

**50 PLUS SOFTBALL IN CAPE CORAL, INC.  
2019 LEAGUE PLAYING RULES - REVISED**

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## 50 PLUS SOFTBALL IN CAPE CORAL, INC. LEAGUE AND PLAYING RULES 2019

Refer to ASA Participant Manual – Official Rules of Softball for a comprehensive, definitive explanation of all rules.

**THE LEAGUE:** the league will play under the official Amateur Softball Association Rules and Regulations unless state below. **NOTE:** Managers and umpires do not have the option of mutual agreement on written league rules.

1. **DUES:** League dues are to be paid by all members before the draft. The Board will decide if a player, who cannot afford to pay the dues, will play. If a player leaves a team as a result of injury or for an emergent personal reason, e.g. family circumstances or responsibilities, before ten of the scheduled games, they may be entitled to a pro-rated refund. If a member of the league is suspended or has been ejected from the league, that member will not be eligible for a refund. There will be no refund after one-half of the season has passed. Any player 80 years or older, who has been a member of the league for two years or more, will be exempt from paying dues. Players joining the league after the second half of the season begins will be charged league dues on a prorated basis.

2. **NEW PLAYERS:** New players may be requested to verify their age with the first application. All new players must be interviewed by at least one board member to be eligible for the draft. Players must attain the age of 50 years within the year they will play in order to be eligible for membership in the league.

3. **DRAFT/MANAGERS/PLAYERS:**

a. **The Draft:** The draft will be conducted before the start of each season.

i. Each team will have a Manager who will participate at the draft to select members of their team. Non-playing members of the league are eligible to be selected by the Board to manage a team. The non-playing manager will remain as a non-playing member throughout the season. The membership dues for a non-playing manager will be assessed at \$20.00 less than the fee paid by playing members.

ii. Each Manager will select a card from a regular playing deck to determine the order in which they will participate in the draft, the lowest card picked will pick first in round one, second lowest picks second, etc. with a rotation in the following draft rounds, until each manager has a draft pick.

iii. Managers may trade their draft picks at the evening of the draft without Board approval.

iv. A player who is not selected in the draft and wishes to be a Pool Player must pay the regular league dues. They will be placed on a team when a team is in need of a replacement player as appropriate.

v. Players who miss the draft because of late application and wish to join the league as a pool player must pay the regular dues and will remain a pool player until a team is in need of a replacement player as appropriate.

b. **Managers:** Managers will determine the field positions of the members of their teams. It is also the managers' responsibility for the following:

i. To pick pool players if needed;

ii. To obtain all contact telephone numbers for players on their teams for purposes of emergency, e.g. if there is a change in schedule, location of a game, or a medical emergency;

iii. Fill out a Replacement form furnished by the Board upon request by the Manager and present it to the Board for consideration, if a replacement player is needed;

iv. To provide the name of the designated pitcher of their team before the first game of the season;

v. To designate a temporary Manager to fulfill all managerial duties for the team for games at which the manager anticipates being absent, examples: picking pool players, if needed, representing the team in any discussions with the umpires during the game, providing completed game line-up sheets;

**c. Players:**

i. Team members who do not accept their designated positions will be automatically suspended until a review is conducted by the Executive Board;

ii. Players will turn in their game shirts at the end of the next to the last game of the season. Any player who does not return their shirts will be assessed \$10.00 which will be added to their dues for the following season.

iii. Players abandoning their team for no valid reason, i.e. to play in another league with a conflicting schedule or because of a conflict with the manager or other members of their team, will be suspended for the remainder of the season and the subsequent season. If the player abandons any team for a second time the player will be expelled from the league for a period of seven years.

iv. Players found using altered bats as described in ASA Rule 3 will be suspended indefinitely from the League.

v. Any player possessing an illegal bat in the dugout or using an illegal bat during the game in which the player is participating will be subject to suspension from the league immediately & indefinitely. Managers of the team for which the player is playing will also be subject to suspension.

vi. **Veer or Slide:** A runner who is advancing from first base to second base must either slide or veer out of the way. If there is any contact made by the runner with the defensive player, the runner and the batter will be considered out. If the ball is dropped by the defensive player in the course of the runner veering or sliding, the umpire will determine whether the runner will be called safe or out. This will be based upon the runner's position in relationship to the base.

