

OMNIBUS SOFTBALL ASSOCIATION RULES 2010

The following rules will supplement or supersede any rules listed in the Official USSSA Rule Book

RULE 1. EQUIPMENT

- Sec. 1 All players and coaches must wear a shirt, pants and shoes to compete in the league. (No steel spikes shall be worn)
- Sec. 2 The Home Team will furnish strap down bases (where applicable) and all game balls including the new game ball supplied by the league or forfeit in their absence. Legal bats are posted at this website: www.ussa.com It is the player's responsibility to conform to USSSA rules concerning equipment.

RULE 2. THE GAME

- Sec 1 Starting and Ending
- A. All league games, including makeup games for rainouts, will take priority over other games in which a team is involved. Rainouts will be rescheduled at Diamond availability. It is each team's responsibility to inform the League Director of other league conflicts.
- B. The Home Team will keep official score but the visiting team's score will be official in the absence of a Home Team scorer. It will be the responsibility of the other team to check the score after each inning, no review will be allowed past this point.
- C. Team managers and players are required to report to the field plus exchange line-ups prior to game time and be prepared to play at game time.
- D. Before the game begins, each team manager (or acting manager) MUST identify himself as such to the game officials at home plate before the game can be started.
- E. The home team may be changed by mutual agreement of the teams.
- Sec. 2 Winner of the game
- A. Team ahead by: (1) 20 run differential after 3 official innings (2) 15 run differential after 4 official innings (3) 10 run differential after 5 official innings (4) 15 run differential by visiting team in the 6th or 7th inning.
- *B. All league standing ties will be decided as follows: (1) **Team with least forfeited losses due to ejections.** (2) Team with least forfeited losses (3) Season series between the teams involved (4) Won/loss record among the teams involved; (5) Least runs allowed between the teams involved; (6) Least total runs allowed during league play; (7) Toss of the coin.
- C. Both teams will be credited with a ½ game in the standings for games ending in a tie as a result of time limits.
- Sec. 3 Forfeited Games
- A. Forfeit time is game time except for the first game on a diamond. In this case, it will be 10 minutes after the scheduled time of the diamond's first game; those 10 minutes will be part of that game's 60 minute time limit. All remaining games commence immediately following the previous game's completion.
The initial game will commence immediately upon the arrival of the necessary player, and the format will be double innings for the first 4 innings followed by the normal single inning format. The forfeit shall be enforced when the ninth player is unavailable.
- B. Should any team forfeit 3 calendar dates and/or drop from the league, they will be eliminated for the entire season. All remaining games and fees will be forfeit; therefore no substitute team will be accepted.
- Sec. 4 Protested Games
- A. Protests must be made at the time of the play (that is before the next pitch) and must be received in writing at the applicable league office within 72 hours of the game
- B. Any illegal player (suspended or non roster) participating in a league game will cause forfeit of the game and the player plus the game manager will be suspended for 1 calendar year from the date of the game.
- C. All player eligibility protest must be made while the player is active in the game; protest money must be **received** by league director within 72 hours of the game, along with the player's signature.
- D. Three league umpires not involved in the game will rule on any and all protests, except E (below). All written protest must be accompanied by a \$50.00 fee. Protest money will be returned if the protest is upheld.
- E. Any protest during a playoff game will be resolved before play continues. All protest must be accompanied by a \$50.00 fee to the league director. Protest money will be returned if protest is upheld.
- F. Any team forfeiting a game because of player ejection will vacate the playing field immediately and **NOT** be given any practice time.

RULE 3. SPECIAL PLAYING RULES

- Sec 1 The batter is out if a second strike is called. The batter is awarded first base when three balls are called.
- Sec 2 Any batter hitting a foul after one strike will be out, and the ball is dead, plus no advance if a catch is made.
- Sec 3 In a league where a home run limit per game is imposed, all fair untouched fly balls over-the fence in excess of the limit will be ruled and out, the ball is dead and no runner can advance.
- Sec 4 League games will observe a time limit – NO inning will **start** after 60 minutes of play have been completed.

