



LEAGUE WEBSITE:

www.cityofdover.com/Softball-Leagues/

WEATHER LINE:

(302) 736-7155

REPORTING SCORES:

(302) 736-7050

2016 SLOWPITCH 50+ SOFTBALL LEAGUE BY-LAWS

1. NAME

The League shall be known as The City of Dover 50+ Slowpitch Softball League.

2. ORGANIZATION

The City of Dover, Sports Coordinator, hereafter referred to as the Director will preside over the League and his decision is final.

3. BEGINNING DATE

League Play will begin Tuesday, May 10, 2016.

4. WARM UP PERIOD

Prior to the first game the field will be available to both teams for open practice. No formal infield, outfield or batting practice is to be taken between first & second or second & third games.

5. BETWEEN INNINGS

Following the first inning the pitcher is allowed only one pitch between innings, unless it is a new pitcher entering the position.

6. DURING INNINGS

The ball is **not** to be thrown around the infield or outfield following an out.

7. STARTING GAMES

Early games will begin at **6:45 p.m. without "grace" period.** Teams playing the second game must be present and ready to play at **7:45 p.m.** Teams playing the third game, when scheduled, must be present and ready to play at **8:45 p.m.**

8. POSTPONEMENT

No game may be postponed by anyone other than the Director or his representative. Game postponements or relocations will be made at 3:00 p.m. so that teams do not have to travel in the event the fields are unplayable.

If not called off by the Director or his representative, **BOTH TEAMS MUST REPORT** at the scheduled starting time.

Postponements or relocations will be announced on the Parks & Recreation Department's Weather Line at 736-7155 and posted on the Parks & Recreation website. Anyone signed up for RainedOut will receive instant notification on their cell phone.

9. RESCHEDULING OF GAMES

A. Any game cancelled on a Tuesday will be played the Thursday of that same week at the same time and location as originally scheduled.

B. Any game cancelled on a Thursday will be the Directors responsibility to reschedule. **Games may be rescheduled on weekdays other than your regularly scheduled league nights.** Once 24 hours of notification has been given by posting on the City of Dover website, a forfeit will be issued to teams unable to field a team.

10. GAME BALLS

The official game ball for the league will be ASA approved MSP 44 core ball with 375 compression. This ball must be used in all league games. Teams will supply and hit their own balls.

11. ROSTERS

Each team will submit their official (typed or printed) player roster to the Director on or before the announced date of

May 2, 2016. After rosters have been submitted to the Director, a team may drop players from and/or add players to their roster on the following date: **June 7, 2016**. Team rosters must not exceed the maximum limit.

No player can play with more than one team in the league. He shall be considered a member of the team on which he plays first. Rosters must show first and last name of all players and not exceed twenty (20) names.

All rosters will be posted on the City of Dover website. It will be the responsibility of the team managers to confirm that their roster posted on the league website is correct. If managers do not have internet accessibility it is their responsibility to delegate to someone on their team who does.

To be eligible for the League, players must be 50 years of age, by December 31, 2016.

12. UMPIRES

- A. The team at bat will provide the plate umpire and the base coaches will act as base umpires.
- B. The plate umpire will call balls and strikes, fair and foul balls, and is the umpire in charge. The decision of the plate umpire is final.
- C. The first base coach/umpire will call plays at first base.
- D. The third base coach/umpire will make calls at second and third base.

13. PAYING PLAYERS

No player shall be paid in any form for playing in the league.

14. PLACE OF PLAY

All games shall be played at the officially designated City of Dover fields.

15. CONDUCT

Each team manager shall be responsible for the conduct of his players at all times.

Players and/or coaches that display unsportsmanlike conduct (including physical or verbal abuse of a player, official, or staff member or any situation that is deemed unsportsmanlike), during or after a game will be subject to discipline.

The Director will review any other actions felt to be detrimental to the League. Players, groups of players, and/or entire teams will be suspended from League play if necessary.

- 16. NO ALCOHOL ALLOWED ON PREMISES** There will be no alcoholic beverages permitted on any of the playing fields, spectator areas, or parking areas before, during, or after play. The drinking of alcoholic beverages on City property violates an existing City ordinance that will be strictly enforced by City officials. Any violations of this rule will be reviewed as described above. In addition, detection (smell) of any intoxicants on any player could result in immediate ejection from the game by the umpire.

17. CONTROL OF BENCH

Players, managers, and one scorekeeper are the only persons allowed on the players' bench during games.

18. FEES

- A. Franchise Fee: Each team will deposit a franchise fee, set by the Director, payable to the City of Dover for the purpose of League operating expenses. The City of Dover will be given the responsibility of paying expenses incurred by the League for umpires, certain equipment, electricity, and other authorized expenses.
- B. Forfeit Fee: If a team forfeits a game, that team must pay thirty dollars (\$30.00) to the City of Dover Parks & Recreation Department before it can continue to participate in the League. Any team that forfeits more than two games is subject to expulsion from the league.
- C. Breakage Fee: Each team is responsible for any and all League equipment. The Director will assess any team or teams responsible for the loss or breakage of equipment accordingly, with the necessary replacement costs being charged to that team. Failure to pay this charge will result in suspension from the League.