**d. Team:** When a team loses two or more players bringing the team roster to ten players and these players will miss four or more consecutive games, the team manager may submit a completed Request for Replacement Player form provided by the Secretary of the Board for a replacement to bring the team roster to eleven players. The exception to this rule is if a team loses players before the start of the season, the Board will attempt to fill those positions from the available pool players, taking into consideration the level of ability of the missing player in its replacement. If a team loses a player for four or more games after the draft, during the season, and that team's roster drops to ten players or less, the Board will confer with the managers of all of the teams for an equitable replacement.

4. **TEAM ROSTER:** Each team roster shall consist of a minimum of eleven eligible players. If pool players are needed, there will be maximum of eleven players on defense. All players on the roster must play a minimum of three innings defensively. All team members must bat.

5. **TRADES AND TRANSFERS:** If a manager wishes to trade a player after the evening of the draft or a player wishes to be transferred, they must submit their request to the Executive Board. The Board will then try to work out the trade or transfer providing the managers involved agree. If a transfer cannot be arranged, the person requesting the transfer will remain on the team.

6. **SUSPENSION/EXPULSION/VIOLATION:** Any unsportsmanlike behavior by a league member that threatens or intentionally harms any player, coach, umpire or employee of the City of Cape Coral is grounds for and constitutes reason for suspension or expulsion from the League as determined by the Executive Board. Examples of unsportsmanlike behavior include but are not limited to profane language, intoxicated condition, physical contact with an umpire (this is also a felony), and fighting with another player or spectator. Physical contact with an umpire is a felony and can result in arrest.

a. An ejected player will leave the game and an out will be charged every time the ejected player's turn at bat comes up. If a second player from the same team is ejected in the same game, the team will forfeit the game.

b. Any person suspended, sanctioned, barred or banned from participating in any league or sanctioning body shall also be suspended from participation in all City of Cape Coral sports leagues until the rendered suspension expires.

c. Effective date of suspension is immediately upon receipt of a written or verbal notice of suspension by the League.

d. The team from which a player has been suspended will be eligible to draw a pool player or replacement player for the suspended player until the suspension expires.

e. Actions of any league member who violates the rules and/or the spirit of the league will be reviewed by the Executive board which will determine appropriate consequences.

7. **INJURED PLAYERS:** If a team player becomes injured during a game and cannot continue playing, the team Manager or designee may ask for a replacement player. The opposing manager or designee may veto the replacement. Only one veto is allowed unless there is only one eligible player available, then the opposing manager may not exercise the veto option. An injured player who leaves a game may not play in any subsequent game that evening. The batting order will remain the same, eliminating the injured player with the replacement player batting in the order of the injured player for the remainder of the game. If one player is injured in a game and no replacement is available, the team will not be charged with an out each time the injured player would have batted. If more injuries occur on the same team, an out will be charged for each additional player, at the injured player's position in the batting order. When or if a replacement player becomes available at any time during the game, the injured player will be replaced at a field position determined by the manager and in the position of the batting order of the injured player for the remainder of the game.

8. **PLAYERS MISSING FOUR OR MORE CONSECUTIVE GAMES:** Eligible players may be placed on a team to replace players who will miss four or more consecutive games. The Executive Board will approve all of these placements once the application for a replacement player has been received by the Executive Board. The replacement player will be of equal ability but may be of lesser ability. The replaced player will not be able to return to their team until they have missed four scheduled consecutive games, at which time the replacement player will retain their original status as a pool player.

