

VICTORY LANE SPORTS COMPLEX

ADULT LEAGUE SOFTBALL

LEAGUE RULES & REGULATIONS *[revised 1/1/09]*

The following rules govern teams and players participating in Victory Lane softball leagues. Victory Lane leagues are sanctioned by the Amateur Softball Association (ASA), however, our leagues adhere to NSA rules and a separate bat lists which can be obtained in the main office. All rules are subject to revision as determined by Victory Lane.

1: Field of Play

- 1.1 One on-deck batter only is allowed outside the dugout. All other players are to remain in the dugout or behind the fence.
- 1.2 Players are to warm up only on the field or in designated warm up areas directly adjacent to dugouts. DO NOT warm up in high traffic areas.
- 1.3 Alcohol and Smoking is prohibited in the dugouts or on the field. Players may be ejected from game if seen drinking or smoking on the field.

2: Equipment

- 2.1 Victory Lane will furnish one new ball for each game. Men will hit a 12-inch ball and women will hit an 11-inch ball. Teams hitting home runs are required to shag the homerun balls.
- 2.2 Metal spike are prohibited in all ASA/Victory Lane sanctioned events.
- 2.3 Bats may not exceed 1.20 BPF. There is a posted list of the **UNAPPROVED** bats in the main office.
- 2.4 Only catchers and first basemen may use a first basemen's mitt.
- 2.5 Victory Lane reserves the right to remove any piece of equipment deemed unsafe.

3: Impact Players

- 3.1 An impact player is any player that plays in an upper division and, in the opinion of the league director, can make a competitive difference in a game situation. The number of impact players on a team will affect a team's classification.
- 3.2 In general, no more than three impact players may play on a D1 team. No more than two impact players may play on a D2 team.

4: The Game

- 4.1 The home team will be designated by the umpire in the managers' meeting before each game. It is the responsibility of the home team to provide a scorekeeper. If the home team cannot provide a scorekeeper, the umpire shall designate one. When no scorekeeper is available, the umpire's tally will be official.
- 4.2 A regulation game shall be seven innings or 55 minutes. The umpire will start the clock as soon as the managers' meeting has ended.
- 4.3 A game that is still tied after the expiration of the time limit or complete of seven innings shall be considered a tie. A tie counts for ½ win and ½ loss in the standings.
- 4.4 ASA rules use the one-and-one count with one to waste for ALL DIVISIONS.
- 4.5 A 20-run rule will be in effect after three innings, 15 runs after four and 10 runs after five innings.

5: Players & Substitutions

- 5.1 All players must sign a waiver prior to playing. They are available in the main office.
- 5.2 All players must be able to produce valid picture identification upon request.
- 5.3 Any player can take a defensive position at any point in the game.
- 5.4 A minimum of eight players is required to start and finish a game.
- 5.5 All teams may bat up to 12 players. More if the other team says its ok before the game starts.
- 5.6 Late players may be added to the bottom of the line-up at any time until 10 players are playing.
- 5.7 A team cannot add the 11th and 12th batter after you have been through the line-up.
- 5.8 If a team loses a player or coach from the batting order due to an ejection and has no replacement this will result in an out every time that player or coach comes to bat.
- 5.9 If a team loses a player due to injury and has no substitution, the player will be declared out at his/her next time at bat only.

6: Behavior

The following behavior may warrant a player's ejection from the game. An umpire may eject a player without advanced warning. **Team managers are responsible for the actions of their players at all times.** If a player is ejected from the game, it is the umpire's discretion as to whether the coach is also ejected. Once a

player is ejected it is also the umpire's discretion as to whether they must leave the park immediately, or may stay, possibly playing in a second game.

*The League Director will determine the length of the suspension for players who violate these rules.

