

# **Rules of Play of The Greater Los Angeles Softball Association**

Website: <http://glasasoftball.org>

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## **ARTICLE 1. SOFTBALL RULES OF GOVERNANCE**

### **1.01**

As a registered Amateur Softball Association (ASA) member, the Rules of Play will follow the current ASA Official Rules of Softball except where noted within these rules of play.

## **ARTICLE 2. SCHEDULE**

### **2.01**

The Board shall publish the schedule by the start of League play. The schedule will list the date, time, and place of each League game. It will also include the League logo, the League's website address, the telephone number for the field conditions hotline, the game time limit, the method upon which the home team is determined, and brief directions to the playing fields.

## **ARTICLE 3. GAME START TIME**

### **3.01**

The start time of all GLASA games shall be the scheduled game time. However, if prior games end early, an umpire may start a game early if both managers agree. And, if games are running behind, teams should be ready to play at the conclusion of the previous game. At the conclusion of the pre-game meeting held by the umpire with both team managers, the umpire will announce the official game start time.

## **ARTICLE 4. FORFEITS**

### **4.01**

Official game time plus 5 minutes is forfeit time. The waiting period of time is counted as part of the scheduled playing time. Any team not able to field nine (9) players by the forfeit time of their game shall forfeit the game. A forfeited game shall be scored as 20-0 in favor of the team not at fault. The team that forfeits the game is responsible for paying the umpire fee for both teams (see Article 8). A double-forfeit game shall be scored 20-20 and considered a loss for both teams. In this case, both teams will pay the total umpire fee.

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## **ARTICLE 5. GAME TIME LIMIT**

### **5.01**

The game time limit is on the League schedule and will be set when the schedule is published. A new inning shall not start after this time limit. The home plate umpire will be the official timekeeper. In the Spring/Summer season only, if the game is tied at the end of seven (7) innings, or at the end of the regulation game time limit, a maximum two (2) innings tiebreaker will be used. Starting with each half inning, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half-inning being placed on second base. If there is not a winner after one (1) tiebreak inning has been completed, then the second tiebreak inning will be played. After two (2) tiebreak innings are played, then the game score shall be final.

## **ARTICLE 6. RAINOUT POLICY**

### **6.01**

For days where the weather and/or field conditions may impact the scheduled games, the League has a recorded message telephone number (the field conditions hotline), as noted on the game schedule, which League members may call in order to determine the status of games for that day. On days with possible adverse weather and/or field conditions, the League will update the message one-half to two (2) hours prior to the first scheduled game or earlier if known. Without any up dated information to the contrary, teams should report to the fields. Once teams are told to report to the fields for play or when teams are at the fields for play and adverse weather and/or field conditions happen, the umpire will be responsible for determining if field conditions will allow the remaining scheduled games to be played.

## **ARTICLE 7. PLAYING FIELD RULES**

### **7.01**

Whenever possible, the League and the umpires will develop standard written rules for the fields that are to be used for League softball play. If developed, these rules should be available at the beginning of the respective softball season. As of this revision, there exist written rules which govern the field boundaries for Whittier Narrows Park. The rules are available in a separate document, Whittier Narrows Field Boundaries.

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## **ARTICLE 8. UMPIRE FEES**

### **8.01 Umpire Payments.**

At the beginning of each game, each team manager is required to pay one-half the umpire fee as determined prior to the start of League play. If the game is a forfeit, the team at fault must pay the entire umpire fee. A forfeiting team is encouraged to pay the umpire all or part of the required full fee at the field. For forfeiture games, the game umpire should submit a game score sheet and indicate if and how much the umpire was paid. If the team fails to pay the umpire at the field or for games forfeited prior to game time in which the umpire is not paid, then the umpire will be paid from the Team Forfeiture Bond.

### **8.02 Team Forfeiture Bond.**

A Team Forfeiture Bond will be established for each team in the amount of two (2) times the total umpire fee per game, and it must be maintained in full at all times by each team. If the Team Forfeiture Bond has been used to pay an umpire's game fee, then the team will be responsible for replenishment of the fund prior to the next scheduled game. In the event that a team dissolves or leaves the League, the bond will be refunded to the team. If the Team Forfeiture Bond is not replenished in full, the team will not be in good standing for future League games until the full bond is replenished.

## **ARTICLE 9. EQUIPMENT AND UNIFORMS**

### **9.01 Uniforms.**

In reference to the ASA rule on the wearing of uniforms, the umpires will enforce those rules regarding color and likeness of uniforms only as the rules apply to uniform shirts.

