

## Local Rules

The North County Softball Recreational League plays under the rules established by the ASA (Amateur Softball Association of America) with the following exceptions:

### NORTH COUNTY SENIOR LEAGUE SOFTBALL RULES - RECREATIONAL DIVISION

Version January 1, 2025

Introduction. The North County Senior League, Recreation Division rules are based on Amateur Softball Association (ASA) rules except for the following rules that have been adopted by our league. The League's commissioners, managers and Rules Committee shall periodically review these rules to ensure fair play and the safety of our players. Changes/additions may be presented to the Commissioners for the Rules Committee review. None of the ASA or local rules can be waived except as noted below.

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#### Rule 1 - Definitions

**RUNNER LINES: SCORING LINES; RUN THROUGH LINES AND COMMITMENT LINE** (going home): proper use of these lines includes not only crossing over the lines but also touching beyond the line during game play. No negative ruling on a batter/runner can be made once the batter/runner touches the "other side" of the line in advance of the play being made on them.

**STRIKE MAT AND STRIKE ZONE:** The rectangular strike mat measures 36 inches by 24 inches and is placed over home plate by aligning the front edge of home plate with the short edge of the mat. Any legally pitched ball that strikes any part of the strike mat shall be ruled a strike.

**OUTFIELD:** For the purpose of enforcing the rules pertaining to prohibiting a runner from being thrown out at first base (a greenie), (rules 2.4b, 8.6.1, 8.6.1a, 8.6.3 and 10.1), the outfield shall include the foul territory behind/immediately beyond first and third base.

#### Rule 2 - The Playing Field

**2.1 Playing Fields.** The league uses playing fields with 60 feet between bases and 50 feet from home plate to the pitcher's rubber. Because the league uses community parks, other characteristics of the playing fields vary including distance to the outfield fence, distance to the backstop and size of the skinned infield.

2.2 A scoring line shall be used [in lieu of a second home plate]. This rule supersedes ASA Rule 2, Section 2 only as it relates to a previous use of a second home plate. A scoring line shall be laid, using chalk or tape. This line shall commence [on the third base side of home plate as a visual continuation of the first base line] beginning eight feet from the front of the forward left corner of the actual home plate and extends outward to the nearest barrier. The runner must make contact with the scoring line or, cross it and have at least one foot on the ground before the fielder home catches the ball [while touching the strike mat] to be ruled safe. Since the goal of this line is to create a safe scoring environment, runners should be reminded to use the scoring line properly.

2.2a A runner running between the home plate mat and the beginning of the scoring line is considered the same as running to and touching the home plate mat. The runner is out, this is automatic (not subject to an appeal). Added Effective July 6, 2021.

2.3 Commitment (No Return) Line. The commitment line is 20 feet from home toward third base and perpendicular to the third base line. Runners from third base may not reverse direction after crossing the commitment line.

2.4 Alternate First Base. The alternate first base is offset three feet into foul territory from first base. The alternate first base must be used upon any infield hit (regardless if there is a play made at first or not). A runner touching the wrong base will be called out. This is automatic (not subject to an appeal). If the batter/runner runs between or outside the two first bases, he/she is NOT automatically out however he/she must return to the ALTERNATE first base before a play to first base is made. Use of the alternate first base is not required if the ball is hit to the outfield, regardless of whether or not the ball first touches the infield or an infielder.

2.4a Reserved for future use

2.4b No part of this rule is applicable if the batted ball touches the outfield/green since the batter/runner cannot be thrown out at first base. Added Effective July 6, 2021.

2.5 Run-Through Line - Each run-through line shall be five feet in length, beginning three feet from second and third base, on both sides of these bases. The lines at second base should be parallel to the first base line and aligned with the approaching edge of second base. The same for the front of third base, parallel to the third base line. The two lines on either side of the base designate a lane in which the runner may run through maintaining speed while avoiding contact with any fielder (retain, no change). If a runner runs through the space between the base and the beginning of the run through line, the runner is considered off the base and can be called out if the fielder tags the runner or the base prior to the runner returning to the base.

2.6 Field Preparation. The home team is responsible for preparation of the playing field in accordance with Rules 2.1 through 2.5.