9. **PLAYER RESIGNATION:** If a player resigns or wishes to resign from a team, they must notify their manager immediately out of courtesy and consideration of their team members. They will not be eligible for the pool and will not be able to play for the remainder of that season.

10. **SCHEDULES**: The season schedule shall consist of a maximum of thirty games. Any games not played due to weather conditions will not be made up. If at the end of the completed schedule, teams are tied for first place and **all possible tie breakers are even** there will be one playoff game to determine the league champion.

11. **TEAM UNIFORMS**: All team members on the team roster must wear team uniforms consisting of matching shirts. Uniforms shall not be altered in any way. During cold weather, the team shirt may be worn under warm clothing. The umpire may check during the game to ensure that the team matching shirt is being worn by all players.

a. If a team member is not wearing their assigned team shirt after the second scheduled game, a warning will be issued to that player for that game. After receiving a warning, the team of the player who has received a warning will forfeit two runs to the opponent if any team member is not wearing a matching team shirt. The runs will be awarded at the end of the game. If more than one player on a team has received a warning and does not wear a matching team shirt, the team will forfeit five runs to the opponent for every player not wearing an assigned matching team shirt.

b. A team member who has been placed on a team indefinitely to replace a regular team member must wear a matching team shirt by the second game in which they play on that team.

12. **STARTING TIME**: The umpire and managers of each team will log in the official starting time before the game begins.

a. Scheduled start times are 6:30 p.m. and 8:00 p.m. However, if both games end, and if both managers agree, the games scheduled may begin before the scheduled start time with the consent of the Field Supervisor.

b. All games will adhere to one hour and thirty minutes after the start times. No inning will begin one hour and twenty minutes after the start of the game.

c. If at the end of the 6th inning the "home team" (the team just finished batting) is down by at least 10 runs, the bases will be cleared and the home team will continue their final at bat rotation at the top of the 7th inning as opposed to the bottom of the 7th inning where they would normally bat. Should the home team score enough runs to take the lead or tie the game, the visiting team will then bat the bottom of the 7th inning to complete the game. If the score is tied at the end of the 7th inning, the normal procedure to break the tie will be followed if enough time remains to play out the tie in an extra inning with the visiting team batting first as in the normal game procedure. As in regular play, if the game is called for any reason after the 7th inning has begun, the score reverts to the score at the end of the last full inning played.

If the home team does not score enough runs to either tie or take the lead after batting the top of the 7th inning, the game will conclude and the away team will be automatically awarded 3 runs to compensate the run differential category in the league standings.

d. If a game is tied after seven innings and time allows, an extra inning will be played by placing the player who made the last out in the previous inning on second base. No courtesy runner will be used for that player until the first batter of that inning bats. Each batter will receive one pitch. If the pitch is called a strike by the umpire, the batter will be called out. If the pitch is called a ball, the batter will advance to first base. If the batter hits the ball, it shall be played as if in a regular game.

e. If the score remains tied after the allotted game time, each team will be credited with a half win and a half loss.

