

REVISED: February 7, 2008

## 2008 ABA/ASA SOFTBALL LEAGUE RULES & REGULATIONS

### RULE 1. ALCOHOLIC BEVERAGES, BARBECUES & SMOKING

- (1) Alcoholic beverages or glass of any kind are not permitted on school or park grounds.
- (2) Barbecuing, or any open fires of any kind are not permitted on school grounds.
- (3) Smoking, of any kind, is not permitted on school grounds.
- (4) Any alcoholic beverages, barbecues, open fires of smoking found on school or park grounds will result in the automatic termination from the league.

### RULE 2. AWARDS

- (1) The following awards will be presented:
  - a. Individual awards to the League Champions & Division Champions.
  - b. League MVP, Outstanding Manager, Team of the Year, Outstanding Achievement and All Long-Island Team.
- (2) Division Champion is determined upon winning divisional championship in playoffs! Winner receives (15) Division Champion T-Shirts and Large Team Trophy.
- (3) League Champion is determined upon winning the Diamond Cup Champions Tournament. Winner receives Team Jackets for all members on active roster for that season. (applicable to Summer Season only)
- (4) Each team will be responsible for selecting one MVP from their team and submitting the League MVP ballot by the date designated by the league office. The league will select one winner from the league.
- (5) The League will select the League MVP, Outstanding Manager, Team of the Year, & Outstanding Achievement Award.

### RULE 3. BASES- Some Variations from the USSSA Rules

- (1) Both teams are responsible for providing bases (including home plate).
- (2) Base distance will be 70' feet whenever possible, minimum acceptable distance will be 60' feet apart (Nassau County-owned parks ONLY). **Pitchers mound to Home plate: 53' feet minimum to 56' maximum. (pitcher may not move once they select a distance)**
- (3) The 'Black' beveled edge around home plate is not part of home plate as it relates to balls and strikes.
- (4) A 'Double-Firstbase' is highly recommended for league play. When a Double-Firstbase' is used, the following rule will apply:
  - a) Any batted ball hitting the white (or inner) portion should be fair and any ball hitting the orange (or outer) portion should be foul. On the initial play to first base from the infield or outfield the batter-runner MUST touch the orange (or outer) portion of the base.
  - b) The defense player MUST always touch the white (or inner) portion. This rule is in effect only on the initial play at first base which does not include:
    - Returning to the base after over running.
    - Running on a base hit to the outfield {runner may touch the orange (outer) or white (inner) part}.
    - Re-tag to advance on a fly ball.
  - c) **The baserunner is permitted to use the orange portion of the base at all times.**

### RULE 4. BATS – Variation from the USSSA Rules

- (1) ASA Approved bat list will designate any bat legal for play in ABA Leagues that utilize ASA rules. However, ABA also offers USSSA program and will provide a guide to what bats can and cannot be used in the USSSA program. Teams should refer to the ASA licensed Bats list to determine which bats are legal for composite league play, that list can be found at [http://www.asasoftball.com/about/build\\_batlist\\_w\\_pics.asp](http://www.asasoftball.com/about/build_batlist_w_pics.asp)
- (2) Altered Bats will not be tolerated in ABA league play. ABA will attempt to crack down on "altered bats" to enhance the enjoyment and purity of the game. The USSSA definition of altered bats and procedures regarding the crack down on altered bats, will be adhered to in both ASA and USSSA sanctioned leagues and can be found at <http://www.usssa.com/sports/AlteredBats.htm>. All players are recommended to read this information, to avoid any confusion. Use of an Altered Bat will result in immediate suspension
- (3) Authorized bat manufacturers shall mark their products with the words "Official Softball" or words to that effect. Cracked, worn, or damaged bats are not altered bats, but will be removed from play. Such cracked, worn or damaged bats will not

result in a player suspension (unlike an altered bat), unless the player returns the offending bat into ABA League play after it has been removed or the bat is also altered. Paint or lettering wear is not a problem so long as the bat can be identified and has the appropriate BPF marking. But any wearing of the bat material or identifying paint or BPF marking wear will be cause for removal.

- (4) Umpires will be required to check all bats prior to each game. If a player comes to the plate with an illegal bat, that player will be ejected and subject to all of the above ejection/suspension procedures listed in **(RULE 13)**.

