

HENDERSON SPORTS GROUP
Adult Softball Leagues

Rules of Play

2020

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SOFTBALL RULES OF PLAY

WINTER SEASON 2020 (updated 1/20/2020)

THIS LEAGUE WAS FORMED FOR THE ENJOYMENT OF ALL OF ITS PARTICIPANTS!

I. LEAGUE GENERAL INFORMATION

- a. . The Henderson Softball League at-large consists of FIVE individual leagues:
 - i. 35+ men - Wednesdays
 - ii. 45+ men - Mondays
 - iii. 55+ men - Thursdays
 - iv. 35+ - Saturdays
 - v. 50+ Wooden Bat League - Sundays
- b. Weather cancellations are determined by the Parks Department. In the case of inclement weather, Parks will notify the league president by 3:00 PM on game day. The president will notify all commissioners and managers **via email by 3:30 and on the website**. Generally, no communication means that games will continue as planned.
- c. **No alcoholic beverages are allowed on City of Henderson parks, in or out of the dugouts. Any player caught drinking during a game or at the park, except for the parking lot, will be dropped from the league, and that team will forfeit that night's games. Any player found to be intoxicated during the game will also be dropped from league play. This rule comes from the Henderson Parks Department**
- d. **Any rules not addressed within this HSG rulebook or any season addendum will defer to published NSA rules. Any decisions on the field that are not addressed by either publications will be resolved by the commissioner on duty in concert with the affected team managers.**
- e. **The league plays four seasons per year, typically beginning around February, April, June and September.**
- f. **NO player may take the field without first filling out the New player Registration form. The form and the applicant's dues must be presented to a league Commissioner or President of the League prior to the Manager allowing them to take the field. *This is a requirement of both the City of Henderson and the HSG League for Insurance purpose !***

II. LEAGUE ADMINISTRATION

- a. President – Arthur Werner
 - i. Acts as tie-breaker in all votes
 - ii. Coordinates fields, umpires, schedules with City of Henderson
 - iii. Manages all monies in and out
 - iv. Approves and processes player registrations
- b. Finance Commissioner
 - i. Responsible for dues collections and financial operations of league
 - ii. Assists President as needed on back room responsibilities

- iii. Sits on Executive Committee for decisions on player/team conflicts
- c. Head Commissioner
 - i. Responsible for all Commissioner decisions and direction
 - ii. Reviews all rule changes
 - iii. Oversees all league communications
 - iv. Updates and publishes rule books each season
 - v. Sits on Executive Committee for decisions on player/team conflicts
- d. Field Commissioner
 - i. Responsible for all on-field rule enforcement
 - ii. Oversees all on-field Commissioner decisions
 - iii. Manages and oversees disputes and disciplinary decisions
 - iv. Reports on and coordinates all management issues on-field
 - v. Sits on Executive Committee for decisions on player/team conflicts
- e. Website Commissioner
 - i. Manages layout and content of HSG web sites
 - ii. Recommends all new software and revenue generation mechanisms from web site
 - iii. Coordinates field and umpire times for all league and post-season games
 - iv. Trains other commissioners or managers on their respective access and responsibilities in site
- f. League Commissioners
 - i. Are the primary contact for all managers and players within each league
 - ii. Oversee day-to-day operations of individual leagues
 - iii. Ensure that a commissioner is on duty at every league game or park on game night
 - iv. Resolve conflicts on the playing field, including reserving the right to eject or suspend players as needed
 - v. Collects score cards and enters weekly scores to web site or reports them to the Website Commissioner.
 - vi. Manages individual League's Try-outs/Drafts/Meetings.
- g. Team Managers
 - h. Maintain team roster
 - i. Notify league commissioner of any player concerns or absences
 - j. Drafts new players to the team
 - k. Acts as voice of the league to players, relaying updates and messages from commissioners

