



OFFICIAL RULE BOOK

SOFTBALL - Revised - Spring 2021

www.PlayMoreNJ.com

1. EQUIPMENT/FIELD

- 1.1. **BAT RULES:** All bats must have an ASA Stamp (2004 or newer) or the newer USA stamp physically printed on the bat and visible to the tester's eyes. Wood bats are not allowed.
- 1.2. **BAT TESTING:** Bats must have a 2021 Approved sticker on them to take a swing in the game. Bats can be tested at the office via appointment. Please text us to make sure we are in the office before stopping by.
- 1.3. **BAT TESTING VIOLATION:** Bats without a sticker are not allowed to be used in a game. If a player brings a bat to the plate that is not approved and puts the ball into fair play during the at bat - the following penalty will be enforced. The current half inning will end immediately with the necessary amount of outs being assigned to the batting order, starting with the batter that used the illegal bat. All runs for that inning and the previous inning will be disallowed (changed to zero). The player that used the bat will be ejected from the game. If the team does not have a sub to fill in the spot in the batting order, the team will need to take an out for the remainder of the game.
- 1.4. **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
- 1.5. **CLEATS RESTRICTIONS:** No metal cleats are allowed.
- 1.6. **FIELD DIMENSIONS:** 65 Feet Between Bases. Pitchers Mound will be 50 feet from Home Plate. Outfield cones will be 165 feet from Home Plate.
- 1.7. **FIELD SET UP / BREAK DOWN:** PlayMore will provide bases and coes at each field. The Home team will be responsible for setting up the bases or making sure they are in place. The winning team (of the last game of the day at the field) will be responsible for putting away the bases and cones.
 - 1.7.1. **KENILWORTH:** We have buried stakes in the ground at first, third, and the pitchers mound with blue string to mark where the bases go. There will also be a tape measure in the box to measure out the bases.
 - 1.7.2. **ERLTON:** We have buried stakes in the ground at home, first, third, and the pitchers mound with blue string to mark where the bases go. There will also be a tape measure in the box to measure out the bases.
 - 1.7.3. **CRICKET FIELD:** We aren't allowed to mark this field, so teams will need to measure out bases at the start of the game.
 - 1.7.4. **CHALLENGE GROVE:** We have buried stakes in the ground at home, first, third, and the pitchers mound with blue string to mark where the bases go. There will also be a tape measure in the box to measure out the bases.

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 in the field for a game to be official.
- 5.3. **SCOREBOOKS:** Both teams should keep an accurate book. We HIGHLY recommend that teams update the scores after each inning with the other team to make sure there are no discrepancies. In the event of a discrepancy, the home team's scorebook will be the default book. If the home team did not keep a book, we will at that point default to the Away team's book.
- 5.4. **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.
- 5.5. **COUNT:** Games will be played with a 0-0 Count. Plate is a strike. No strikes to Give.
- 5.6. **AUTOMATIC WALK (Female Batters):** Male Batters: If a male batter is walked (intentionally or unintentionally) with a female batter on deck, the female batter will have the option to bat or take 1st base (walk). In order for this rule to apply, the female batter must have been the batter on deck prior to the at bat (cannot be moved into that spot to take advantage of the walk).
- 5.7. **COURTESY RUNNERS (A):** Teams are allowed to use an unlimited amount of pinch runners each inning - they must be gender for gender. A pinch runner can only be used once per inning (once a pinch runner comes in, they can not be used again to pinch run in that same inning). Use of pinch runner twice in the same inning will result in an out being assigned to the current player at bat. If a pinch runner is stuck on a base when their spot in the order comes up, the team will take an out for that at bat.
- 5.8. **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. If this happens in the first game of a double header, the player can again play if healthy in the 2nd game.
- 5.9. **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. .
- 5.10. **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).
- 5.11. **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.
- 5.12. **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.

- 5.13. OUTFIELD CONES:** When a female batter is up at the plate, the 4 infielders must all be in the dirt of 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.
- 5.14. LEADS:** You may not step off of base until the motion of a swing is made or the ball crosses the plate.
- 5.15. 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). The commit line erases easily, so teams may need to reestablish the commit line before the start of each game with the umpire.
- 5.16. MERCY RULE:** 15 Runs after 5 Innings. Please note, there is no mercy rule in Championship Games
- 5.17. GAME TIMES (REGULAR SEASON):** Double Headers are scheduled to run 3 hours. Teams are allowed a 10 minute grace period from the start of the first schedule game (if needed, this can be revoked from a team by the league if abused). Once time has expired, teams can complete the inning they are in. No NEW innings may begin. The game will be final at that time. Please note - any Single Games (Non- Double Headers) will have a 90 minute time limit in which to complete the game. Same rules apply.
- 5.18. TIE GAMES (REGULAR SEASON):** If the game ends in a tie and time allows, teams can attempt to play the 8th inning (and only 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.
- 5.19. TIE GAME (PLAYOFFS):** If the game is tied after the 7th inning in a playoff game, teams will start the 8th inning with a runner on 2nd and 3rd base. These runners must be the last two recorded outs. This format will continue for every inning after until a winner is decided. There is no time limit in the playoffs..
- 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 (\$25 per game, per taem) 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 / SCORE REPORTING**
- 9.1.** Text all Scores to the Office at 609-878-0234
- 9.2.** PlayMore Office Text Line/After Hours - 609-878-0234
- 9.3.** PlayMore Email: 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.** 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.

- 10.6.** Aside from having a bookkeeper for your game, all spectators should be at least 30 feet away from the playing field and team benches.
- 10.7.** When your team is active, please make sure to socially distance when not in the game.
- 10.8.** Teams are encouraged to wipe down bats when players are choosing to share them.