

2016 NEWPORT ELKS SOFTBALL RULES & REGULATIONS

PARK RULES

- 1. ABSOLUTELY NO COOLERS, ALCOHOLIC BEVERAGES OR GLASS CONTAINERS ARE PERMITTED IN THE PARK OR PARKING LOT AT ANY TIME.**
- 2. NO ANIMALS, SKATEBOARDS OR MOTORCYCLES ARE ALLOWED BEYOND THE GATE AT ANY TIME.**
- 3. NO VEHICLES ARE ALLOWED BEYOND THE GATE EXCEPT THOSE AUTHORIZED. ALL PLAYERS AND SPECTATORS MUST PARK IN THE ELKS BACK LOT TO ALLOW ACCESS BY EMERGENCY VEHICLES.**
- 4. PLEASE KEEP OUR PARK CLEAN BY PLACING ALL TRASH IN PROPER CONTAINERS IN PARKING LOT AND AROUND THE FIELD.**
- 5. ABSOLUTELY NO JUMPING ON OR HANGING FROM FENCES IS ALLOWED BY PLAYERS OR SPECTATORS.**
- 6. NEWPORT ELKS IS NOT RESPONSIBLE FOR LOST OR STOLEN ARTICLES. PLEASE CONTACT LEAGUE MANAGER FOR LOST AND FOUND.**
- 7. PLEASE BE AWARE OF CHILDREN AT ALL TIMES AND KEEP THEM AWAY FROM THE BENCH AREAS FOR THEIR OWN SAFETY.**
- 8. FOUL LANGUAGE WILL NOT BE TOLERATED FROM PLAYERS OR SPECTATORS. UMPIRE'S DISCRETION WILL BE SOLE DETERMINING FACTOR REGARDING EJECTION FROM PARK FOR CALLOUS BEHAVIOR.**

FIELD RULES

- 9. METAL OR METAL-TIPPED CLEATS OR SPIKES ARE NOT ALLOWED.**
- 10. NEWPORT ELKS WILL SUPPLY ONE NEW WSL 44-CORE BALL AT START OF EACH GAME. EACH TEAM WILL PROVIDE ONE BACKUP 44-CORE REGULATION BALL TO THE UMPIRE PRIOR TO GAME. IF NEEDED, THE TEAM AT BAT AT THE TIME WILL PROVIDE THE NEXT BALL NEEDED. ALL BALLS MUST BE PRESENTED TO THE UMPIRE FOR INSPECTION PRIOR TO ENTRY INTO GAME.**
- 11. GAMES WILL START AT 6:10 AND 7: 10 PM WITH A 10 MINUTE GRACE PERIOD FOR THE 1ST GAME ONLY. GAMES CAN BE STARTED WHEN BOTH TEAMS HAVE EIGHT PLAYERS PRESENT WITH INSERTION OF NINTH PLAYER BY THE START OF THE TOP OF THE 3RD INNING OR GAME WILL BE FORFEITED. ALL GAMES AFTER AUG. 1st WILL START AT 6:00PM OR 7:00PM.**
- 12. A TEAM MAY INSERT PLAYERS FROM ANOTHER TEAM TO START A GAME ONLY AFTER RECEIVING PERMISSION FROM THE OPPOSING TEAM MANAGER OR BY PLAYING THE GAME WITH ONLY NINE PLAYERS INCLUDING THOSE FROM THE OTHER TEAM. ANY ROSTER PLAYER ARRIVING LATE MUST REPLACE A NON-ROSTER PLAYER IN THAT PLAYER'S SPOT IN THE BATTING ORDER AT START OF NEXT HALF INNING.**
- 13. ALL TEAMS MUST GIVE AT LEAST 24 HOUR NOTICE TO THE LEAGUE MANAGER AND THE OPPOSING TEAM IF THAT TEAM IS TO FORFEIT A GAME. A SECOND FORFEIT WITHOUT NOTICE WILL RESULT IN THAT TEAM PAYING THE UMPIRE FEE FOR THE FORFEITED GAME (\$23.00) BEFORE THEIR NEXT GAME WILL BEGIN. ANY TEAM FORFEITING THEIR LAST GAME OF THE SEASON WITHOUT NOTICE WILL HAVE \$23.00 ADDED TO THEIR LEAGUE FEE THE NEXT YEAR AND/OR JEOPARDIZE THE CHANCES OF PLAYING IN OUR LEAGUES.**