RULE 4. UMPIRE

- Sec 1 When an altercation occurs, the umpire shall eject any and all players deemed necessary to maintain order. A report **SHALL** be turned into the league listing the names of the ejected players, and a description of the occurrence. If the manager (or acting manager) refused to provide this information, the umpire's report will so indicate. The executive board shall then take any action they deem necessary.
- Sec 2 Any umpire not fit to officiate can be written up by a minimum of three league teams and the fitness will be ruled on by the board.
- Sec 3 All exposed items judged to be hazardous or potentially dangerous by the umpire, such as neck chains, watches, bracelets, or earrings that extend below the ear lobes may not be worn during the game.

RULE 5. DOUBLE HEADER SPECIALS

- Sec 1 Forfeit time for the second game of a Double-header involving the same two teams on the same diamond shall be 20 minutes after the first game forfeit has been declared.
- Sec 2 Double-header league games involving the same two teams will operate with a 120-minutes time limit. The first game will be played to completion and the second will be called at the 120-minute limit but considered official regardless of the number of innings played.

(OVER)

RULE 6. PLAYERS AND SUBSTITUES

Sec 1 Eligibility

- A. A player may play for only one team in each league. Players listed in more than one league team roster must declare the team of choice for the playoffs before the playoffs begin, or all the player's teams will be expelled.
- B. Mixed or Coed League Specials
 - (1) Teams must have a minimum of 5 females in the line up to start or continue the game.
 - (2) At no time can there be more than 5 males or less than 5 females in the field on defense.
 - (3) Total number of men in batting order cannot exceed the total number of females in the batting order. If additional female players are used, they must bat after each other.
 - (4) A female unable to bat, the first time up is an out. The male batter following is permitted to complete the result of game will be an out the next turn at bat.
 - (5) Females will pinch run for females and males for males as needed for Section 3F.

Sec 2 Rosters

- A. All initial rosters are due when the team picks up the initial schedule, and all roster changes must be concluded before the sixth game.
- B. A player must be 16 years old anytime before Sept. 1 of the current season to play in the adult league players under 18 needs to obtain a release form, which must be filed before play.
- C. All players MUST sign the roster form in order to be considered on the team's roster. Players NOT signing the roster are INELIGIBLE for play. Any eligibility protests will be judged accordingly. PLAYERS SIGNATURES MAY NOT BE ADDED AFTER THE ROSTER DEADLINE.

Sec 3 Participation in the Game

- A. A minimum of nine players are required to start or continue a league or playoff game. Starting lineups shall include only those players available at game time. It is at the manager's option to have a batting order of more than 10 players. **NOTE:** If a team cannot field enough roster players at game time, they may, with the permission of the opposing team, pick up enough non-roster players to equal; a total of 9 to play the game. The umpire must be informed of this agreement between the teams and the game becomes official. A team which allows non-roster players to play may not protest eligibility after that point. At no time may the picked-up's lineup exceed 9 players unless all of the non-roster players are removed from the competition and replaced with roster players.
- B. Substitutes (players not in the batting order) may be made at any time, EXCEPT FOR EJECTED PLAYERS. If a player is ejected from the game for any reason, the ejected Player's spot in the team's batting order will be declared an out every time that lineup position is due to bat.
- C. Any player leaving the batting order (without a replacement) will be an "OUT" the next turn at bat. Any player(s) in the starting lineup not available for the first turn at bat will be scratched at that time and will be an "out" that time only. These players may not be used as substitutes later in the game.
- D. A late arriving tenth player may be added at the end of the lineup at any point in the game.
- E. Late arrivals beyond the tenth player may be added at the end of the line up until the leadoff batter has begun the second turn at bat, otherwise the may be used as substitutes only.
- F. A runner may be used for a player injured (as a runner) one time per player per game during the game. This runner will be the player making the last previous out. If the "Last Out" pinch runner is required to bat before scoring – a second pinch runner may be used. The second pinch runner used will again be the last previous out not running the bases. The player removed for a pinch runner will be unable to play defense until that player's next rotation in the batting order is complete. Therefore, if any player, for whom a pinch runner has been used, bats the next rotation in the batting order instead of being out; any and all base running must be performed by the batter. No more runners will be employed if the said batter is unable to complete the trip around the bases. Instead of a second pinch runner, the manager and player will be ejected and the inning will terminate at that point regardless of the number of outs. No team will be allowed to play defense with less than nine (9) players. Any player removed for a pinch runner cannot be used as a pinch runner anytime during the game.

