

**MIDDLESEX COUNTY
OVER 50 SOFTBALL LEAGUE, INC.**

LEAGUE RULES

2018

July 23, 2018

PREAMBLE

The name of the organization shall be Middlesex County Over 50 Softball League Inc. The League shall be a non-profit corporation pursuant to Title 15A: 2-8 of the New Jersey Domestic Non Profit Corporation Act (The Act), whose purpose is to organize scheduled softball games for member teams. Each team in the League shall be considered a member pursuant to the Act and shall have equal rights and limitations. If any assets are at any time to be distributed, such distribution shall be equally among active members. All officers and only officers of the League shall be deemed Trustees under the Act. The League hereby indemnifies Trustees/Officers to the maximum extent permitted under Title 15A: 3-4 of the Act against expenses and liabilities in connection with any proceeding. Any provisions of these By-Laws (sometimes referred to as a "Constitution") which are not in accordance with the Act are to be considered null and void. The intention of the League is to operate as a corporation under the Act to limit any personal liabilities of Trustees/ Officers.

ARTICLE I

BY-LAWS

MEMBERSHIP/TEAMS

- A. Each player must be at least fifty (50) years old in the calendar year that he joins the League. If a player is found to be ineligible due to age, his team forfeits all games for which he was on the roster (current season only) and the player is ineligible for future play in the League unless reinstated by the Board.
- B. Prior to April 1, any new team can be awarded membership by the League Board in unanimous agreement. Any new team wishing to gain entry into the league must first be in compliance with Section D below in regards to the number of existing players that can be included for it to be considered "New." New teams will be accepted singly or in pairs as needed, and will be entered into the agreed League Division at the discretion of the League Board.
- C. Team rosters with a minimum of sixteen (16) and a maximum of twenty-five (25) players must be submitted no later than April 1. It is the team manager's responsibility to procure photocopies of players' driver's licenses. A signed team liability release form must also be submitted along with the team rosters. Teams forfeit all games until rosters are submitted. Team rosters are frozen after the completion of the third regular season playing date. Any player officially removed from the roster is ineligible to play for any team that year.
- D. Prior to the first game of the season, no more than two (2) players can be picked up by any team from other existing teams in the League. A player shall be considered as an existing player (i.e. part of an existing team in the league) if he was on an official Player Roster for any team for any period of time (including partial seasons) during the preceding season (they need not have played in a game, just appear on a roster). Therefore, a new player would be anyone who never played in our league or appeared on any rosters at any time in the preceding year.
- E. Team ranking will be determined from the final regular season standings. Among the Division A teams, players may only move from a higher-ranking team to a lower ranking team (based on the final standings from the previous year). Division B and C players may move freely to a Division A team, and Division A players may move freely to a Division B or C team. Players can move freely among the Division B and C teams. However, no more than three (3) players can be picked up by an existing B team, and no more than four (4) players can be picked up by an existing C team, from other existing teams in the League. Therefore, any "new" team cannot consist of more than 2 existing A Division players, 3 existing B Division players and 4 existing C Division players. In all cases, managers wishing to move players must submit their plan to the Board for approval. No existing players may be moved to other existing teams during the season.

ARTICLE II

YEARLY OBLIGATIONS

All teams must pay League fees as determined by the Treasurer by April 1st of this year. A general sponsor letter will be made available for each team to track their sponsor's accountability. Fees are required to purchase softballs and also include insurance coverage, which the League will supply to the teams and to pay umpires. Umpires will be paid in cash at the start of all league season or playoff games. Teams in arrears forfeit all games while in arrears.

ARTICLE III

OFFICERS OF THE BOARD

The League Executive Board will be comprised of three (3) members, each with specific responsibilities. The Board will be charged with all League administrative decisions and duties, including enforcing League Rule revisions and additions which will be determined by the managers. The League Board will decide all appeals, grievances and protests lodged during the season.

ARTICLE IV

NOMINATIONS AND ELECTIONS

All shall be held at a formal meeting called for at any time by the Executive Board or by a simple majority of team Managers and will be governed by the following:

A. Nominations

1. Any designated team can make a nomination representative.
2. Only one nomination or second will be accepted from any designated team representative for each Board position.

B. Elections

1. Requirements for voting. Each team has one vote to be cast by the designated team representative.
2. There will be no absentee ballots.
3. Any candidate shall be elected when the balloting yields a majority of the votes cast.

ARTICLE V

RULES OF PLAY

The League shall adhere to the current ASA rules and regulations for all playing matters, except as provided in the League rules of play. League rules take precedence over ASA rules.

Before the start of each softball season, the League Managers will review and decide on playing rules that shall be in the best interest of the League. The Board shall also adopt a schedule for the regular season. Subsequent suggested revisions to individual regular season game dates, times, and fields may be made with the approval of the Executive Board.