III. MANAGEMENT

- a. All commissioners will discuss any rule changes and new player distribution to teams with the Head Commissioners approval.
- b. Every team needs a manager and an alternate contact that may be reached in the event the manager is unavailable.
- c. Players who are new to the league and have paid dues, will be placed on a draft list for each league they wish to play in. They will be placed on a team in order of the draft list first in and all dues paid.
 - i. Players new to the league who signed up but have not yet paid their dues will not be placed on a team until all dues are paid
- d. All managers are responsible for getting balls hit over the fence.
- e. If a team runs out of balls or fills a scorebook, he may request replacements from the league commissioner at no extra charge.
- f. If shirts are damaged or lost, the league will replace it. It is at the discretion of the commission whether such replacements will be charged.
- g. Scorecards for each game must be turned in to the league commissioner at the end of every night. Scorecards must have the start time of the double-header recorded on it. Player lineups on the scorecard must include last names.
- h. Returning players who have not paid their dues before the beginning of the second night of play will not be allowed to take the field for that game. If dues are not paid by the second week of the season, the player will be dropped from the roster
 - i. An unpaid dropped player may return only to the draft the following season
- i. Any existing team that drops to six or fewer players at the end of a season will be dissolved with all players returned to the draft or will, at agreement of the commissioners, be merged with another team dropping to six or fewer players.
 - i. Team members who sat out during a season during which their team was dissolved or merged shall be placed back in to the draft upon their return to the league.
 - ii. **Before the start of season play any team who is short of players may be able to pick up new players for their team. Once the season starts all new players must go on the draft list.**

IV. CODE OF CONDUCT

As part of the Henderson Sports Group Adult Softball Program, we have established the Rules and Code of Conduct to ensure all individuals and teams participate in a safe and sportsmanlike manner. Providing a quality softball program requires the cooperation of all managers, players and spectators. Any demonstrations of misconduct will result in disciplinary action, and can jeopardize your player's and/or team's eligibility to participate in any Henderson Sports Group program or utilize City of Henderson facilities.

- a. Definitions
 - i. The term "individual" includes: manager or player.
 - ii. The term "official" includes: umpire, any league commissioner and City Staff.
 - iii. The manager and entire team are responsible for the conduct of its individuals.

- iv. Misconduct will result in penalizing an individual or a team with respect to the Henderson Sports Group leagues, tournaments and facility access.
- b. Category I Infractions & Penalties
 - i. Minimum Penalty: Warning.
 - ii. Maximum Penalty: Banned from Henderson Sports Group Sports Programs/Facilities.
 - iii. NO INDIVIDUAL SHALL:
 - a. Demonstrate dissent by throwing gloves, bats, balls or any other forceful action.
 - b. Discuss with an official, in any manner, the decision reached by an official (except the team manager.)
 - c. Use unnecessary rough tactics in the play of game.
 - d. Use abusive or intimidating language or gestures toward any official or individual on or off the playing field.
 - e. Use profane, obscene or vulgar language, in any manner, at any time, on or off the playing field.
 - f. Lay a hand upon, shove, or make unnecessary physical contact with an individual.
 - g. Make direct or implied threats, either verbally or physically, toward any individual or their property.
 - h. Appear on the field of play, at any time, in an intoxicated condition or under the influence of any other type of drug which might affect the individual's safety or the safety of others.
 - i. Consume or possess beer or alcoholic beverages in any City facility.
 - j. Leave behind excessive trash.
 - k. Demonstrate unsportsmanlike conduct.
 - l. League shirts must be worn on the playing field as the outermost garment, except in inclement weather, or that player cannot take the field.**
- c. Category II Infractions & Penalties
 - ii. Minimum Penalty: Forfeit of game.
 - iii. Maximum Penalty: Banned from Henderson Sports Group Sports Programs/Facilities.
 - iv. NO INDIVIDUAL SHALL:
 - a. Bring beer or alcohol on to a City of Henderson park or field when no permit is issued.
 - b. Fail to leave the park when directed to do so by an official.
 - c. Consume or possess beer or alcohol during an official game when a rostered player of either team. This includes any "Borrowed Players" participating in the game.

V. PLAYER SAFETY

- a. League rules are tailored for safety and to prevent injuries. We use a double first base; the left half is for the fielders' foot, and the right half for the base runner. Also, there is a second home plate placed half the distance between the back fence and home plate that base runners use to score. All plays at home are force outs, and there are no collisions. On the base paths, runners must make every effort to avoid collisions, or will be called out.