14. ALL PLAYERS PARTICIPATING IN THE POSTSEASON TOURNAMENT MUST BE ROSTER PLAYERS AND MUST HAVE PLAYED IN AT LEAST THREE GAMES DURING THE REGULAR SEASON. MANAGER WILL BE RESPONSIBLE FOR PROVIDING SCOREBOOK PROOF OF THOSE APPEARANCES IF NEEDED.
15. THE FIRST 2 ROUNDS OF THE REGULAR SEASON SCHEDULE HAVE DESIGNATED HOME TEAMS WITH DETERMINATION OF HOME TEAM BY COIN FLIP FOR THE FINAL THIRD OF THE SCHEDULE BETWEEN EACH SET OF TEAMS.
16. IF NEEDED AND AT UMPIRE'S DISCRETION, ANY GAME CAN BE SHORTENED OR SPEED-UP RULES APPLIED IN ORDER TO COMPLETE BOTH GAMES. UMPIRE WILL INFORM TEAMS AT THE START OF AN INNING IF THAT INNING IS THE FINAL INNING OR IS TO BE PLAYED UNDER SPEED-UP RULES.
17. RAINED-OUT GAMES WILL BE MADE UP AS TIME AND LIGHT CONDITIONS ALLOW AT THE END OF THE REGULAR SEASON. THOSE RAINOUT GAMES WILL BE PLAYED IN THE SAME ORDER AS ORIGINALLY SCHEDULED WITH A GAME MOVED TO BACK OF THE RAINOUT SCHEDULE IN THE CASE OF A SECOND RAINOUT OF THAT GAME..
18. ANY GAMES ENDING IN A TIE SCORE THAT CANNOT BE FINISHED AT THAT TIME WILL ONLY BE COMPLETED AFTER ALL RAINOUT GAMES ARE PLAYED AND ONLY IF THE GAME IS NECESSARY TO DETERMINE REGULAR SEASON OR TOURNAMENT WINNER, AT FIELD MGMT DISCRETION.
19. A 10-20 RUN RULE WILL APPLY IN ALL GAMES, WITH ANY TEAM LEADING BY 10 OR MORE RUNS AFTER FIVE OR MORE COMPLETE INNINGS BEING NAMED WINNER OR WITH 20 RUNS AFTER FOUR INNINGS.
20. THERE IS A 3 HOME RUN LIMIT PER TEAM PER GAME (HOME RUN BEING A HIT OVER THE FENCE). ANY ADDITIONAL HOME RUNS WILL BE SCORED AN OUT WITH NO ADVANCING OF RUNNERS ON BASE.
21. A PINCH-RUNNER MAY BE USED ONLY IN THE CASE OF INJURY, AND ONLY ONCE PER INNING BY ANY TEAM. IN THE EVENT OF A SECOND INJURY TO THAT SAME PLAYER IN A GAME WITH RESULTING USE OF A PINCH-RUNNER, THAT PLAYER MUST COME OUT OF THE GAME FOR THE REMAINDER OF THAT GAME.
22. ANY PLAYER EJECTED FROM THE PARK MUST LEAVE THE PREMISES WITHIN 5 MINUTES OR THE GAME WILL BE FORFEITED BY HIS/HER TEAM. A SECOND EJECTION DURING THE SEASON WILL RESULT IN A SUSPENSION THAT WILL BE DECIDED BY LEAGUE MGMT, AND MAY INCLUDE SEASON-LONG BANISHMENT FROM THE PREMISES.
23. ANY PROTESTS ON A PROTESTABLE PLAY MUST BE FILED WITH THE UMPIRE BEFORE THE NEXT PITCH IS THROWN AFTER THE INCIDENT OF PROTEST. ALL PROTESTS WILL BE REVIEWED AND JUDGED BY LEAGUE MANAGEMENT ONLY.
24. PLAYERS WILL TAKE ALL PRECAUTIONS TO AVOID CONTACT WITH ANY FENCE. ANY CATCH MADE WITH THE ASSISTANCE OF STOPPING SIGNIFICANT MOMENTUM OR PUTTING SIGNIFICANT WEIGHT ON A FENCE COULD BE DISALLOWED AND THE BATTER GIVEN A NON-FOUL BALL STRIKE INSTEAD OF AN OUT IF THE PLAY IS MADE.

