



OFFICIAL RULE BOOK

SOFTBALL - Revised - Spring 2022

www.PlayMoreNJ.com

1. EQUIPMENT/FIELD

- a. **BAT TESTING:** Bats must have a 2022 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.
- b. **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.**
- c. Game Balls: All teams will receive 12 game balls for the season - 1 for each game. Game balls put into play must be 52 Cor./300 Compression
- d. All Teams must have a set of bases as the park does not allow us to keep any on site.
- e. Cleats - No metal cleats are allowed.
- f. Field Dimensions: 65 Feet Between Bases. Pitchers Mound will be 50 feet from Home Plate.

2. CONDUCT/PARK POLICIES

- a. Behavior: 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.
- b. Probations/Suspensions/Discipline: As we see fit, we will issue probations, suspensions, or expulsions for any players that engage in inappropriate behavior or that violate park rules.
- c. Park Rules: Please make sure your players are aware of Park rules that must not be violated and which will be met with discipline.
 - i. Leave no trash behind
 - ii. No Drinking on park grounds!
 - iii. This is a park with children in the area - please use appropriate language when children and families are present.

3. LEAGUE POLICIES

- a. 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 playing under the age of 18 will be removed from the league. The league will also issue a one game suspension to the Captain.
- b. 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.
- c. Rosters & Roster Deadline - The roster deadline will be listed online on the league schedule. Once the roster deadline has passed, 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.

- d. 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.

4. UMPS

- a. Interactions with the Umpire: Any calls made by the umpire that are contested on the field may only be done so by the captain (it is expected that captains carry themselves in a respectable manner when doing so). No other player may enter into a dispute with the umpire. Any player violating this rule will nullify the dispute, and further argument will cease. PlayMore reserves the right to suspend any player that acts in an inappropriate manner towards other players, game officials, or in a manner in which is not welcomed in a public area.
- b. If there are questions that arise regarding a league rule, captains must refer to their “League Rules” for clarification. If the issue is not a league rule, then the umpire has the final say.

5. GAME PLAY RULES

- a. The Washington Township Men’s Softball League powered by PlayMore game play rules are all listed in Section 5 Below. Any rule not lists defaults to ASA Rules.
 - i. Games are played 10 on 10, with a minimum of 8 players. With 8 players, teams will take an automatic out at the end of the lineup.
 - ii. All games are scheduled to play 7 innings and must be completed in the 90 minute time frame. If the game is not completed, (as long as four innings are completed), we will revert back to the last completed inning for a final score.
 - iii. Games will be played with a 1-1 Count. Plate is a strike. No strikes to Give.
 - iv. Courtesy Runners: Unlimited substitutions. Pinch runners must enter from your bench (they cannot be an active runner on the field)..
 - v. Courtesy Runners: Any courtesy runner that is put on the base path will be called out if their spot in the batting order comes up and they are still on the base path.
 - vi. Home Rule Rule/Limit: Limit of 5 Home Runs Per Game. Starting with the 6th home run all home runs are considered an automatic out with both teams going 1 for 1 with home runs.
 - vii. ATKINSON PARK RULE (Orange Fence) - A fielder may catch a fly ball for an out when in play before or standing on the orange fence. If a player completes the catch but then proceeds to fall out of play, the play is ruled a Catch and Carry - all runners are awarded one base. In the event a ball is tipped off the glove and goes over the fence, the hitter is awarded a 4 base award, which does not count towards the home rule limit.

- viii. Line Ups: Teams must bat a minimum of 10 batters. If a player in the line-up must be removed from play due to an injury, there will be no penalty (out) given. 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.
- ix. Late Players: A player who arrives after the game has started but before the end of line-up has been reached may be added to the end of the line-up and play as an official line-up player and/or extra player.
- x. Late Players: If a player arrives after game start and after the line-up has been run through, they may only be used as a substitute fielder. They are not able to hit in the line-up except for the player they are replacing. The player that is now out of the game may not re-enter the game. Batting spots must change accordingly.
- xi. Substitutes: A team is allowed as many substitutes as desired, however, when a player is withdrawn from play, they may not return. If all players are in lineup prior to start of game, they may rotate in and out all game (as long as they are all batting the entire game)
- xii. 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.
- xiii. Base Running & Sliding: Batters may overrun 1st base. Sliding is permitted however when running or sliding a base, it is the responsibility of the runner to enter the base in a safe manner such that 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.
- xiv. Leads: You may not step off of base until the motion of a swing is made or the ball crosses the plate. Because the runner is not allowed to steal, the pitcher and/or catcher may not make a play on the runner.
- xv. Mercy Rule: 15 Runs after 5 Innings. Please note, there is no mercy rule in Championship Games

- xvi. Tie Games (Regular Season): Games are scheduled to run 90 minutes. 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. The inning must be completed within the 90 minutes for the inning to count. 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.
- xvii. 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. If time ends, the game will pick up as a continuation of the game.

6. FORFEITS

- a. 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.
- b. Forfeits will be scored as a 10-0 Final Result
- c. 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

- a. Atkinson Park has the final call on all Rainouts. Once we know that they have rained games for the evening, we will text all captains and email the whole league.
- b. Captains can call the Atkinson Park Rainout Line after 4pm at 856-251-6709

8. FINAL SEASON STANDINGS TIE BREAKERS

- a. Forfeits (Any team tied at the end of the season that has forfeit a game goes to the back of the line in that particular tie break scenario).
- b. Head to Head Matchups
- c. Runs Against
- d. Run Differential
- e. Runs Scored

9. LEAGUE CONTACT INFO

- a. PlayMore Office Phone: 856-809-2688
- b. PlayMore Office Text Line/After Hours - 609-878-0234
- c. Atkinson Park Rainout Line after 4pm at 856-251-6709
- d. PlayMore Email: playmoresj@gmail.com