- b. This league is for the enjoyment of all players and there is no place for players who put the safety of another player or players at risk. If a manager feels that opposing players' actions are jeopardizing the safety of his players he must approach the opposing team's manager and together they will discuss it with the umpire. At the umpire's discretion, the offending player(s) will be issued a warning that their action(s) are unsafe. If a warning has been issued, again, at the umpire's discretion, any subsequent unsafe act shall be ruled a dead ball out and the player(s) may be subject to ejection from the game. The attending commissioner will be the final appeal.
- c. **ONLY THE NEXT BATTER TO HIT WILL BE OUTSIDE OF THE DUGOUT:** If any other players are outside the dugout the umpire will provide only one warning. After one warning the team will forfeit the game.
- d. Players play at their own risk. The umpire has the discretion to bench a player he deems to be so injured or ill that his participation interferes with the progress of the game or that he presents a hazard to himself or other players. In this case, normal rules will apply for a player injured during the game.
- e. Any minors acting in a "bat boy" capacity must remain in the dugout behind fencing until time is called at the end of every play. If the batboy interferes with play on the field, he must be removed from the field that game.
- f. Any person that would like to join the league will be accepted as long as the league management feels that they will not injure themselves or other players.

VI. NEW TEAMS ENTERING THE LEAGUE

- a. Entire teams will be allowed to enter a League in their age group. New teams **MAY NOT** steal players from teams in the League they're entering.
- b. If an existing player wants to join the new team, the only way is to declare he/she is entering the draft.
- c. If new complete teams need a couple of players to fill their roster, they are allowed to draft, they will have the **LAST** Pick in the draft order.
- d. New teams will be on probation. If they are too strong, or a tournament style team, they will not be allowed to remain in the League.

VII. NEW PLAYER SELECTION

- a. New players may join at the beginning of each season via the draft. A new player selection will be held approximately one week before game play four times per year.
- b. New players may send in registration and payment at any time, or they may sign up at the field on selection night.
- c. Any player who wishes to return to the draft may do so at the end of any season. The player should notify his manager and commissioner so that his status can be updated.
- d. Managers may not send players back to the draft without cause. If a manager wishes to remove a player from his team, it must be with the agreement of the commissioners including the Executive Commissioners.
- e. Trades for picks or players may be arranged at the draft by managers. Any trades or changes to the draft process must be approved by **ALL** managers present for that draft. Players may not be traded off of a team at the draft without their knowledge and consent.
- f. **NO player may take the field without first filling out the New player Registration form. The form and the applicant's dues must be presented to a league Commissioner or President of**

the League prior to the Manager allowing them to take the field. *This is a requirement of both the City of Henderson and the HSG League for Insurance purpose !*

VIII. PLAYERS

- a. Any player assigned to a team after the draft from the waiting list may play the balance of the season with that team, but must re-enter the draft the following season.
 - i. If a team's returning players push it above the maximum roster size, players drafted in the most recent season will be returned to the draft for placement on another team
- b. If any team plays a non-league player, the game will be forfeited. This rule will be STRICTLY ENFORCED.
- c. All teams will carry a roster of at least 13 players. The maximum team size will be declared by the manager **prior** to draft night. This will allow managers with part-time players to carry a larger roster if desired.
- d. A player who is injured during the game may return to the game at the next change of inning. If that player's at-bat occurs while he is tending the injury, his position will be skipped without an out taken.
- e. **All players that are present to play must be in the line-up to bat. All players in the line-up must bat. If a player can play the field but cannot bat, his spot in the lineup will be taken as an out.**
- f. Players can request to strictly bat as a DH and not play the field. Otherwise, managers are instructed to allocate a minimum of 3 innings per game playing time in the field to all players. Players who arrive in time for the early game must be in either both games or neither.
- g. If any player on a team cannot make a game he must call his manager and advise him. **If the player does not call the manager 2 times during the season he will be dropped from the league** (No dues will be returned).
- h. Any player that drops out of the league may or may not be able return to the team he played for previously.
 - i. Any player who leaves the league because he was injured or reported a valid family or work conflict may rejoin the team he was on up to one calendar year from date of resignation. If a player intends to return to league play upon recovery from the injury or resolution of conflict, he **must** report this to the commissioners at time of resignation so that it may be noted on his registration. If this declaration is not made on the end-of-season roster update, the commissioners reserve the right to refuse the player's request to return to the team.
 - ii. A player who does not report a valid work, injury, or family conflict reason prior to sitting out a season will join the draft upon re-registration.
 - iii. In the event returning players causes a roster to carry more players than is realistic, the manager may request to place the newest players back in the draft. This must involve a conversation with the commissioners and the affected players.
- i. All starting players may re-enter a game at any time.
- j. **ALL PLAYERS MUST WEAR LEAGUE SHIRTS WITH THE HSG LOGO IN ORDER TO PLAY. (NO EXCEPTIONS). IF YOU DO NOT HAVE A SHIRT REQUEST ONE FROM YOUR COMMISSINOR PRIOR TO GAME DAY.**