2.6a The home team shall always use the third base dugout.

2.7 Pitching Screen Use:

1. The screen should be placed in front of the rubber/painted pitching line so that at least 50% of the "rubber" is protected by the screen. The screen must be placed opposite laterally to the pitcher's throwing hand.
2. The screen shall be placed at a distance of six feet from the front of the "rubber" or painted pitching line towards home plate.

3. If the batted ball strikes the screen, the batted ball shall be declared a dead ball and play/pitching should continue with the pitch count just prior to contact with the screen. Additionally, there shall be no penalty for repeated contact with the screen during a single at bat. Each event therein shall result in a “dead ball” call.
4. Once the ball is hit, if the ball hits the screen during active play, the ball remains in play and the game continues.
5. Can a player lower the pitching screen to the ground once the ball has been put into play? This is absolutely NOT permitted.

### Rule 3 - Equipment

3.1 Bats. All bats shall bear an ASA certification (example as shown below, prior year certification logos may appear differently) and must not be listed on an ASA Non-Approved Bat List with Certification Marks. Effective with 2020 model bats and in conjunction with the ASA/USA merger, 2020 bats must have the USA certification. ASA bats continue to be acceptable. Male players who are in the year of their 75th birthday and all women may use any bat which does not exceed a diameter of 2 ¼ inches and does not exceed 34 inches in length. If ASA/USA certification is not clearly visible on a bat and, therefore, its certification cannot be verified, the bat in question cannot be used. If after at least one pitch is thrown or the batter reaches a base and it is discovered that an ineligible bat was used during this at bat, the batter/runner will be called out if appealed. If the next batter receives at least one pitch, the previous batter who used an ineligible bat can no longer be called out.



3.1.a Bats displaying either of the pair of logos above are rated with a BPF (Bat Performance Factor) of 1.20. Bats with a BPF of 1.21 are restricted to women or men age 75 years or older.

#### **Important note:**

**Bats with this logo/certification are rated with a BPF of 1.21. Bats with this logo/certification are NOT acceptable in our NCSS league unless the player is either a woman or a man age 75 and over.**

**Unacceptable “USA” logo/certification even though the logo denotes “Senior Softball”:**



3.2 Balls. The league softball is a 12-inch, optic yellow ball with a Coefficient of Restitution (COR) of 0.44 and a compression rating of 375 pounds per square inch. The home team shall provide a new league softball at the start of each game and a back-up, good condition league softball.

3.3 Shoes. Metal cleats are not allowed. Players wearing metal cleats shall be ejected and an out recorded each time the player would have come to bat.

3.4 Uniforms. Uniforms are encouraged but not required. Players are encouraged to wear the league standard cap or visor.

#### Rule 4 - Players, Coaches, Substitutes

4.1 Prior to the Game. Managers or their identified, designated alternate(s) will exchange batter lineups, identify players leaving early, and agree on any player loans per Rule 4, Paragraph 4.5, below. Batter line-up cards shall list players by last names.

4.2 Minimum Playing Time. A player shall play at least four innings of a nine-inning game or three innings of a seven or eight inning game and bat throughout the game.

In the event the manager of a team discovers [after the game ends] that a player or players of an opposing team did not play a fielding position for the required 4 innings or did not bat throughout the game in accordance with any other rule described herein, the team in violation of this rule [above] shall forfeit the game if the team in violation would have otherwise have won the game.

4.2.1 All players shall play both offense and defense. No player can opt to play either in the field OR batting but not the other. No manager can agree to this situation.

4.3 Minimum Numbers of Players. A minimum of eight (8) rostered players are required for a regulation game. Less than eight (8) players shall result in a forfeit. If both teams have less than 8 players, the game will be postponed. Commissioners will determine if a make-up game is necessary.

4.4 Maximum Number of Players. A team shall consist of twelve defensive players.

4.5 Loaning of Game Day Players. Teams shall strive to play with the same number of players. A team with more players may offer to loan player(s) to bat and field for the receiving team. The receiving team may refuse to accept the player(s).

If a team, having 11 or fewer players (and had properly gone through the substitute player request process), requests up to two players from the opposing team, the opposing team MUST provide up to two players to get that team to a maximum of 12, if possible. Failure to do so will result in a forfeit for the refusing team.

