

WELLESLEY MENS SLOW PITCH SOFTBALL LEAGUE  
RULES & REGULATIONS – As of April 2022

The A.S.A. Rules Book shall govern all play in the league with the exception of the rules contained herein:

- I. EXECUTIVE COMMITTEE: Shall consist of an official representative of each team and the Commissioner.
- II. RULES AND REGULATIONS: Changes to any part of this constitution must be approved by a 2/3 vote of the Executive Committee (with reservations).
- III. CODE OF CONDUCT AND SAFETY: These rules and regulations are established to ensure that all players and teams participate in a safe and sportsmanlike manner. Providing a quality league requires the cooperation of all managers, players and spectators.
  - A. All players are required to use the facilities near the tennis court parking lot (beyond LF)
  - B. Team captains will introduce themselves to the umpire before each game to go over ground rules. Any disputes or questions for the umpire during the game will be handled by the team captain.
  - C. There will be zero tolerance for any player or manager pushing or hitting an umpire, or making threats toward an umpire. Such conduct will result in a minimum one year suspension for the offending player. The league Executive Committee will determine whether such player may return to the league following the suspension. Profanity and derogatory language will not be tolerated and will result in ejection. Any other disrespectful language or conduct will be reviewed by the Executive Committee for discipline.
  - D. If a player is ejected from a game, they must leave the premises immediately and must serve a mandatory one game suspension for the next game.
  - E. Managers are responsible for the conduct of their players BEFORE – DURING – AND AFTER a game. Players and managers are not allowed to drink beer or other intoxicants while games are being played and may not appear on the field at any time in an intoxicated condition which might affect the individual's safety or the safety of others.
  - F. Players are responsible for their own insurance coverage.
- IV. ROSTERS AND ELIGIBILITY:
  - A. Rosters may have a maximum of 22 players per team.
  - B. Unless otherwise allowed by the Executive Committee, all players must have passed their 18<sup>th</sup> birthday.
  - C. Ringers are prohibited. If a team is short on numbers fill-in players are allowed, but the captains should use reasonable judgment in matching the ability of fill-in players with the skill of regulars who are unable to attend.

- D. All players participating in playoff games must have played in FOUR or more regular season games. If otherwise unable to field a team fill-ins may be used, but captains must not elevate the skill level of the team through the use of fill-ins.
- E. Obvious and intentional use of ringers should be brought to the attention of the Executive Committee within 24 hours of such occurrence and may result in either a game replay or a forfeit.

V. EQUIPMENT AND UNIFORMS:

- A. Only wood bats are allowed. No player/team shall use an illegal bat. The official bat, made up of the knob, handle, grip, taper, barrel and end cap shall be free of burs, dents cracks, sharp edges, rattles and show no signs of excessive wear. The bat shall be no more than 34 inches long nor exceed 38 ounces in weight. The bat shall not be more than 2.250 inches in diameter at its largest part, including any tolerance for expansion. The bat must bear either the ASA or USA Softball certification mark. A bat that is listed on the most recent ASA Non-Approved Bat List, a bat without a valid ASA mark, or a bat that is shaved, rolled, corked or altered in any way is an illegal bat. The umpire has the authority to rule the bat is questionable and have it removed from play. A second offense will result in an automatic out for the batter bringing such bat to the plate; a third offense will result in an automatic out for the batter bringing such bat to the plate and a team fine of \$100.
- B. Metal spikes are prohibited.
- C. Team uniforms are optional. Many teams have matching shirts.
- D. The home team will:
  - i. Provide to the umpire before game time 2 new balls.
  - ii. Position the bases before the start of the evening, as needed.
  - iii. Position the temporary pitching rubber (found in the equipment shed) 50 feet from home plate, measured as the distance from the front edge of the rubber to the back point of home plate. A tape measure is kept in the equipment shed.
  - iv. 2nd game – secure all league equipment including game balls, Turface, bases and field tools in the equipment box at end of game and ensure lights out on or before 9:30 p.m.

VI. UMPIRES

- A. Umpires will be assigned by the Southern Metro Umpires Association (SMUA).
- B. If the umpire fails to show up, the Commissioner or playing team Executive Members (or their assignee) may assign umpire duty where the substitute umpire(s) will use best efforts to provide consistent and unbiased officiating.

