

SAINT PHILIP AND SAINT JAMES OLD TIMERS RULES

All games will be played per the Official Softball Rules as adopted by the International and Joint Rules Committee on Softball with the exception where rules of our league supersede those rules.

Find those differences defined on the following pages.

1. Player Eligibility

- 1.1. All first-year players shall be at 35 years of age prior to the first game of the league schedule. All first-year players must submit a copy of their driver's license as proof of age prior to the draft.
- 1.2. All Participants assume all risks of injuries and must have signed a waiver of responsibility to the league along with his application to play in the league.
- 1.3. League fees are stated on the application form. Any refunds will be at the discretion of the executive board.
- 1.4. All players signing up to play will be registered in the following order if they meet the cutoff date set by the executive committee:
 - A) All registered members of Saint Philip & Saint James Parish;
 - B) All applicants having children in Saint Philip and James school;
 - C) Any alumni of Phillipsburg Catholic or All Saints Regional High School;
 - D) Any resident of Phillipsburg, Lopatcong, Alpha or Greenwich.
- 1.5. The league shall consist of 144 players.
- 1.6. Applications will be accepted for non-playing base coaches.

2. Draft Rules

- 2.1. For draft purposes a player position will be the first choice on the application form. Except where excessive applications to a position will cause an imbalance to the league. The executive committee will have the discretion to move players as needed.
- 2.2. The draft order is assigned in the following sequence; Team names are numbered per the reverse order of finish from the previous year. The previous year's last place team is

this year's team 1, the regular season champion is team 8, and so on.

- 2.3; Captains and sponsors are assigned by a random **drawing** prior to the league draft.
- 2.4. Players are grouped by the following categories; Pitcher, Catcher, 1st, 2nd, 3rd, Shortstop and Outfield. Captains will be given a list by position on the night of the draft.
- 2.5. Captains shall select from team 1 to 8 repeatedly.
- 2.6. Captains and sponsors are assigned to their team by position first.
- 2.7. In the following order captains, shall select. Pitchers, Catchers, 1st, 2nd, 3rd, SS and Outfield in the first round. A team's first round pick for a position shall be skipped, if the captain and playing sponsor play that position. If both the captain and sponsor play a position, the 11* pick will be omitted.
- 2.8. After each team has completed the first round, each **playing** position is filled with at least one player, the draft will be considered open and captains may select any position.

3. Uniforms

- 3.1. All Players need to wear their official team shirt.
- 3.2. Footwear with metal spikes is not allowed.
- 3.3. Plastic spikes longer than k inch shall not be worn.

4. Equipment

The Old-timers league policy on illegal bats is very simple. All bats must be ASA approved. No double-walled or titanium bats are allowed. Umpires will be looking for bats that have the following words on them:

Dual shell. Exterior shell technology. Multi wall, Multi layered technology, Internal shell. Internal chambers, Inner chamber, Miken bats. Exceeding BPF 1.20

- 4.1. If a player is determined to have used an illegal bat, on the first instance that at bat will be considered an out. On the second instance the player shall be ejected from the game and his position in the batting order will count as an out for the remainder of the game. On the third instance the player shall be dismissed from the league.

5. Official Game

- 5.1. The official starting time for the first six weeks of the regular season is 6:15 PM. The last 3 weeks and playoffs the start time is 6:00 PM.
- 5.2. If 7 or more players from both teams are present at the starting time, the game shall begin with the teams allowed to add up to 2 courtesy players (see substitutes) each team must provide its own catcher.
- 5.3. Games may start sooner than the official time if both captains agree.
- 5.4. Batting practice consists of 5 swings per team member, if time permits. Because of insurance restrictions non-league persons, including children, will not be permitted on the field during practice prior to any game.
- 5.5. Forfeit time is 15 minutes after the official starting time. Any team with less than 8 of their own player at forfeit time shall forfeit the game. At least 8 team members must remain for the entire game or else the game will be forfeited.
- 5.6. Neither team captains nor umpire will have the authority to waive the forfeit.
- 5.7. Nine innings shall constitute a complete game.
- 5.8. A game will be considered officially complete after 4 h innings, if the home team is ahead. (The losing team shall have batted at least 5 times, to be an official game.)
- 5.9. Should a game be called for any reason before it is legally complete, the game shall be suspended, to be completed at a later date, and started from the point of suspension.
- 5.10. A game, which has been legally completed and called in a partially completed inning, will revert to the last full inning for the final game score.