### **9.02 Bats.**

All bats used in the Spring season must pass one out of three of the tests by our bat testing machines to be eligible to be used in GLASA League softball games.

## **ARTICLE 10. LINE-UP AND GAME PARTICIPATION**

### **10.01 Line-up Sheets.**

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The line-up sheet is the list of offensive players in the order in which members of that team must bat and will be established before the game starts. As a minimum, the line-up sheet should state the last name, first initial, and uniform number. The line-up may contain 9, 10, 11, or 12 batters. Unlike regular ASA rules, starting a game with 9 batters does not cause the 10th spot to be an automatic out.

## 10.02 Submitting an Official Line-up.

At least five (5) minutes prior to the start of each game, the batting order will be submitted on the official line-up sheet to the home plate umpire. The line-up sheet will consist of all rostered players, both starting players and substitutes, who are at the game and in the dugout. The umpire will attempt to verify that only the legal number of players physically represented at the game is listed on the line-up sheet. If a line-up sheet is found to contain a player's name who was not at the game prior to their name being placed on the line-up sheet, the Executive Board could review the violation for written reprimand and/or game forfeiture. The starting players will be listed in batting order sequence with all substitutes noted at the end of the line-up sheet. The home team's scorebook will be considered official.

## 10.03 Losing a Batter to Injury

- a. **10 or more batters.** If a team elects to bat 10, 11, or 12 players and that team loses a player due to injury and does not have an available substitute on the bench, that team may continue to play; however, the team will be assessed an out every time that player's batting position comes up in the batting order. If the team loses a player due to ejection and does not have a substitute on the bench, the team will automatically forfeit the game.
- b. **9 batters.** A team that elects to bat nine (9) players and loses a player due to injury or ejection and does not have any available substitutes on the bench, will automatically forfeit the game.

## 10.04 Courtesy Runners.

ASA rules are used for courtesy runners

## 10.05 Late Arriving Players.

When a team begins a game by batting nine players, a late arriving tenth player may report to the umpire and may enter the game as soon as the umpire determines it to be appropriate. This player will become the tenth person in the batting order. Any other late arriving players must report to the umpire and will only be considered as a regular substitute. The batting order cannot be expanded past 10 players once the game begins.

## 10.06 Only GLASA Members May Participate.

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Anyone (including players, coaches, managers, scorekeepers, etc.) participating on the field or in the dugout in a GLASA game must be a GLASA member in good standing.

## **ARTICLE 11. EJECTIONS**

### **11.01 Documentation.**

If a player is ejected from a game, the Umpire Coordinator (UIC) will ask the umpire to provide a written description of the events that led to the ejection.

### **11.02 Review.**

All game ejections will be reviewed by the Commissioner or his/her designee. If the Commissioner determines the ejection to be flagrant, he/she may suspend the player for up to two (2) additional games. This additional suspension is not subject to appeal, but may be reduced or overturned by a two-thirds vote of the Executive Board. Additionally, if the Commissioner considers the act a violation of the GLASA Softball League Code, he/she may call for a disciplinary hearing per the GLASA Bylaws.

## **ARTICLE 12. PROTESTS**

### **12.01 General.**

In general, protests follow the procedures of ASA Rule 9 (Protests) in the current edition of the ASA Rules of Softball, except for playoff game protests (see Article 13). If possible, for protests of rule interpretation, the UIC will resolve the protest at the field of play before play resumes. Otherwise, protests must be followed up in writing. The written protest must be either mailed or e-mailed to the Commissioner and appropriate Division Representative. The written protest and fee (\$50) must be received by 9:00 P.M. of the Tuesday following the game that is being protested. The protest may be made by the Team Manager or Team Representative. Protests will be reviewed by the Executive Board as soon as possible and a decision will be issued in accordance with ASA Rule 9. If the protest is upheld by the Executive Board, then the protest fee will be refunded.