4.6 When a team has less than 12 players for the game, the opposing team MUST lend the lacking team up to **two** players (for defensive purposes only and only to get to a maximum of 12 players if possible). In no case shall more than two players be loaned. The selection of which players to be loaned to the lacking team is at the sole discretion of the loaning team's manager, every inning. The defensive positioning of the loaned players is at the sole discretion of the lacking team's manager.

#### 4.7 Replaced by 4.7.3

4.7.1 Once the official lineup is handed to the opposing manager, players cannot be added. (Late arriving players not in the lineup cannot play.)

4.7.2 If a player in the lineup is not available for his or her turn at bat, the manager can either:

- Scratch the player from the lineup with no out recorded OR
- Keep the player in the lineup, his or her turn is skipped and an out is recorded. For each subsequent at bat, the manager can choose to scratch the player from the lineup or again record an out.

4.7.3 Players Leaving Early. The manager must notify the opposing team prior to the beginning of the game if a player needs to leave the game prior to completion. Otherwise, an out will be recorded each time the absent player's position comes to bat.

4.8 Departure for Illness, Injury or Emergency. If a player becomes ill, injured or bleeding during the game, or receives an emergency phone call, he may leave without penalty. If he recovers or stops bleeding, he may return to the game. Opposing managers must be notified of the exit or reentry. No out shall be recorded if the removed player's time to bat comes up while he is not in the game.

### Rule 5 - The Game

5.1 Field Condition. League-wide cancellations for games can only be authorized by Commissioners. Game time cancellations will be determined by the home team manager. After the first pitch, the home team manager will be responsible for terminating the game due to weather, field conditions, severe injury, or other emergency condition.

5.2 Legal Game. A regulation game consists of nine (9) complete innings unless the managers determine to play only seven (7) innings before the game. If for any reason, one team refuses to start or finish a game, the game will be forfeited to the opposing team. All games shall be declared over and complete at the end of regulation play as defined above, regardless if the game ends in a tie score. In addition, the following rule applies to the first game of a doubleheader: These games will be played to completion, with either 7 or 9 innings, as determined and agreed upon by the two managers before the start of the game. It is highly recommended that these games be played as quickly and efficiently as possible, e.g. starting on time and reducing or eliminating between-innings infield practice.

5.2.1 Terminated Game. If a game is called with fewer than five (5) innings, the game will be rescheduled and played from the point of suspension at the Commissioners' discretion. They will determine if a game needs to be replayed.

5.3.1 5-Run Limit Rule. A team may score up to five runs each inning. If a team is behind more than five (5) runs, they may exceed 5 runs until the score is tied. There is no limit to the number of runs a team may score in the final inning.

5.3.2 Flip Rule. Following the next to last at bat of the game (8th for 9 inning game/6th for 7 inning game), should a team trail by 10+ runs, the flip rule goes into effect. The team behind by 10+ runs will take their final at bat, immediately following that inning. Should the team that was behind, tie or go ahead, the other team will then take their final at bats.

5.4 Force Outs. All plays at any base are “force outs”. Players may be tagged out except at home plate.

5.5 Fielders. Outfielders shall not position themselves or cross to the infield until the ball is hit by the batter. At no time prior to a ball being hit shall more than five players, excluding the pitcher and catcher, be positioned on the infield. Upon the ball being hit, an outfielder may advance onto the infield to attempt to make a play. All players must be in fair territory for play to commence, except for the catcher. Similar to the infield, the number of outfield players shall be limited to five.

Should a violation of this rule be observed by the offense team before a ball is pitched, the Offense team manager should call time and the umpire should reposition the defense player(s) to conform with this rule.

Should a violation of this rule be observed against the defense team following a batted ball being put into play, the batter is called SAFE at the base to which he/she is attempting to reach, with an appeal to the umpire (to verify that the umpire observed the rule violation). This action would be taken regardless of whether or not that out-of-position player(s) was(were) involved in said play. If this violation takes place and a play is made to a baserunner (rather than a batter), the runner attempting reach a base is awarded that base if an appeal is made to the umpire and the violation was observed.

