



***BIDDEFORD RECREATION DEPARTMENT***

***BIDDEFORD MEN'S FALL BALL LEAGUE***

League Rule Adoptions 2019

(Updated 9/1/19)

**(Cancellation Line 571-1616)**

**[www.Biddefordrec.com](http://www.Biddefordrec.com)**

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## SLOW-PITCH SOFTBALL MEN'S FALL BALL LEAGUE RULES

1. Current USA Official Softball Rules shall govern all play except as modified by the League Rules.
2. **Alcohol Rule:** See USA Rules of Player Conduce (available at the office of Biddeford Recreation)  
First Offense: Player(s) will be suspended for five (5) games.  
Second Offense: Team will be suspended for two (2) games.  
Penalty for first offense applies to player(s) involved.  
Third Offense: Team will be ejected from the League for the season. Players will not be Eligible for playoffs and tournaments sponsored by the League.
3. Teams must submit names, address, email, and phone numbers of the team representative and alternate contact person to the Recreation Department each season. The department must also be notified of the team name or sponsor.
4. **Rosters:** All players must register prior to playing at [www.BiddefordRec.com](http://www.BiddefordRec.com) or complete and paper waiver form. Rosters must be submitted to the Recreation Department by Opening Day. Teams are limited to 20 players. All players must be at least 18 years old by Opening Day. Players may be picked up from other league teams to prevent playing shorthanded up to 10 players. Pickups are not allowed during playoffs.
5. **Game times:** Games will be played at 7:15pm and 8:15pm. A **ten (10) minute grace period** will be allowed for the first scheduled game only, to allow 10 players to arrive.
6. **Warm ups:** Teams are not allowed to warm up on the infield prior to the game or between innings of the game in progress. Pitchers are limited to three (3) warm-up pitches the first inning and one (1) warm-up in succeeding innings.
7. **Lights/ home team:** The home team will be listed on the schedule and will occupy the first-base dugout. The home team will maintain the official scorebook and be responsible for locking the lights at Martel Field when they play the last game of the night.
8. **Uniforms:** All teams should wear similar colored shirts, numbers are preferred. Wearing of hats is optional. Sweatshirts and undershirts may be worn.
9. **Equipment: Balls:** The Recreation Department will provide official balls of the league to each team, and each team shall give the umpire a new game ball at each game. **Bats:** Any bat may be compression

- tested at any time, and are subject to retesting as deemed necessary by the department.
- 10.First Aid:** Teams are responsible for their own First Aid kit(s). It is strongly recommended that each team have a minimum of a basic First Aid kit, and ice packs, with them at all times.
  - 11.Insurance:** All players are responsible for their own personal insurance coverage. Teams may purchase additional supplemental insurance through Bollinger's Insurance.
  - 12.** For safety reasons, no one under the age of 13 shall be allowed on the playing fields or in the dugouts during games. Umpires will ask teams to remove such persons and will declare a forfeit for non-compliance.
  - 13.** Any player showing visible signs of an injury will not be allowed to play or continue to play if the Umpire feels that that person's safety is threatened. See ASA Rule 4, Section 9 -----BLOOD RULE.
  - 14.Lineups:** May include a maximum of 15 players batting. A team may start the game with nine (9) players. If the tenth (10<sup>th</sup>) player arrives, he must play and be added to the bottom of the line-up, they may enter the field immediately. If a team has sufficient players present, they must start with ten (10). A team may not add any E.P. (extra players) after the game has begun. Teams may drop down to nine (9) from the original line-up in the following cases: injury, work commitment, or police action, with no penalty. In the case of work commitment, the Umpire must be informed at the start of the game of the time said player must leave. Ejections are not part of this rule.
  - 15. Home Run Rule:** Players are not required to run the bases for an over the fence home run. Each team will be allowed six (6) untouched, over the fence home runs per game. After six (6) each untouched, over the fence hit will be an out.
  - 16.Courtesy Runner:** Refer to USA Softball rule 8 section 9, B2.
  - 17.No Smoking:** Smoking is not allowed on the playing field. Smoking is not allowed in the dugouts. Smoking on the playing field or in the dugouts can result in ejection from the game.
  - 18.** Biddeford Recreation Department will judge the playability of Rotary Park (Martel Field). Games will be cancelled by 5pm on weeknights. The assigned Umpires will judge the playability of the fields after that time. Fields will be considered unplayable under the following conditions: heavy rain, lightning, heavy fog, standing water, or any other conditions, which create a danger to the safety of the players and umpires.

