

RAPID CITY SOFTBALL LEAGUE ASSOCIATION
PLAYER RULES AND REGULATIONS FOR
MEN, WOMEN, and CO-ED 2017 SEASONS

All rules and regulations are subject to review and necessary revisions by the Board may be made at any time.

1. GAME TIME. Game time is at 6:15 p.m. (as determined by the “official clock”). The National Anthem will be played at 6:13 p.m. (No games can begin prior to the playing of the National Anthem). The “official clock” is located in the main concession stand. The “game clock” will start after the coin toss.
2. GRACE PERIOD. There will be a five-minute grace period for the first game of a regularly scheduled league session. There will be no starting time grace period for any game thereafter.
3. SPIKES. No metal spikes shall be worn by any player during RCSA regular season game, RCSA sanctioned league tournaments or on any softball complex being leased by RCSA, at any time.
4. LINEUP CARDS. Lineup cards are to be filled out **PRIOR** to the coin-toss with first and last names and uniform numbers. It is requested but not required that substitutes are also listed. Managers are encouraged to verify the scores and sign the lineup card at the end of the game.
5. NUMBER OF PLAYERS. In an effort to avoid forfeits for not having enough players at game start time, all league games may begin with 8 players adding the 9th and 10th players to the bottom of the lineup when/if they arrive. If playing with 8 players, a team will not be allowed to 'play down' a position due to an injury or disqualification. If playing with 9, 10 or 11 players, a team will be allowed to 'play down' one position due to an injury or disqualification with an out taken in that player's batting position. Interrupted play (rain delay, etc.) that later resumes may continue with no penalty for beginning the resumed game with different players or a different number of players than were playing when the game was interrupted. For example, a team playing with 11 on the original lineup will be able to start the resumed game with 8, 9, or 10 players with no automatic out assessed in the missing position(s). At this point additional players may be added to the lineup and the injury rule applied as described above.
CO-ED: In an effort to avoid forfeits for not having enough players at game start time, all league games may begin with a minimum of 8 players. If playing with 8 or 9 players, a team will not be allowed to 'play down' a position due to an injury or disqualification. You may start a game with 8, 9, 10, or 12 players. 8 players = 4 females & 4 males - no automatic outs. 9 players = 4 females & 5 males - one automatic out or 5 females & 4 males - one automatic out. 10 players- = 5 females & 5 males or 12 players = 6 females & 6 males – two extra hitters.
If playing with 10 or 12 players, a team will be allowed to 'play down' one position due to an injury or disqualification with an out taken in that player's batting position. Interrupted play (rain delay, etc.) that later resumes may continue with no penalty for beginning the resumed game with different players or a different number of players than were playing when the game was interrupted. For example, a team playing with 12 on the original lineup will be able to start the resumed game with 8, or 10 players with no automatic out assessed in the missing position(s). At this point additional players may be added to the lineup and the injury rule applied as described above.
6. NUMBERS ON THE BACK OF JERSEYS: This will be ENFORCED! Teams have until May 15 to be in uniform. First notice to the Committee will be a warning. Second notice to the Committee will be a \$50 fine and the team will be unable to play until it is paid. Each time there-after will be a \$100 fine.
An Arabic whole number (0-99) (00, 03 etc are now acceptable) of contrasting color, at least six inches (15.24cm) high must be worn and visible on the back of all uniform shirts. No players on the same team may wear identical numbers. Players without numbers will not be permitted to play.
7. FORFEITS: The first forfeit will be a warning. The second is a \$10 team fine, and any forfeits after that will be \$20 each. If your team has three or more unexcused forfeits in one season, they may not be allowed to play the following year. All fines are due before your game time the following week. When prior notice is given that your team will not be playing a certain night or your team forfeits due to a game related injury there will be no penalty enforced upon your team. Should you wish to appeal a forfeit you must do so, in writing, to the office by 6:00 p.m. the next business day.
8. PETS. **NO** pets of any size or type are allowed in the complex with the exception of service animals.
9. ALCOHOL/COOLERS. **NO** alcoholic beverages are allowed in the dugout area or on the playing fields. Glass containers and coolers are NOT allowed on the complex.
10. PICKUP PLAYERS. You are allowed to pick up players during the season provided they are on the roster and have signed a release form on file with the Association. Ineligible ball players are those who have not paid their players fee and/or signed the team's roster. Any team caught with an ineligible ball player **WILL BE FINED \$100** per team per occurrence. Should you use an ineligible player you will have until your next night of play to pay the fine or you will forfeit your games until the fine is paid. It is our hope that by enforcing this rule we will cut down the number of ineligible ball players. Player ID cards will be issued prior to the first week of play. *Players must have their card and photo ID with them at all times.*
If you have a player that has just paid and does not have a card, they **MUST** have their receipt showing proof of payment and a photo ID. Board and committee members will make random checks, as they deem necessary. If you (the team manager or team representative) believe that the opposing team is using an ineligible player you will be required to lodge a protest with the home plate umpire. All game protests must be made before the last out of the game.
Ineligible player procedure: The protesting teams' manager or Coach must register the protest with the home plate umpire, notifying the umpire which player they are protesting. The umpire will notify the coach of the protested team of the protest. The protested team has five minutes from notification to produce sufficient identification (photo ID and player's card). If the team cannot produce sufficient identification, the Umpire will notify the protested team that they have the option to continue the game or forfeit to avert any further consequences. If they choose to forfeit, they will only forfeit that game. If they choose to continue,