13. **WARM UPS:** There will be no on field warm ups after the first inning.
14. **LINE UP SHEETS:** Teams must exchange starting line up sheets at least five minutes prior to the start of each game. Line up sheets must include players' first and last names and the team name. No names can be added to the line up sheet after it has been submitted to the umpire and exchanged with the opposing team except in the case of a regular team member arriving late. The name of the first pool player picked will then be scratched out and the name of the regular team member who arrived after the start of the game will be inserted at that scratched out spot in the line-up.
15. **SCORE BOOKS:** Each team will keep an official score book for each game.
16. **OFFICIAL GAME:**
  - a. An official game will consist of seven innings unless it is called because of inclement weather at which time an official game will consist of a minimum of five innings. Each team can only score five runs an inning except for the last inning. In the last inning, an unlimited number of runs may be scored. Should an umpire declare any time after the fourth inning that the inning being started is the last one, it will be an open scoring inning.
  - b. Should an umpire determine after the start of an inning, after the fourth inning, that it is the last inning and if the home team scores the winning run, the game will terminate upon the run being scored.
17. **FORFEITS:** Any team with fewer than seven eligible able-bodied players present and able to play at the time the pool is called will forfeit the game (**able-bodied players should be visually able to run, bend or walk fast, swing a bat, and catch a ball**). The opposing team will be awarded a win providing it has seven eligible able-bodied players able to play at the start of the game. **IF BOTH MANAGERS OR MANAGER'S DESIGNEE WHO ARE IN CONTEST AGAINST ONE ANOTHER DECIDE AND AGREE TO BREAK THE LEAGUE RULES, BOTH TEAMS WILL FORFEIT THAT GAME.**
  - a. If a team manager determines that their team will not be able to field the minimum number of seven members of their team, they must notify a board member no later than 12 noon of the day of the contest. The opposing team members will not be required to appear at the fields and the opposing team will not also suffer a forfeit. The forfeit cannot be retracted; once it has been declared it will remain in effect.
18. **DISPUTED CALLS:** Only team Managers or their designee in the Manager's absence may question a call by the Umpire. Play will stop and only the Manager or designee will discuss the dispute. The Umpire's decision will be final.
19. **PROTEST:** The Umpire has the final determination on all judgment calls made during the game. Protests on judgment calls will not be allowed.
20. **CHAMPIONSHIP TROPHIES:** A sponsorship trophy will be awarded to the first place team of the season, and individual awards may be presented to the team players. Team trophies will also be awarded to the sponsors of the second and third place teams.
21. **COURTESY BASE RUNNERS:** Teams are allowed an unlimited number of courtesy runners per inning, but a player can only be a courtesy runner once in an inning. If a courtesy runner is on base and it is their turn to bat, they will be removed from the base and an out will be charged to the team. The courtesy runner will then bat. A base runner who has been a courtesy runner in an inning cannot have a courtesy runner.
22. **PLAYER POOL:** At ten minutes before the scheduled game is to begin and if teams require pool players, a player pool will be conducted. A team may get pool players to bring its team up to eleven players maximum. The player pool will be conducted so a team can field a

minimum of ten players to a maximum of eleven players. If and only if there are not enough Pool Players available, a team may play with a minimum of seven players. Pool players picked to play must bat one time before the team player arriving late can play. The team member will then enter the game at the beginning of the next inning. A manager may elect to field a team with ten members with the expectation of their eleventh team member arriving late for the game. If pool players are available and the manager chooses not to participate in the pool to fill the eleventh position, the line-up sheet must list eleven members of the team, (i.e. include the late-arriving eleventh team member). If the absent player has not arrived for their time at bat as scheduled on the line up sheet, an out will be called each time they are scheduled to bat.

A manager may choose to field only ten players when not expecting further team members to arrive and may submit a line-up sheet with only ten players listed. However, if a team member who is not on the line-up sheet arrives after the scheduled start time that player will not be allowed to play in that game. **Managers MUST make this choice before the pool players draw cards.**

a. Both pool players and managers will draw cards. Players will draw first from the deck of playing cards in a suit containing the cards from Ace to King. Managers will then draw one card each round, consecutively, based upon the team standings (lowest to highest), until managers draw up to three cards as needed. After the cards have been drawn by both managers and pool players, the pool players will play for the team of the manager who drew the same card value, e.g. the pool player who drew an Ace will play for the manager who drew an Ace, pool player who drew a 2 will play for the manager who drew the 2, etc. (card suits are irrelevant). A team may draw a maximum of three pool players. Pool players will play in one of the following positions: catcher, first base, or right field.

b. If a team has fewer than eleven players to begin the game, the Manager or designated representative in their absence may pick cards to bring the team to eleven players. No team can have more than three pool players.