- k. Any player who is ejected twice in one season will sit out the balance of the season. No monies will be returned to the player.
- l. Ejections only affect the league in which that player was active in at the time. If a player plays in multiple leagues, he may continue to play in those other games. However, a player who is suspended for the season may not play in any other HSG leagues for the duration of the suspension. The City of Henderson retains the right to refuse that player in other city leagues as well.
- m. If there are documented irreconcilable causes for suspension or for a refusal to return to play next season, the commissioners may deny a player's return to the league. A decision to refuse to allow a player to return to the league must be made prior to the draft date for that season. A player may be allowed to return on a probationary status, meaning that any infraction is cause for expulsion from the league.

IX. **A- Any commissioners may play in any league if players from a team will be short players.**

X. GAME NIGHT

- a. The home team in the first game of each double-header will use the third base dugout for both games.
- b. The commissioner for each league will provide provides strike mat, extra home plate, one new ball, and one used ball and all score cards.
- c. All games will be six innings, except final championship game, which will be seven.
- d. No time limit will be enforced, but all managers are instructed to have their players hustle between innings to keep the pace of the game moving.
- e. Early games start at 6:30PM.
- f. Teams will be allowed a five minute grace period for the first game of their double-header if they are short players at game time. Games will start no later than five minutes after posted game time or 10 minutes after the completion of the previous game if that runs past the current game's start time. The first game of the evening will never begin later than 6:35.
- g. On a windy night, managers can pull the back mat and the umpire will call balls and strikes without the mat (Both managers must agree).
- h. Six innings will constitute a game. However, if the game is called because of weather conditions, 5 or more innings shall constitute a complete game.
- i. All games will finish by 11:15 PM. If the lights go out the team that is ahead and has finished a full game (at least 5 innings) will be the winner.

XI. SCORING

- a. To keep the games flowing, teams may score a maximum of 5 runs per inning. Each inning ends when a team gets three outs or scores 5 runs. The exception to this rule is the final inning of each game, where the inning will not end until a team accrues 3 outs. The umpire will announce the final inning at its beginning.
- b. Both team managers must keep a scorebook. The home team's book will be considered the official record of play. Player's last names must be used in the scorebook. If there is any disagreement concerning the score, the home book is official unless the league commissioners determines otherwise.
- c. **Scorecards must include all players' last names and the recorded start time of the games. Completed score cards must be collected by the commissioners at the end of each game set.**

- d. After each day of play scores will be reported by email to the web site administrators. The League Commissioner in each doubleheader is responsible for reporting scores. All standings will than be posted on our website.
- e. A tie-breaker inning may occur after the last inning has been called. This new inning will consist of one pitch per at-bat. A strike will result in a strikeout; a ball will result in a walk; and a hit will be played normally.
 - i. This inning will have unlimited runs.
 - ii. Batting order continues from where it left off the previous inning.
 - iii. Three outs will be played as a normal inning
 - iv. If the score is still tied at the end of this inning, a tie score will be recorded in the record.
- f. If at the end of the 5th inning of play the Home Team is trailing by twelve runs or more a Flip-Flop Rule will apply and the Home Team will bat in the opposing team's position. If they are unable to score at least the number of runs that they trail the game will be concluded. If they tie the game or go ahead the opposing team will then have their at bat. A tie at the end of that inning will result in a Tie-Breaker inning as outlined previously and the Home Team will then bat first in that inning.

