

RAMMS SOFTBALL SENIOR LEAGUE RULES January 2008

1. **Purpose.** The intent of the Program is to provide clean, wholesome recreation for a maximum number of youngsters. Adults who are involved have the opportunity, through their words and actions, to assist young people in learning how to win and lose while they are learning something about the game.
2. **Eligibility:** RAMMS participants in the seventh and eighth grades are eligible to play senior softball. With the approval of the senior's commissioner, a RAMMS participant in the fifth and sixth grades may be eligible to play senior softball, upon such participant demonstrating sufficient athletic ability and skill to play in the senior league.
3. **Rules:** In general, the current rules of A.S.A. fastpitch softball govern games, except as modified below.

3.1 PARTICIPATION.

3.1.1 Batting: Each player present who is not injured is included in the batting order.

3.1.2 In the field: Each player present must play at least every other inning in the field on defense.

3.1.3 A player may pitch no more than 9 outs in one game. A pitcher may be removed from a game and reenter once, as a pitcher, in the duration of the game.

3.2 Walks. Full pitch walks only

3.3 SUBSTITUTE PLAYERS. If a team has 7 but less than 10 of its members, it may use up to 2 substitute players with the following restrictions:

3.3.1 A substitute player must be a player from the RAMMS Softball Junior League or a 6th or 7th grader from the Senior League.

3.3.2 A substitute player cannot play for a team 2 games in a row. A substitute player cannot play for a team against the same opponent two games in a row.

3.3.3 A substitute player must play in the outfield (the first substitute playing in right field, with no substitute playing in left field) and bat last in batting order.

3.3.4 If a roster player arrives, the roster player must immediately replace a substitute player.

3.3.5 The substitute must be identified for the opposing team coach and the umpire before the game begins.

3.3.6 A team must be able to field a minimum of 7 of its own players within 5 minutes of game start time or it will forfeit the game.

3.3.7 If a player notifies the coach before the game that the player will be unable to play the entire game, a substitute may be obtained to replace the player if a substitute is otherwise allowed under these rules. The substitute and the time or inning that the substitution will be made must be identified to the opposing team coach and the umpire before the beginning of the game. If it is not identified before the beginning of the game that a player will be unable to play the entire game, the player who leaves in the middle of the game will be called out only the first time that player would come to bat in the lineup, no substitute is available and the team must finish the game with its remaining players. If a player is injured or becomes sick during the game and can no longer play in the game, the injured or sick player will not be called out at anytime that player would come to bat in the lineup, but no substitute will be allowed to play and the team must finish the game with its remaining players.

3.3.8 A team may not have more than 2 substitutes playing at the same time. The number of substitute players may not cause the team with the substitute(s) to have more than 10 players on its roster or to have more players on the roster than the opposing team.

3.4 If a team is not going to have ten (10) of their own players for a game, they may “call up” players from another team as follows:

3.4.1 Teams may only use 4th and 5th graders.

3.4.2 A team may only use the same player to help out ONE time during the season, except in the second game of a conditional double header. This includes a player(s) who has participated in a forfeited game that was played or partially played.

3.4.3 The added player or players must not have a game of their own on that day. An exception to this would be if the called up player’s own game ends prior to the game for which she is being called up.

3.4.4 Any player that is asked to help out and shows up for a game must be permitted to play.

3.4.5 The only exception is in the event a team has only ten players and a player must leave prior to the completion of the game, the team may call up a player. The Head Coach has the option of either not entering the called up player in a fielding position until the regular player has to leave,

or alternating her every other inning in the field with ONLY the player that has to leave the game. The called up player must be in the batting order the entire time she is present on the field. The converse shall be true if a player is known to be coming late.

3.4.6 Any Head Coach that uses a player from another team must list both the called up player(s) name and team name and report to the league Commissioner upon completion of the game. Both first and last names should be listed. This information will be recorded and maintained by the league Commissioner, or his/her designee. Updated listings of all called up players will be provided to the coaches upon request.

3.4.7 A team should not call up a player if they expect ten (10) of their own. In no case may a team call up more than three (2) players. If called up players are used to avoid a forfeit then a total of nine (9) players will be allowed to play.

3.4.8 Any violation of any part of this rule shall result in an automatic FORFEIT of the game in which the violation occurred.

3.4.9 The intent of this rule is to prevent a team from forfeiting when players are missing. It is NOT to build a super team.

