

# GRADUATE STUDENT GOVERNMENT CO-ED SOFTBALL LEAGUE

## OFFICIAL LEAGUE RULES - 2016

### TEAMS

- **Team Composition.** Anyone may play in the GSG Co-ed Softball League, with the following exceptions:
  - All team rosters must be composed of no less than 50% Michigan Tech-affiliated persons, i.e., graduate or undergraduate students, faculty, or staff. Furthermore, each week, the team being fielded must be at least 50% Michigan Tech-affiliated.
  - Graduate and undergraduate student members are sponsored by GSG. Non-student members (e.g., spouses, friends of student members) are welcome to play, but are required to pay a nominal fee of \$10.00 per person/season, or \$100 dollars for an entire team. **Fees are due by the second Thursday of the season (6/9/2016).** Any new player added to the roster who is required to pay must submit dues to the league coordinator within one week of being added to the roster.
  - All team rosters must be unique; no player may play for more than one team in the GSG Co-ed Softball League.
  - There is no limit to the size of a team's roster. Players may be added to a team's roster up until first Thursday of July (7/7/16).
  - Playoffs eligibility requires all players to have played in at least **TWO** regular season games.
  - All players must sign their team's roster/ liability waiver and submit it to the league coordinator **before taking the field** to be eligible to play.

### EQUIPMENT

- **Softballs.** Softballs (COR 52/300) will be provided to all team managers by the GSG Softball Coordinator at the beginning of the season. The home team will draw from their supply of GSG-provided balls for game play. The visiting team may provide one of their own GSG-provided balls in emergencies. Should neither team have a GSG-provided ball, another ball may be used in an emergency, although both teams must agree to this. Teams may not otherwise substitute different softballs.
- **Bats.** All non-wooden bats must be ASA (American Softball Association) certified. It is the right of any manager to inspect the bats of the opposing team, and to deny the use of any non-wooden bat which does not have a visible ASA sticker. No bat diameter may exceed 2 ¼ inches.
- **Bases.** Bases are kept in the left-hand shed at the Michigan Tech fields. The Home Teams will make sure to place, and put away the bases for the first and last games, respectively.

### LEAGUE RULES

- **Co-ed Rule.** All teams field 10 players every inning. Two fielders must be of the opposite gender). Should any team not satisfy the Co-ed Rule, they must play with 1 less player per

violation in the field and will receive an out during each batting order cycle (imposed at the end of the batting order). Teams in violation of the co-ed rule (and who still satisfy the required minimum of 7 fielders) *may not* request substitution players (e.g. a catcher) from the opposing team. Teams who fail to include at least 1 member of the opposite gender will forfeit the game.

- So, for example:

8 women, 2 men take the field, OR 8 men, 2 women take the field, OR 5 men, 5 women take the field...etc.	<b>No violation</b>
10 women take the field, OR 10 men take the field	<b>Forfeit.</b> Violation of the coed rule.
9 women take the field, OR 9 men take the field	<b>Forfeit.</b> Violation of the coed rule.
9 women and 1 man take the field, OR 9 men and 1 woman take the field	<b>Violation.</b> The violating team must play with one less players (9 fielders). 1 out for each cycle of the batting order where the opposite gender would bat.
8 women and 1 man take the field, OR 8 men and 1 woman take the field	<b>Violation.</b> The violating team must play with 1 less players (8 fielders). 1 out for each cycle of the batting order where the opposite gender would bat.
8 (or fewer) players of all one gender take the field	<b>Forfeit.</b> Violation of the coed rule.

- Forfeiting.** The most common reason a team must forfeit is player absence—teams with less than 7 players must forfeit the game. Teams with too few players may sometimes request to borrow players from the opposing team in order to scrimmage (play for practice purposes only). Whether teams scrimmage or not, the game counts as a forfeit for the team borrowing players.
- Game times.** Games will be played from 5:30 – 7:00 PM and from 7:30 – 9:00 PM (**games against PE must start promptly at 5:30 PM**). There will be a 10 minute grace period to start or finish the game.
  - Any team not on the field and ready to play by 5:40 or 7:40 may be considered a forfeit.
  - The first round of games must be finished no later than 7:10 PM and fields **MUST** be ready and available for the next teams no later than 7:15.
- Length.** Each game will last 7 innings, or 90 minutes, whichever comes first. Games may be considered complete after the fifth inning, in the cases of time limit, darkness, inclement weather, or other unusual circumstance (e.g., major injury). For games called before the fifth inning, both team managers are responsible for scheduling a make-up game. All teams must vacate the field at least 5 minutes prior to the start of the next game.
- Sportsmanship.** Unsportsmanlike behavior will not be tolerated and may result in a player, or an entire team, being ejected from a game, or the league. Unsportsmanlike behavior consists of:

taunting, ridiculing, vulgar language, excessively argumentative behavior and any other behavior which disrupts play or makes other players uncomfortable.

- Any player exhibiting unsportsmanlike behavior will be warned for a first offense, and ejected from the game upon a second offense.\*
- Particularly egregious unsportsmanlike behavior, such as intoxication (or consuming alcohol during game play), cheating, or other unethical behavior may mean immediate ejection from the game for the offending player.\*

\*Only the Home Plate Umpire and the two Team Managers have the authority to discipline players. In the case of a dispute, a vote shall be taken among the Team Managers and the Umpire to decide the disciplinary action. In the case of a manager acting as Umpire, the first base coach will serve as temporary Team Manager. Any disciplinary action taken must be reported to the GSG Softball Coordinator after the game.