XII. HOME RUNS OVER THE FENCE

- a. A one-up rule applies to all men's leagues. This rule does not apply to inside the park home runs. The first ball hit over the fence will count as a home run. Subsequent balls hit over the fence will count as a double, until the other team hits a home run over the fence. Runners on base at the time of any subsequent hit over the fence will advance two (2) bases.

XIII. PITCHING AND FIELDING

- a. The game will be standard slow pitch 6 to 10 foot arc. Pitches must travel higher than six feet from the ground, but may not arc higher than 10 feet from the ground. However, the batter can swing at any pitch for a strike or hit, even though the umpire would call the pitch a ball.
- b. The pitching rubber will be placed 53' from home plate. A pitcher must have one foot on the rubber at the time of ball release, consistent with NSA rules.
- c. All pitching must be done with one continuous motion. Any stop, balk, or aborted pitching motion that is not the result of a timeout being called or the batter stepping out of the batter's box will result in a no-pitch call. The pitcher must begin the pitching motion again from the beginning.
- d. We have an extended home plate. All balls must hit either the regular home plate or the extended home plate in order to be called a strike, and all balls that do not hit either plate will be called a ball.
- e. Intentional walks are allowed.
- f. A fielder may use any glove he wants to play the field.
- g. Both team managers are responsible for retrieval of all foul balls and any balls hit over the fence.
- h. Any defensive player may make the play at home plate, and a borrowed catcher is expected to play defensively. If a team only has 8 players the opposing team must supply a catcher and that player will play defensively.

XIV. BATTING

- a. **As stated in rule VII. f., all players that are present to play must be in the line-up to bat. All players in the line-up must bat. If a player can only play the field and not bat when his time**

comes to bat it will be an out, except in the event of an injury that occurred during that night's game(s).

- b. If the batter steps out of the batter's box when hitting the umpire will call him out.
- c. Batters will start with a 1 and 1 count.
- d. A batter is allowed one foul tip on the third strike; the second foul on the third strike will be called an out.
- e. In all men's leagues, any batter walked receives one base and the following batter must bat.
- f. HSG only allows bats approved by NSA. A list of currently-approved bats is on the NSA web site, with a link on the HSG web site. As a general rule, only bats with the "NSA Approved" seal on them may be used. If a player has a question about the legality of his bat, he should ask the umpire before the game.
 - i. Any player caught attempting to use an illegal bat will receive one warning. A second attempt to use an illegal bat will result in an immediate 2-game suspension.
 - ii. Any player attempting to use a shaved, repainted or otherwise modified bat will immediately be suspended for one year. A second attempt to use an illegally modified bat will result in lifetime removal from the league.
 - iii. Managers are responsible for ensuring their players comply with the bat rule and are subject to the same disciplinary action as their players using illegal bats.
 - iv. Per NSA policy, the owner of a suspect bat will be asked to remove it from the field.

XV. BASES AND BASE RUNNING

- a. There will be a double base at 1st base, one in fair and the other in foul territory. It will be placed one base width from the base line. This is to prevent collisions. The runner must touch the base in foul territory whenever there is a play at 1st base. On a base hit where there is no play at 1st base the runner can touch either base. The fielder must ALWAYS touch the fair base to be given an out. On a play at first the runner must only touch the outside base, if he touches the inside base he will be called out.
- b. **This is a no-contact league.** Runners must do everything reasonable to avoid contact with base players. This means that runners must always slide in to 2nd or 3rd base if a base player is present, or he must peel away from the base to avoid contact when out. In no case may a runner avoid sliding to interfere with the base player's catching or throwing. The runner may also slide or dive when returning to first base, but may not slide in to first when running to the base on a hit.
- c. All plays at home plate are force outs once the runner crosses the Commit Line. If the runner crosses back over the Commit Line it is an automatic out, no tag is necessary and the ball remains in play. The runner cannot slide into 1st or home.
- d. At any base, if a runner runs into the fielder by not sliding the umpire will call him out.
- e. Base runners may leave their base until the batter hits the ball or the ball passes home plate. If they leave before will be called out.
- f. Tagging up on a fly ball is allowed. On an overthrow, the runner must earn the base he is going to. The ball is live unless it goes out of play, in this case the runner will advance only one base.
- g. On Home Runs hit over fence the batter must only touch first base (does not have to circle bases). All runners on base must advance to the next base.

