



Renaissance City Softball League

Rules of Play

Updated: 05/02/2016

PLAYER ELIGIBILITY

- All players must read and sign the RSCL Waiver Form prior to taking the field including returning players.
- All players must pay the Player Fee, amount to be determined by the Board of Directors prior to taking the field unless otherwise approved by the Board. Fees, after the first week of play, are non-refundable. If a player does not pay the fees, he/she will be ineligible to play until said fees are paid in full.
- Players must be 18 years of age or will turn 18 by July 1st of said season. A minor player must have appropriate Waiver signed by a Legal Guardian with a copy of the Guardian's I.D.

LINEUPS

- All games will be played with a maximum of 12 players in the lineup. This will consist of 10 players on the field and the 11th and 12th players as extra hitters.
- Games may be started with 9 or 10 players. If a game begins with 9 players and a 10th player shows up, then that player may immediately enter the lineup to make 10. However, if a team starts with 10 players and then an 11th shows up, the 11th player may be used only as a substitute for 1 of the original 10 players.
- If a team is requesting a change to their schedule day and/or time of play, changes must be approved by the opposing team and submitted to the Commissioner at least one (1) week prior to play.
- Line-up slips must be filled out prior to the start of play and a copy given to the opposing team Coach/Manager/Representative AND the Umpire.

EQUIPMENT

- **BALLS** - .52 Core Yellow Optic ASA-approved balls only
- **BASES** – All runners must run through the Safety Base and tag the orange portion unless running for extra bases.
- **BATS** – All legal ASA bats can be used. Coaches are responsible for ensuring his/her team has the most up-to-date ASA-Approved Bats List. Double-walled and composite bats are allowed. No “Grandfathered” bats will be allowed. A list of ASA non-approved bats can be found at www.providencesoftball.org.

CLEATS

- Metal cleats or metal screws in cleats are illegal. Rubber-type cleats are permitted and encouraged but optional.
- Any worn rubber-type cleats with exposed screws or metal are not allowed.

OFFICIAL SCORE

- It is the sole responsibility of each team to keep track of the score.
- The umpire may ask from time to time for a confirmation of the score, but the umpire is NOT responsible for keeping track of the scores.
- We highly recommend that each Coach/Manager/Scorekeeper confirm the score at the end of every inning played to avoid confusion and discrepancies.

TIME

- All games are scheduled for 7 innings with no NEW inning starting after 50 minutes.

TIE-BREAK RULE

- If the score is tied after the completion of 7 innings of play or after the 50-minute time limit has expired, then the International Tiebreaker rule shall be in effect at the start of the next inning and play will continue until a winner has been determined.

International Tiebreaker Rule: At the beginning of each half inning, the batting team shall begin its turn at bat with one (1) out and the player who is scheduled to bat last in that respective half inning being placed on second base. A substitute may be inserted for the runner, following regular substitution rules.

BASE STEALING

- Base stealing or leading is not allowed in any division.

RUN/MERCY RULES

- 20 Runs after 3 Innings.
- 15 Runs after 4 Innings.
- 10 Runs after 5 Innings... and beyond.
 - If any team falls under the above limitations, the game will continue with the leading team remaining on the field allowing the trailing team to bat their remaining outs (clearing the bases after every 3 outs) through 7 innings.
 - If the team that was trailing ties the game or goes ahead prior to their 7th inning at bats, the former offensive team will take the field and the game will continue as normal.

COURTESY RUNNERS

- One (1) courtesy runner per team per inning is allowed.
- The courtesy runner will be the last batted out.
- If there are no outs in that game, the last person in the batting line-up will be the runner.
- If a player comes off the bench to pinch run (as opposed to being a courtesy runner), that player is considered a substitute and subject to the rules regarding substitutions.
- If the wrong person is sent to courtesy run (i.e., anyone other than the last batted out or his/her substitute), the umpire will instruct the right person to take the base. No further penalty will be incurred.

SUBSTITUTIONS

- Substitutions are allowed providing that they:
 - 1) Are on the roster at the commencement of the game and
 - 2) Assume the position of the player to be substituted.

NON-CONTACT RULE

- No player is ever forced to slide. This is a decision that should be made personally after reviewing your sliding skills with your coach. However, a player must either slide to try to avoid hitting the player who already has the ball and is making a legal tag or otherwise give up as an out. **YOU MAY NEVER RUN OVER A PLAYER THAT HAS THE BALL.** This could result in the automatic ejection of the committing player. This rule also applies to breaking up a double-play.
- If a runner stays in the baseline and is hit with the thrown ball or prevents the fielder from making a throw to complete the double-play, then the committing base runner and the batter/runner shall be called out. This rule applies to double-play attempts at any base.

FAKE TAGS

- Fake tags are illegal. You may hurt someone seriously by doing this. The committing player is subject to ejection.

OPEN WOUNDS

- Any player with an open, bleeding wound **MUST** leave the game immediately until the bleeding has stopped and has been properly bandaged.
- The game may be halted for a maximum of 5 minutes to allow the player to comply without penalty. After 5 minutes, a substitute must take the place of the injured player.

FORFEITS

- The forfeit time is 5 minutes after the scheduled start time. Any team unable to field nine (9) players at any time shall be subject to forfeit (Spring/Summer Season Only). The Pick-Up Rule applies here, so long as a team is short during a game due to injury only.
- If a player is ejected which causes a team to be short, meaning there are no eligible substitutions on their roster, the game becomes an automatic forfeit.