6. Calling, Postponing, Rescheduling Games

- 6.1. The Commissioner's decision will be final for any forfeited games.
- 6.2. When weather conditions are questionable, teams scheduled to play are required to report to the field and be ready to play, otherwise be subject to forfeit. Every attempt must be made to play the scheduled game.
- 6.3. Any member of the Executive Committee, at their option, may suspend a game at any time due to field or weather conditions.

- 6.4. Visible signs of lightening or darkness are conditions that warrant immediate suspension of a game. Any player may, at his discretion, leave the game if that player feels he is in personal danger.
- 6.5. All makeup games will be rescheduled in the order of postponement on the first available rain date. Postponed games must be played when rescheduled or be subject to forfeit.

7. Substitutes

- 7.1. In the absence of a full team, or a team's equal, substitution is permitted until both teams are of equal number. Substitutes shall be league members only. The opposing captain must approve all substitutions with the exception being there is only one player to obtain the equal number of the opposing team.
- 7.2. Upon the arrival of a regular team member that player shall replace the substitute player immediately.
- 7.3. All substitutes must bat last in the lineup and bat opposite of their natural side and play right field, 2nd base or catcher.
- 7.4. As regular players arrive they will be inserted in the position in the batting order of the substitute. If there is more than one substitute the opposing captain shall determine whom the regular team member shall replace.

8. Playing Time

- 8.1. Each team member present shall play at least four innings in the field provided he is present before the third inning begins and the game goes at least nine innings.
- 8.2. A player may be allowed to bat but may be exempt from playing four innings in the field at the discretion of the team captain due to exceptional circumstances, e.g. injury during the game.
- 8.3. The captain of each team will submit the batting order to the scorekeeper prior to the start of the game. The batting order shall include all team members present at the start of the game. The batting order shall not contain players who are not present before the start of the game.
- 8.4. A player shall be considered late arriving if he arrives after the first inning is complete.

- 8.5. A late arriving player shall not bat until his team has played in the field for at least one batter, and must be added to the bottom of order.
- 8.6. If a player leaves the playing area and returns later, he may reenter the game after his team has played in the field for three outs. Upon entry he forfeits his previous batting position and becomes the last batter in the sequence, not the last batting position.

9. Batting

- 9.1. When a pitched ball hits a batter that pitch will be called a ball unless the pitch is within the strike zone, in which case the pitch will be called a strike. The pitch will be considered a dead ball and no advance by any base runner, unless the pitch is ball four.
- 9.2. No bunting will be permitted.
- 9.3. A foul ball with a two-strike count is an out.
- 9.4. The infield fly rule shall prevail. Conditions being that at least 1st and 2nd bases are occupied and less than two outs.
- 9.5. Any foul tip caught by the catcher is an out.

10. Pitching

- 10.0. The pitcher will pitch the ball a maximum of 12 feet and at least as high as the height of the batter, or else the pitch shall be considered illegal.
- 10.1. An illegal pitch, if offered at, will be a live ball, otherwise is considered a ball.
- 10.2. The strike zone, shall consist of the entire plate and mat behind the plate. The mat shall be used at all times.

11. Base Running

- 11.1. Sliding is permitted, at your own risk, Except into home plate
- 11.2. A base runner will be declared out when in the umpires opinion the runner deliberately collides into a defensive player, whether the fielder has the ball or not, rather than attempting to tag the base. If this is flagrant, the runner may be ejected from the game.
- 11.3. The ball is not in play, if the obvious intent is to return the ball to the pitcher, even if an over throw occurs.

- 11.4. A runner will be called out if the runner leaves the base before the batter hits the ball.
- 11.5. The mat shall be considered a part of the home plate for base runners only.
- 11.6. On plays at home plate, if the fielder controls the ball and tags home plate the runner is out, i.e. treated as a force out.
- 11.7. Runners are committed to continue to home plate once any part of the runner touches or crosses over the halfway **line**. This is a judgment call of the umpire.
- 11.8. Courtesy runners are to be used to replace runners with injuries. The injured players must request the courtesy runner. The player making the last out shall be the courtesy **runner**. Prior to the start of the game the captains shall identify players who will need a courtesy runner. Any player injured during the game may request a courtesy runner.