### **12.02 Player Ratings Protests.**

In addition to the type of protests defined by ASA (rule interpretation, illegal player, and ineligible player), a team may file a protest regarding a ratings point, if they feel that a player should have a specific point added. The protesting team must indicate to the umpire and opposing team manager or team representative what point(s) is/are being protested. Each protested point is considered a separate protest; therefore, a \$50 fee would be required for each protested point. The protest must be made during a GLASA league game in which the protesting team is playing against the player's team. The protest must be made

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before the umpires leave the playing field or, if the umpires will be officiating the next game, before the start of the next game. Protests will be reviewed by the Executive Board immediately and a decision will be issued. If the protest is upheld by the Executive Board, then the protest fee will be refunded. The Executive Board may also vote to place the protested player on the Ratings Review list for the RRC to review and vote before a final decision on the protest is determined. The GLASA Commissioner will determine the protest hearing procedures and communicate them to the protest hearing participants. NOTE: if the resulting change creates a situation where the player and/or team was ineligible for the protested game, the result of that game would be changed to a forfeit. If the protested player plays in any subsequent games prior to the Executive Board voting on the protest, the result of the Executive Board's vote will change the result of all games played including the protested game and all subsequent games played after the protested game prior to the vote of the Executive Board.

## **ARTICLE 13. PLAYOFFS**

### **13.01 General.**

For all playoff games, the League will provide softballs and at least one (1) umpire for each game and at least two (2) umpires will be provided for all semi-final and final games. The game time limit will be the same as used for regular League games. Rules for determining home and away teams are in the GLASA Softball League Code, Article 11.

### **13.02 Protests.**

For playoff games, all protests will be resolved by the Executive Board immediately, prior to both teams leaving the field. All applicable protest fees must be paid to an Executive Board member immediately following the game in order for the protest to be heard. If the protest is upheld, protest fees will be returned.

## **ARTICLE 14. GAME RULES THAT DIFFER FROM ASA RULES**

### **14.01 Starting a Game with 9 Batters**

Starting a game with 9 batters does not cause the 10th spot to be an automatic out. See Articles 10.01 and 10.03 for details.

### **14.02 Base Stealing.**

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There will be no base stealing allowed in league games.

## 14.03 ASA Bat Certification.

Umpires do not have discretion to allow bats that do not have the appropriate ASA certification mark.

## 14.04 Legal Pitch Height.

A legal pitch is between 6 and 12 feet high.

## 14.05 Out-of-the-Park Home Run Limits.

- A. The following are the divisional limits for out-of-the-park home runs
  - A Division, 4 per team per game
  - B Division, 2 per team per game
  - C Division, 1 per team per game
  - D Division, 0 per team per game
- B. Once a team has reached their maximum out-of-the-park home runs, any additional out-of-the-park home run will be considered an out.
- C. For the purpose of this rule, games between A and B teams will use the A Division rule. All other inter-divisional games will use the rule for the lower division.

## 14.06 Courtesy Foul

One courtesy foul will be awarded after the second strike.

# ARTICLE 15. PICK-UP PLAYERS (FALL SEASON AND INTER-LEAGUE GAMES ONLY)

## 15.01 Definition.

A pick-up player is a roster addition for one game only. A pick-up player must be a league member in good standing and may be on the current roster of another team or a member-at-large (provided he or she has paid the applicable fee to participate in the fall season).

## 15.02 Roster Rules

1. **Number of Pick-up Players Allowed.** For fall season and inter-league games, a team may add up to three (3) pick-up players to their roster for any league game.
2. **Roster Limitations.** A pick-up player must not cause a team's roster to violate ratings limitations for the division of play. That is, the player's rating must fall within the acceptable range for the division and the player's rating must not cause

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the team's rating to go above the acceptable range for the division. It is permissible, however, for a pick-up player to temporarily increase a roster size above the maximum number of players. It is also permissible for a pick-up player to cause the number of heterosexual and/or non-resident players to go above the maximum allowable.

3. **Division of Play.** For the purpose of this rule, if a game is between teams from two different divisions, the higher division will be deemed the division of play for that game. For example, if a C Division team is playing against a B Division team, the C team may pick up players such that their resulting roster would fall within the roster limitations for a B team.
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## **15.03 Line-up Sheets.**

Pick-up players should be noted on the line-up sheet by circling the player's name or placing a "PU" by the player's name. A pick-up player may not be added after the game begins.

## **15.04 Uniforms.**

If the team that uses a pick-up player does not have an available uniform for the pick-up player to wear, the pick-up player should wear the uniform of the team on which he is rostered, even if it results in a duplicate uniform number.

# **ARTICLE 16. AMENDMENTS**

## **16.01**

The method by which these Rules of Play may be altered, amended, or repealed and new Rules of Play adopted is by a majority vote of the entire Commission. Adopted amendments should not be effective until the current season is completed or prior to the start of the next up-coming summer or winter season, whichever comes first, unless the amendment specifies otherwise.