

Des Moines 2015

Monday Coed & Tuesday
Men's League

Rules and Regulations



PHONE NUMBERS:

FIELD HOUSE: 206-870-6527

FIELD HOUSE FAX: 206-870-6578

RAIN-OUT LINE: 206-870-6597

EMAIL ADDRESSES:

Rick Scott RSCOTT@DESMOINESWA.GOV

Des Moines 2015 Monday Coed & Tuesday Mens League League Rules and Regulations

Coed Recreation rule only 200' LINE, WHICH MEANS NO OUTFIELDER WILL BE ABLE TO CROSS THIS LINE UNTIL THE BALL IS HIT FOR MEN AND WOMEN. IF THE UMPIRE SPOTS AN OUTFIELDER INSIDE THE 200' LINE THAT PERSON WOULD BE AWARDED ONE BASE. Infielders need to be within a one normal step length of the dirt if the infielder wants to be in the grass. If the infielder is playing farther than a step then the infielder will get a warning because they are infringing on the 200' rule. The next warning will result in a free base.

1. **Regular ASA** rules depending on your league will be followed with the exception of any league rules stated from here.
2. **Home Team:** Home team will be the second team listed on the schedule.
3. **Game Times:** DEPENDS ON THE NIGHT AND NUMBER OF TEAMS
4. **Balls:** Coed League will play with an 11" & 12" MSP = .44 softball. The Home team will provide one new 11" & one new 12" game ball to the field as well as backup softballs if needed per game. After the game the home team will keep the balls. **Men's League** will use a 12" 52/300 core.
5. **Time Limit:** No inning will begin after 1 hour and 10 minutes of play unless the game is tied. Extra innings will consist of two additional innings if needed. The batting team will start with international rules where a runner will start at 2nd base. After two innings if the game is still tied, the result of the game will be a tie.
6. **10 Run Rule:** If a team is ahead by 10 or more runs after the 5th inning they shall be declared the winner. **MERCY Rule** will be 20 runs by the end of the 4th inning. The leading team will be declared the winner.
7. **Forfeits:** Minimum number of players needed to start a game is nine must have at least 5 of one sex (male or female). If a team plays with 9 players, they must take an out for the missing player each time their spot is passed in the batting order. A tenth player can be added to the lineup at any time. If a team does not have enough players they will be allowed a 5 minutes grace period. After 5 minutes and there is still not enough players to play the game it will declared a forfeit. At this time the teams are allowed to play a practice game until the next game is supposed to start. **All grace period time used is deducted from the 1-hour & ten minute time limit of the game.**
8. **Batting Order:** Teams may bat any number of players (minimum of 10) as long as they list an equal number of males and females in the batting order. A team may bat 1 extra male or female but must take an out in the spot where the opposite sex would be if they were batting an equal number. These players may play defensively with free substitutions. Teams must alternate sexes (example if batter 1 is a male then 3, 5, 7,9,11, etc. should all be males. Which means 2, 4,6,8,10,12, needs to all be females? Players not listed in the batting order may be added to the roster like a normal baseball substitution.)

9. **Score:** The Home team will keep the official scorebook. We suggest both teams have a scorebook and keep score. (If this is done it might be a good idea to check books between innings.)
10. **Roster:** A 20 person maximum preliminary roster is due with your registration and payment. Roster will become final on June 13. All players must be at least 18 years of age or graduated from high school. If someone wants to play who is younger than 18 they need a parents signed release and permission from Rick Scott (League Director). A player can only play on one coed team in the Des Moines Coed League. A Player **MUST** play in at least ½ of all league season games to be eligible to play in the playoff games at the end of the season.
11. **Defensive Positioning:**
- OUTFIELD:** Two males and two females must play in the outfield at all times.
 - INFIELD:** Two males and two females must play in the infield at all times.
 - PITCH/CATCHER:** The pitcher-catcher position must consist of one male and one female.
12. **PITCHING:** Each batter will start with a 0-0 count and there is no courtesy swing. The pitching mound is 50' away from home plate, and all pitchers must be touching the rubber when the pitch is started.
13. **Walking Rule: (COED)** Any walk to a male batter if THE FIRST FOUR PITCHES ARE STRAIGHT BALLS it will result in a two base award (the batter goes to second base they must touch first base on the way.) If less than two outs the woman has to bat, if there are two outs the woman has the option to bat or take an automatic walk.
14. **Progressive Home Run Rule: Coed League 2 and then progressive – Men's League 3 and then progressive.** Each team will be allowed the allotted amount of over the fence home runs for the game. Once both teams reach the amount home run rule, each team will be allowed to hit one home run. Which means no team can be more than one over the fence home run a head. If the team hits a home run and this puts them at two home runs ahead of the other team, that home run will be considered a dead ball out. (Any excessive over the fence home runs will be a dead ball out. The home team in the bottom of the last inning cannot go a head by the number of home run they can only tie.)
15. **Courtesy Runners:** Courtesy Runners may be used for league play. The courtesy runner will be a runner of the same sex who made the last out, or the last batter to cross the plate if the last out is too close in the line up to run. Courtesy runner will be allowed after the batter reaches their desired base and timeout is called. All players must get to their desired base on their own.
16. **Protests:** Protests will not be allowed on umpire judgments, only rule violations. A ruling should be made immediately on the field by the umpire if possible. Any protests must be made verbally to the umpire before the next pitch is made. As soon as the protest is made, a written protest needs to be made and accompanied with \$25.00 sent to Rick Scott. The \$25.00 fee will be refunded if the protesting team wins the protest. Any time used to pursue a protest will be taken out of the game allotted time.

