



Budweiser Sports League
Mens Softball
GENERAL RULES AND REGULATIONS
Updated 8/18/05

All rules will be governed by the USSSA, along with the following Budweiser Sports League rules.

All persons playing in the Budweiser Sports Leagues releases the Budweiser Sports League from all responsibilities due to accident of injury during the softball game or while on the premises of Creve Coeur Park, Tilles Park, Vago Park, Woodson Park, Legion Park or at any other fields agreeable to the Budweiser Sports League.

1. All participants must be 21 years old and must sign a roster/waiver prior to playing in any game (no exceptions). The umpire has all roster/waivers and will allow you to add any new player. Maximum number of players on a roster is 20. If you need to add additional players, a prior player must be removed. You may not add any new players after the 3rd week of play. Please fill out the roster/waiver completely and neatly. Only the current opposing team may protest the eligibility of a player. No umpire or team not playing that game may question a player's eligibility. Eligibility must be questioned before the last out of the game is recorded. If the opposing team knows players are not legal and wishes to play the game, they may not protest later and the game outcome will stand.

2. All games will begin at game time specified on the schedule (NO Grace Period). If you do not have a legal lineup (8 Players) to begin the game, you will be visitors. You will start batting with all the players present. A forfeit will be declared if you cannot bat the 8th player or you have made 3 outs and can not field 8 players. The 9th player must be in the game by the end of the 4th Inning. If the 9th player is not available the game will be a forfeit (Score 1-0). Additional player(s) may be added anytime during the game. This player(s) must be added to the last batting spot on the line up.

3. No inning may start after 1 hour. If the score is tied after regulation time, a tie game will be declared and will not be re-played. Once an inning is started, it must be finished; unless you cannot finish the inning due to lack of light the umpire will halt play and revert score back to the previous inning. This is entirely under the umpire's discretion and they will try to complete the inning in play. On twilight league the beginning and end of season have limited daylight. We will try to complete every game. Double innings may be used to complete the game. Each game will have different circumstances and the umpire will do the best they can to complete all games.

4. All batters will start with a 1 ball and 1 strike count when they come up to bat. A foul ball on the 3rd strike will be an out.

5. Pitching Requirements – the park where you are playing will determine the pitching requirements. Check with your umpire for the correct requirements. In general the umpire will not let the pitch be delivered too high, too low or with excessive speed. Any unfairly delivered pitch will be called a ball. No player may question ball and strikes. Auguring ball and strikes is grounds for automatic ejection.

6. Legal Lineup – A legal lineup will consist of all players present. Only 10 players may play defense at any time. You may start with 8 players and must have 9 players by the end of the 4th inning. Uniforms are not required but should consist of some like-in-color shirt. Numbers are not required. Jackets may be worn in cold weather.

7. Pinch Runner – You may pinch run for one (1) player per inning with the player that made last out. If the injured player is not able to continue to play, no out will be charged to drop the player from the batting line-up. If the dropped injured player means your team drops to 9 players, you will then have to play short-handed. If a team drops below 9 players, then the game will be a forfeit.

8. Ejected Players – Any ejected player from a game will be an out every time that spot comes up. Once a player is ejected they may not re-enter that game for any reason. If a player is ejected from two (2) games during the season, this player is subject to League discipline, including no longer playing in the league without refund of any fees. If the umpire writes any player up for unsportsman-like conduct, the league will review the incident and additional game suspensions may be given to that player. Your captain will be notified if any action beyond that game is being considered. If the umpire requests any information, the captain **MUST** give the umpire the information requested or risk being suspended also.

9. Any player accosting an umpire will be removed from the game and further action will be taken. Cursing will not be allowed. All litter must be picked up following each game by the team responsible. Alcoholic beverages are allowed only in approved areas. Check with your umpire for your Park's restrictions.

10. Any player's that having to leave early must notify the umpire before the game. These players will be dropped from the line-up with no penalty. They will not be allowed to return to that game for any reason.

11. If the defensive player has the ball and is waiting to tag the runner, the runner must slide, give himself up, try to return to the prior base or try to avoid the tag. In trying to avoid the tag minor contact could be allowed. If the umpire feels the contact was too rough the runner will be called out. The runner may also be ejected from the game at the umpire's discretion.

12. Each field will have it's own unique ground rules. Check with the umpire prior to starting you first game. See last page for special ground rules for each location (field).

