



**OFFICIAL RULE BOOK**

**SOFTBALL - Revised - Spring 2020**

[www.PlayMoreNJ.com](http://www.PlayMoreNJ.com)

1. **EQUIPMENT/FIELD**

- 1.1. **BAT RULES:** All bats must have an ASA Stamp (2004 or newer) physically printed & visible on the bat.
- 1.2. **BAT TESTING:** Bats must have a 2020 Approved sticker on them to take a pitch on the field. Bats can be tested at the office. Due to Covid-19 we are working from home more, so please text us to make sure we are in the office before stopping by. Any bat that is taken to the plate and sees one pitch without the approval sticker will result in a forfeit of the current game.
- 1.3. **GAME BALLS:** All teams will receive 1 game ball for each scheduled regular season game. Game balls put into play must be 52 Cor/.300 Compression
- 1.4. **CLEATS RESTRICTIONS:** No metal cleats are allowed.
- 1.5. **FIELD DIMENSIONS:** 65 Feet Between Bases. Pitchers Mound will be 50 feet from Home Plate. Outfield cones will be 165 feet from Home Plate.
- 1.6. **FIELD SET UP / BREAK DOWN:** PlayMore will provide bases and coes at each field. The away team will be responsible for setting up the bases or making sure they are in place - the home team will be responsible for putting the bases away in the box at the end of the day if you are the last game of the day.

2. **CONDUCT/PARK POLICIES**

- 2.1. **PLAYER CONDUCT:** We have a zero tolerance for verbal or physically aggressive behavior towards the opposition, umpire, staff, or the park staff. Please consider this your warning - make sure your teammates and players are aware. We will suspend players that choose to act in an aggressive manner.
- 2.2. **DISCIPLINARY ACTION:** As we see fit, we will issue probations, suspensions, or expulsions for any players that engage in inappropriate behavior or that violate park rules.
- 2.3. **PARK RULES:** Please make sure your players are aware of Park rules that must not be violated and which will be met with discipline.
- 2.4. **TRASH:** Leave no trash behind
- 2.5. **LANGUAGE/CHILDREN:** When children are in the area - please use appropriate language when they are present with their families.

3. **LEAGUE POLICIES**

- 3.1. **AGE:** All players must be at least 18 years or older. Captains, you are responsible to make sure all players are of the correct age. Any player found playing under the age of 18 will be removed from the league. The league will also issue a one game suspension to the Captain if this occurs.
- 3.2. **WAIVERS:** All players must sign a waiver in order to be able to play. Captains are responsible to make sure that all players have signed a waiver.
- 3.3. **ROSTER & ROSTER DEADLINES:** Please note the roster deadline for the season (located on your schedule and the master league schedule). Once the roster deadline passes no teams may make any changes to their roster for any reason. Captains must make sure that their online roster is correct with all players listed on the roster and full names provided from all players that will match their photo ID.
- 3.4. **ID CHECKS:** All playoff games will have mandatory ID checks. Players will be required to show an ID that has both their name and photo on it that match their spot on the roster. No entry into a playoff game will be allowed without an ID. No social media will be accepted as a form of ID.

4. **UMPS**

- 4.1. **QUESTIONING A CALL:** Interactions with the Umpire: Only a captain may discuss a call with an umpire. And discussions are expected to be done in an appropriate tone and manner. No other player may enter into a dispute with the umpire. PlayMore reserves the right to suspend any player that acts in an inappropriate manner towards game officials - or that chooses to question an umpire all game about calls.

5. **GAME PLAY RULES**

- 5.1. Games are played 10 on 10.
- 5.2. **GENDER REQUIREMENTS:** In order for a game to be official, at least 1 female player must be in the lineup and field for a game to be official.

