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| <p style="text-align: center;">BLOCK ISLAND RECREATION 2022 SUMMER SOFTBALL PROGRAM</p> |
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1. REGISTRATION / TEAM ROSTERS

- A. Each team must submit a roster of not more than (15) players. The league fee of \$600 must be submitted with the roster before the first game.
- B. Managers may add players to their roster until the team's fourth game of the season. Players may not be added after July 8th. Changes in the roster will require the signatures of all managers after this date.

2. ELIGIBILITY

- A. All players must be 15-years old older

3. GAME

- A. Each game has been allocated **1 hour and 15-minutes** – if needed. No new innings will be started after the 1 hour 15 minutes. The home team gets the option to bat if they are trailing in the game. This includes extra innings as well. A game that is tied after 1 hour 15 minutes will remain a tie in the final standings. Game length will begin when the first pitch is thrown.
- B. A game will be considered official if six innings are completed. If a game is called before five innings are completed the entire game will be rescheduled - ***unless due to Rule 3F***.
- C. Line-ups are ten (10) minutes prior to each game's scheduled start time. The **2nd** game will be called a forfeit if the teams have not taken the field by their starting time.
- D. The visiting team is listed on the schedule first. There is no flipping Home and Away to accommodate a team with players in route. However, the visiting team may start to bat with 8-players, but if the 9th player hasn't arrived by the time the team takes the field, the game is a forfeit.
- E. A team shall be assessed a fee of \$75.00 for forfeiting their 2nd game. **MUST** be paid prior to playing the next game. If a team forfeits a third game, the team is ejected from the league.
- F. Once the home team bats five (5) times and the run differential in the game is 30 or more, the game is considered over. If the home team bats 6 times and the run differential in the game is 30 or more, the game shall end. The home team always has the option to receive last at bat – if behind.
- G. Teams may field up to 11 defensive players plus an extra hitter (EH) on offense. Once a team starts with an EH it must finish the game with one. The EH may switch to other defensive positions. A player may be added to the line-up any time during the first batting rotation. After the first batter has had the first pitch of his/her second time at bat, no players may be added. Substitutions may be made. If a player is dropped from the rotation, and no substitution is available, it is an out in the batting order. If a player *gets ejected, an automatic out will take place in that slot and the player will not be allowed to be replaced.*
- L. The limited arc (6 to 12 Foot) shall be used.
- M. A strike shall be called if any part of the ball hits any part of the plate. Any part of the plate also includes the black rubber outline of the plate.
- N. Each batter will begin with a one (1) ball and one (1) strike count. With a 2-strike count, the batter will receive one extra foul ball before "fouling out".

- O. Players will not be allowed to block, run into, or flagrantly attempt to dislodge the ball from another player. Infractions will result in an automatic out and may result in the player being ejected.

P. **Players needing courtesy runners must be designated prior to the start of the game. There is a maximum of two such players per team, unless an individual gets injured during the game. If a player is deemed eligible for a courtesy runner, they may not advance beyond first base. If a batter has not needed a courtesy runner through the 5th inning, a courtesy runner will not be afforded to that player after the 5th inning unless deemed necessary by the official.**

4. EQUIPMENT

A. **ALL players must wear shirts that are provided by the league or same color. Failure to do so may be an automatic out whenever the individual comes to bat.**

B. Metal spikes are prohibited.

C. **ASA Sanctioned / ASA approved must be inscribed on all bats used in the league. If a player is found using an illegal bat - the bat and the player will be ejected from the game. Visit www.softball.org for a list of certified and non-certified equipment.**

5. SUSPENSIONS

- A. A player or manager ejected from a game for taunting or other unsportsmanlike behavior and/or rule violation **is automatically suspended** from the next game. Unsportsmanlike conduct includes any excessive chattering from the bench (i.e. swearing, arguing balls / strikes, harassing the call beyond a reasonable amount of time, etc...). **If the umpire is unable to identify the player violating these rules, the on-deck batter will be ejected from the game.** Play is suspended until the player leaves the facility. Failure to leave the park within five minutes will result in forfeiture of the game.
- B. Ejection will result in a one game suspension, second ejection will result in suspension from the league. Please note, this includes managers as well as players and the umpire jurisdiction includes off field. Yearly suspensions are carried over from year to year and a player may be subject to multiple game suspensions for repeated violations not occurring in the same season.

C. THERE IS NO ALCOHOL CONSUMPTION DURING LEAGUE PLAY

If any team members or affiliates with the team are observed consuming alcohol the following will result:

First Offense – THE TEAM will forfeit that game.

Second Offense – THE TEAM will forfeit that game and the next one.

Third Offense – THE TEAM is automatically ejected for the rest of the year