

Lyndhurst Dads' Club and South Euclid Girls' Softball

2010 RULES - PIXIE LEAGUE

- LIGHTNING – When lightning is seen in the area, or thunder is clearly heard by an Umpire, Manager, Coach or any LDC Trustee when in Lyndhurst or any S.E. Board Member when in South Euclid the game MUST be suspended immediately. The game may be re-started only after 30 minutes of time has passed from when lightning was last seen.
- SMOKING – Prohibited on the field or in the dugout at any time (before, during or after a practice or game by managers, coaches or parents).
- FIELD CONDITIONS – In Lyndhurst, if the LDC Fields Director or in South Euclid, the S.E. President determine that a field(s) is not playable that decision is final. Prior to the start of a game the Managers can, by consensus, determine that the field is not playable. In Lyndhurst, if they cannot reach a consensus, the Umpire will decide. Once a game has started, the Umpire in Lyndhurst or the two managers in S.E. will determine if the field is playable.

If a game is rained out Managers are to reschedule within 72 hours, for the 1st available date and notify the League Director to confirm field availability and to arrange for an umpire. If the Managers cannot agree to a make-up date, the League Director of the Home Team City shall schedule a date, time and field.

- MANAGER RESPONSIBILITIES – Managers and Coaches are personally responsible for their conduct and the conduct of their players, coaches and, jointly with the other Manager, fans and spectators.

The winning Manager is responsible for notifying “both” League Directors with the game score by email within 24 hours. If an ejection of any type took place, this must also be reported.

Only one Manager and two (2) Coaches per Team will be allowed in the bench area.

All under-age Coaches (18 & under) must wear a batting helmet when coaching a base.

- Uniforms – Supplied by the LDC for Lyndhurst Teams, must be worn by all players and those supplied by S.E. for South Euclid Teams, must be worn by all players. Failure to wear the team uniform results in the player becoming ineligible to play until such time as the player is in uniform.

Shoes with metal spikes, open toes or “street” shoes are not permitted. Tennis shoes are permitted.

NO LOOSE jewelry is allowed.

- HOME TEAM RESPONSIBILITIES

Placing and returning to the equipment box bases and field equipment.

Occupy the 1st base bench

Supply 1 new game ball

Pay umpire and have the umpire card completed (keep and turn in at end of year).

Keep players within the bench area (only coaches and players are allowed in this area)

Help keep spectators from behind the backstop

Clean up litter after the game

- VISITING TEAM RESPONSIBILITIES

- Occupy the 3rd base bench
 - Supply 1 “best playable” ball for the game
 - Keep players within the bench area (only coaches and players are allowed in this area)
 - Help keep spectators from behind the backstop
 - Clean up litter after the game

- UMPIRES (In Lyndhurst)

Only the Manager, or, in their absence, the designated Manager, may confer with the Umpire regarding the application of any RULE affecting the game and only for the purpose of avoiding a protest.

Questioning any judgment call made by an umpire (safe, out, fair, foul, etc.) will be construed as intimidating the umpire and grounds for immediate ejection from the game of the Manager, Coach, Player or spectator. Regardless of the manner in which it is done, any questioning of a judgment call may be considered intimidation.

- PROTESTS

Protests will not be received or considered if based solely on a judgment decision of an umpire (safe, out, fair, foul, etc.). Protests are only valid when based on a rule of the game/league or the umpire’s interpretation of said rule.

Protests involving the eligibility of a participant can be made at any time before or during the season (eligibility being defined as the assignment of the player to the league being improper).

A Manager must make known his decision to play a game under protest either (a) before the next pitch is made after the play occurs or (b) on the last play of the game, prior to both teams leaving the field of play (crossing the foul lines).

When notice is given that the game will be played under protest, the umpire shall note the date, time, place of the game, location of runners, the player at bat, the number of outs, balls and strikes and sign the official scorebook of each Manager.

The Manager who decides to play under protest shall, within 48 hours of the start time of the game submit in writing to the League Director, the following; the date, time and place of the game, the name of both “game” managers, the umpire (if in Lyndhurst), the rule and section of the playing rules under which the protest was made, the decision of the umpire and the conditions surrounding the making of the decision and all other essential facts involved in the matter protested.

Protests will be submitted to the Protest Committee by the League Director. The Protest Committee will be made-up of the two Umpire-in-Chiefs’, and one additional appointee by each City’s Club President.