5.6 No tag at home. Base runners may be tagged out by a defensive player between third and home before crossing the commitment line. Once a base runner has crossed the commitment line, the runner cannot be tagged out. The runner is out if a defensive player has the ball and contacts the strike mat before the runner crosses the home plate run-through (scoring) line. A runner’s foot must touch the ground on or beyond the scoring line for the run to score. Breaking the vertical plane of the tape/chalk at the same time the ball arrives at the fielder will not result in a “safe” call.

5.7a Reserved for future use

5.7b Outfield Defensive Encroachment Line (cones)

Seven orange cones shall be positioned in the outfield 130 feet from home plate in positions up the first and third baselines as well as two placements evenly placed in between these cones on the baselines.

Outfielders shall not position themselves or cross to the outfield encroachment line until the ball is hit by the batter.

Should a violation of this rule be observed by the offense team before a ball is pitched, the Offense team manager should call time and the umpire should reposition the defense player(s) to conform with this rule.

Should a violation of this rule be observed against the defense team following a batted ball being put into play, the batter is called SAFE at the base to which he/she is attempting to

reach, with an appeal to the umpire (to verify that the umpire observed the rule violation). This action would be taken regardless of whether or not that out-of-position player(s) was(were) involved in said play. If this violation takes place and a play is made to a baserunner (rather than a batter), the runner attempting reach a base is awarded that base if an appeal is made to the umpire and the violation was observed.

5.8 Infield Fly Rule. The infield fly rule is not in effect in this league.

5.9 Sliding. Sliding is prohibited. A base runner that slides shall be called out. Sliding AND/OR diving into or back to a base is prohibited and shall be an automatic out.

Note: A player who [in the judgement of the umpire] inadvertently falls or is tripped to the ground may get back to the base in any manner and is not considered to have violated the sliding definition or game rules.

5.10 Calling time out: Time out can only be granted by the umpire when (1) the ball is in the possession of the pitcher (NCSS Local Rules) AND (2) progress of play/action has been completed (ASA rule 10.5.E and 10.5.H).

#### Rule 6 - Pitching Regulations (Slow Pitch)

6.1 Legal Delivery. The pitched ball must be delivered with a perceptible arc and reach a height of at least six feet from the ground, while not exceeding a maximum height of twelve feet from the ground. The home plate umpire should determine if a pitch is illegal while the ball is in flight and loudly call a pitch "high" or "low" if the umpire has determined that the pitch is illegal. However, if a pitch is determined to be low by the umpire, but due to the speed of the pitch the umpire did not have time to call the pitch while it was in flight, then the umpire can still call the pitch illegal after the pitch has struck the ground and if the batter has not swung at the pitch.

6.2 A pitch must be delivered from the rubber/pitching line or up to a point of six feet behind the rubber/pitching line. A pitcher cannot release the ball if both feet are ahead of the rubber or pitching line.

#### Rule 7 - Batting

7.1 No local rules.

#### Rule 8 - Batter-Runner and Runner

8.1 Running to Correct Bases.

8.1.1 Home Plate. Runners attempting to score must run through the home plate run through line (scoring line). Runners touching home plate or the strike mat while the play is alive will be called out.

8.1.2 First Base. A runner touching the wrong first base as described in rule 2.4 will be called out. This is an automatic out and not subject to appeal.

8.2 Reverse Directions. Runners going between first and second, second and third, or third and the commitment line may reverse direction only once in moving from one base to another if a play is being made on that runner. If a violation of this rule is observed by the opposing team and observed by the umpire, an OUT call will be made. A throwing action by a fielder is a play whether or not the

throw is made (fake throw). If the ball is alive and becomes loose, a new play commences for the purpose of reversing direction. A runner from third base who crosses the commitment line must continue to the scoring line and may not return to third base. A violation of this rule results in a player being called out.

### 8.3 Pinch Runners:

1. Any player can pinch run for any other player at any time.

Exceptions:

a) Any player/batter who was pinch run for cannot pinch run for any other player for the rest of the game. A violation of this shall result in an out and the runner removed from the bases.

b) A player can only pinch run once per inning unless the lineup turns over. A violation of this shall result in an out and the runner removed from the bases. (The managers can agree to waive this exception if there is a shortage of available pinch runners.)