The current League rules of play are as follows:

1. Team field strength will be a maximum of eleven (11) players and a minimum of eight (8).
2. A game will be forfeited if a team cannot field a minimum of eight (8) players fifteen (15) minutes after the pre-arranged starting time or during play. If both teams cannot field eight (8) men, then both teams forfeit the game. Teams will supply a catcher for eight (8) players **only** and will not participate in any defensive plays. Managers can share players to field a team to avoid a forfeit.
3. Forfeit fines will be imposed by each successive offense at \$50, \$100, \$100, etc. Forfeit fines must be paid to the league treasurer prior to the next scheduled game. If not paid, the team will forfeit that game and be assessed another fine.
4. A team may bat all players. However, a minimum of twelve (12) players, if available, must be batted. Any player playing the field must bat.
5. There are no rules governing individual playing time in the field; however, team Managers should make every effort to give sufficient playing time to all players who desire it. Player complaints about inadequate playing time in the field will be addressed to and ruled on by the League Board.
6. There is free substitution with players in the batting order (i.e., a player may be removed from the field of play and reinstated at any time thereafter without liability, including pitchers).
6. Each team may field eleven (11) players.
7. Base runners may not leave base until pitched ball is hit. If the runner leaves early, the runner is out and the pitch counts for the batter.
8. Pinch runners are allowed freely except any one player may be used as a pinch runner no more than once per inning from the batting order. All players on the bench are eligible to run even if not currently in the lineup. Once pinch runner touches the base

replacing runner, they cannot be replaced by another runner. Pinch runners can enter the game at any base at any time.

9. If a player is removed from the game, an automatic out will be recorded (only) for the removed player's next scheduled turn at bat. (No additional outs will be recorded for subsequent scheduled turns at bat). Before the start of the game, players planning to leave a game before its conclusion must inform the umpire and opposing manager of their intended departure time; no penalty will then be imposed. Note that the team is still subject to (non-monetary) forfeiture of the game if it is unable to field eight (8) players as a result of (a) player(s) leaving or having been removed from the game.
10. Players arriving at any time subsequent to the start of the game will be inserted at the bottom of the lineup.
11. This is a slow pitch league with a minimum arc of six (6) feet and a maximum arc of twelve (12) feet above the ground. All pitchers must pitch from behind the screen. Batted balls that hit the screen will be a strike. Hitting the screen with 2 strikes on the batter is a 3rd strike out. All other balls that contact the screen are in play as live balls. However, if a thrown ball becomes lodged in the screen and for safety reasons, it will be a dead ball and (2) two bases awarded to all runners.
12. The pitcher's box shall be three (3) feet wide to match the width of the pitching screen and five (5) feet deep. The pitcher can pitch from any spot in the box, as long as he has one foot in the box. The pivot foot must remain in the pitcher's box throughout the delivery. Consistent with current regulations, the pitcher must pause at least one (1) second before the start of delivery i.e. he cannot run up while in the box.
13. The pitching screen will be placed at forty-eight (48) feet centered in front of the pitching rubber. The pitching screen may not be moved. The managers will decide which team's pitching screen will be used.
14. A league approved wooden strike zone mat (22" x 36") will be used in all League games. The plate and the mat shall constitute the strike zone.
15. If the umpire calls a pitch illegal and the batter swings, the ball is in play. If the pitch is taken, it is an automatic called Ball.
16. A third strike foul (i.e., a foul hit when the count is already strike two) is an automatic out. If such a third strike foul out is caught by a fielder, the ball is in play and runners may attempt to advance at their own discretion.
17. All base paths are sixty-five (65) feet between bases and the pitching rubber is fifty (50) feet from home plate except where otherwise agreed due to field limitations.
18. A commitment line will be designated halfway (32½ ft.) between third and home. This line should be made by the umpire.
19. No base stealing, bunting or slap hitting/chopping are allowed.

20. All games will be seven (7) innings. Five (5) innings must be completed (4-1/2 if the home team is winning) for a game to be official.
21. Teams may score a maximum of 5 runs per inning or catch-up. There are no restrictions in the last inning or extra innings. If run equalizers are in effect, the lower seeded team may score a max of 5 runs and be awarded 1 for a total of 6 in the first 5 innings.
22. Team equalizers are determined by the league grouping with none within own group. Groupings will be determined by previous year's final playoff records. The league schedule will denote the groupings.
Options: A – 5 runs/game assigned 1 run/inning starting with the first inning.
B – Elimination of middle fielder.
Groupings:
1 plays 2: No equalizers
1 plays 3: Choice of A or B
1 plays 4: A and B
2 plays 3: No equalizers
2 plays 4: Choice of A or B
3 plays 4: No equalizers
23. There is a limit of three (3) “over the fence” home runs plus one (1) up in a game per team. All home runs hit exceeding the maximum number of team home runs is an out.
24. There is no mercy rule if one team leads the other by fifteen (15) runs after five (5) innings of play have been completed (or 4-1/2 innings if the home team is in the lead), however, the losing team may elect to terminate the game.
25. All bats must be slow-pitch officially approved by ASA. Bats with altered [original manufacturer] markings are prohibited. All bats must be equal to the 1.20 BPF standards. Every player will be required to sign a written statement attesting to the fact that his bat does not exceed the 1.20 BPF standards. (If a player is in doubt about the specifications of his bat, it cannot be used.) A batter using a bat prohibited by these rules will be declared out and ejected from the game.
26. Metal spikes are not allowed.
27. The safety base at first base will be placed eighteen (18”) inches from the regular base.
28. Sliding is permitted into all bases, including (the scoring) home plate and (the batter's) first base. At any base and regardless of the specific circumstances of the play, a runner who does not slide must veer out of the way of an infielder in order to avoid a collision. (A player cannot break up a force out, tag play or a double play by running into a fielder.) The umpire will declare (an) out(s) as appropriate if this rule is violated. If the runner runs into the fielder and, in the umpire's judgment, it was a dangerous play; the runner will be ejected from the game and may face suspension. The player's action will be reviewed by the League Board to determine if further disciplinary action should be taken. Any decision made by the Committee will be strictly enforced. We are a "fun" League.