12. Overthrows

- 12.1. When an overthrow is made by an infielder and the ball has not been touched outfielder all runners shall be awarded two bases from the base occupied at the pitch. For all other over throws, either by an infielder or outfielder all runners are awarded two bases from the base last occupied at the point of release.

13. Ground Rules

- 13.1. The distance between bases shall be 65 feet.
- 13.2. The distance between home plate and the pitching rubber shall be 50 feet.
- 13.3. ***Upper Field***
- 13.4. All balls hit into the outfield weeded area are in play and all you can get.
- 13.5. Balls that are fair and subsequently roll out of play are ground rule doubles.
- 13.6. ***Lower Field***
- 13.7. All balls hit into left field center field and right center weeded areas are in play and all you can get.
- 13.8. Balls that are fair and subsequently roll out of play are ground rule doubles.

14. Un-Sportsman Like Conduct

- 14.1. Profanity will not be tolerated. Players should be aware that there are family members present before, during and after the games.
- 14.2. In a given game, anyone guilty of un-sportsman like conduct will be given one warning by the umpire. If a second offense occurs in a game, the player will be ejected from the game. At other times the league officers will warn the individual. Continued un-sportsman like conduct may warrant permanent expulsion from the league.

15. Disputes with Umpires

- 15.1. All disputes are to be discussed with the umpire by the team captain only.
- 15.2. The home plate umpire is the head umpire and is stationed behind home plate.
- 15.3. Any player is subject to expulsion from the game by the head umpire for continued arguing or unsportsmanlike conduct.
- 15.4. The head umpire can submit to the executive committee any player expelled from any game. The executive committee will determine if further action is warranted.
- 15.5. It is the team captains responsibility to assist any umpire in discipline on his own team.

16. Protested Games

- 16.1. There shall be no protests allowed on judgments calls by the umpire.
- 16.2. Any captain wishing to file a protest on a given game shall do so in the following manner; any protest shall be announced to the umpire at the time of the dispute. A written protest shall be submitted, accompanied by \$5.00, to the league president or commissioner within 24 hours after the game in dispute. If the protest is allowed, the \$5.00 shall be returned, otherwise it will revert to the league treasury. The protest will be decided by the executive committee expeditiously and shall not render its decision until both team captains and the umpire of the protested game have been heard by said committee. In the event that it is not possible to reach both captains and/or umpire, the executive committee may at its option rule on the evidence collected and make a decision known to either team captains or their representatives.

- 16.3. Any protest made during a game can be withdrawn. Captains must announce the withdrawal to the umpire and scorekeeper.
- 16.4. If the team involved has member of the executive committee, that member shall be excluded from the decision process.

17. Playoffs

- 17.1. All teams are eligible for the playoff games.
- 17.2. The regular season champion shall receive a bye into the championship game.
- 17.3. The second place team shall receive a first round bye for the playoffs.
- 17.4. All ties for first and second place must be played off. In the event of a three way tie for first or second the playoff shall commence as follows;
 1. One team shall receive a bye based on 1) head to head competition between the three tied teams, 2) a random drawing of numbers from a hat.
 2. The remaining teams will play each other, the winner plays the bye team for first and second place. The loser of the first game is the 3rd place team.
 3. The loser of the second game is the 2nd place team.
 4. The winner of the second game is the first place regular season champion and receives a bye into the championship game.
- 17.5. Any ties for 3rd through 7th place shall be decided by
 - 1) head to head competition (total wins) then
 - 2) a random drawing of numbers from a hat.
- 17.6. The playoffs shall be played as follows;

Round 1: Game 1: 8th place vs. 3rd place Game 2: 7th place vs. 4th place Game 3: 6th place vs. 5th place Round 2: Game 1 Lowest seeded team vs. 2nd place team Game 2: Lower seeded team vs. Higher seed team. Round 3: Lower seeded team vs. Higher seeded
- 17.7. All players must play at least 7 regular season games to be eligible for playoffs.
- 17.8. All games will be 9 innings.
- 17.9. Games played in first 2 weeks do not count for playoff tiebreaker.