2. A pinch runner already on base can be substituted for at any time for any reason (including but not limited to when it is their turn at bat) without an out being recorded. This substituted pinch runner can continue to pinch run for the rest of the game without an out being recorded.

3. A player can run for him/herself if they want. A manager cannot force a player to get a pinch runner.

4. A pinch runner is not official until play has resumed (after first pitch). (In other words, changes or substitutions can be made before play resumes.)

8.4.1 Collisions. Runners must avoid collisions by running around a fielder who is making a play. Since the play is in front of the runner and can be seen more readily by the runner, runners must make every effort to avoid collisions. ASA rules regarding interference and obstruction are in effect.

8.4.2 Run Through Line. A base runner going from first to second or second to third may run full speed through the line. Should the runner beat the throw, he is safe and may return to the base without being tagged or forced out. The runner must return to the base and touch it prior to advancing to the next base if the runner passed over the interior (infield side) run-through line. If the runner passed over the exterior (outfield side) of the run through line, they are allowed to proceed to the next base or home scoring line (as applicable) without returning to the bag. If a runner proceeds through the run through line heading towards the next base/home scoring line (as applicable) and, in the judgment of the umpire, displays intent to advance to the next base he/she can be tagged out. Baserunners who run to the base or between the base and the five-foot mark may be forced or tagged out as it is the same as over running the base. A runner shall be called safe after running through the run-through line if the runner's foot touches the tape/chalk or lands beyond it. Breaking the vertical plane of the tape/chalk at the same time as the ball arrives at the fielder will not result in a "safe" call.

8.5 A fair ball going into a soccer goal or one that makes contact with the goal frame that is in foul territory is an automatic 2 bases from home. All runners already on base shall advance two bases. A ball going into a soccer goal between the lines (in fair territory) is "in play".

A soccer goal that overlaps both fair and foul territory should be considered as a soccer goal in foul territory.

8.5.1 If, in the judgement of the umpire, a player intentionally causes a ball to come in contact with any part of a soccer goal, the umpire shall award the batter/runner a base he/she feels the batter/runner would have reached had the intentional act not taken place. This rule part supersedes the ASA rule noted below.



## Restatement of ASA rule 8.5.K

Runners are entitled to advance without liability to be put out:

When, in the judgement of the umpire, a fielder intentionally carries, kicks, pushes or throws a live ball into dead ball territory.

**Effect:**

1. The ball is dead
2. Runners are awarded two bases from the last base touched at the time the fielder entered or the ball was kicked, pushed or thrown into dead ball territory.

### 8.6 Batter-runner Entitled to First base:

8.6.1 A batter/runner who hits a pitched ball which touches the outfield/green that is either on the fly (without being caught) or on the ground (whether touched by an infielder or not) cannot be thrown out at first base.

- In support of this new rule, runners from home will no longer be permitted.
- If a batted ball touches the green/outfield as noted above, it is at the discretion of the batter/runner whether or not he/she wishes to complete his/her at bat by advancing to first base. **Note: this option to proceed or not proceed to first base also applies if a batter is “walked” intentionally or by receiving four balls. (Added effective 8-24-2021)**
- If a batted ball goes over the fence for a home run, it shall be scored as such. It is at the discretion of the batter/runner whether or not to run the bases.

8.6.1a Note a fly ball to the outfield/green that is touched by a fielder but dropped onto the green/outfield classifies as a ball which touches the outfield/green and thus the batter/runner cannot be thrown out at first base.

8.6.2 A batter/hitter may be thrown out if he/she attempts to advance beyond first base. Any runners on base advance at their own risk.

8.6.3 A fielder who fields a ground ball hit by the batter-runner before the ball touches the outfield/green may throw the batter-runner out at first if his/her [the fielder] momentum carries him/her into the green after he/she field the ball.

- A batter whose batted ball touches the outfield/green cannot be thrown out at first base.
- Runners already on base advance at their own risk.

8.6.4 An outfielder is permitted to charge towards the infield or onto the infield after a ball is batted. If the outfielder fields the ground ball on a hop before the ball touches the grass or green, the outfielder then may throw the batter/runner out at first base. This includes the fact that the outfielder may now be positioned on the infield.

