, after the first week of play are non-refundable. If a player does not pay the fees He/She will be ineligible to play until said fees are paid in full.

Players must be 18 years of age or will turn 18 by July 1st of said season. A Minor player must have the appropriate Waiver signed by a "Legal Guardian" with a copy of the Guardian's I.D.

LINEUPS

All games will be played with a maximum of twelve players in the lineup. This will consist of ten players on the field and the 11th and 12th players as extra hitters. Games may be started with nine or ten players. If a game begins with nine players and a tenth player shows up, then that player may immediately enter the lineup to make 10. However, if a team starts with 10 and then an 11th shows up, the 11th player may be used only as a substitute for the original ten players. If a team is requesting a change to their schedule day and/or time of play, changes must be approved by the opposing team and submitted to the League's Commissioner at least one (1) week prior to play.

Line-up cards must be filled out prior to the start of play and a copy given to the opposing team Coach/Manager/Representative AND the Umpire.

EQUIPMENT

BALLS

.44 Core "Yellow Optic" ASA approved balls only.

BASES

All runners must run through the "Safety Base" and tag the orange portion unless running for extra bases.

BATS

All legal ASA bats can be used. Coaches are responsible for ensuring His/Her team has the most up-to-date "ASA Approved Bats List".

Double walled and composite bats are allowed.

No "Grandfathered" bats will be allowed as of 2008.

A list of ASA non-approved 2000 & 2004 certified bats can be found at:
http://www.asasoftball.com/about/build_batlist_one_page.asp

CLEATS

Metal cleats or metal screws in cleats are illegal. Rubber type cleats are permitted and encouraged but optional. Any worn rubber type cleats with exposed screws or metal are not allowed.

OFFICIAL SCORE

It is the sole responsibility of each team to keep track of the score. The Umpire may ask from time to time for a confirmation of the score at any time, but the Umpire is NOT responsible for keeping track of the scores. We highly recommend that each Coach/Manager/Scorekeeper confirm the score at the end of every inning played to avoid confusion and discrepancies.

TIME

All games are scheduled for seven innings with no NEW innings starting after 50 minutes.

TIE-BREAK RULE

If the score is tied after the completion of 7 innings of play or after the 50 minute time limit has expired, then the International Tiebreaker rule shall be in effect at the start of the next inning and play will continue until a winner has been determined.

International Tiebreaker Rule:

At the beginning of each half inning, the batting 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. A substitute may be inserted for the runner following regular substitution rules.

CHAMPION

The team with the best record in each division shall be considered the “Champion” of said division. In the case of a tie, the first tie-breaker is the head-to-head record; the second tie-breaker is the overall runs scored against said team(s).

BASE STEALING

Base stealing or leading is not allowed in any division.

RUN / MERCY RULES

20 Runs after 3 Innings.

15 Runs after 4 Innings.

10 Runs after 5 Innings...and beyond.

If any team falls under the above limitations, the game will continue with the leading team remaining on the field allowing the trailing team to bat their remaining outs (clearing the bases after every 3 outs) through seven innings. If the team that was trailing ties the game or goes ahead prior to their 7th inning at bats, the former offensive team will take the field and the game will continue as normal

COURTESY RUNNERS

One courtesy runner per team per inning is allowed. The courtesy runner will be the last batted out. If there are no outs in that game, the last person in the batting line-up will be the runner. If a

player comes off the bench to pinch run (as opposed to being a courtesy runner), that player is considered a substitute and subject to the rules regarding substitution. If the wrong person is sent to courtesy run (i.e., anyone other than the last batted out or his substitute), the Umpire will instruct the right person to take the base. No further penalty will be incurred.

SUBSTITUTIONS

Substitutions are allowed providing they 1) are on the roster at the commencement of the game and 2) assume the position of the player to be substituted.

NON-CONTACT RULE

No player is ever forced to slide. This is a decision that should be made personally, after reviewing your sliding skills with your coach. However, a player must either slide to try to avoid hitting the player who already has the ball and is making a legal tag or otherwise give up as an out. YOU MAY NEVER RUN OVER A PLAYER THAT HAS THE BALL. This could result in the automatic ejection of the committing player. This rule also applies to breaking up a double play.

If a runner stays in the baseline and is hit with the ball or prevents the fielder from making a throw to complete the double play by staying in the baseline, then the committing base runner and the batter/ runner shall be called out! This rule applies to double play attempts at any base.

FAKE TAGS

Fake tags are illegal. You may hurt someone seriously by doing this. Committing player is subject to ejection.

OPEN WOUNDS

Any player with an open, bleeding wound MUST leave the game immediately until the bleeding has stopped and has been properly bandaged. The game may be halted for a maximum of five minutes to allow the player to comply without penalty. After five minutes, a substitute must take the place of the injured player.

FORFEITS

The forfeit time is five (5) minutes after the scheduled start time.

Any team unable to field nine players at anytime shall be subject to forfeit (Summer Only). The pick-up rule applies here, so long as a team is short during a game due to injury only. If a player is ejected which causes a team to be short, meaning there are no eligible substitutes on their roster from their team the game becomes an automatic forfeit.