- **BORROWED PLAYERS**

In Lyndhurst, a list of Lyndhurst players from T-ball, who are eligible to be called up to play will be provided each team. Players may only be called-up, if a Team will have less than ten (10) players for the purpose of avoiding a forfeit. A player cannot be called up if they are scheduled to play a game for their team concurrently.

A borrowed player can only play in the outfield and bat in the bottom 1/3 of the batting order.

A borrowed player, even if enough official team members are present for the game, must play at least 3 defensive innings in the game but they do not have to be consecutive innings.

Opposing Managers are to be notified that a borrowed player is being used. The borrowed player must wear their regular uniform. A team cannot call up the same player three times in a row.

The 1st violation of the borrowed player rules will result in a warning. A second violation will result in a one game suspension of the Manager.

- **GAME**

The current ASA Rules, except as modified herein or those conflicting with LDC & S.E. Rules, shall apply.

The “primary” purpose of the Pixies League is “instructional”.

Ball shall be an eleven inch (11”), softball – may be white or yellow in color.

Games are scheduled to be 6 innings in length. A game is considered a legal game if 3 and ½ innings are completed with the home team leading or 4 innings if the home team is losing OR a full hour and 30 minutes has been played.

Games (excluding make-up or other specially scheduled games) shall start at 6:30 pm. NO NEW INNING shall begin after 8:00 pm. If an evening double header is scheduled, the 1st game will start at 6:30 pm with no new inning beginning after 8:00 pm. The 2nd game will start at 8:20pm with no new inning beginning after 9:50 pm. In any game, no new inning will begin after 1 hour 30 minutes. [In Lyndhurst, lights must be turned-off at 10:30 p.m. – City Ordinance].

Any inning started before the time limit **MUST** be completed.

If a game is suspended for any reason, prior to being a legal game, the game must be re-played in its entirety.

A 15 run mercy rule is in effect for all games after 3 and ½ innings if the home team is winning and after 4 innings if the home team is losing.

If a game is tied at the end of 6 innings, time permitting, extra innings will be played until a winner is determined. Batting during each extra inning will be conducted the same as if it was the last inning of a 6 inning game.

GAME (con't.)

If a game ends in a tie each team will be credited with ½ win and ½ loss.

If a team is unable to field a minimum of 9 eligible players within 15 minutes of the scheduled start time of the game, the game shall be declared a forfeit and the other team awarded the victory. If neither team can field 9 eligible players within the 15 minute period, then each team will be credited with ½ win and ½ losses. Once a game has started a team may play with as few as 8 eligible players.

• BATTING

Each eligible player shall bat in continuous order. New players are ineligible to play in the game if they arrive fifteen minutes after the Umpire's official called start time (In Lyndhurst) or both managers agreed upon start time (in S.E.). If arriving prior to the fifteen minute time limit, player shall assume the last batting position in the batting order.

If a player leaves the game: a) due to injury or illness – the position in the batting order is skipped; b) due to an ejection – an out is recorded every time the position in the batting order is reached.

If one team has more eligible players than the other, the number of players to bat in an inning for each team will be based on the larger number of players.

The batting team will announce to the other team and umpire when the last batter for the inning will be batting. If the batter flies out, does not reach first base safely or if a force out is made at any base, no run shall score.

Teams shall bat one (1) time through their eligible roster of players or three outs are made in innings 1 thru 5. In inning 6 and each extra inning thereafter, a team shall continue batting until 3 outs have been made. [Note: "Each" Team must have the same opportunity in the final inning; if not the home team may only bat through the order one time].

For the first half of the 2010 season (thru June 13th), each batter will get 5 pitches and then two swings with the ball on a tee. If the ball is not hit into fair territory, or the batter has not reached base safely, the batter is out. / **For the second half of the 2010 season (starting 6/14),** each batter will get six pitches with no use of a tee. If the ball is not hit into fair territory, or the batter has not reached base safely, the batter is out. Balls and strikes are not called.

After 1 warning per team, a batter shall be declared out if they throw their bat.

Throwing the bat, helmet, gloves or other equipment in anger will mean an ejection from the game and is within the sole discretion of the umpire.

All bats must have the words "Official Softball" visible on the barrel of the bat. Both slow pitch and fast pitch bats may be used.

Batting helmets are required for all batters.

No intentional bunting is permitted.

- PITCHING

All pitches thrown by the adult pitcher will be made underhand. The center of the pitching circle is 28 feet from home plate. The circle will have a radius of 4 feet (24 ft to 32 ft). A pitch can be made from anywhere within the circle but at least 1 foot of the adult pitcher must remain within the circle at all times.