## VII. GROUND RULES

- A. On the first and third base sides of the field, an imaginary line drawn from the end of the backstop to the benches and/or utility poles will determine the out of play areas. A batted, thrown, or pitched ball going out of play will be ruled dead and the runners are allowed the base they are heading to, plus an additional base.
- B. All games will be played to conclusion, unless the 15 run Slaughter-rule applies. The losing team must be allowed to bat in five innings.
- C. The pitcher may take five warm up pitches between innings.
- D. Every player will start their at bat with a count of one ball and one strike.
- E. Pitchers must pitch from a rubber 50 feet from home plate – if no rubber is in place, the pitcher and umpire will agree on a spot five feet beyond the high school rubber which is 45 feet.
- F. Running the bases
  - i. On a close play at 2nd, 3rd and home, the runner shall slide or otherwise avoid contact with the fielder. If they don't slide and in the umpire's judgment they create contact with the fielder or interfere with the fielder's ability to make a play, the runner is out, the ball is dead, and all runners return to the previous base.
  - ii. Takeout slides are strictly prohibited.
- G. Aqueduct
  - i. A ball that is hit to the right of the trunk of the most right standing pine tree that goes over the Aqueduct will be a ground rule double.
  - ii. A ball hitting the Aqueduct and coming back on the playing field, or coming to rest on top of the Aqueduct and still in sight of the umpire, is considered in play and the runners can advance at will.
  - iii. A ball caught on top of the Aqueduct (either standing or in the air) is an out. If the fielder makes the catch and lands on top of the Aqueduct, the ball is in play and runners may advance; if they make the catch and land on the back, downhill side, the ball is dead and runners advance one base. A catch where the fielder has started down the back side does not count and is a ground rule double.
- H. Trees and light poles
  - i. A batted ball that travels into the trees in front of the tennis courts on the fly, or goes over the trees in center field (to the left of the trunk of the right most tree) on the fly is a home run.
  - ii. A batted ball hitting a light pole or part of any tree (trunk, branch, etc.) is a live ball and treated like a ball hitting a wall.

- iii. A batted ball that goes into the trees in centerfield (ground or air) left of the right most tree, or rolls into the trees in front of the tennis courts, is a live ball, considered in play and runners can advance.
- iv. A batted ball that is caught on the fly in the trees in front of the tennis courts and has yet to hit any tree branches is an out.

VIII. LINEUP, DESIGNED HITTER, EXTRA PLAYERS AND PINCH RUNNERS:

- A. Teams may use a batting lineup with unlimited extra players. Any 10 of these players can take defensive positions at any time throughout the game but the batting order must remain constant.
- B. Any players arriving after the start of the game can be added to the bottom of the lineup until the first batter comes up for the second time. At that point, late players will only be allowed to enter the lineup (at the bottom) if the team has less than 10 players participating, or the late players may replace existing players under normal substitution procedures.
- C. If a player leaves the game due to injury or ejection, and there is no one to take his place, his spot in the batting lineup will be eliminated. (There is no automatic out each time his spot comes around.)
- D. One player will be allowed a courtesy runner at the start of each game for each team. A second courtesy runner may be used for a player injured during the game, for a maximum of two courtesy runners for each batting lineup. The courtesy runner can be transferred to a newly injured player, but the original player must then run for himself. The last batter to make an out will be selected as the courtesy runner. Courtesy runners must be announced to the umpire before the at bat begins and may only advance to first base, unless the batter hits a ground rule double or home run (see Section VII).
- E. Teams may use a DH (a player who only bats, with a corresponding player who only plays in the field) but the DH will not be allowed to play in the field unless the team has only 11 players present and the loss of a player restricts the team's mobility. Then the DH can play defensively, and the player who wasn't batting takes the lost player's place in the batting lineup.

IX. SCHEDULE, WEATHER AND FORFEIT RULES:

- A. All games on inclement days will be called by the Commissioner (or his assignee) by 4:30 PM. If a storm comes up after 4:30 PM, (1) the Commissioner will make reasonable best efforts to contact the playing team via e-mail or (2) the umpire will make the decision at game time.
- B. A ten-minute grace period (6:30 to 6:40) is allowed for the starting time of the first game. There is no grace period for the 2nd game of the evening.
- C. At game time, any team that does not have eight players at the field to start the game will forfeit that game. "At the field" shall be defined as within reasonable sight of the field. This may include players at their car, or on the sidewalk. (Be reasonable - we are here to play ball games and have fun.)