- 3.5 SIX RUN RULE. A team's time at bat shall end after the earlier of three outs or the team scores six runs in any half inning; provided that if the team was losing when the team's time at bat began, the team may score as many runs as necessary to tie the score plus an additional six runs; provided further that the six run rule shall not limit the number of runs that can score while the ball is in play (for example, if a team is up 5 runs with bases loaded and the batter hits a home run, all 4 runs will count).
- 3.6 REGULATION GAME. A regulation game shall be 7 innings. Games interrupted by inclement weather will be considered complete after 4.5 innings when the home team leads and 5 innings when the visiting team leads. The score of an interrupted game shall revert to the last completed half-inning. There is no mercy rule and all games shall be played to conclusion unless the coaches of each team agree to terminate a game after 4.5 innings and agree on the winner of the game.
- 3.7 TIME LIMITS. No new inning shall begin after one hour and forty minutes of play. All play shall cease at two hours of play and the score shall revert back to the last completed inning. No minimum number of innings is required unless the game is called by the umpire due to inclement weather.
- 3.8 TIE GAMES. Regulation games ending in a tie shall be played to completion in extra innings if time allows.

3.9 FIELD DECORUM

- 3.9.1 The RAMMS code of Conduct will govern the conduct of all coaches, players, parents, spectators, and officials during RAMMS' sponsored activities. As a condition to attending practices or playing in the RAMMS Seniors Softball program, all coaches, players and parents shall acquaint themselves with the RAMMS Code of Conduct & Discipline & Rules, which can be located on the RAMMS' website at www.RAMMS.org. As soon as feasible following the league draft and prior to playing in a regular season game, the player and her or his parents shall deliver to the team coach an approved RAMMS form acknowledging and agreeing to abide by the Code of Conduct.
- 3.9.2 Time-out may be called by the umpire when all legal play has stopped and no further play is possible. Time-out is "granted" by the umpire. It is not "taken" by a coach or player. A time-out may be denied by the umpire when there is no apparent reason for the time-out, or delay of the game is a possibility. A coach may not leave the dugout area until time-out is granted.
- 3.9.3 A coach must remain in "the area of the dugout" at all times except during a time-out. The "area of the dugout" is defined as inside the dugout or the space that is six feet wide immediately in front of the dugout, and extending four feet beyond the entrance of the dugout.
- 3.9.4 An umpire may remove a coach from the game and the vicinity of the playing field and/or remove all spectators from behind the backstop when they protest his calls or interfere with the proper conduct of the game. Decisions involving an umpire's proper judgment may not be appealed.
- 3.9.5 Only coaches and eligible players may be in the dugout area during the game. When a team is at bat, all players except the batter, base runners, base coaches, and the on-deck batter will remain in the dugout. All extra bats and equipment must be kept in the dugout.
- 3.9.6 Delay of game tactics may result in forfeiture of the game. When a pitcher does not deliver-the ball promptly, the umpire may call a "ball" with no pitch being made. When a batter does not enter or re-enter the batter's box promptly, the umpire may call for the pitch which will be called a "strike".
- 3.10 **BASE COACHING.** Base coaches must not interfere with a defensive player attempting to make a play in foul territory. Base coaches must not touch a base runner, unless a ball has been hit for a home run over the outfield fence.
- 3.11 **BATTING HELMETS.** Batting helmets must be worn by the on-deck batter, batter, all base runners and any player coaching a base must also wear a batting helmet.

- 3.12 CATCHERS' EQUIPMENT. Catchers must wear a skullcap, mask, chest protector, and shin guards.
- 3.13 COMPLAINTS. Any complaints about a coach or player shall be directed to the umpire between innings. (The intent is to eliminate comments directed toward players during the game.)
- 3.14 GAME SEQUENCE. Coaches must have their teams ready to start the game at the designated start time. The home team may practice on the field for fifteen minutes beginning fifteen minutes before game time. The visiting team may practice on the field for fifteen minutes beginning thirty minutes before game start time.
- 3.15 HOME TEAM. The home team is designated as the second team listed on the schedule and is responsible to do the following:
 - 3.15.1 Bring 2 new softballs to the game.
 - 3.15.2 Keep the score in an official scorebook.
 - 3.15.3 Occupy the third base dugout.
- 3.16 LEAVING BASE. A base runner must not leave base before the ball leaves the pitcher's hand.
- 3.17 DROPPED THIRD STRIKE. At anytime during an inning (regardless of the number of outs), a batter can attempt to advance to first base if the catcher drops the third strike and first base was not occupied immediately prior to the pitch leading to the third strike.
- 3.18 NO INFIELD FLY RULE. There is no infield fly rule.

4. **Playoffs.**

- 4.1 Time Limits. Playoff games will be 1 hour and 45 minutes or 6 innings, whichever is completed first. In the event of a double header and time is an issue then the game will be ruled by time.
- 4.2 Substitutions. Girls that have been nominated to play in the end of the season East/West game shall be ineligible to play as a sub during the playoffs. The league commissioner shall provide an eligibility list to the coaches. A player that is eligible can only sub once in the playoffs. A player that is chosen for the end of the season East/West game may play as a sub in the league above, no more than one time.