



Sunday Softball League

Rules

1. The WSSL is an ASA Slow Pitch League governed by ASA rules for 2016.
2. Initial team rosters and payment must be submitted to the league by April 8, 2016. Rosters will consist of up to 20 players. Rosters may be updated through June 10th, 2016 providing that the P&R office is notified 24 hours in advance of the game. It is the responsibility of the team captain to submit roster to the league commissioner prior to them playing in a game. Players must play in a minimum of half of the league games during the season to be eligible for the playoffs.
3. A player may only play for one team during the course of the season. Violation of this will result in a forfeit. Exception: If a team drops out in the 1st 3 weeks that teams players if they still want to play can be divided up into the other teams as per requests. This will be monitored by the Parks and Recreation Dept.
4. Game results: The Winning team is responsible to email scores to: sweller@watertown-ny.gov. Scores can also be called in to the office at: 785-7763. All scores are due no later than Wednesday at 4:00pm. Any score not submitted by the deadline will result in that game being scratched from the schedule. Neither team will receive a win or a loss. NO EXCEPTIONS.
5. At the pre-game captains meeting with the umpire captains need to review league rules and field ground rules.
6. The pitching is lob pitch, no speed at all on the pitch. The arc is 6ft.- unlimited from the ground. An illegal pitch will be called, while ball is in flight to the plate, if either the pitch is too low or too fast. If a batter swings at or contacts any illegal pitch, it is nullified and all play stands (live ball). If the batter does not swing a ball will be called on the batter.
7. The Mound is 50 feet from home plate. If there's a pitcher's rubber the pitcher's must have at least one foot in contact with the pitchers rubber.
8. Bases are 70 feet.
9. 3rd Strike foul the batter is Out.
10. No metal spikes - anyone wearing metal spikes will be removed from the game until they can change to rubber cleats or sneakers.
11. Each team must field at least 9 players to start the game. If a team cannot field 9, it must forfeit. If a player has to leave once the game has started, that team may continue to play as long as it can field 8 players. If they cannot field 8, they forfeit. One of the 8 Players must be a catcher.

12. **COURTESY RUNNER** ó Each team is allowed two courtesy runners per game. It is always the last batted out. Any additional runners should be agreed upon before the game. In the 1st Inning with no outs the last batter in the order will be the runner.
13. **20 RUN / 15 RUN RULE** - If a team is leading by 20 runs at the end of Three and one-half (3-1/2) innings, four (4) innings if the home team is losing. If a team is leading by 15 runs at the end of Four and one-half (4-1/2) innings, Five (5) innings if the home team is losing; or if after 5 innings, the complete inning thereafter; the game will be stopped and regarded as complete. This will be enforced for the Regular Season & Playoffs.
14. You may bat up to 12 players as EH (Extra Hitters). The 9th through 12th players may be added to the lineup as they arrive. The players can substitute for players in the field. But if you start with 12 you must finish with 12 players in the batting order or when that turn comes up it will be an out. Teams must also state number of batters before the game.
15. If there is a play at any base, the base runner must go down (slide) or avoid the play (get out of the way). In the eyes of the umpire, if he believes interference occurred, the batter and/or base runner can be called out.
16. Games are scheduled for seven (7) innings. Four and one-half (4-1/2) innings are necessary for a game to be considered complete, five (5) innings if the home team is losing. After the 5th inning then revert back to the last complete inning and the game is over, if the game is tie then teams will receive a tie, regular season.
17. All players must have a shirt signifying at minimum, the team's color and player's number that they are representing. There is no penalty for this rule. It is suggested to promote positive appearance for the team and league.
18. All bats utilized in the WSSL must be on the American Softball Association (ASA). For a certified listing visit:
(http://www.softball.org/about/certified_equipment.asp). Then select bats, select go and review pdf file.
19. **Shaved/Altered Bats** - Anyone caught with a shaved bat your team will forfeit the games that day (2 games) and forfeit your previous 2 wins. Plus the player with the shaved bat will be suspended for the remainder of the year. There will be random testing during the season as well as prior to regular season and playoffs.

20. Game times are noted on the schedules. Forfeit time is START TIME (there is no grace period) for the 1st game of the day and 15 minutes for the 2nd game (if playing back to back games) to be declared a forfeit. Reasonable exceptions can be made if the 1st game runs late. There will be no grace period for game two, when a team has a game off in between. Example: A team plays at 10:00 and 1:00 or 11:30 and 2:30. The second game will start on time, with no grace period.
21. **Anyone thrown out of the game by an umpire will receive an automatic two game suspension, up to an indefinite period of time based on the circumstance.** If the same player gets thrown out of another game that player is suspended for the remainder of the season including playoffs. The Parks and Recreation Department will review all ejection's.
22. Player suspensions will carry over from one season (year) to the next.
23. In the rare event that both umpires do not show up for a scheduled game, the game will be rescheduled. If one umpire is present, the game will be played and will not be rescheduled.
24. Protests ó In order to protest, the captain must have a copy of the bylaws in hand.
25. Inclement weather: A league decision on rainouts will be made by 8:00am on Game day and will be posted on the Facebook page. Team captains will also be notified immediately. If there is no message stating the game is cancelled, consider the game on.
26. Two (2) forfeits are allowed per season. On the third forfeit, the team is automatically dropped from the league.
27. All teams are to clean up any mess they have made at all fields.
28. Alcoholic Beverages and any illegal or controlled substances are prohibited on or near playing fields at all times. **ANY TEAM, OR MEMBER OF A TEAM CAUGHT VIOLATING THIS RULE MAY SUBJECT HIS TEAM TO DISMISSAL FROM THE LEAGUE. IN ADDITION, THE CURRENT GAME WILL END IN A FORFEIT. THIS RULE WILL BE STRICTLY ENFORCED.**
29. Any spectator consuming alcoholic beverages will be subject to a ticket from the WPD.
30. Teams can play 3 or 4 Outfielders in 10 Man Softball. If they play 3 Outfielders the extra player can play in the infield.
31. The Batter will start with a 0-0 count in this league.
32. Forfeit Score will be 15-0. If your team forfeits games it will affect your playoff ranking. The team with most forfeits in a grouping of teams with the same record goes to the bottom of that grouping.
33. DH Rule - This is not an ASA Rule, its a league rule. DH means a player that is not playing the field can bat for a player in the field. If a team utilizes the DH rule they may only use (1) EH.

34. Pitcher will be allowed 3 warm-up pitches after second inning
35. Pitcher will have up to 10 seconds to deliver the ball once it has been received from catcher.
36. No Quick/Fake pitch. (Warning, then illegal pitch)
37. Players must be 18 years of age or older to participate in the WSSL. Any team caught using a player under the age of 18 will forfeit the game and the team manager will be suspended 2 games. Adult only league.
38. The team captain will be suspended for one game if a team is found to be playing someone that is not listed on the official roster, held with P&R Dept. A second offense will result in the team captain being suspended from play for the remainder of the season.
39. Runners may leave the base on a swing and a miss by the batter.
40. Playoffs ó Each round, except play-in game, will be best two out of three games. Top 12 teams make the playoffs. All play in games will be a single game. Higher Seed Home 1st and 3rd game.
41. Tiebreakers: (Head to Head, Run Differential in Head to Head games, Runs Allowed, Runs Scored, If still tie then coin flip.
42. Each team is allowed to have NO MORE than 10 bats (approved) per team.
43. Mats will be provided to each team in 2016 and to any new team thereafter. Teams who fail to return their mat will not be issued one the following year and will be required to provide their own. Mat dimensions will be available at the P&R office.