- D. If both teams do not have enough players, both teams will receive a forfeit.
- E. A team forfeiting after 1pm ET on the day of the game will be responsible for a \$30 fee to the umpire, and a team forfeiting once the umpire is at the field will be responsible for a \$60 fee to the umpire.
- F. Any team forfeiting two or more games during a season for not having enough players will be reviewed by the Executive Committee and notified of their eligibility for the remainder of the season.
- G. Umpires are not responsible to officiate a forfeited game.
- H. Forfeited games will be recorded as a 7-0 victory for the winning team.
- I. Games must end on-time. For a 6:30pm game where an 8pm game follows, this means 8pm. For an 8pm, this means 9:30pm (when the lights automatically go out). In the case of a game ending before all innings have been completed, the following applies:
  - i. If the home team is batting and has the lead, the score will stand.
  - ii. If the home team is not batting, or is batting but does not have the lead, the score will revert to the most recent completed inning.
  - iii. Intentional delays will not be tolerated.
  - iv. Games must go at least 5 innings (4.5 if the home team is leading) to be considered official.
- J. Regular season games that are tied after 7 innings may go into extra innings, time permitting.
- K. If a rain-out should occur during a game, and the game has not gone five innings, the game will not count and will be re-played. If the game has gone five innings, the game will stand based on the last fully completed inning.

X. PROTESTS:

- A. A protest must be a point of rule violation, not a question of judgment.
- B. The protesting captain must make a verbal announcement to the umpire before the close of the inning in which the difference occurred. The umpire will publicly announce the game is being completed under protest.
- C. A protest letter explaining the alleged violation must be in the hands of the Executive Committee within 24 hours after the occurrence in question.
- D. The Executive Committee will call or email the team managers involved in the protest to testify, and pursue any other testimony deemed important. After hearing all pertinent information, shall render a judgment on the protest. This shall take place in a timely fashion, and all decisions are final.
- E. If a member of the Executive Committee deems himself involved in the protest, he will recuse himself from the process.
- F. If the protest is won by the protesting team, the game will be replayed from the time of protest, with the same situation at the time of protest.

G. If the protest is lost by the protesting team, the game will stand.

XI. PLAYOFFS

- A. All teams will be included for the playoffs.
- B. The top two seeds receive a bye to the semi-finals.
- C. The 6/7/8 seeds will contest play-in games to advance to the quarter-finals (7 plays 8 as the first game of the doubleheader, with the winner advancing to play the 6 seed)
- D. Each round will be re-seeded, with the highest seed facing the lowest seed
- E. The following TIE-BREAKER SYSTEM will be used, in order:
  - i. Total number of forfeit losses
  - ii. Head-to-head record
  - iii. Cumulative head-to-head run differential
  - iv. Record in previous 5 games
- F. The higher seed will be the home team in the first game of each series. After that the home team advantage alternates between the two teams.
- G. Where possible, the quarters, semis and finals will be the best 2 out of 3
- H. Playoff games follow the normal league schedule (6:30 PM and 8:00 PM games). The game time for finals will be 7:00 PM unless otherwise agreed upon by the participating teams.
- I. The 15 run "Slaughter" rule WILL NOT apply in any playoff games.

XII. COVID 19 REGULATIONS

- A. Town of Wellesley rules and regulations will apply to all teams and games
- B. Players should not come to the field if sick, and/or exhibiting symptoms of COVID
- C. Players testing positive for COVID must follow CDC quarantine protocols

**Past Champions:**

- 2021 – Daddy O over Dragons
- 2020 – COVID 19
- 2019 – Daddy O over Dragons
- 2018 – Daddy O over Kafus
- 2017 – Dragons over Middlebury
- 2016 – Clown Shoes over Middlebury
- 2015 – Dragons over Middlebury
- 2014 – Middlebury over Comellas
- 2013 – Middlebury over Comellas
- 2012 - Daddy O over Middlebury
- 2011 - Daddy O over Middlebury
- 2010 – Gears over Middlebury
- 2009 – Gears over Kafus
- 2008 – Gears over Middlebury
- 2007 – Gears over Middlebury
- 2006 – Grille over Daddy-O
- 2005 – Middlebury over Gears
- 2004 – Grille over Middlebury
- 2003 – Drivers over Kafus
- 2002 – Kafus over Grille
- 2001 – Grille over Drivers
- 2000 - Drivers