- 6.1** Any unsportsmanlike conduct, as determined by either the umpire or Victory Lane staff.
- 6.2** Rough tactics not limited to only fighting.
- 6.3** Obscene gestures or objectionable demonstrations towards and official, spectator or player.
- 6.4** Throwing a bat (intentional or unintentional)
- 6.5** Being under the influence of any substance that could cause the player to injure themselves or others.
- 6.6** Flagrant rules violations.
- 6.7** Any action deemed by the Victory Lane Staff as not conducive to our parks family atmosphere.
- 6.8 Profanity/F-Bomb Rule** – Profanity pertains to expletives not directed at umpires or an opposing player, but uttered/yelled by a player, or coach frustrated with themselves, a teammate, an opposing player, or a fan. Examples include a player/coach swearing after a pop out, strike out, kick of a ball, or any situation that may occur. **F-Bomb Penalty: 1st time the umpire hears it it's a Team Warning:** The second time the umpire hears it, that team will be penalized with an out. If it is the batting team, an out will go against the team at the time it occurs and if that makes the 3rd out teams will switch sides. If it is the fielding team, as soon as the inning switches, they will start with 1 out. (The outs are not player specific: no player loses an at bat or doesn't get to hit if they are up next. It just counts as 1 more out for that inning.)
- 6.9** False tags, blocking the plate with or without the ball or a runner colliding with a fielder.
- 6.10** If a player or manager is ejected from the game and the park for what is determined by the park staff to be flagrant unsportsmanlike conduct, the player or manager will not be allowed on the complex grounds for at least one week. The team manager will be called in this instance.
- 6.11** If a player or coach is ejected for a second time in a season, they will not be allowed on the complex grounds for up to 30 days.
- 6.12** If a player or coach is ejected for a third time overall, they will not be allowed on the complex grounds for up to 60 days.
- 6.13** If a player or coach lays a hand on, shoves, strikes, threatens or abuses a Victory Lane Employee or Umpire he or she will be suspended from the park immediately for up to 1 year, pending the outcome of an investigation by the League Director.
- 6.14** If the occurrence is against another player or spectator, he or she will be suspended for a minimum of 30 days up to 1-year, pending the outcome of an investigation by the League Director.

7: The Pitching Rules

- 7.1** The pitched ball must rise a minimum of 6 feet from the ground and not go higher than 10 feet from the ground. The ball must be delivered at a slow speed. If the ball hits the plate it is a ball. If the ball hits **ANY** part of the mat it is a strike.
- 7.2** Only one warm up pitch is allowed between innings. New pitchers get three warm up pitches
- 7.3** In between innings if a player steps on the mound and pitched a ball, they must pitch to the next batter or the pitcher is ejected from the game.
- 7.4 PITCHER'S BOX RULE:**
 - A pitcher's box will be used that extends 2 feet on each side of the rubber, extends 8 feet behind the rubber, and 3 feet above the pitcher's head. Any ball hit inside the box and beyond the rubber will result in an automatic out and will be declared a dead ball.
 - All runners go back to the base at which they started.
 - If the ball hits the ground before the rubber the ball is still live and in play.

*******Everything is determined on where the ball is:**

- If the ball goes through any part of the box in the air it is a deal ball, batter is out.
- If the ball hits the chalk, it is considered inside the box and it's a dead ball batter is out.
- It does NOT matter where the pitcher/player is inside the box.
- If the BALL goes through the box it is a dead ball, batter is out.
- As soon as it goes through the box your umpire will verbally declare dead ball, batter is out. (it's just like calling a foul ball, if its fair there's no call, so if it DOES NOT go through the box, there's no call)
- Pitchers must still start with 1 foot on the rubber! FYI, The penalty for not starting with a foot on the rubber will be an automatic "ball" declared by the umpire when the ball lands. Also, a reminder that our umpires do not verbalize/nor gesture for a pitch that is too high or has excessive speed. When the ball lands they then will tell the pitcher too high, excessive speed etc. and the pitch is a ball.

8: The Home Run Rule

Men's C – 4 homeruns
Men's D1 – 2 homeruns
Men's D2 – 1 homerun
Coed Intermediate – 4 homeruns
Coed Rec. 1 – 2 homeruns

Women's Intermediate – 2 homeruns
Women's Recreational – 1 homerun
Coed Rec. 2 – 1 homerun
Coed Rec. 3 – 0 homeruns

(If both teams agree before you start, you may choose to go unlimited or to use the +1 rule)

8.1 1up Homerun rule(if both teams agree to use it): The visiting team has no restrictions throughout the game. The home team can use their ALLOTTED homeruns at any point in the game. The Home team cannot go up in the homerun count in the last inning of the game.

9: Base Running

- 9.1** In order to prevent injury, Victory Lane requests that when at all possible, base runners make an attempt to get out of the way, give themselves up or slide instead of colliding with a fielder. If the runner collides with a fielder, the umpire may call the player out and the ball dead.
- 9.2** Any flagrant act by the runner is subject to an ejection.
- 9.3** Fielders blocking the base or making fake tags are subject to ejection.
- 9.4** One courtesy runner per inning. Last out, or non-player. (See 11. Coed Leagues)
- 9.5** In leagues where there are homeruns allowed the home run hitter DOES NOT have to touch first base. The base runners DO NOT have to touch the next base either. If the runners chose to do so that's fine, but they are not required to. VICTORY LANE HAS A NO-TOUCH NECESSARY POLICY!
- 9.6** Base runners CANNOT come off the base and retouch on 1st or 3rd if they think their teammate might hit them. They have to stay on the base at all times when the batter is being pitched to.