XVI. BORROWED PLAYERS

- a. A team must field a minimum of eight of that team's rostered players. If a team fields fewer than nine players the opposing manager must provide a catcher who will play defensively.
 - i. **A team that has nine players at game time may ask the opposing manager to borrow a catcher, who will play defensively, but the opposing manager is not obligated to provide that player and the team will therefore play with nine players.** When a 9th or 10th player arrives late he may enter the game at once. He will bat at the end of the lineup.
 - ii. A borrowed player may play any position the manager wants, but they cannot bat. The manager from the team loaning the extra player must agree to loan players; this is only a courtesy to the team that is short. The team borrowing a player will take one out at the end of their lineup when the missing player would have been up. The team will only take one out.
 - iii. If fewer than 7 players are present the game will be forfeited but the team can still play by picking up players from the other team or players from the sidelines. The game will still count as a loss in the league standings.
 - iv. If a player is injured during the game, causing the lineup to drop below 6 players, the team may pick up or borrow a player mid-game from the opposing team only.
 - v. Any team found to have utilized a player who is not a registered HSG player in any league for the current season will forfeit all games that player participated in.

XVII. COURTESY RUNNERS:

- a. In all leagues, runners may request a pinch/courtesy runner any time once he reaches base and the play is dead. If a runner chooses to request a courtesy runner, he may not return to the field as a courtesy runner for another player in that inning.
- b. No substitution can be made once the umpire has called for a pitch or the pitcher makes the first pitch to next batter. If the runner is on base and it is his turn to bat he will be called out. He may remain on base as a courtesy runner.
- c. Unlimited base runners will be allowed with the stipulation that no player may pinch-run more than once in an inning. Any player caught pinch-running more than once in an inning shall be called out by the umpire once the first pitch to the next batter has been thrown. A player caught pinch-running a second time in a doubleheader shall be ejected for the remainder of the evening.

XVIII. **WOODEN BAT 50+ RULES (THESE RULE CHANGES ARE FOR THE WOOD BAT 50+ LEAGUE AND TAKE PREFERENCE OVER THE STANDARD HSG RULES. IF AN ISSUE OCCURS THAT IS NOT COVERED BY THE WOODEN BAT 50+ RULES THEN WE REVERT TO THE HSG RULES.)**

- a. Games will be played at Anthem Hills Park Field #2, the lower smaller field and Adventura North.
- b. Game time will be 8:00 A.M. except for the Winter Season. The Winter Season start time is 9:00 A.M. Times may be adjusted due to weather conditions.
- c. Only wooden SOFTBALL bats will be allowed for all batters. The league will furnish a couple wooden bats; however, players may also bring their own.
- d. All games will be 7 innings.
- e. Each team must have at least 7 of its roster players or a forfeit will be declared. Forfeited games can be played as a scrimmage game, but team forfeited will get the loss (0 runs) and other team get the win. (7 runs)

