

SKYLINE SUNDAY SOFTBALL LEAGUE 2011 LEAGUE RULES

The American Softball Association Rulebook is our league's official rulebook and is used by our umpires. Except for the following rules adopted by the Skyline Sunday Softball League, our games will be played under this rulebook.

1. Games will begin at 9:00 AM or 10:30 AM. Forfeit time is 9:15 AM (for 9:00 AM game) and 10:45 AM (for the 10:30 AM game.)
2. Rained out games will be called by 7:45 AM. Any game not called by then, will be up to the umpire's discretion at game time. If a game is called at game time, umpires will receive \$20.00 per man for travel fee.
3. In case the umpires do not arrive by 9:15 AM or 10:45 AM, the team captains may call on two other persons, agreeable by both, to be umpires and then will be paid \$20.00 each.
4. In the case of rain during the game, the umpire will decide if the game will be called. ASA Rules will apply for resuming games.
5. The League Officers retain the right to CANCEL any game, which does not affect the final league standings.
6. Each team must have at least 8 players to start the game. Any less than 8 players will result in a forfeit. The 9th and 10th players will be allowed to enter the game at any time in the field but only in the 9th and 10th spot in the line-up.
7. EH will be assigned to a player that will hit before the eleventh spot in the line-up and will also be allowed to enter the game at any time. DH will be given to a player who will hit during the game for another player on the field but will not be allowed to enter the field. RE-ENTRY rule will be allowed for any player in the starting line-up. Unlimited substitution will be allowed for any player(s) as long as the original line-up remains unchanged.
8. During the wind up a pitcher's arm can extend higher than the **head**. The pitch will then be straight in, with the arm locked, and no more than 6" inches out from the hip, at point of release. The pitcher must have both feet in contact with the pitching rubber at the start of delivery and **cannot** step back. The pitcher's plant foot at the time of release should be in a straight line with home plate and the hips square with first and third bases. ASA: Class A modified" pitching rules will apply with other rules. Any deviation of this rule will result in an illegal pitch. **One warning** will be issued before a player is removed from the pitching position.
9. The umpire will begin the TOP and BOTTOM of the first inning with a new ball. During the game the umpire will use any ball at their discretion.
10. Each team will supply a new ball at the start of the game.
11. Bunting is NOT allowed in any games. (REGULAR SEASON AND PLAYOFFS)
12. The runner can leave the base upon the release of the ball from the pitcher's hand. No leading off base.
13. The ASA rules will be in effect with regard to stealing bases and throw backs from the catcher to the pitcher. A player may steal a base on the throw back to the pitcher.
14. The short-fielder can play any location on the field. The twenty-foot rule is no longer required.
15. **CATCHERS** must wear a mask and a throat protector at all times. Gloves may be worn by any player. **MITTS** may only be used by the catcher and the first baseman. **CLEATS** are required to be worn by **ALL** players. **NO METAL SPIKES** are allowed and any player caught wearing illegal spikes will be required to change out of them in order for them to continue playing. **HELMETS** are required at all times for batters and base runners.
16. Courtesy runners are not allowed unless agreed to by the opposing team captain. Only one courtesy runner is allowed at the start of a game. If a player is temporarily injured during the game and needs a courtesy runner, the opposing team captain will make the decision. A courtesy runner may not steal a base (i.e. a straight steal), but may advance on a wild pitch or a passed ball.

17. Any player, who slides into a base causing it to move, will remain where he is and call for a time-out. If the player goes to the moved base and is tagged, he will be called out.
18. After the losing team has batted 5 times and the difference in score is 15 runs or more, the game is over. (15-RUN RULE)
19. Protest must be filed with a League Officer in writing within twenty-four hours of the game under protest. The League Officers will call a meeting, if warranted, at which an umpire will be present to resolve the protest by majority vote of the league captains.
20. Every player must be attired in an official team jersey and matching hat. (SEE LEAGUE FINES)
21. The league schedule is final. Any team wishing to change a game for any legitimate reason must contact the League Officers no less than 4 days prior to the scheduled game and pay a re-scheduling fee with the request. (SEE LEAGUE FINES)
22. The team roster will consist of a maximum of 25 players. The rosters must be submitted by the fourth game of the season. All rosters are final. Only roster players are allowed on the field or bench during game time.
23. No player can play on another team or be traded to another team once he has played for a team, unless approved by the League Officers.
24. All players are required to be 18 years of age or older before they are allowed to enter a game. Cutoff for player age eligibility is the seventh game of the season.
25. In case of a rainout the game will be made-up when the League Officer designates. Make-up dates are considered final.
26. The team captain and or one co-captain will attend the league meetings. No more than two team members are allowed at a league meeting. Missing a meeting will result in a fine. (SEE LEAGUE FINES)
27. At the beginning of each game a line-up card must be handed in to the Umpire. List any players present but not in the original line-up on the back of the line-up card. (SEE PLAYER ELIGIBILITY)

PLAYOFFS

Eight teams will earn a playoff spot. First round will be single elimination.

In the FIRST round: 1st PLACE vs. 8th PLACE
 2nd PLACE vs. 7th PLACE
 3rd PLACE vs. 6th PLACE
 4th PLACE vs. 5th PLACE

In the SECOND round: Teams will be re-seeded.
 In the FINAL (Championship) round: Winners play.

PLAYER ELIGIBILITY FOR PLAYOFFS....

POSITION PLAYER-----5 GAMES
 PITCHER-----5 GAMES

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