

## 2007 Millennium Sunday Softball League: Rules & Regulations

This league is a slow pitch Class "C"/"D" League and a sanctioned member of the Amateur Softball Association (ASA). The following rules and regulations have been adopted and approved by the League Committee and will be adhered to in all cases.

1. **Playoff Eligibility:** To be eligible to play in league playoff games, a player must have played in half of the games in the regular season schedule.
  - a. If a team wins a game by forfeit, all members of that team will be credited with a game played.
  - b. If a team loses a game by forfeit, no members of that team will be credited with a game played.
  - c. Each playoff manager will submit a list of players who are eligible for the playoffs at a scheduled playoff meeting, at which time player eligibility can be questioned. If there are no challenges to any playoff rosters at this meeting, the playoff rosters will stand as submitted.
  - d. A non-rostered player can be challenged at any regular season or playoff game and a picture ID will be required for proof of identity. Use of a non-rostered player will result in a forfeit.
2. Team rosters are limited to 25 players (which includes the coach). Changes (additions and/or deletions) can be made until May 6, 2007, when the final roster must be forwarded to the League Committee.
3. If any team participates in an ASA advance play tournament and makes it into Sunday play, they must notify the league. The league, in turn, will notify the opposing team and umpire that the games for that Sunday are either canceled or rescheduled to a different time on that day or to another day, which will be mutually agreed upon by both teams.
4. On the league schedule, the team listed on the right, will have the choice of being the home team in the first or second game of the doubleheader. Note: This does not apply to league (Best-of-3) playoff series, where the higher seeded team must be the home team in game 1 and game 3 (if necessary).
5. The home team listed on the schedule has the responsibility for setting up the field with home plate, pitcher's plate and bases; providing one new game ball and one backup ball; and general overall care and maintenance of the field. Note: Teams that have games scheduled at the Marcus Hook Fields, please secure bases, replace caps, rake and fill home plate area. If not, a possible Marcus Hook Borough fine and loss of field permit could result.
6. **Official Scorebook:** Scorekeepers must give their teams starting line-up and any substitutions made with players' names as they appear on the team's roster. If only one team keeps score, then that book will be the official scorebook for the game.
7. The winning team(s) are responsible for getting the results and the game highlights on sheets provided by the league to The Daily Times before 6:00 p.m. so that the game results and highlights can be printed in The Daily Times on the Monday following the games. The Daily Times does not have a full staff working on Sundays, so the results cannot be taken

over the phone; they must be dropped off, faxed, or e-mailed. The Daily Times fax number is (610) 622-8887 or e-mail: sports@delcotimes.com. Please call to confirm that the results were received at (610) 622-8880.

8. Forfeits will result if a team is unable to field nine (9) players by 15 minutes after game time. Game time is 1:00 p.m. (unless noted). Once the first game of the doubleheader has been forfeited, there will be an additional 15 minute time period given before the second game is declared a forfeit. Any team that forfeits two or more games will be brought before the league committee to determine possible league suspension.

9. All team players on the field must be wearing a team uniform. All players must wear a team jersey (T-shirts) with eight inch numbers on the back. All players must have uniforms by May 6, 2007, or the team must show "proof of purchase" of uniforms (shirts). If a player does not have a uniform by the above date, the opposing team must protest the game. The first protest will be a warning, but all additional protests will result in a forfeit (and all the rules regarding forfeits). This rule must be protested in the first inning of the game or when the player without the uniform enters the game.

10. Run Ahead Rule: 20 after four innings or 12 after five innings. Complete innings must be played unless the home team scores the run ahead limit while at bat. When the visiting team reaches the limit in the top half of the inning, the home team must have their opportunity to bat in the bottom half of the inning.

11. Rain Outs: Teams will be notified by 12:00 p.m. if the games have been rained out. It is each team's responsibility to notify its players that the games have been rained out. Regular season and playoff game rain outs and cancellations will be rescheduled through the league president.

12. Extra Player (EP): The 11-man batter rule (EXTRA PLAYER) may be used by any team. Teams may also use 2 Ep's and bat 12 players. The extra player(s) must be made known prior to the start of the game and be listed on the scoring sheet in the regular batting order. An EP cannot be added once the game has started. If the EP is used, the EP must be used the entire game. The league will follow the ASA Extra Player Rule whether a team uses 1 or 2 Ep's in a game.

13. Courtesy Runner: Limited to two (2) per game. The courtesy runner must be the player who was the last recorded out. A team must notify the umpire and the opposing team of its intention to use a courtesy runner.

14. The ASA Stealing Rule will not be used in the league.

15. The league will follow the ASA of PA District 6 Player Ejection Policy.

16. Any player found using an altered bat, will be banned from the league for life. The league has the right to confiscate any bat it feels may be altered. The league will then send the bat to the manufacturer of the bat for a final determination on whether the bat is altered.

This rule was implemented to keep our players safe and to make this game the safest it can be. With the one word "SAFETY" in mind, the league will not tolerate anyone who would embark in any manner that would put our players in peril.

17. An altered bat is considered altered when the physical structure of the legal bat has been changed in any way. Or when an illegal or non-approved bat has been made up in such a way as to appear to be a legal bat. Examples of altering a bat are, but not limited to the following: Painting a bat, replacing the handle or shaving the handle or barrel or the taper changed in any way such as by sandpapering or applying a solvent to the surface such as fingernail polish remover or by any other means; had the plug removed/replaced or changed in any way; had the knob removed/ replaced or changed in any way or had anything removed or added to the inside or outside of the bat other than the legal way to tape the bat at the specified and appropriate place.

18. The Millennium Sunday Softball League is a ASA Class "C"/"D" League. The league will not allow any team's roster to include more than 3 players who were on the roster of a ASA Class "B" or higher team in the previous year. Any team that does not abide by this rule will forfeit any games that the illegal player(s) played in. There will be no exceptions to this rule.

19. Any rules and regulations not listed will be governed by the ASA Rule Book.

20. Appeal(s) of the Rules and Regulations: Any appeal(s) arising from the Rules and Regulations will be brought before the League Committee for a ruling.