- 13.** Protest fee is \$50.00 and must be in writing to the Commissioner within 48 hours. The protest committee will consist of the commissioner, Chief umpire or someone appointed by the commissioner and a player from 3 other teams not involved in the protest. The fee will be returned only if protest is upheld.
- 14.** If any team is ahead by 20 runs after 3 complete innings or 15 runs after 4 complete innings or 10 runs after 5 complete innings, the game will be over and complete.
- 15.** A baserunner may leave the base when the ball is batted or passes home plate. Bases will be 65 feet. (If park has pre-set bases at 60 feet, they will be used). Pitching distance is 50 feet.
- 16.** Blood Rule – You must stop bleeding immediately and cover the injury or be removed from the game.
- 17.** Bats – Only Official Softball Bats, wood or aluminum, may be used. If an illegal bat is found, the umpire will remove it from the game. If a batter uses an illegal bat, the ball is dead, the batter is out and no runners may advance.
- 18.** Metal cleats are absolutely forbidden. All players must wear an athletic shoe.
- 19.** Decisions – Only the manager or captain may question the umpire. Players must refrain from abusing the umpire in any manner or will be subject to suspension. Judgement call cannot be protested, only misinterpretation of the rules.
- 20.** Rainouts – All rainouts games will be moved to the end of the schedule. All game times and opponents will remain the same. EXAMPLE: Week 3 on Monday night is rained out. That now becomes the last week of the season. The coach and the umpire should change the date on their respective schedule to 1 week after the last listed. If you have any questions, please ask your umpire. Only the managers are allowed to call the rain out number (995-1945). Do not call before 4:00 PM or until 2 hours prior to game time.
- 21.** Determining League Winners – Standings will be based on winning percentage. The following applies for ties:

TIE BREAKER RULE:

IF AT THE END OF REGULATION TIME THE GAME IS TIED THEN THE FOLLOWING RULE GOES INTO EFFECT. FIRST THE VISITORS PLACE THE LAST OUT FROM THE PREVIOUS INNING ON 2ND BASE. THE INNING STARTS WITH 2 OUTS , THE BATTER (YOU CONTINUE WITH YOUR CURRENT BATTING ORDER) HAS A 1-1 COUNT. THE TEAM ATTEMPTS TO SCORE AS MANY RUNS AS THEY CAN WITH 2 OUTS. AFTER THEY MAKE THEIR 3RD OUT THE HOME TEAM NOW PLACES A RUNNER ON 2ND BASE WITH 2 OUTS . THEY ATTEMPT TO EITHER TIE THE GAME OR WIN THE GAME. THIS RULE CONTINUES UNTIL THERE IS A WINNER.

SPECIAL NOTES:

- 1) THE INNING STARTS WITH 2 OUTS
- 2) THE RUNNER THAT IS PLACED ON 2ND BASE IS THE LAST OUT FROM THE PREVIOUS INNING
- 3) THE BATTER HAS A 1-1 COUNT

4) THE COED WALK RULE IS IN EFFECT (EXAMPLE IF A GUY IS WALKED THE GIRL HAS THE OPTION TO EITHER HIT OR WALK)

5) A TEAM BATS UNTIL THE 3RD OUT IS RECORDED OR THERE IS A WINNER

6) YOU CONTINUE YOUR CURRENT BATTING ORDER

FORFEIT RULE

If your team forfeits two (2) games in a given session, you will have to forfeit the rest of your games for that session. You will not be entitled to a refund.

SPECIAL FIELD RULES:

Creve Coeur Park:

1. A fly ball striking the trees in left field and right field overhanging the field of play results in a dead ball, ground rule double.
2. Yellow foul poles. If a batted ball leaves the field of play before the poles, it becomes a ground rule double. If the ball leaves the field of play beyond the yellow poles, it is ruled a live ball and the runner can advance at his or her own risk.

Legion Park:

1. Home Run Rule (ALL LEAGUES)— Each team will be allowed 3 home runs per game any where on the field. Any ball hit over the fence after a team has reached their limit of three will be a dead ball out.
2. Monday night Men's over 30. The batter-runner only needs to touch 1st base on a home run.
3. Ball Retrieval. The team that hits any ball over the fence for a home run or an out is responsible for retrieving that ball for play. If the umpire runs out of balls to be put in play, the team responsible for NOT retrieving the balls will be given an immediate out or in their next half inning.

*** All parks (Vago Park, Legion Park, Tilles Park & Woodson Park) that have fence lines extending from the backstop, down the first and third base lines are considered the boundaries for balls in play and live or out of play and dead.