## Rule 9 - Protests.

9.1 Protest Procedures. A protested game must be completed. Protests must be based on a rule misinterpretation not on an umpire's judgment call.

- A valid protest will be made to the opposing manager by no later than the end of the inning, or before the first pitch of the next half of the inning.

- The manager making the protest shall have one of his players witness the protest to the opposing manager.
- Specifics of the protest should be documented in both scorebooks at the time of making the protest, including;
  - The nature of the protest (essential facts, details, and conditions relevant to the protest including the field of play if relevant),
  - Rule involved in the protest (ASA or local),
  - Inning in which the protested action or disputed call took place,
  - Names of players and/or umpires involved in the subject of the protest
- The protesting manager shall submit the protest in writing to the Commissioners in writing within 24 hours along with a \$25.00 fee. A verbal protest to commissioners is not permitted.

If the protesting team [manager] prevails on his/her protest and the decision could have changed the outcome of the game, the game shall resume from the point of the protest until the end of a game.

Lastly, a protest can be withdrawn at any time after the initial raising of a protest however once the protest is in the hands of the commissioners, the fee is due from the manager. Commissioners cannot waive this fee once the protest is in their hands. Protest fees are the sole responsibility of the team manager and cannot be shared by team members.

9.2 Incidents. The home team manager shall report, in writing, all incidents involving forfeits or other game terminations to the Commissioners on the day of the game. The Commissioners shall determine if further action is needed.

## Rule 10 - Umpires

10.1 Umpire Assignments. The first base coach shall call plays at first base. The third base coach shall make calls at second and third base. The first base umpire shall receive appeal calls (if any) for calls made by the home plate umpire for a runner trying to score at home. A member of the offensive team shall be home plate umpire and shall call balls and strikes, determine if pitches are legal, and call fair and foul balls. Managers are responsible for providing player umpires that are competent and aware of both ASA and the local rules. First base coach and third base coaches will make calls regarding a batted ball reaching the outfield as it applies to rule 8.6 (Batter-runner Entitled to first base).

10.2 Close Calls and Rule Interpretations. When an umpire makes a close call or a rule interpretation, the umpire may request assistance from other umpire(s) to make a final decision. In the case of an appeal, the umpires should confer and come to an agreement, if possible. If there is no agreement, the original umpire who made the call is not obligated to give up the call. In addition, only a manager or the designated alternate manager may appeal to the home plate umpire for a final decision.

If an Offense manager is acting as any umpire and he/she makes a call in favor of the defense team, another Offense team member may appeal that call to the home plate umpire (or 1<sup>st</sup> base umpire, see 10.3 below). This would be the only exception to rule 10.2 which designates the manager as being the person to make appeals to the home plate umpire.

10.3 If there is a disagreement as to a call made at home by the home plate umpire, an appeal can be made to the first base coach. If necessary, the first base coach may confer with the home plate umpire otherwise the appeal to the first base coach is made by the first base coach (provided he/she

saw the play at home). If the first base coach did not see what happened at home, the call is owned by the home plate umpire.

10.4 It is recommended that managers shall have the ability to approve/disapprove any volunteer umpires (beyond the player/umpire). In this situation, both managers would agree on the volunteer umpire. This applies to season play. Commissioners will endeavor to assign volunteer umpires for post season games.

## Rule 11 - Scoring

11.1 Scorebook. Home team is responsible for keeping the official score. Managers are encouraged to frequently verify the score while the game is in progress. Managers shall verify the final score before leaving the playing field.

## Rule 12 - Use of ASA Playing Rules

12.1 Local Rules Prevail. ASA rules are used except as provided for in these local rules. The local rules prevail over ASA rules in the event of conflict.

12.2 Any local rule changes approved by the managers and BOC during the season are eligible to be implemented immediately. This will be determined by a separate vote by the managers and the BOC.

## Rules Supplement

13.1 Post Season Tournaments. All teams will play only with their own rostered players. In the event of a tie among two or more teams in the standings at the end of a regular season, the following criteria will be used to determine rankings [in the following order]: (1) head-to-head win-loss record(s), (2) total runs differential head-to-head, (3) total run differential for the season.

