

TRINITY SOFTBALL LEAGUE RULES AND REGULATIONS

- 1. All players must be attending your church with the exception of up to 3 players that may play that are being introduced into the church.**
- 2. All churches must get permission from coordinator or commissioner before combining 2 churches together to make a team.**
- 3. Concerning age eligibility, a player in the men's league must be at least 15 years old to play in that game. Every player under 18 must have a parent/guardian slip filled out and signed by same and the Pastor of the team they are playing for. A medical liability release waiver to Trinity A/G must be included. This same slip must be given to the Commissioner or Coordinator before they can play in any games.**
- 4. DRESS CODE: Modest clothing must be worn. Shorts should not be higher than 4-5 inches above the knees (standing up). Shirts must cover your entire torso and belly.**
- 5. There will be NO metal/steel or rubber over metal/steel cleats allowed at any time.**
- 6. Any unsportsmanlike conduct (in the umpires, commissioners or coordinators judgment) will result in an immediate ejection from the game and also carry an additional one (1) game suspension to be served immediately for the next game to be played. Unsportsmanlike conduct also includes profanity/swearing or improper gestures and barreling.**
- 7. All games will conform to A.S.A. rules that are not otherwise covered by league rules.**
- 8. Game time is forfeit time. There is a five (5) minute grace allowed at the discretion of the umpire/commissioner if an 8th player is nearby and the can be played as scheduled.**
- 9. Teams must have 8 players to start a game otherwise it will be forfeited, if both teams cannot field 8 players, then both teams will receive a forfeit for that game.**
- 10. Two (2) forfeits in one season will result in teams being removed from the remainder of the season with NO refund.**

11. Cancellation of games must be made to the Commissioner or Coordinator at least (1) week in advance and must be for a church-wide function. Make-ups will take place within a week of scheduled games, mostly on Fridays/Saturdays-Same game times.

12. If your game is rained out, it will be made up on the Friday (or Saturday if deems necessary by the commissioner) at the same scheduled game time and same week. No exceptions or favor can be granted, the team that cannot play will forfeit that game.

13. No team rosters will be used, however, it is up to each team to exercise integrity concerning their team's roster. Coaches must provide a new score book for the season with rosters written in every week. A player must play in a minimum of 5 regular season games to be eligible for playoffs. If a discrepancy regarding a player eligibility is in question the coach must provide proof by way of score book of the player in question having played 5 games otherwise player may not play in playoffs. If a church has more than one team and is short of players for a game, the coach must field his entire roster from that team before using any players from his other church team in order to avoid a forfeit. The maximum number of players he may use from his other church team is 4 in order to get his lineup to 10 players for that game. Once he introduces 4, he may not introduce any further players if one of the original 4 must leave the game. Any coach that uses this rule with the intent to stack his team against an opponent violates the integrity of this rule and the fellowship of this league.

14. A ten (10) run per inning rule will be used, except in the seventh (7) inning if a team is behind by more than ten (10) runs they can TIE the game only

15. The runs ahead rule is fifteen (15) runs ahead after five (5) innings.

16. NO infield or batting practices on game days on the infields. NO hitting or throwing against the fences.

17. Courtesy runners may be used one (1) time per inning and must be the last out made or if used in the first (1) inning the last scheduled batter in the lineup when there are no outs. An additional courtesy runner in same inning may be used if ok'd by the opposing team coach.

18. HOME team will be determined by coin toss after prayer and is official scorer.

19. One (1) hour for all games, except the championship game in the season ending tournament. Game time starts when prayer ends. (See #29)

20. The seeding for the season ending tourney will be based on how your team placed in the final standings. If a tie exists then the tiebreakers are as follows: 1. Heads up competition. 2. Most runs scored against heads up competition. 3. Fewest runs allowed against heads up competition. 4. Most runs scored during regular season. 5. Coin flip.