- f. If the batter when running to first base is in fear of a collision, he will be allowed to veer off the outside base and cross the designated line.
- g. If a player hits a home run ball over the fence the one up rule will apply. Additional home runs by the same team are a double until the other team hits a home run.
- h. At Aventura any ball hitting the net or fence is considered to be in play.
- i. No replacements are official until all managers agree on it. The commissioner will be a tie-breaker.
- j. It is required for pitchers to wear a face mask for protection and chest protectors or shin-guards are optional.
- k. Pitchers who fall to the left or right of the rubber must begin their delivery with one foot on the rubber.
- l. Pitchers will not be allowed to move more than three feet behind the rubber and no closer than the rubber itself.
- m. Teams are not allowed to have more than six players on the infield.
- n. A courtesy runner can only run once per inning and will be called out if on base when due to bat..
- o. Teams can replace up to 3 players in equal tier of the player(s) who are absent on games day. At no time can a team have more than 10 players on the field. An absent player showing up late will go into the game and an equal tier replacement player will be removed. Tiers are established by the commissioner prior to the season starting and will be approved by the managers.
- p. Replacement players can bat and will be placed last in the batting order.
- q. Opposing managers will NOT be allowed to determine where replacement players are placed defensively.
- r. If a season has three teams a player can be chosen off the team not playing. Once a players is chosen off the non-playing team he is not allowed to be replaced.
- s. A formal protest over the rules must be made during the game and the umpire notified. The protest will be reviewed after the games are finished for the week.
- t. If a ball is hit into the outfield, an outfielder can't throw the runner out at first base. No infielder is permitted to move onto the outfield grass until after the ball is hit.
- u. All players must be of league age. A potential player that will turn league age within the calendar year of the season being joined and attends the Saturday AM bat/fielding practice, will be authorized to play at the discretion of the commissioner.

XIX. 55+ LEAGUE RULES

- a. This league is based on the premise that this is a fun league, where all teams are closely competitive and each player has the opportunity to receive full benefits from the league.
- b. As in all of the HSG men's leagues a team must have at least seven (7) of its' own rostered players to play.
- c. All players must be of League age. The player must turn the League age within the calendar year of the season being played.
- d. All draft rules established with the Henderson Sports Group will be followed.

- e. All pitchers will be required to wear at least a face mask. Chest protector and shin guards are optional.
- f. Depending on the number of players on the roster, at the beginning of each season, the managers and commissioner(s) will agree on the maximum number of defensive players allowed on field per season. Umpires will be advised accordingly.
- g. If additional players are needed on the roster to adequately field teams, than at the discretion of the Board, players over the age of 50 can be placed on a teams roster after the proposed player attends the Saturday batting practice.

XX. PROTESTS

- a. Judgment calls made by an umpire are not grounds for protest. Protests may only be made relative to rule infractions. League commissioners cannot overrule a judgment call made by the umpire.
- b. Protests may only be made by the team manager, not by players. If a game is protested for any reason, game play will stop. Both team managers and the umpire will meet to note the game status and nature of the protest. Game play will resume as normal.
- c. The formal protest must be submitted in writing to the league commissioner. The form is available on the Henderson Softball site. Forms may only be submitted by the team manager.
- d. If a commissioner is playing in a game when a protest is called, he may recuse himself from any decisions relating to that protest, and request assistance from another commissioner. If commissioners are playing on both teams in a protested game, both commissioners may participate in the arbitrating process unless either team manager objects.
- e. Any decisions made by the commissioners regarding the protest are final.
- f. Any complaints regarding umpire calls or behavior must be submitted in writing or via email to league commissioners. This information may only be submitted by the team manager and must include game date, time, and call information.

XXI. MAKE-UP GAMES

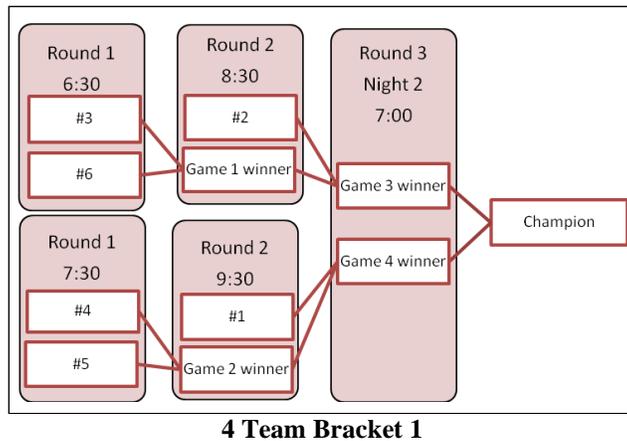
- a. If a game is not able to be played for any reason, the commissioners will reschedule make up games at a later date **if possible**. All managers involved will be told when the games will be made up. In the event time does not permit a make up game each team involved will be given 2 points for a win and 1 point for a tie.