PROTESTING

GAMES

Once games begin, they are under the jurisdiction of the Umpire. Umpires shall have the authority to rule on any specific point not covered in these rules. Games may be protested for rule interpretations only. Judgment calls may NOT be protested. Calls protested must be done at the time of the disagreement or before the end of the game.

CALLS

If a team feels the need to protest a call with the Umpire, the Coach/Manager OR Representative along with the opposing team's Coach/Manager OR Representative may approach the Umpire calmly and plead His/Her case. Only ONE Representative from each team is allowed to protest

and be present on the field or area at the time. After pleading your case the opposing team shall have a chance to rebut the protest. The Umpire will then give his final call. The Umpires final call is FINAL!!! Any further argument from either team or players will result in a possible ejection from and/or forfeiture of the game.

UNIFORMS

Teams must wear “like” colored shirts with no more than two (2) numbers located on the back of a 6” minimum height. We will not tolerate a player's dress that exposes any portion of the buttocks, testicles, and breasts for women, underwear, or any other portion of a player's body that may be deemed offensive to other players.

EXCESSIVE OR UNNECESSARY LANGUAGE

Players are asked to limit excessive or unnecessary language. If language gets out of hand, Umpires have the option of issuing a warning to the offending player and/or team. Further abuses by that player and/or team may warrant ejection. Abusive or threatening language directed specifically at another player or an Umpire may result in an immediate ejection and may be subject to further penalties imposed by the Executive Board.

80/20 - GAY/STRAIGHT RULE

The RCSL does not discriminate on the basis of sexual orientation; therefore we do not follow the limitations imposed by NAGAAA regarding the 80/20 rule. The sexual orientation make-up of each individual team is solely at the discretion of said teams. However, if a team earns the right to attend the GWS and does not meet the criteria set forth by NAGAAA, they will not be permitted to compete and the option will be give to the 2nd place team and so on.

PICK-UP PLAYER RULE

NO pick-ups are allowed in the Spring/Summer League.

However, pick-ups ARE allowed in the Fall Season. All available pick-up players' names will be put in a hat and drawn by the team's representatives. Any team that receives a pick-up player will be penalized one (1) run at the beginning of play.

DEPLETED ROSTER RULE

Qualifying Seasons - Players may be added to a team's roster or moved from roster to roster anytime up to the last pitch on week 3 of the season. At that point rosters are considered locked in for the remainder of the season.

If at anytime after week 3 a team loses players and their total rosters falls below 13, players may be added by using the Depleted Roster rule. A team must notify the Commissioner who will review the roster and verify that a player is eligible to join based on the team having a depleted roster. If a team wants to add a player and does not qualify for the depleted roster rule, the issue must be brought before the Executive Committee who will make a recommendation to the Commissioner for the final decision.

Individual players may be allowed to switch teams, with the approval of the Executive Committee, in the event of “personality conflicts” with the Team/Coach/Manager.

FALL SEASON - New players may be added to a team's roster or moved from roster to roster at any time.

HOME RUN LIMITS

D - All “Out of the Park” home runs are an out.

C - One (1) “Out of the Park” home run per game, others are an out.

B – Two (2) “Out of the Park” home runs per game, others are an out.

A – Four (4) “Out of the Park” home runs per game, others are an out.

FALL SEASON – All “Out of the Park” home runs are an out.

If a ball hits the glove of an outfielder and goes out of the park...It is considered an “Out of the Park” home run.

If a ball hits the fence then hits the glove of a player and then goes over the fence...it is considered an automatic out.

RAIN OUTS

Due to scheduling limitations, complete “rain out” days will not be made up.

If an active game is called due to weather conditions, it shall be considered a complete game if both teams have finished the 5th inning of play or the home team is up to bat in the 5th inning and are in the lead. If an incomplete game must be replayed due to qualifying reasons, it will start from the first inning with a score of 0-0.

DRUG / ALCOHOL POLICY

Use of illegal drugs or alcohol before, during, or between League games will not be tolerated.

Drinking on public fields, bleachers or parking facilities is unlawful. Being impaired during play is major safety hazard to yourselves and fellow players. Any player deemed impaired in any way MUST leave the facility immediately and may be subject to further disciplinary action by the Executive Board and individual teams.

FIGHTING – DISCRIMINATION

The RCSL practices a ZERO tolerance policy in the case of physical or excessive verbal abuse or intimidation. Any player involved in a physical altercation will result in the immediate expulsion from the RCSL of the individual(s) initiating the fight. Subsequent involvement of any other player(s) will be dealt with on a case by case basis and could also result in expulsion or other disciplinary actions by the Executive Board.

Any harassment (physical or verbal) towards a GLBT player(s) by any non-GLBT player(s) will result in immediate expulsion of the aggressor.

NAGAAA WORLD SERIES QUALIFICATIONS - GAMES PLAYED

A player must have attended and have been able to play in 50% of their qualifying season games in order to be qualified for the NAGAAA World Series. This does not mean that they have to play but only be present and able to play. If a player is present for a game that was started but cancelled due to weather conditions, they will get credit for that game even if they cannot make it to the makeup.