21. Double Base: Orange base is for Batter-Runner only. Once the runner has passed first base they are no longer the BR, then they must use the White base only. A BR may be called out by the umpire if the orange base is not used on a “run through the bag” play at first base in order to avoid injuries.

22. Home Plate/Mat: Men must touch the actual plate - used for scoring or making outs.

23. Substitutions: You may use any of your team’s ten (10) players on defense. The batting order must remain Sacred and be substituted properly. Courtesy runner is NOT a substitute. A Pinch Runner IS a substitute and can only come in that batting order spot that they are running for. If you sub a PR and later on want them to either run again or bat, then they can only do so for that same batting order spot they came in for the first time.

24. Mat/Plate will be used for the entire strike zone.

25. Pitching distance: Women 46 feet. Men 50 feet.

26. BATS – All bats must be on the most current ASA approved bat list provided at fields.

http://www.asasoftball.com/about/certified_equipment.asp

Illegal Bat: If you come to bat with a bat that’s on the Illegal Bat list and it is discovered by either the commissioner, the umpire or the defensive team, you are automatically out that time at bat. However, if you actually hit the ball, either fair or foul, you are out and ejected from that game. If runners advance as the result of a fair hit ball then

they must return to the base they started when that turn at bat took place.

The **ILLEGAL BAT** will be kept by umpire until game is over.

Illegal bat discovered = an out.

Illegal bat discovered after contact with the ball is made = an out and player is ejected from the game.

27. Protests are resolved immediately on the field by the combination of either both the umpire and commissioner, umpire and coordinator or 2 umpires if the other umpire is still there from the other field or just that game umpire if none of the above options are there.

ONLY THE TEAM'S COACH may approach the umpire to raise a protest and this must be accomplished in an orderly manner. Any other player approaching the umpire in protest will be ejected from the game at the umpire's discretion.

28. Official Game (for weather or darkness) is 5 innings or 4 ½ innings if the Home team is ahead, otherwise the game will be replayed in its entirety.

29. Timers will be used. Timers start when prayer ends. If home team is ahead with three (3) minutes or less remaining on timer when visiting team has made their third out, then game is over.

30. **PLAYOFFS** – A player used in the playoffs must have played in at least two (5) regular season games for that team in order to be eligible for the playoff games. No stacking your team to win the playoffs.

31. The official rules are posted on the league's website at www.TrinitySoftball.com In case of discrepancies (out of date revisions), the rules on the website are the up to date and final/official rules.

32. Home Runs for men will be 5 over the fence per game, after 5 any ball hit over the fence will be deemed and out. Exceptions include a ball hit after 5 home runs have already been hit and outfielder hits ball with glove and ball lands over the fence, it will be ruled a home run as batter will not be faulted by outfield error.

33. "Halo Rule" is designed to protect pitchers, any ball hit at a pitcher in a line drive form from head to toes and 1 foot on each side as long as pitcher is still within pitching box, as ruled by an umpire as intentional will be called as a warning, after that any other hit by same batter or another batter will be ruled by umpire discretion to

determine if the 2nd offense is intentional and the umpire may deem the hit an out and may eject player from the game. In either case the ball hit at pitcher is still a live ball until play is called dead by the umpire. Please note that this rule is all under umpire discretion and is for the protection of the pitchers and there is a difference between intentional and accidental. If the umpire does not feel the hit is intentional, then no warning, or outs will be ruled.

34. We will exercise a 1 ball and 1 strike rule at the beginning and for duration of all games. This will also include 1 courtesy foul allowed after 2 strikes.

35. Every coach will have to option to bat through an entire order with as little as 10 or 11 batters and with no maximum. If a coach decides to bat every player on his roster and an injury occurs and no replacement on roster available, that player will be deemed an out when time to bat if they cannot hit for themselves or if there is no player on the roster to take place. At the beginning of game a coach will tell opposing coach and umpire how many batters he will have and must finish the game with same amount of batters unless injury occurs.