

Pioneer Men's Softball League

League Rules

1. Minimum number of players to start a game is eight.

- 1. Each team captain is responsible for:**

A. Filling out the "Team Roster/Waiver" with the each player's full name.

B. Having each one of their players sign the "Team Roster/Waiver" form and turn it into the League Coordinator before the first game.

C. Adding players to the Team Roster as the season goes along.

- If a manager wants to add a new player during the season, they must tell the League Coordinator (John Williamson – (209) 256-1389 or jwilliamson@amadorgov.org or [facebook.com/johnatacra](https://www.facebook.com/johnatacra))

- Then add them to the "Team Roster/Waiver" and have them fill it out and sign it *before they play.*

(Players must play in ¼ of the regular season games to be eligible for playoffs – reviewed by the League) – It is the team managers responsibility to make sure the League Coordinator knows who is eligible for playoffs.

D. Having their entire team pick up any trash and/or equipment they may have left behind.

E. Collecting all the money for the team and paying before the first game starts.

Playing Rules

1. 3 home run rule. After 3 home runs it is an out.
2. Runners only advance by force.
3. Mercy rule – 15 runs after 5 innings or 10 after 6 innings.
4. Length of a game is 1 hour.
5. No around the horn.
6. Only ASA certified bats.
7. Every team will have a designated player or person to retrieve all foul balls and home run balls hit by their team. If a team fails to attempt to retrieve a ball, they shall be penalized an out to be incurred at umpires discretion.
8. Runners should attempt to slide on all close plays. If runner makes contact or fails to get out of the way he will be automatically out.
9. Pitchers will be given (5) warm up tosses at beginning of game and one before each inning, or 1 minute time limit, or whichever comes first. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of three.
10. Players will not consume alcoholic beverages in dug out. This will be an automatic ejection. Players may not smoke marijuana anywhere in the park or they will be ejected or suspended from their next game.
11. The ball strike mat will be as such: 4' long measured from the middle of the plate and the same width of the outside back edges of the plate.
12. Pioneer Men's softball will only sanction scheduled games and/or tournaments, on the upper large field of Pioneer Park.

13. Teams will be able to use a designated batter (DH) and/or extra player (EP). The EP will be governed by the rule 3 & 4 of the Pioneer Men's softball rules governed by ASA. The DH will be used similar to rule 3 & 4 of the Pioneer Men's softball rules governed by ASA.
14. If for any reason your team cannot make a scheduled game, you must notify ACRA (209) 223-6349
15. Each team will be given one new game ball for every home game. This ball is to be given to the umpire prior to every home game.

Pioneer Men's slow pitch rules governed by ASA

- Playing field. Distance between bases will be 65'. Distance between pitching rubber and home plate 50'.
 - Official bat. The bat must be ASA certified/approved. The official bat shall have a safety grip of cork, tape (no smooth plastic tape) or composition material. The safety shall not be less than 10.0 inches long, and shall not extend more than 15 inches from small/knob end of bat. The safety grip may be a molded finger-formed grip as long as it is permanently attached to the bat or attached to the bat with safety tape.
 - Official softball. Only softballs which bear an ASA approved certification mark signifying compliance with the ball COR and ball compression limitations then in effect, and which satisfy all other applicable provisions in Rule 3, Section 3, will be allowed for use in ASA championship play. The official 12 inch softball shall be at least 12.0 inches in circumference when measured across two seams, and stitches in each cover, sewn by the two-needle method, or with an authentic facsimile of stitching as approved by ASA.
 - Players. A team must have the required number of players present in the dugout or team area to start a game. Players listed in the starting line-up and not available at game time may be substituted for and re-entered later in the same spot in the batting order.
1. Line-up sheets are to be completed and submitted to the official scorer and umpire at the start of each game. A starting player shall be official when the line-up is inspected and approved by the umpire and team manager at pre-game meeting. The line-up shall contain the first and last name, position and uniform number of each player. All available substitutes should be listed in the designated place by their last name, first name and uniform number.
 2. Eligible roster members may be added to the available substitutes list at any time during the game.
 - Slow Pitch. Ten players with extra player (EP) 11 players with 10 playing defense.
 - Short-Handed rule.
 1. To start a game.
 - A. A game may begin or finish with one less than required to start.
 - B. The vacant position must be listed last in the batting order.
 - C. An out will be recorded when the vacant position in the batting order is scheduled to bat.
 3. To continue a game once started with a full team listed on the line-up card:
 - A. If a team begins play with the required number of players as listed, that team may continue a game with one less player than is currently in the line-up whenever a player

leaves the game for any reason other than ejection. Under no circumstances shall a team be permitted to bat less than nine.

- B. If playing shorthanded and a substitute arrive, the substitute must be inserted immediately into the vacant spot. If the substitute refuses to enter for any reason, that player becomes ineligible for the remainder of the game.
4. Extra player.
- A. An extra player (EP) is optional, but if one is used, it must be made known prior to the start of the game and be listed on the line-up card in the regular batting order. If the EP is used and not listed on the line-up card the following occurs:
 - 1. If the illegal player is discovered while at bat, the legal player enters and assumes the count.
 - 2. If discovered while the illegal player is on base and before a pitch has been thrown to the next batter, treat as batting out of order. The person who should have batted is out, and all play as a result of improper batter is nullified, and person not listed in line-up card is disqualified from the game.
 - 3. If discovered while the illegal player is on base and a pitch has been thrown to the next batter, remove the illegal player from the base, or if the player has scored nullify the run, and disqualify the player from the game.
 - B. The EP must remain in the same position in the batting order for the entire game.
 - C. If the EP is used, all 11 on the starting line-up must bat and any 10 of those 11 may play defense.
 - D. The EP may be substituted for at any time. The substitute must be a player who has not yet been in the game. The starting EP may re-enter.

4. Re-Entry

- A. Any player, may be substituted or replaced and re-entered once, provided players occupy the same batting positions whenever in the line-up.
- B. The starting player and their substitute may not be in the line-up at the same time.
- C. If a player re-enters the game a second time or a player re-enters the game in a position in the batting order other than their original starting or substitute position, this is considered an illegal re-entry. EFFECT-Violation or re-entry rule is considered an illegal player. The illegal player shall be disqualified. A disqualified player is prohibited from playing but can remain in the team area or serve as a coach/manager. If found playing, the game is forfeited. If a player is disqualified the team can play shorthanded, however if a player is ejected and the team does not have enough players, play cannot continue. Game is forfeited.

5. Dugout Conduct

Coaches, players, substitutes, or other bench personnel shall not be outside the designated bench, dugout/team area except when the rule allows or justified by the umpire. EFFECT: The first offense is a team warning. Any repeat offense shall result in the ejection of that team member.

6. Warm-Up Pitches

At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than three warm-up pitches. Play shall be suspended during this time. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of five. A pitcher returning to pitch in the same half inning will not receive warm-up pitches. There is no limitation as to the number of times a player can return to the pitching position as long as the player is legally in the game.

7. Batting Position

- A. Prior to the pitch, the batter must have both feet completely within the lines of the batter's box. The batter may touch the lines, but no part of the foot may be outside the lines prior to the pitch.
- B. The batter must take the batter's position within 10 seconds after being directed to do so from umpire. EFFECT: The umpire will call a strike. No pitch has to be thrown and the ball is dead.
- C. The batter shall not step directly in front of the catcher to the other batter's box while the pitcher is in position to pitch, or anytime thereafter prior to the release of the pitch. EFFECT: The ball is dead, the batter is out and the runners may not advance.