



## 2010 SPRING/SUMMER LEAGUE GAMES MEN'S SLOWPITCH - ALL DIVISIONS

### HOME RUN RULE

#### MEN'S SLOWPITCH

##### (AMERICAN AND NATIONAL LEAGUE DOUBLE HEADER DIVISIONS ONLY)

-Four (4) Home runs per game. All other over-the-fence home runs will be recorded as an out.

##### (FEDERAL, CONTINENTAL, and SUNDAY BB LEAGUES)

-Two (2) Home runs per game. All other over-the-fence home runs will be recorded as an out.

**NOTE:** All other doubleheader leagues and MSP one game a week leagues will use the Progressive Home Run Rule starting with the first (1<sup>st</sup>) home run.

**Progressive Home Run Rule:** A team may not have more than one home run more than the opposing team at anytime during the game. If a home run is hit that puts that team two (2) homeruns ahead, it would be considered a dead ball out, that batter is out.

#### ALL MEN'S SLOWPITCH DIVISIONS

**STEALING:** Used in all divisions of ASA Men's Championship play. In the **Portland Metro League**, **stealing will be allowed (using one umpire) in ALL men's slowpitch divisions**. Please see the official ASA rule book for the stealing rule.

#### ALL MENS SLOWPITCH DIVISIONS

**PART 1: HALO RULE:** The "Halo" Rule has been developed to provide greater protection to the pitcher. If a line-drive ball hits a pitcher, the batter is automatically out and the ball is ruled dead. . If the same batter hits the pitcher again, the batter is removed from the game.

**PART 2: LINE DRIVE:** A line drive is a ball hit directly back to the pitcher in the air, within the 2 ft. width of the pitcher plate from top of the pitcher's head to the ground.

#### PITCHING DISTANCE:

Pitchers have the option of pitching from either 50 feet minimum to 56 feet maximum. Pitcher must have at least one foot touching the line of the width of the pitchers mound. Pitcher cannot pitch from outside the mound. The pitching arc is to be between 6ft and 10ft.

#### GAME FORMAT:

Spring/Summer league along with tournaments will be using the 3-2 count format in which you will come to the plate with 1 ball and 1 strike (**NEW: There will be an extra foul ball allowed in the count**). **Game Times: No new innings will start after 1 hour. Games will be scheduled every one hour and 5 minutes.** With the exception of the first game slot in which a team may have a 10 minute grace period (which will cut into the scheduled game time), game time is forfeit time so please encourage your team to be at the scheduled field 15 minutes prior to game time.

#### MEN'S SLOWPITCH INDUSTRIAL TEAMS

Industrial Teams will be allowed a maximum of three players on the roster that are from outside the company. All other players must be full time company employees.

**BALLS:** When scheduled as the home team you must provide a new ball. When scheduled as the visiting team please have good used balls available. Required balls are the optic yellow ASA approved 12" red-stitch softballs; 44 core, .375 compression. ***-Over-***

### **TIED SCORE AT THE END OF THE TIME LIMIT**

If the time limit is up after you have completed that inning and the score is tied, teams will be allowed two additional innings to break the tie. The International tie-breaker rule will be used. See ASA Rule book for interpretations of this rule. A drop dead time of one hour and 15 minutes will also be used.

If the game is still tied at the completion of the additional two innings, the game will terminate at that point and a tie score will be reported in the standings.

**LINE-UPS:** Lineups must be submitted to the other scorekeeper prior to the start of the game. Home team is responsible for keeping the book. Umpires are responsible for reporting the final score to the sports office.

### **BAT YOUR ROSTER RULE FOR MEN'S SLOWPITCH**

Teams may bat their roster if they want to. However, if you have players show up after the game has started, you may add the late comers to the bottom of the batting order after notifying the umpire and both scorekeepers of the addition.

### **SHORT-HANDED RULE**

Teams will be allowed to start and finish a game with 9. When your 10th player arrives he must be inserted into your line-up. He may play any defensive position but he must be placed in the number 10 batting position. In MSP and WSP you may start and end with nine without taking an out for the 10<sup>th</sup> batter. If you have started with 10 and an injury occurs that makes the player unable to finish the game an out will be taken for the injured player.

### **COURTESY RUNNERS**

Courtesy Runner -- one per inning. The player listed as the last out must be used as a courtesy runner. If there has been no out then it will be the last available runner that is in the batting order (example 1<sup>st</sup> inning of play where there has not been a recorded out yet).

**METAL CLEATS:** are **NOT** allowed for all of Men's Slowpitch League play

**RUN A-HEAD RULE:** 20 After 3<sup>rd</sup> inning, 15 after 4<sup>th</sup> inning or 10 after 5<sup>th</sup> inning

**FORFEITS:** Forfeits must be called in before 3:00 PM for weekday leagues and by Friday 3pm for

**Sunday leagues.** This allows us enough time to contact the opposing team and the scheduled Umpire.

Please call the Softball office at 503-823-1656, 503-823-5124 or 503-823-3112. A team with more than two (2) forfeits is subject to league disqualification with no reimbursement.

**Game time is forfeit time-** Please show up to your scheduled field 10-15 minutes prior to the scheduled start time. The only exception to this rule is the first time slot, in which a 10 minute grace period can be given, although, the game once started will end at the scheduled end time.

**UMPIRES:** For **NO-SHOW Umpires- Call Tom Hill at 360-931-1793.** The umpire scheduler will try to find an alternate umpire so that your team may play the scheduled game.

**STANDINGS:** Standings will be posted each day on the web page at [www.portlandsoftball.com](http://www.portlandsoftball.com). If you should see a discrepancy in your team's standings please email Angie at [abonneville@portlandsoftball.com](mailto:abonneville@portlandsoftball.com)

**RAINOOTS:** On questionable days the rainout line will be updated at 3:30pm weekdays and 1pm on Sundays. **Please call 503-823-3020; option 3.** Rainout/Make-Up schedules will be played between 1<sup>st</sup> and 2<sup>nd</sup> half of league play. Depending on the number of games rained out please note that you may be scheduled to play more than one game in a given day or week and days to avoid may not pertain to rainout schedules in order to finish the 1<sup>st</sup> half of league play.

**ALCOHOL:** Alcoholic beverages are illegal in all parks by City Ordinance. If a player or team is observed consuming alcoholic beverages during their game and the police arrive, they can be ticketed as well as put on probation for the remainder of the season. If caught by site supervisors at the WVO/Complex with outside alcohol your team will automatically be put on probation for the remainder of the season. If caught a second time inside or outside the complex your team will be suspended from play until a divisional meeting can be held to decide a final penalty. At the WVO Softball Complex beer can be purchased at the concession building, however, players may not take beer into the dugouts or outside the complex.

**MANAGER'S: PLEASE MAKE SURE ALL YOUR PLAYERS HAVE SIGNED YOUR TEAM ROSTER AND THAT YOUR ROSTER IS ON FILE WITH THE SPORTS OFFICE DURING THE FIRST WEEK OF LEAGUE PLAY. FAX: 503-823-1655**