10: Safety Base

- 10.1** The double first base has been added for safety reasons. The batter/runners must touch the orange bag IF there is a play on first base. Any play involving a possible attempt to go to 2nd base the runner may touch the white bag.
- 10.2** If the base runner uses the orange portion at any time after the first attempt at first base and is not in contact with the white bag, then he is considered off the bag.
- 10.3** The runner/batter running toward first base may cross over to the inside bag to avoid a collision if a wild throw occurs. The fielder may tag the outside of the bag to record the out in this situation. This is only permissible on the initial play at first base.

11: Coed Leagues

- 11.1** The batting order must alternate male/female. Defensive positioning does not matter; any player may take any position. Pitcher/catcher does not have to be male/female. Coed rules state that there must be equal males/females UNLESS the opposing team agrees you can have more males than females or more females than males on the field at a time.
- 11.2** The minimum number of players to start and finish the game is 8.
- 11.3** When a male is walked, the female has the option to either walk or hit. If the female decides to hit the male is still awarded 2nd base.
- 11.4** Courtesy runner: one per inning, if the other team agrees, it can be one male, one female. The runner will be the last out or non-player.

A. Rosters

IT IS THE COACHES RESPONSIBILITY TO UPDATE THE ROSTER AND MAKE SURE ALL PLAYERS HAVE FILLED OUT A WAIVER. The roster is limited to a maximum of 20 players. Players must be put on the roster prior to playing. Rosters are due the first night of the season. Each player must fill out a Waiver/Release form prior to playing. Player's signatures must be valid and will be kept on file. If a player's eligibility is questioned while playing, he/she must produce photo identification. If he/she cannot, that player will be declared ineligible and the game will be forfeited. Falsification of signatures will result in a team be suspended from league and tournament play. Rosters and waivers are the private property of Victory Lane Sports Complex. Players must be at least 16 years old to play in the league. Players under the age of 18 must have a parent or legal guardian's signature on the players waiver before participation.

B. Team Move Up Rule

The league director has the ability to move any teams from division to division based on a teams overall performance for the season. Based on the league standings, the 1st or 2nd or 3rd place teams may

be required to move up to the next level. Teams in the last positions of league standings may reclassify at the next lower level of play.

C. Schedules

Copies of your league schedule will be available for your team the 1st night your league begins. Team managers will be contacted about their first game time as soon as the league is full and classifications have been determined. (Typically 3-5 days before your 1st game.) The entire schedule will not be released until the 1st night of play. It will be put on the playvictorylane.com Internet site the night before the league starts.

D. Grace Period

The grace period is ten minute. If at game time one or both teams do not have the minimum required number of players (eight), the grace period will begin. The team causing the delay shall lose their first at bat. At the end of the ten-minute grace period any team with out at least eight players will be given a forfeit, scored at 0-7. If it is a double header game, both games will be considered forfeits and the opposing team may leave, UNLESS they agree to wait around and play the second game once the team has 8 players.

E. Forfeits/No Shows

No Show forfeits are not acceptable and will not be tolerated. This situation is unfair to the opposing team. If you know in advance that your team is not going to make a game, please contact us immediately so that we may contact your opponent. Two no show forfeits in a session and your team will not be allowed back into the league.

You must call in by noon the day before your scheduled game to not have to pay the \$25.00 forfeit fee. If you do not call in, before your next game you will have to pay to the office the \$25.00 fee or you will not be permitted to play the remainder of the session.

F. Rainout Policy

In case of questionable weather, please call 623-581-9364. If games have been cancelled this message will be updated. If game times are still recorded, they are still being played as noted.

Games may be cancelled due to rain, inclement weather, or circumstances beyond Victory Lanes' control. If a game has completed 3 innings, or 2 ½ innings if home team is ahead and at bat, OR if 30 minutes has been played, the game will be considered a regulation game.

If the game is considered an incomplete game, the entire game will be made up. If it is an incomplete game the umpire must refund you the money paid by your team.

G. Make Up Game Policy

The league director will be in contact with coaches after games have been canceled. If they are rained out, the entire night will move to the week after the last night of the season. The Internet schedule will be changed ASAP to reflect the date of makeup games.

H. League Standings

Updated standing will be posted on the web site each week. The team manager should check to make sure the standings are correct. Mistakes are made and can be easily corrected if brought to our attention: Please email softball@playvictorylane.com if you see a mistake. No score protests will be accepted 2 or more days after the last night of league play.

Ties in the standings at the end of the session will be broken down by the following tiebreakers:

1. Head to Head Competition of played games between the teams involved.
2. Runs scored minus total runs scored against for the games against the teams involved.
3. Runs scored minus total runs scored against for the entire session.
4. Coin Toss

I. Playoffs (Wednesday League ONLY)

The following is the breakdown of the playoff participation:

a) In each division with 5 or less teams 3 teams to playoffs

b) In a division with 6-8 teams 4 teams to playoffs

c) In a division with 9 or more teams 6 teams to playoffs

The higher seed team will be home team throughout the playoffs. Playoffs will use the same format as regular season games including time limit and run rule.