the protest will be filed with the proper consequences. The protested player is to sign (script signature) the back of the lineup card. There will be a protest meeting of the Executive Committee, the home plate umpire, both team managers and the protested player. At this time, the player may present proper identification and the signatures will be checked. If caught with an ineligible player, the team will forfeit the game(s) that the player participated in and be suspended for a period of two weeks. The ineligible player and/or the manager may be suspended for a period of up to one year.

Illegal ball player procedure: An illegal ball player is defined as a ball player being signed up on two teams. Any player signed up on two different teams will be suspended for a year.

All other protests shall be turned in by 6:00 p.m. on the business day following the event being protested. A \$10 protest fee must be accompanied by a written explanation of the protest. (The fee will be refunded only if the protest is granted.)

11. PLAYERS CHANGING TEAMS. When a player changes teams, their player fee will go with them. There will be no reapplying their fee to a new player added to your roster. It will become the responsibility of the manager to collect the fee if it was paid by someone other than the player. Players need to bring their player card to the office and have approval from both team managers (submitting the player card shows the release of the player from the current team manager). If transferring before July 1, there is a \$10 fee; July 1 or later, the fee is \$20 (add \$10 to either fee if player card isn't turned in). Players transferring after July 1st will not be able to play in a State tournament with the new team unless playing as a pick up player & not at all if the team you just transferred from is playing a State tournament.

12. TIME LIMIT. All Men's and Women's league games will have a 60-minute time limit. Co-ed league will have a 55-minute time limit. No new inning will begin unless game is tied. All games will be subject to a 20 after 3, 15 after 4 and 10 after 5 innings run-ahead rule. When interrupted by weather, a game will be considered complete after 5 full innings.

13. SEASON STANDINGS. Ties are broken by: (1) head-to-head, (2) run differential; (3) total runs.

14. AGE LIMIT. The age limit is 16-years of age. Any players under the age of 18 will be required to have their parents or legal guardian sign the roster. Junior Olympic age players are recommended to wear prescribed protective equipment in adult competition.

15. EJECTIONS. When a player is ejected in a league game, that player is **NOT** allowed to participate for the remainder of that game. The Grievance Committee will review the ejection and notify the Manager and the player of their decision. If it is decided that the player is at fault, he/she will need to follow that decision whether it be game suspensions, fines, or probation. For the second offense, the player's first offense will be taken into consideration during discussion. Should a third offense take place, the player will be ejected for a minimum of the remainder of the season. Umpires are required to complete an ejection form as well as write the ejected player's name on the back of the line-up card along with the specific reason for the ejection.

16. ***COURTESY RUNNERS. Any eligible player on the official line-up including available substitutes may be used as a courtesy runner. A courtesy runner may be used once per inning.***

17. HOME RUNS. Home runs exceeding the home run rule result in a dead ball and the batter is out. No runners advance.

Rapid City Softball League Association Home Run Rule

MEN:

Division B: 3

Division C: 2

Division D: 1

CO-ED:

All divisions will use the "three + one rule" each team is allowed 3-home runs, should both teams get 3 home runs, each team may get one more and so on. After 3, one team cannot be more than 1 home run ahead of the other team.

WOMEN (Same as State Tournament Home Run Rule):

Division B: UNLIMITED

18. BALL. Team will provide their own ball in men's, women's and co-ed leagues. For co-ed, Umpires will alternate softballs for men and women. 11" for women, 12" for men.

19. CO-ED DEFENSIVE POSITIONS:

Outfield – two males and two females

Infield – two males and two females

Pitcher & Catcher – one male and one female

20. CO-ED BATTING. Males and females must alternate in the batting order at all times. If a male walks, he goes to second base, but must touch first base. When there are two outs and a male walks, the female has the option to walk or she may bat. When there are less than two outs there is no option given, she must bat. If using extra hitters: Must use two, one male and one female.

When a female is up at bat, ALL outfielders must stand in the White Line Rule. Dead ball. Offense team managers shall have the option of taking the result of the play or having the female player over. It is the umpire's discretion as to the defensive player's position at the time of the hit.

21. CO-ED FLIP-FLOP RULE: If the VISITING team is ahead by at least 20 runs in the beginning of the third inning, by at least 15 runs at the beginning of the fourth inning or by at least 10 runs at the beginning of the fifth inning, the visiting team will "flip-flop" and become the home team. EFFECT: If the run-ahead rule still applies after the "new" visiting team has completed their turn at bat, the game will be over.