XXII. PLAYOFFS

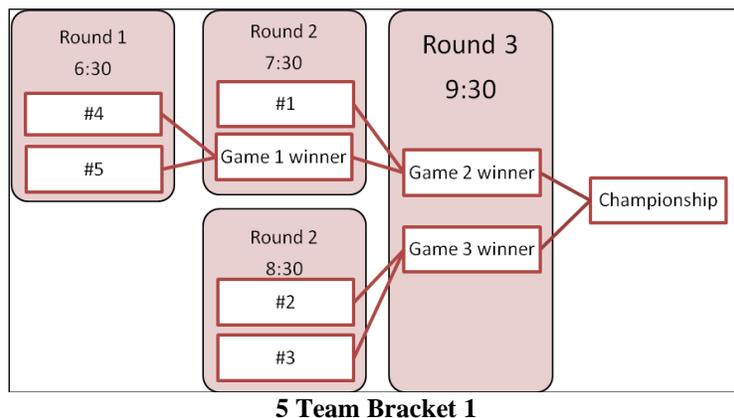
- a. In most cases every team will compete in the playoffs, and are seeded by the regular season records. Each league has a separate playoff tournament at the conclusion of the regular season.
- b. Playoffs will never end in a tie. A tie score at the end of a game will result in extra innings, maintaining the open-ended run rule.
- c. Normal rules regarding the start time of the game apply
- d. The winners of both season play and the final playoffs will be eligible for prizes in the form of a \$5.00 credit awarded to each player on those winning teams (\$7.00 to players whose teams won both regular season and the playoffs). That credit can be used toward the purchase of catalog merchandise and will apply in total to short sleeve shirt selection.

XXIII. STANDINGS

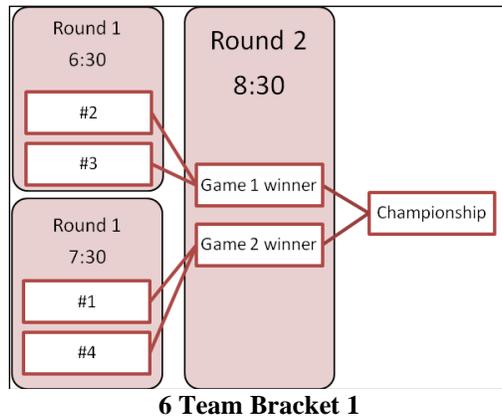
- a. Order will be determined first by TOTAL WINS. If there is a tie on wins, then by TOTAL POINTS and finally, if tied, it will be decided by TOTAL RUNS SCORED.
- b. The 6-team tournaments will be played as follows:
 - i. The 1st and 2nd seeds will receive first round byes. The 4th place team will play the 5th place team and 3rd place will play the 6th place team in the first round.
 - ii. The winner of 4 versus 5 will play the #1 seed and the winner of 3 versus 6 will play the #2 seed in second round.
 - iii. The winners will play for the Championship.



- c. The 5 team tournaments will be played as follows:
 - i. The first round will consist of a play-in game between the 4th and 5th place teams.
 - ii. The second round of games will be the 1st vs. 4th/5th in the 7:30 game.
 - iii. The third game will be 2nd place vs 3rd place at 8:30.
 - iv. The winners will play for the Championship.



- d. The 4 team tournaments will be played as follows:
 - i. The 1st and 4th place seeds will receive a first round bye. The 2nd place team will play the 3rd place team in the first round.
 - ii. The 1st and 4th place seeds will play each other in the second round.
 - iii. The winners of the first and second rounds will play each other for the Championship.



- e. The last place team, in SEASON STANDINGS, NOT TOURNAMENT CHAMPIONS, in the AL will move to the NL and first place team in the NL will move to the AL each season.

*** MOST IMPORTANTLY: PLEASE ALWAYS REMEMBER THAT THIS LEAGUE IS FOR THE ENJOYMENT OF ALL PLAYERS.**

Effective 9/23/13