- 19.Cancellations: (hotline 571-1616)** Team captains will be notified by phone if games are cancelled. If the first game is cancelled at a field, all other games at that field will be cancelled. If games are cancelled because of poor playing conditions, all teams must stay off of the fields, practice is not permitted. All teams should check with Biddeford Recreation Department. If they have a question concerning game cancellations. Teams will be sanctioned or fined for practicing on fields that are unplayable (wet and/or muddy), and could face suspension from the League.
- 20.Player Conduct:** SEE RULE 2; Penalty for abuse of alcohol rule. Any player who willfully strikes, shoves, runs into, or grabs an Umpire could face a one-year suspension from the League as well as disciplinary action from ASA. Players will not be allowed to continue in League play until a hearing is held.
- A) Players ejected from a game for profanity, berating Umpires, etc. are subject to an **automatic one-game suspension** from the League to be served at the team's next scheduled game, including regular season games, play-offs, or League-sponsored tournaments.
  - B) Players ejected from a game may appeal. The appeal must be made the night of the game in question. The appeal must be in writing and copies given to the Recreation Department, and Team Managers.
  - C) Three ejections of the same player will result in his dismissal from the League but may be appealed to the Department. Players ejected for any of the above reasons may be suspended for additional time. The umpires shall file a written report with the Assignor. The Recreation Department shall hold a timely hearing concerning the incident.
  - D) The Department, after a hearing, may drop teams that are constant violators of League Rules or good sportsmanship. Any report of drinking or use of illegal drugs (as defined by State of Maine law), by a player on the playing field(s), practice areas, spectator areas, or parking areas could result in the suspension of that player or team. This includes those players/teams still in uniform that have completed Play-Off or tournament play. See Rule 1.
- 21.**Games that are not regulation games or tie games will be replayed from the beginning.

**22. Make-Up Games:** Make-ups will be scheduled on the first available slot, weekday or Friday. If there is a backlog of games to make up, they will be scheduled on a Saturday. Playoff games will take priority over regular season makeup games.

Games will be scheduled within 48 hours of cancellations. If you have not been notified of a rescheduled game within 48 hours, call the Recreation Department 283-0841.

Let the Recreation Department know if you cannot play on specific dates, or your team is scheduled to play in a tournament. Once a game is scheduled it will not be changed.

**23. Run Rule:** 20 ahead after 4 innings, 12 ahead after 5 innings

**24. Play-Offs:** All teams qualify for the tournament.

**25. Classification:** All teams will play in an open division.

**26. Forfeits:** If a team forfeits three games in the course of the season, without previous permission from the department, the team will be suspended from playoffs and the league. They will forfeit all fees and be placed at the bottom of the list of teams to be considered for league play the following season. If a team has to forfeit please contact the department ASAP so notifications can be made.

**27. Protests:** All game protests must be addressed to the Plate Umpire prior to the next pitch. This must be followed by a written summary of the protest within 24 hours\* to the Recreation Department. A \$25 fee must accompany the written protest. The protest must conform to ASA Rules to be considered. The Recreation Department will render a decision within 48 hrs of the filing. The \$25 will be refunded if the Recreation Department upholds the protest (i.e., if you win the protest).

**28. Batters Box:** Intentional scuffing out of the batters box lines is not allowed. Any player who intentionally tampers with the batters box lines can be ejected at the umpire's discretion.

First team offense: **automatic out to offending team**

Second team offense: **Ejection of offending player from game**

**29.** ASA Rule 5, Section 12 A. will not be utilized in league play.

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All other items not specifically covered in these rules will be submitted to the Department for action. Questions concerning any of these rules should be submitted to the Department for interpretation.

## TIE-BREAKING PROCEDURES FOR STANDINGS AND PLAY-OFFS.

### Two-Way Tie

1. Head to Head record
2. Runs head to head
3. Best record vs 1<sup>st</sup> place
4. Best runs difference vs 1<sup>st</sup> place  
If 1<sup>st</sup> and 2<sup>nd</sup> place, best record vs 3<sup>rd</sup> place
5. If still tied, continue steps 3 and 4 with 2<sup>nd</sup> place, 3<sup>rd</sup> place, etc. until tie is broken.

### Three Way Tie

1. Head to head record (three teams)
2. Runs head to head (three teams)
3. Best record vs 1<sup>st</sup> place  
If 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup>, best record vs 4<sup>th</sup> place
4. Best runs difference vs 1<sup>st</sup> place  
If 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup>, best runs difference vs 4<sup>th</sup> place
5. If still tied, continue step 3 and 4 with 2<sup>nd</sup> place, 3<sup>rd</sup> place, etc. until tie is broken.