PROTESTING

- **GAMES**
 - Once games begin, they are under the jurisdiction of the Umpire.
 - Umpires shall have the authority to rule on any specific point not covered in these rules.
 - Games may be protested for rule interpretations only.
 - Judgment calls may not be protested.
 - Calls protested must be done at the time of the disagreement or before the end of the game.

- **CALLS**
 - If a team feels the need to protest a call with the Umpire, the Coach/Manager or Representative along with the opposing team's Coach/Manager or Representative may approach the Umpire calmly and plead his/her case.
 - Only 1 representative from each team is allowed to protest and be present on the field or area at the time.
 - After pleading your case, the opposing team shall have a chance to rebut the protest.
 - The Umpire will then give his/her FINAL call. The Umpire's final call is FINAL!!! Any further argument from either team or players will result in a possible ejection from and/or forfeiture of the game.

UNIFORMS

- Teams must wear "like" colored shirts with no more than 2 numbers located on the back of the shirt with a 6" minimum height.
- We will not tolerate a player's dress that exposes any portion of the buttocks, testicles, or breasts (for women), underwear, or any portion of a player's body that may be deemed offensive to other players.

EXCESSIVE OR UNNECESSARY LANGUAGE

- Players are asked to limit excessive or unnecessary language. If language gets out of hand, Umpires have the option of issuing a warning to the offending player and/or team. Further abuses by that player and/or team may warrant ejection.
- Abusive or threatening language directed specifically at another player or an Umpire may result in an immediate ejection and may be subject to further penalties imposed by the Executive Board.

GAY/STRAIGHT RULE

- The RCSL does not discriminate on the basis of sexual orientation; therefore we do not follow the limitation imposed by NAGAAA regarding their gay/straight rule for the Gay World Series (GWS).
- The sexual orientation makeup of each individual team is solely at the discretion of said teams. However, GWS bids will be awarded in accordance to the policy adopted by the RCSL Executive Board and NAGAAA's gay/straight rule.

PICK-UP PLAYER RULE

- **NO** pick-ups are allowed in the Spring/Summer Season.
- Pick-ups are allowed in the Fall Season.
 - All available pick-up players' names will be put in a hat and drawn by the teams' representatives.
 - Any team that receives a pick-up player will be penalized one (1) run at the beginning of play.

DEPLETED ROSTER RULE

Qualifying Seasons

- Players may be added to a team's roster or moved from roster to roster anytime up to the last pitch on Week 3 of the season. At that point rosters are considered locked in for the remainder of the season.
- If at any time after week 3, a team loses players and their total rosters falls below 13, players may be added by using the Depleted Roster rule. A team must notify the Commissioner who will review the roster and verify that a player is eligible to join based on the team having a depleted roster.
- If a team wants to add a player and does not qualify for the Deplete Roster rule, the issue must be brought before the Executive Board who will make a recommendation to the Commissioner for the final decision.
- Individual players may be allowed to switch teams, with the approval of the Executive Board, in the event of personality conflicts with the team/Coach/Manager.

Fall Season

- New players may be added to a team's roster or moved from roster to roster at any time.

HOME RUN LIMITS

- D Division – All “out of the park” home runs are an out.
- C Division – One (1) “out of the park” home run per game, all others are an out.
- B Division – Two (2) “out of the park” home runs per game, all others are an out.
- A Division – Four (4) “out of the park” home runs per game, all others are an out.

CHAMPION

- The team with the best record in each division shall be considered the “Champion” of said division.
- In the case of a tie, the first tie-breaker is the head-to-head record; the second tie-breaker is the overall runs scored against said team(s).

RAIN OUTS

- Due to scheduling limitations, complete “rain out” days will not be made up.
- If an active game is called due to weather conditions, it shall be considered a complete game if both teams have finished the 5th inning of play or the home team is up to bat in the 5th inning and are in the lead.

- If an incomplete game must be replayed due to qualifying reasons, it will start from the 1st inning with a score of 0-0.

DRUG/ALCOHOL POLICY

- Use of illegal drugs or alcohol before, during, or between games will not be tolerated.
- Drinking on public fields, bleachers or parking facilities is unlawful.
- Being impaired during play is a major safety hazard to yourself and fellow players. Any player deemed impaired in any way **MUST** leave the facility immediately and may be subject to further disciplinary action by the Executive Board and individual teams.

FIGHTING – DISCRIMINATION

- The RCSL practices a **ZERO** tolerance policy in the case of physical or verbal abuse, intimidation or harassment in any form.
- Any player involved in a physical altercation will result in the immediate expulsion from the RCSL of the individual(s) initiating the fight. Subsequent involvement of any other player(s) will be dealt with on a case by case basis and could also result in expulsion or other disciplinary actions by the Executive Board.
- Any harassment (physical or verbal) towards a LGBT player(s) by a non-LGBT player(s) will result in the immediate expulsion of the aggressor.
- The RCSL will not tolerate any sexual harassment of any player by any other player. Any harassment charges will be reviewed by the Executive Board and could result in expulsion or other disciplinary actions by the Board.

NAGAAA WORLD SERIES QUALIFICATIONS – GAMES PLAYED

- A player must have attended and have been able to play in 50% of their qualifying season games in order to be qualified for the NAGAAA World Series. This does not mean that they have to play but only be present and able to play.
- If a player is present for a game that was started but cancelled due to weather conditions, they will get credit for that game even if they cannot make it to the makeup.