13.2 Use of Available Players. In the event a team has less than 12 players for a particular game, the manager in need can request players from the Available Players list. Available players are defined as qualified league players who do not have a scheduled game at the time needed and are available to be a substitute player for another team. Examples of Available Players include:

- 1) Players on a bye
- 2) Players from a cancelled game
- 3) Players who are playing in either the late or early game of a scheduled double header
- 4) Players who have qualified to be a league player but have not yet been assigned to a team
- 5) Players who have qualified to be a league player but wish to be a substitute player only
- 6) Players who qualify as above and show up prior to a league game as a "spectator." The "spectator" player can be recruited to play provided the manager(s) follows the current rating guidelines for substitute player assignments as stated below and both managers agree to this substitution.

A maximum of two Available Players may be used as subs. The general principle for assigning Available Players is that teams using players as substitutes (subs) must use players rated equal to or below the rating of the missing player(s) and defined as follows:

- 1) If a team is assigned one player, the maximum rating for that player will be less than or equal to the rating of the in-need-team's highest rated missing player.
- 2) If a team is assigned two players, the sum of the ratings of the two assigned players cannot be greater than the rating of the in-need-team's highest rated missing player plus **12\***.
- 3) The plus **12** rule DOES NOT allow any assigned player's rating to be higher than the highest rated missing player's rating. (Example: missing **15** and 14 rated players, cannot assign **16** and 11 rated players.) Bottom line, the first assigned player cannot exceed **15** and the total cannot exceed 27.

4) The rating of the second highest rated assigned player cannot be higher than the rating of the second highest rated missing player. (Example: missing 16 and 13 rated players, cannot assign 14 and 14 rated players.) Bottom line, the highest rated player can be up to 16 but the second assigned player can never be above 13 and the total cannot exceed 28.

\*Note: The “plus” number -**12** - as shown here is the average rating for all players from this season’s preseason draft. Every season, the average rating for all players from the preseason draft (rounded to the nearest whole number) will be used as the “plus” number. But irrespective of the league average exceeding 12, the “plus” number shall not exceed 12.

#### Process for requesting/assigning Available Players:

The Commissioner assigned to manage Available Players is the single point of contact for this process. In the event that the commissioner so assigned is not available he/she will officially designate an alternate, for the specific period of absence. This designation will be officially communicated to all managers via e-mail.

Available Players may be requested by the manager in-need via e-mail with the designated commissioner no sooner than 2:00pm after the Thursday game in the week preceding the week for which the Available Player(s) are requested. Phone calls to the designated commissioner should only be utilized for last minute/”emergency”-type assignment needs.

Requests must include:

The specific date or dates for which Available Player(s) are requested.

For each game the number of Available Players being requested.

For each game, a list of all the team’s missing players and their rating(s).

For each game, the names of any preferred specific players from the Available Players list (subject to the ratings rules above).

Upon receipt of the above requests, the designated commissioner will contact the appropriate Available Player(s) and obtain their agreement to play on the team.

13.2b If a team has less than 12 players for the game and either did not request the maximum allowable number of substitute Available Players or refused a substitute Available Player, the automatic out rule will apply even if the opposing team lends a defensive player. If a team has less than 12 players for the game and did request the maximum allowable Available Players and did not refuse any Available Players, an automatic out will not be recorded whether the opposing team lends a defensive player or not.

13.2c To record what Available Players each team manager has asked for (or not asked for) for a given game, the commissioner responsible for assigning Available Players will prepare and submit an email to both team managers indicating how many players were asked for and how many were provided. The commissioner will also verify that no Available Players were able to play for a requesting team if such a case exists. The commissioner will do this for every game.

#### Rule 13.3

13.3a Once a loaned player is assigned and on game day appears at the game, should any missing player show up at the field, the missing player [for which the loaned player was assigned] is prohibited from playing in that game.

13.3b. If a manager shows up with less than 11 players and did not request to borrow players or chose not to accept the Available Players offered, then he/she cannot ask to borrow defensive

players from the opposing manager and will so inform him/her before the start of the game. See the table below:

# of Players	May Borrow	Total Players
7	0	Forfeit
8	2	10
9	2	11
10	2	12
11	1	12