c. **Preferred Pool Players:** Any member to the league who has never been a member will be considered a Preferred Pool Player for the first four scheduled games of the league. They will be in a separate pool held before the general pool. They will draw first from the deck of playing cards in a suit containing the cards from Ace to King. Managers will then draw one card each round, consecutively, based upon the team standings (lowest to highest), until managers draw up to three cards as needed. After the cards have been drawn by both managers and pool players, the pool players will play for the team of the manager who drew the same card value, e.g. the pool player who drew an Ace will play for the manager who drew an Ace, pool player who drew a 2 will play for the manager who drew the 2, etc. (card suits are irrelevant). A team may draw a maximum of three pool players. Pool players will play in one of the following positions: catcher, first base, or right field. These pool players will be considered a Preferred Pool Player for only one game per evening for the first four scheduled games of the season.

d. **Pitcher Pool:** The Board will determine which players are eligible to participate in the pitcher pool and will publish that list so that managers and players are aware of who those players are. The Pitcher Pool will be held separate and apart from the regular pool of players. If a team is missing their designated pitcher and if another designated pitcher is available in the pitcher pool, that player may be picked to replace the missing pitcher. **NOTE:** Designated pitchers are those players who have been designated by the manager or approved by the Board.

i. The preferred pool pitcher would be one of the maximum allowed three pool players.



ii. The player picked to be pitcher will remain as pitcher throughout the game except in the case of their injury or sickness during the game (See Rule 7 Injured Players for rule on replacement of this player). The remaining two pool players may play only as catcher, first base or right fielder.

iii. If more than one team needs a pitcher pool player, the managers of those teams will pick cards according to the position of their team in the standings, i.e. the team with a lower standing will pick first, next lowest, second, etc. If a team is missing their designated pitcher, but has eleven regular roster players available to play, that team will still be eligible to replace their missing designated pitcher as stated above.

e. Pool players picked will bat after the regular team members except if a pool pitcher is picked, then that player picked in the pool to pitch would be the first batter to follow the last regular team member on the roster. The batting order and playing position for the remaining two players in the pool will be at the Manager's discretion following the above conditions. If there is no designated pitcher picked, then the batting order following the regular members on the team for the pool players will be at the Manager's discretion.

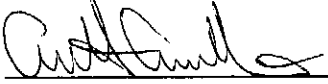
f. Managers (or their back up managers) will pick cards to determine the pool players to be placed on their team for that game, that is, any manager needing pool players will pick a card, the pool player holding the corresponding card will be on that team for the game. If a manager (or their back up manager) needs more than one pool player they will pick cards (up to three), the manager with the lowest ranking team in the standings will pick first, second lowest, second, third lowest, third, etc. in a rotating order. The posted standings for the evening will prevail for both early and late games.

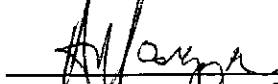
g. Pool players cannot act as courtesy base runners for a regular team member but pool players can have a courtesy runner.

h. Pool players will leave the game in the order they were picked should regular team players arrive, that is first picked leaves first, second picked leaves second, third picked leaves third. The regular roster team member will replace the pool player who has left in the batting order.

23. **RAINOUT INFORMATION:** The Cape Coral Department of Parks and Recreation will determine if games will be cancelled due to rain. League members are to call the rainout number 239.574.0595 after 5:00 p.m. to obtain rainout information. No games are cancelled by Cape Coral Department of Parks and Recreation before 3:00 p.m. If necessary, games may be moved to another location by the Cape Coral Department of Parks and Recreation.

a. After the official game time, the game Umpire only will determine whether the fields are unacceptable for play and whether the game will be cancelled.

 Dated: 3/22/19  
Art Avellino, Athletic Director  
Cape Coral Parks & Recreation Department

 Dated: 3/26/19  
Angelo Moscuizza, President  
50 Plus Softball League in Cape Coral, Inc.

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