PLEASE REPORT DAMAGED OR MISSING EQUIPMENT TO THE PARKS & RECREATION DEPARTMENT.

19. REPORTING GAMES

The **winning** team **must** report the score to the Parks and Recreation Office by 9:00 a.m. of the day following the game.

20. HOME TEAM RESPONSIBILITY

The Home team is required:

- A. To provide game balls when their team is batting.
- B. Provide the umpires when their team is batting.
- C. Home team of the first scheduled game to provide the extra Home Plate.
- D. Home team of the first scheduled game to provide the Strike Mat.
- E. Home team of the last scheduled game to provide field chalk.
- F. Home team of the last scheduled game on each field must turn off the lights immediately after game. **Non compliance will result in a fine.**

21. VISITING TEAM RESPONSIBILITY

The Visiting team is required:

- A. To provide game balls when their team is batting.
- B. To provide the umpires when their team is batting.

22. OFFICIAL RULES

SSUSA Rules will be used unless amended by the League By-Laws.

23. RULE BOOK AMENDMENTS

- A. (Rule 4. Players & Substitutes) A team must have the required number of players present to start or continue a game. 1. Change to - Nine (9) men may start a game; no less than eight (8) men may finish a game.
- B. If a player is injured and removed from the game and the team has no substitute, each time the player is scheduled to bat, his turn shall be skipped with NO PENALTY.
- C. Run Ahead Rule: Twenty (20) after four innings or fifteen (15) after five innings.
- D. All batters will start with a one and one count at the plate. The third strike foul will remain an "out" with one courtesy foul.
- E. Home Run Rule:
Three (3) home runs maximum, any additional home run is an out.
NOTE: All home runs are "walk off"; bases need not and will not be run.
- F. All bats must be approved by ASA, USSSA or Senior Softball in order to qualify for league play. ALL BATS ARE SUBJECT TO RANDOM TESTING CONDUCTED BY CITY OF DOVER OFFICIALS.
- G. Forfeits - All forfeits will be recorded as a 7 – 0 win for the team receiving the forfeit. The forfeiting team will receive a 30 -0 loss. This is for playoff tie-breaking purposes.

24. THE CONTINUOUS BATTING ORDER

The continuous Batting Order is optional – either team may exercise their option to use or not to use the Continuous Batting Order. But when used:

- A. Teams **MUST** inform umpire **PRIOR** to start of game that the Continuous Batting Order will be used and may not change their option once the game starts.
- B. Teams may not add additional batters to the batting order once the game has started and the line-up has gone through once.
- C. Teams may not drop a player from the original batting order line up after the game starts, unless under the substitution rule.
- D. Teams may list up to 20 players in the Continuous Batting Order.
- E. Any 10 players in the Continuous Batting Order may play defense at any time. Change between "continuous

hitters” and defensive position is not considered to be a substitution. Players must remain in the same position in the batting order throughout the game.

F. The RE-ENTRY rule applies to all players listed in the Continuous Batting Order.

G. When a void in the batting order is created due to a player being removed from the game, the manager must insert another player (under the substitution rule) in their place. If no player is available, an out will be declared each time that players’ at bat occurs for the remainder of the game.

25. 11th PLAYER

An 11th player is optional, but if used, it must be known prior to the start of the game and listed on the line-up card (F11) in the regular batting order. An 11th Player cannot be added to the line-up after the start of the game.

26. COURTESY RUNNER

Unlimited courtesy runners may be used and can be any player on the line-up card.

27. SEASON LEAGUE AWARDS

First and Second place regular season league trophies will be awarded.

28. ELIGIBILITY FOR PLAYOFFS

Any player, to be eligible for the playoffs, must have played in at least eight (8) games during the regular season for the team he intends to play for in said playoffs.

29. LEAGUE PLAYOFF PROCEDURE

All league regular season Champions will be determined through the following playoff procedure:

A. If, at the end of the regular season, teams should be tied in their League, the following steps will be taken to break the tie in lieu of playing extra games:]

- 1) Head to Head competition will be used to determine which team will take the higher or lower position in the standings.
- 2) If the teams have played an even amount of times and are still tied after *Step 1* the lowest amount of runs allowed during head to head competition will break the tie.

If the teams are still tied after *Step 2* the lowest amount of runs allowed during all regular season games will break the tie.

- 3) Coin Toss.

NOTE: If more than two (2) teams are tied, series records will be used, including head to head among series ties.

30. LEAGUE CHAMPIONSHIP PLAYOFFS

A. Will consist of a seeded double elimination playoff format.

B. An umpire will be assigned for each playoff game.

31. ASSUMPTION OF RISK

The City of Dover Parks and Recreation and its officers assume no responsibility for injuries to the members of any team holding a franchise in this league, no matter under what circumstances incurred and adoption of these rules by the team managers shall be the equivalent of full and lawful release and discharge of any claim that any members may have or that may arise in the future against any of the above-named for injury to their person or property.