The adult pitcher, except to avoid a batted, fielded or thrown ball, must remain in the pitchers circle at all times when the ball is in play.

Adult Pitcher “cannot coach” from the field. This must be done by the base coaches.

In South Euclid, when no umpire is present, the adult pitcher will make the out / safe calls and will decide on where the runners should be placed when time has been granted. If their sight line was obstructed, they may ask for help from the base coaches, but this should not delay the pace of the game.

If a batted ball hits the adult pitcher, the ball is dead, the pitch does not count and all runners will return to their base.

Intentional walks are not permitted.

- FIELDING

The defensive team may have an adult coach on one or both baselines provided they are in foul territory and remain on the grass outside of the infield area.

There shall be a maximum of 12 defensive players which shall be designated as follows; catcher, pitcher, 1st base, 2nd base, shortstop, 3rd base, left fielder, left center fielder, center fielder, right center fielder, right fielder and middle fielder. The middle fielder must play behind 2nd base, on the grass of the outfield and must remain there until the ball is batted. A team is allowed to make 1 defensive position switch per inning and a maximum of 2 per game.

A maximum of 6 defensive players shall be positioned within the infield. They shall be positioned at “normal depth” which is defined as the area between the base paths and the edge of the outfield grass. The pitcher shall be within the pitching circle at the time of the pitch and the catcher shall be positioned behind home plate.

Any infielder, when in possession and control of the ball, inside of the base line can request and be granted time out by the umpire. Outfielders cannot enter the infield to call time out. The player requesting time out should hold the ball in their throwing hand and over their head. Note: The player pitcher does not have to be within the pitchers circle for time to be called by the umpire and / or the adult pitcher.

Any ball thrown out of bounds (a thrown ball which strikes a fence is out of bounds) will be a dead ball and bases awarded as follows; the 1st throw from any infielder the batter/runner and each runner will be awarded two bases from where they were at the time of the pitch. The second throw from any infielder or any throw from an outfielder the batter/runner and each runner will be awarded one base from where they were at the time of the throw.

FIELDING (con't.)

The outfield begins at the cut of the grass. All Outfielders must be on the grass when a pitch is thrown.

The infield fly rule is NOT in effect.

All eligible players must play a minimum of three (3) complete innings in the field unless the player is unable to finish due to injury, ejection or other cause. The innings do not have to be consecutive, but must be complete innings. There is free substitution in this League.

Further to above – the League defines 3rd base, Pitcher's helper and 1st base as "Key" positions – no one player can play more than three (3) innings total in any of these three spots during the course of the game. ALL girls on each Team must play in the infield during the course of the game.

- BASE RUNNING

Bases shall be a distance of 55 feet.

All base runners must wear a helmet while on the bases. If the helmet, in the judgment of the umpire and / or the managers, is deliberately removed by the base runner while running to a base, the base runner will be called out.

The double base (white and orange) is meant as a safety base only. Players should be instructed to "hit" the orange base when running to 1st base. There will be no penalty however for "hitting" either base and play will continue.

A batter/runner may touch home plate after hitting the ball, on the way to first base.

When an infielder has control of the ball inside the base paths, and time is requested and granted, the ball is dead and play stops. Base runners must return to the last base touched unless they are past the halfway mark to the next base. In Lyndhurst, this ruling will be made by the Umpire; in S.E. it will be made by the adult pitcher on the field.

Sliding is **optional**. A runner is never required to slide. A runner may go into a base standing up, however such a runner may not make contact with the fielder or alter the play of the fielder. The penalty to the runner, in such a case, is an out.

- EJECTION

If a manager, coach or player is ejected from a game by an Umpire, the S.E. League Director or the Lyndhurst League Director, that person / player is automatically also suspended from the next game the Team plays. There is NO appeal process. If the ejected party does participate in the next game, it is an automatic Team forfeit, which continues until the game suspension is served.

- **PLAYOFFS / TIE BREAKERS**

The playoffs will consist of a single elimination tournament at the end of the season. The winner of the regular season will be given a first round bye, if there is an odd number of Teams.

In the event of a tie in the standings at the end of the regular season, the following tie breakers will be used in the order listed:

- (1) Team head to head records,
- (2) Runs scored against, in head to head games, and
- (3) Coin flip.

All regular season game rules, apply to all playoff games, with the exception that a playoff game cannot end in a tie (even if this means exceeding the 1 hour, 30 minute time limit). This includes: time limits, mercy run rule and suspended games.