- 5.3. **MAX GUYS:** Teams may only play a max of 7 guys in the field as well as 7 in the top 10 of the lineup. Teams may bat more than 7 guys, but any additional male batters (8 or more) must bat outside of the top 10 spots in the lineup.
- 5.4. **COUNT:** Games will be played with a 0-0 Count. Plate is a strike. No strikes to Give.
- 5.5. **AUTOMATIC WALK (Female Batters):** Male Batters: If a male batters that receive 4 straight balls when at bat with a Female batter next in order the female batter will have the option to bat or take 1st base (walk).
- 5.6. **COURTESY RUNNERS:** Unlimited substitutions. Pinch runners must come from your bench. Any courtesy runner that is put on the base bath will be called out if their spot in the batting order comes up and they are still on the base path.
- 5.7. **INJURY:** If a player in the line-up must be removed from play due to an injury, there will be no penalty (out) given. The player may not reenter the game. If a player is removed from play for any other reason, including ejection or leaving the game early, and there is no substitute to take that player's position in the line-up and on the field, there will be an out given at that player's position in the line-up. Game play may continue with an out in the line-up as long as there is the minimum number of required players on the field.
- 5.8. **LATE ARRIVING PLAYERS:** A player who arrives after the game has started but before the end of line-up has batted may be added to the end of the line-up. Once the line up has batted around and reaches the top of the order, the player would then need to be substituted into the line up in order to play (standard baseball switch). The player they are replacing is now out of the game and may not re-enter. .
- 5.9. **SUBSTITUTIONS:** Players in the lineup may switch defensive positions as often as they like. Players not in the line up must officially be substituted into the game. The incoming player will take over the batting spot for the departing player (which is now out for the game).
- 5.10. **DOUBLE BAG @ 1st BASE:** Runners must run to the outside bag. If the ball is hit into the outfield the batter may round first base using the inside bag providing there is no play on the runner at first. Runners may not slide into first base. A runner may run to the inside bag at first base if the "safety bag" is being blocked by a fielder.
- 5.11. **BASE RUNNING & SLIDING:** Batters may overrun 1st base. Sliding is permitted however when running or sliding into a base, it is the responsibility of the runner to enter the base in a safe manner such as they do not make intentional contact with the defensive fielder. Any excessive contact or unnecessary collision, as deemed by the umpire, will result in the base runner being called out and/or ejected from the game.
- 5.12. **OUTFIELD CONES:** When a female batter is up at the plate, 4 infielders must all be in the dirt in the infield and all outfielders must start the play behind the cones (you may advance in front of the cones on contact). Outfielders may throw out runners advancing to first.
- 5.13. **LEADS:** You may not step off of base until the motion of a swing is made or the ball crosses the plate.
- 5.14. **COMMIT LINE:** The commit line will be located halfway between 3rd base and Home Plate. Once a runner crosses the commit line on their way to Home, they must continue to home (outside bag). The play at home immediately becomes a force out (no tag can be made on the runner).
- 5.15. **MERCY RULE:** 15 Runs after 5 Innings. Please note, there is no mercy rule in Championship Games
- 5.16. **TIE GAMES (REGULAR SEASON):** Double Headers are scheduled to run 2.5 hours. If the game ends in a tie and time allows, teams can attempt to play the 8th inning to break the tie. Teams will start with runners on 2nd and 3rd base. Runners must be the last 2 recorded outs. If the score is still tied after the extra inning, the game will end in a tie score. If an extra inning is not allowed or not completed due to impending weather or time, then the game will result in a tie. When 2.5 hours is up, the game will complete the full inning it is in.
- 5.17. **TIE GAME (PLAYOFFS):** If the game is tied after the 7<sup>th</sup> inning in a playoff game, teams will start the 8<sup>th</sup> inning with a runner on 2<sup>nd</sup> and 3<sup>rd</sup> base. These runners must be the last two recorded outs. This format will continue for every inning after until a winner is decided. If time ends, the game will pick up as a continuation of the game.
6. **FORFEITS**
- 6.1. If your team needs to forfeit, please be aware that you will need to pay the umpire fees for both teams (\$45) prior to your next game.
- 6.2. Forfeits will be scored as a 10-0 Final Result
- 6.3. Please note, Forfeits are the number one tie breaker criteria at the end of the season, so make every effort to get your game in.
7. **WEATHER/CANCELLATIONS**
- 7.1. We will try to get in all games - including playing in the rain when we can.

- 7.2. If we do need to cancel all the games, we will do so 90 minutes before the first game of the day. We will contact the captain via text and email the whole league if we do need to cancel.

**8. FINAL SEASON STANDINGS TIE BREAKERS**

- 8.1. Forfeits
- 8.2. Head to Head Matchups
- 8.3. Runs Against
- 8.4. Run Differential
- 8.5. Runs Scored

**9. LEAGUE CONTACT INFO**

- 9.1. PlayMore Office Phone: 856-809-2688
- 9.2. PlayMore Office Text Line/After Hours - 609-878-0234
- 9.3. PlayMore Email: [playmoresj@gmail.com](mailto:playmoresj@gmail.com)

**10. COVID-19 GUIDELINES**

- 10.1. Before, during, or after the game - No Handshakes, High Fives, or Fist Bumps. Find a creative, non-contact way to greet your teammates and opponents.
- 10.2. If you feel sick, are showing symptoms of Covid-19, or have been in contact with someone who has recently tested positive for Covid-19 - please DO NOT attend your game.
- 10.3. If you are showing symptoms you can be asked to go home or to a local healthcare facility.
- 10.4. If you begin to show symptoms, feel sick or test positive for Covid-19 please notify PlayMore as soon as possible.
- 10.5. Teams and players should check their temperature before entering the field to play to make sure they are not a risk.
- 10.6. When arriving at the field, if another game is in session at your assigned field please stay at least 100 feet away from the field or players participating in that game. Especially at fields that are very visible to the public - have your team stay as far away from the field as possible while you are waiting for your game to start.
- 10.7. Aside from having a bookkeeper for your game, all spectators should be at least 30 feet away from the playing field and team benches.
- 10.8. When your team is active, please make sure to socially distance when not in the game.
- 10.9. Teams are encouraged to wipe down bats when players are choosing to share them.