

**RUTHERFORD RECREATION DEPARTMENT**  
**MEN'S SOFTBALL LEAGUE RULES – 2016**  
**SPORTS INFORMATION LINE: (201) 460-3000 EXT. 3177**

- 1) The Rutherford Recreation Department reserves the right to place any team in any division they feel necessary. There are 2 divisions: American Division and National Division.
- 2) WINNING TEAMS must call in their scores on the next working day by 12:00 noon during the week at 201-460-3015. WINNING TEAMS WHO FAIL TO REPORT THEIR SCORES ON TIME WILL FORFEIT THEIR VICTORIES AND IT WILL COUNT AS A LOSS for both teams in the standings! You may also e-mail your scores to mbigley@Rutherford-NJ.com.
- 3) ROSTER CHANGES: Final date for any changes in the roster will be the Friday before the season begins by 4:00 pm. UNDER NO CIRCUMSTANCES WILL ANY CHANGES BE ALLOWED AFTER THIS DATE. A copy of all rosters will be kept on file at the Recreation Department if you wish to question the eligibility of a player.
- 4) A player may be listed on one (1) roster only. A player can play on one team only. If a player is listed or plays on more than one (1) team, he will be suspended for the entire softball season.
- 5) BASES/GAME BALLS: All teams will be responsible for providing their own bases; the home team must bring them to the game. The home team is also responsible for providing the game ball.
- 6) UNIFORMS: All players must wear uniforms shirts with numbers on the back. All players must have their team shirts by the start of the third week of the season. After the second week of the season, a roster player will not be permitted to enter a game without a team shirt. Team shirts **must** be the same color.
- 7) FORFEITS: Forfeit time is at time of game (NO GRACE PERIOD). Forfeit score is 7-0. If your team forfeits on game day, you will be required to pay \$45 cash, prior to your next game to the Recreation Department. This money will be given to the team that won by forfeit. A team may play with eight (8) players. As your additional players show, they must be placed at the bottom of your line-up and may bat if your team is on offense. However, these players that show up late may not go directly into defense. NOTE: If your team has gone through the batting order with eight (8) players, you cannot add players to the game. Any team who forfeits three (3) games will be eliminated from the league.
- 8) DISPUTES: Teams or team members, before, during, or after a game engaging in a fight in the Memorial Park area will automatically be expelled from the league. TEAMS ARE RESPONSIBLE FOR CONTROLLING THE ACTIONS OF THEIR TEAM MEMBERS AND FANS.
- 9) Any player ejected from two (2) games will automatically be expelled from the league. Any player who throws a bat in a flagrant manner will be thrown out of the game (Umpire's discretion). Verbal abuse will not be tolerated and will be sufficient cause for suspension of one (1) or more games depending upon severity.
- 10) RAIN POLICY: In case of rain, call the SPORTS INFORMATION LINE at (201) 460-3000 ext. 3177 after 2:00 pm weekdays only. A decision will not be made before this time. If rain occurs after 4:30 P.M. or on weekends, it will be up to the umpires to decide if the games should be played. ***Under no circumstances may a team member try to repair a wet field.*** Failure to comply with this rule will result in expulsion from the league. RE-SCHEDULING OF RAIN OUTS will be done on Fridays. Teams will be given at least one (1) week notice as to when their rain-out will be re-scheduled.
- 11) If a game is called due to rain before it is deemed official (4 1/2 or 5 innings), the game will be replayed in its entirety at a later date. The Recreation Department will re-schedule all rainouts.
- 12) INSURANCE: ALL CAPTAINS MUST INFORM THEIR TEAMMATES: The Borough of Rutherford does not provide Accidental Insurance coverage for the Rutherford Recreation Department Men's Softball League. All accident and/or injury-related claims should be submitted through your own insurance agency.
- 13) PLAYOFFS – TIE BREAKER POLICY: First Tie-Breaker - Head to head games. Second Tie- Breaker - Total runs given up (Head to head). Third Tie-Breaker - Total runs given up for the entire season.
- 14) LINE UPS: Line-ups must be completed prior to the start of each game. All players must be present to be in line up. Scorebooks must indicate both teams' line-ups, including names, positions and uniform number. Any player that is put into the line-up must be physically present at the start of the game and ready to play. Any player that is "In their car" or "Is on their way" will not be permitted to be put into the line up.
- 15) Any player that shows up late must first be put at the end of the batting order and play offense before they can play defense.
- 16) CATCHER'S MASKS: Catchers must wear a facemask at all times.