29. On a play at home plate, the catcher can record an out only by touching any portion of the mat. This means that the catcher cannot tag out a runner coming home or block him from crossing the scoring plate, even if the incoming throw draws him toward the runner and/or scoring plate. Correspondingly, the runner who touches home plate or interferes with the incoming throw at home plate shall be automatically called out.
30. The scoring plate will be placed eight (8') feet from the mat on the first base line extended. Where playing field design makes the use of a scoring plate potentially dangerous, as agreed upon by the opposing managers and the umpire, a scoring line (extension of the first base line into foul territory on the third base side) may be used instead of a scoring plate.
31. Both teams shall provide one (1) new ball for each game.
32. During play, **only team managers can discuss calls with the umpire**, or other items pertaining to the nature of play. Managers must make this clear to their players.
33. After the umpire calls, "Play Ball"; a team has two (2) minutes to resume play or the umpire can call a (non-monetary) forfeit.
34. An umpire may remove a player for verbal abuse or physical abuse. Physical abuse will result in being removed from the League for the remainder of the year.
35. A player removed from the League for physical abuse will be subject to review by the League Board regarding possible future reinstatement the following year.
36. A player removed from the game by an umpire must leave the vicinity of the ballpark, or sit in his car for the remainder of that game. Failure to do so will result in his team's (non-monetary) forfeiture of the game. A player removed from game one can return for game two of the doubleheader.
37. End of season ties in the standings will be decided by the record of each team against all teams with which it is tied. If ties still exist, the tiebreaker is recorded against the least runs allowed finishing team or group of teams in the division against the next highest, etc., in descending order through all teams. Ties shall be settled from bottom of standings to top in ascending order (ties for 3rd and 4th are settled before ties for 1st and 2nd). In case of ties still existing, a coin toss in the presence of representatives of all affected teams shall decide. Won/Lost percentage, rather than games ahead/behind, will be the criterion for comparing records. A 0-1 record is better than 0-2 where neither team has at least one victory.
38. Should any Bumper Week games be scheduled in that year, this same tiebreaker procedure will be used to determine competing team pairings for all Bumper Week games. (That is, within each Division, the team currently standing #1 plays team #2 and #3 plays #4-- with these standings having been determined by the tie-breaker procedure, above.)

39. Playoff groupings will be 4, 4, 4 determined by final season standings. For playoffs with an odd number of teams in that division, the top 1 seeds in each division get byes while the last 2 teams play for the last position and the remaining teams play each other. The first round will be 2 plays 3 and 4 plays 5. The next round will be 1 plays winner of 4/5. The final round will be winner of 1&4/5 vs winner of 2&3. For even team divisions, 1vs 4 and 2vs3 then winners play for championship.
40. If the umpire does not show up for a scheduled game, or leaves during the course of the game, both managers must agree on a substitute or substitutes, who can be from either or both teams (and can even play in the game when not serving as an umpire), or a spectator. Once the game begins, it cannot be terminated over dissatisfaction with the umpiring.
41. While it is preferred that all players wear uniforms, this provision shall not be mandatory.
42. The order of rainout makeups will be as they occurred in the schedule.
43. A balanced schedule of 26 weeks with 2 weeks of division crossovers determined by higher seed matching will be created. There will be no games scheduled for the Memorial Day and the NJSSA 50's State tournament weekends.

ARTICLE VI

DIVISIONS

- A. During pre-season meetings, both the Division and cross-Division team alignment will be reviewed and decided upon for the coming season. A majority vote will be required for approval. Every effort should be made to maintain parity among teams in any given Division.

- B. State Championships
Teams from the league may participate in the NJSSA State Championships. These shall include teams from any Division. Application must be made to the NJSSA prior to team participation. Details are contained on the NJSSA.US website.

ARTICLE VII

RATIFICATION

New by Laws are proposed and adopted for the League at the discretion of the League Managers. If so designated by the Board, a meeting of League Managers may be called at any time to consider and adopt By Law revisions and/or additions. If such a meeting is held, ratification shall require that at least a quorum must be in attendance and at least two-thirds (66-2/3 per cent) of those present must vote for the Article I (By-Laws) in the affirmative. Changes in Article VI (Rules of Play), however, require only a simple majority vote approval.