Sec 4 Player Conduct

- *A. Managers (or acting managers) are responsible for the conduct of their team ON and OFF the field when dealing with umpires. **Any team involved in a team altercation resulting in a forfeited game due to fighting is ineligible to win their current league.** Managers (or acting manager) are responsible for team conformance to facility rules regarding "carry-ins". Violation of these requirements could result in game forfeiture.
- B. Only the manager and the involved player will be allowed to discuss a play with the umpire; if the umpire allows any discussion. Any player leaving his position or players leaving the bench will be subject to ejection from the game.
- C. No beer drinking will be allowed in the dugout area. The umpire will remove all players and fans from the area. With this removal, a warning will be issued and a further occurrence will result in an ejection for the offender form the game.
- *D. Any player, coach, or manager touching an umpire or league official is automatically ejected from the game, and is on suspension for 1 calendar year. At any time reinstatement will be investigated by the suspension board.
 - (1) A single game ejection for any reason carries an additional game penalty for the offender **plus the offender cannot play until that team's manager of record talks with the League Director.** That additional game could be a second game on the same date.
 - (2) Should a player, coach, or manager be affected for a second time during the season or playoffs, all remaining eligibility will be forfeit, and the executive board will review the possibility of the player, coach, or manager to compete next league sessions and/or season.
 - (3) All suspension are to be ruled on by the board composed of the league director and the umpire-in- chief and 3 outside parties.
 - (4) Should a player, coach, or manager be ejected for second time during the calendar year from any Omnibus Softball Association officiated league, all remaining eligibility for any Omnibus Softball Association officiated league will be forfeit, and the executive board will review the possibility of the player, coach or manager to compete the next league session and/or season. **League directors reserve the right to lengthen any suspension.**
- E. The team manager (or acting manager) MUST, under penalty of suspension for failure to do so, furnish the umpire with the name of any individual ejected from a game. The manager (or acting manager) MUST furnish this information when requested to do so, or the team will not be permitted to compete until the information is provided to the league director.
- F. If an incident occurs at the conclusion of a team's final game of the season, whether league play or playoff, which would be cause for ejection and possible suspension, the manager of that team MUST furnish the names of any offenders to the umpire when requested to do so. Failure to comply with this rule may result in suspension of all the players on this team's roster the following season at the discretion of the board composed of the umpire-chief, the league director, and 3 outside parties.
- G. Any season suspension imposed on a player, coach, or manager will be sanctioned by **ALL Omnibus Softball Association leagues** using game officials furnished by the St. Charles Umpire In Chief.
- H. **Umpires are strongly encouraged by league officials to enforce rules governing foul language and/or unsportsmanlike conduct. Any player cursing an umpire, teammate, member of another team, spectator, or league official may be ejected from the game.**
- I. Player Ejections.

	Automatic ejections:	Warning of ejection:
	Fighting	Interfering with batter's line of vision
	Crashing a defensive player	Harassment from bench
	Touching or threatening an umpire	Fake tag – no slide
	Obscene language at an umpire	Failure to resume game when requested
	Fake tag if runner slides	Beer drinking in dugout
	Leaving a defensive position to argue	Profanities
	Throwing any equipment	Leaving the bench to argue
	Obscene gesture at an umpire	Repeat of any offense