17) MEASUREMENTS: Pitchers will pitch from 46 feet. Base paths will be 65 feet.

18) BASE RUNNING: The base runner can leave the base after the ball passes the batter. However, if in the judgment of the umpire the runner left the base early, the runner will be called out. ASA rules apply concerning leaving a base.

19) COURTESY RUNNER - The batter who makes the third out in the previous inning may be used as a courtesy runner. However, captains must meet about this rule with the umpires before the start of the game. There is a limit of two (2) runners per team, per game.

20) HIGH SCHOOL PLAYERS: High school seniors may not play until after their graduation.

21) A batter will be declared out if he hits a foul ball after two (2) strikes.

22) PROTESTS: Must follow A.S.A Rules with the following exceptions: You must notify the Recreation Department by phone the next working day and a letter must be received at the office within 5 working days along with \$25.00 cash. If the protest is won, the money will be returned. However, if the protest is lost, the money will not be returned.

23) INJURIES/RE-ENTRY: If all team members have entered the game once and a player becomes injured, a player may re-enter the game in place of him.

24) Any team/player not following Roster Rules will automatically forfeit all games in which violations occurred and will be expelled from the league.

25) EXTRA PLAYER (EP) - A team may use two EP'S, however, they must be announced to the umpires and the opposing captain before the start of the game. If a team decides to play with one or two extra players, they must have ten players in the field and all 11 or 12 players must bat. The EP must remain in the same batting position the entire game. The EP may be substituted at any time either in the batting order or on defense. This substitute then becomes the EP. Remember that the batting position of the EP can never change. If an EP is ejected from the game and cannot be replaced, the game will be forfeited.

26) ARC RULE - The ball must be at least 6 feet from the ground and may not reach a height of more than 12 feet from the ground. Any pitch in violation of this rule will be considered an illegal pitch and will be called a ball. However, if the pitch is swung at, it will be considered a live ball.

27) 10 RUN RULE - A game will be considered official after 5 ½ innings. If the home team is behind by 10 runs they may get up one more time. If the home team is ahead by 10 runs the game is over.

28) TIE GAMES: Any game that ends in a tie will be completed at another date and will continue from the point when it was called.

29) TIME CONSTRAINTS - WEEKNIGHTS - A full inning may not begin after 9:15 P.M. for an 8:00 P.M. game, and 10:30 P.M. for a 9:15 P.M. game. Every effort should be made by teams and umpires to begin games promptly at the assigned times. ***Remember, forfeit time is game time.***

30) There will be no infield or outfield practice after the first inning. The pitcher will receive three (3) warm-up pitches between innings beginning after the first inning.

31) All players use fields at their own risk. Any hazardous or unsafe field conditions should be reported to the Recreation Department. Umpires have final decision on whether the field is in playable condition.

32) BATS: All bats must be approved by ASA (The American Softball Association). Any bat listed on their "Banned Bat List" is not permitted in the Rutherford Recreation League. No stick on labels will be accepted. Any bat without ASA logo will be illegal and cannot be used. If this is detected after a batter has used it on play, ASA rules will apply for illegal equipment. Only bats with a donut or other weight devise may be used to loosen up. No metal/steel pipes or other objects are legal. Any team that uses an illegal bat gets a **forfeit** for that game if the umpire deems the bat illegal.

The ***original*** schedule will be posted on the Boro of Rutherford Website:  
[www.Rutherford-NJ.com](http://www.Rutherford-NJ.com).