- 17. League Representatives:** Each team needs to provide a league rep; this can be either the captain or the person who organized the team. If there is a topic that needs to be voted on by the league and there is an even number of teams, the league director Rick Scott will have voting power.
- 18. Footwear:** No metal cleats or spikes will be allowed.
- 19. Rain Out Games:** If the weather is questionable or the fields are questionable the maintenance crew will make a decision by 3:00pm. If the games are cancelled the captains can call the rainout number at 206-870-6597. If the games are scheduled to be played and the weather has taken a change for the worse either the umpire or field supervisor can make the decision at game time. All rained out games will be made up at the end of the season. If the standings will be affected by the makeup games.
- 20. Supplying False Information:** Any player(s) identified supplying false information to compete in the league(s) will be suspended for a minimum of one (1) year and cause his/her team to forfeit any games he/she played in. All cases will be forwarded to District and State A.S.A. offices for consideration of further penalties.
- 21. Pick-up Players** – teams are permitted to add or substitute a maximum of two players as follows:
Pick-up players must be on an A.S.A. roster by the June 14th deadline.
No exceptions for this rule will be made.
Players may only play up from the highest level they are currently participating at each night. For instance, no Men's D= division will be allowed to play in the Rec. division.
The opposing teams must be made aware of and agree on pick-up players prior to the start of a game. Consent must be proven with a **Pick-up Player Consent Form**, which is to be signed by both team managers and player(s) on the bottom of the home teams score sheet, if the opposing team agreed on the player then they cannot protest that player playing.
If the opposing team does not give consent to the proposed pick-up player(s), the game will be ruled a forfeit if they play.
Use of pick-up players without an opponent's consent is illegal, and grounds for forfeit. All such cases will be brought to Rick Scott for further review.
- 22. Forceful Play- (SLIDING & FORCE OUTS)** sliding may be either head first or feet first. Any bowling over of a player on purpose decided by the umpire will be an automatic out. If a player makes an attempt to avoid the defensive player and contact is made it is up to the umpire to decide if it was forceful or not if it is decided to be forceful by the umpire then the player is out. If the umpire feels the player tried to avoid contact or accidentally made contact the umpire can call the player safe. ..
- 23. Umpires-** Umpires will warn players and/or teams of rules infractions. The umpire has the power to eject offending players or teams and call a forfeit of a game for misconduct. Please review the player Misconduct section. The umpire will file a report of the ejection with the facility supervisor. Ejection and/or forfeits will be reviewed for further action by Rick Scott and will discipline according to rules.

- 24. Misconduct-** Misconduct will not be tolerated. The manager and coach are responsible for their team and fans behavior. Umpires will use the manager and coach as the avenue of communication and put the burden for player behavior on the manager and coach when dealing with player misconduct. In case of misconduct, Rick Scott will take disciplinary action. Any disciplinary action will be reported to state A.S.A. officials.
- 25. Ejections-** An ejected player is required to sit out two games and be put on a three (3) game probationary period. A player ejected while on probation will be suspended for his/her next six games. If a player is ejected for fighting both parties will be looked at and judgments will be made the next business day or as soon as possible if the next business day is not applicable. A manager or coach ejected from a game shall be required to appear before Rick Scott to explain the circumstances. The umpire who ejected the coach will also be at the meeting or provide a statement of the incident. Any player or coach, who subjects an umpire to unnecessary verbal or physical abuse after a game or after being ejected, may be suspended indefinitely. Umpires who eject a player(s) or coach (es) from a game are required to submit a written report to Rick Scott by 10:00 AM the next working day. A player will not have to sit out a game if they were ejected for illegal substitution or a non-misconduct ejection. **If an ejection happens in the second inning or earlier and the game goes at least 5 innings, that will count as 1 of the games to be suspended.**
- 26. Tiebreaker Rule-** During the game if the game ends in a tie we will use international rules to finish the game. This means the last person that batted will be put on second base for each team. The game will go no longer than 10 innings. At the end of the season two (2) or more teams are tied for the league title, head to head competition will be the first determining factor for a tiebreaker. If teams are still tied after the head to head determination, a single elimination playoff will take place.

NO ALCOHOL INSIDE THE DUGOUTS!