- **Umpiring.** During game play, the batting team will provide the Home Plate Umpire and two Base Coaches. Base Coaches are responsible for making field calls, but may be superseded by the Home Plate Umpire. **ALL CALLS BY THE BASE COACHES AND/OR THE HOME PLATE UMPIRE ARE FINAL.** Continuous and aggressively argumentative challenges to the Home Plate Umpire or Base Coaches constitute unsportsmanlike behavior.
- **Scores.** Each week, the manager of each team must email the final game score to the softball coordinator. His or her contact information can be found at:  
*<http://gsg.students.mtu.edu/chairs.html>*
- **Rescheduling.** In the event of game cancellation due to inclement weather or other unusual circumstances the league coordinator will make efforts to reschedule games during regular league play. This will likely result in playing a double header later in the season. Occasionally, team managers can coordinate with one another to reschedule at their convenience.
  - In the event that one team “**A**” requests a rescheduling, they are responsible for organizing a makeup game at the convenience of the opposing team “**B**”. If no makeup game is played before the season’s end it will be counted as a forfeit for team “**A**.” It is highly recommended that the league coordinator be included on all correspondence between team managers.
- **Game Rules.** The following rules supplement the USSSA Rules:
  - **Lineup.** Each team’s lineup must be presented to the opposing team’s score keeper before game play begins. In the event of a player’s late arrival to the game, the opposing team captain must be notified of the addition and their place in the lineup. No late arrivals can be added to the lineup after the 5<sup>th</sup> inning as this would not allow the player to field two innings.
  - **Free substitutions.** These are allowed in the field during the game.
  - **Batting Order.** All players listed in the batting order must bat in turn and must field at least 2 innings (notwithstanding the Co-ed Rule, above).
  - **Hitting.** All hits must be full-swing; bunting constitutes an automatic out.
  - **Infield Fly Rule.** The infield fly rule benefits the batting team by preventing the fielding team from making an intentional error (e.g., dropping the ball) in order to make an easy double or triple play. It is in effect only when bases 1<sup>st</sup> and 2<sup>nd</sup> or 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> are

occupied and there are less than 2 outs. When these conditions obtain and a fair, fly ball is hit to an infielder, the batter is automatically called out.

- **Outs.** The team batting is finished at 3 outs or after earning 7 runs (the “mercy” rule). No more than 7 runs may be scored by any team during an inning.
- **Leads.** Any team leading by 15 or more points may choose to call the game after the 5th inning.
- **Sliding.** Runners must slide or get out of the way of any play at a base so as not to hinder the catch/throw. Any intentional contact by a base runner at a base will result in an out. Likewise, it is the responsibility of the fielder not to impede the progress of the base runner through intentional contact, and such will result in an automatic safe-on-base for the runner. Any intentional contact by a base runner or fielder may result in ejection from the game.
- **Overrunning.** Runners may only overrun first base. Only If the runner demonstrates clear intent to advance to second, and is not merely returning to first base, can he or she be tagged out. When overrunning 1<sup>st</sup> base, the runner must use the safety base located outside the base line avoid contact with the 1<sup>st</sup> baseman; failure to do so may result in an out.
- **Clothing.** Appropriate clothing (shirts, shorts/pants, and shoes) is required at all times. Cleats (no metal spikes allowed) are highly recommended.
- **Leading off.** Runners may not lead off the base. A runner may only begin to advance after the batter has made contact with the ball.
- **Pitches.** All pitches must have a minimum height of 6 feet and a maximum height of 15 feet (roughly, the top of the backstop). A pitch outside of this range is considered a “no pitch” and counts as neither a strike nor a ball (must be re-pitched).
- **Balls & Strikes.** A strike is called when any part of the ball lands on any part of the base or mat. A ball is defined as the opposite of a strike. 3 strikes make an out; 4 balls make a walk. All batters begin with a count of 1 strike and 0 balls.
- **Umpiring.** Captains of the batting team will provide confident, competent, knowledgeable and unbiased home plate umpires.
  - All calls must be made **immediately** after each pitch, or play, and be audible enough so that the infielders and especially the pitcher can hear. Call strikes, balls, outs, fouls and fair hit balls loudly and confidently.
  - To make the strike call, raise your right arm and **YELL “strike”** in an authoritative voice. Say “ball” if the pitch is outside the strike zone. No arm motion is necessary.
  - The home plate umpire should consult with the third base coach to determine whether a pitch is flat or too high.
  - Umpires should explain their rulings to the captains of the team **IF** there is a question. **DO NOT** engage in arguments. If the play is complicated you should cite the rule and the reason you made the call. After your explanation listen to the coach and then resume play. **DO NOT** disrespect the other team and **DO NOT** let them disrespect you. Keep the game moving. **UMPIRE’S CALL IS FINAL!**

- Umpires will determine whether:
  1. A batter bats illegally.
  2. A batter bunts or chops the pitched ball downward.
  3. A fly ball is an infield or outfield fly.
  4. A batter strikes at the pitch.
- An umpire's judgment decisions **may not be appealed** on grounds that he/she was not correct:
  1. On a decision involving a ball or strike.
  2. That a batted ball was fair or foul.
  3. That base runner was safe or out.
  4. When a game is called for darkness, rain, panic, or other logical reasons.
- No decision shall be reversed by the umpire, involving his judgment, except if he is convinced he was in error. This can only come from consulting with another umpire working with him/her, as a result of their own requested conference.

All other rules apply as sanctioned by the USSSA rules book. Note, however, that this is a *recreational* and not a professional league. Teams should handle disputes on the field according to these rules if possible, and submit further disputes to the Softball Coordinator, who remains the ultimate authority.