#### **RULE 5. BLACKOUT DATES**

- (1) There are no regular season games on: Memorial Day Weekend and Labor Day Weekend.
- (2) All other holidays (i.e. Mother's Day, Father's Day, Halloween, religious holidays, etc.) must be requested off at time of registration.
- (5) If a team requests a BLACKOUT DATE (A.K.A. bye week) (in writing at time of registration), that team may or may not make up those games. Playoffs are decided based upon 'Winning Percentage' regardless of the number of games played.
- (6) Any team, who forfeits on Mother's Day or Father's Day, without giving 72 hours notice, will be responsible to pay a double forfeit bond.**

#### **RULE 6. CANCELLATION OF GAMES**

- (1) Any team that must cancel a game for ANY reason after the schedule is announced will lose that game(s) 7-0, 7-0. Making up this game IS NOT an option.
- (2) However, any team that must cancel their game may do so without losing the forfeit bond if:
  - a. The manager calls the league office at (631) 254-4600 more than 72 hours prior to game time, **AND**
  - b. The manager receives confirmation from the league office that the request was received. *If you don't receive confirmation from the league office, then your cancellation request was not received!*
- (3) Any team that cancels their game with the league office less than 72 hours prior to game time will lose their forfeit bond, and must post another forfeit bond which must be received by internet (MY ACCOUNT section) or by mail (money order) or phone (Visa/MC/Disc/AmEx), within 72 hours before your next game or else your game will be cancelled automatically!
- (4) The score will be 7-0, 7-0 in favor of the team not at fault and will be recorded in the standings as such.
- (5) For Cancellation of Games due to weather, please see: "Inclement Weather Rule" for further details.

#### **RULE 7. COED RULES**

- (1) **BASE ON BALLS:** On any walk to a male batter (intentional or not), the next batter - a female - has her choice of walking or hitting up until the first pitch is thrown ONLY if there are two outs. If there are less than 2 outs and a man is walked, he will go to second base, but the woman must bat. Runners will move only if they are forced.
- (2) **BATTING ORDER:** The batting order shall alternate the sexes. In the event two male players are batting in the line-up 'back-to-back', then an 'out' will be recorded between the two batters. **Two female batters may bat 'back-to-back'.**
- (3) **DEFENSIVE ALIGNMENT:** Teams may position players any way they wish as long as there are a minimum of (4) and maximum of (5) men and minimum of (4) women on the field at all times. There is no need to alternate the sexes by defensive positions. **There is no maximum # of women; you may play as many women as necessary.**
- (4) **EXTRA HITTER:** Each team may bat up to 2 extra hitters but may not exceed (6) male batters in a particular batting order.
- (5) **COURTESY RUNNER:** The last recorded out of the same gender shall be the courtesy runner. (see Courtesy Runner rule for further details).
- (6) **OUTFIELD POSITIONING:** All outfielders must remain a minimum of 10 feet beyond the infield (umpire's discretion) when a female is at bat.
- (7) **HR LIMIT:** See Rule 24

#### **RULE 8. COIN TOSS**

- (1) Regular Season: the winner of the coin toss decides to be home team 1st or 2nd game of the doubleheader.
- (2) Playoffs: the team who finishes higher in the (regular season) standings selects whether they want to be home or away for two out of the three games. They must announce their decision to the umpire prior to game one. Team may choose to be home team for games 1 & 2, 1 & 3, or 2 & 3 or the team may choose to be away in any or all games.

#### **RULE 9. COMMUNICATION WITH LEAGUE**

- (1) Only (1) member of the team shall call the league office to discuss team/league matters. The league will not discuss any matters with an individual who is not the manager or asst. manager as noted on the registration form.
- (2) All teams should have at least one representative who will be able to regularly check email and utilize the league website.**

#### **RULE 10. COMPLETE GAMES**

- (1) A game is considered complete after the losing team has batted 4 or more times.
- (2) In the event a game is not completed, teams will not receive a credit or refund for those games.

### **RULE 10A. COMPLETE GAMES (Summer league playoffs only)**

- (1) Games must complete 7 innings of play (or 12 run mercy rule) during Summer league playoffs. Spring/Fall do not apply.
- (2) Suspended games due to lack of sunlight or inclement weather will be picked up from the point of the last pitch. Any changes that must be made in the line-up or field must be legal substitutions.

### **RULE 11. COURTESY RUNNERS**

- (1) Two batters per inning are permitted a courtesy runner. Runners are designated by **being the last recorded out (NOT Last Batted Out)**.
  - a) In the event a player reaches base and requests a courtesy runner, that player(s) is allowed (not mandatory) to request a courtesy runner each time he reaches base in the same inning (i.e. a team bats around in the batting order and a player reaches base more than once in an inning).
  - b) If there is no last recorded out (i.e. the beginning of the game), the manager may choose any player as a courtesy runner without penalty.
  - c) If the last recorded out also requested a courtesy runner, then the manager may choose any player as a courtesy runner without penalty.
- (2) A courtesy runner may only be granted if requested before a pitch is thrown to the next batter.
- (3) If a player is injured while on the base paths, that player may receive an injury replacement if the umpire believes the injury is serious enough to warrant a change. This change will be permitted even if the injury takes place after the subsequent at-bat has begun. The injury exception is also good even if the 2<sup>nd</sup> courtesy runner has been taken in the inning.
- (4) In a COED Game, if a courtesy runner is requested, the last recorded out of the same gender shall be the courtesy runner.
- (5) If a courtesy runner is on base when his/her time at-bat comes up, that player must be replaced on base by the most recent last recorded out, whether that out came before or after the runners prior turn at-bat.

### **RULE 12. "CRASH RULE"**

- (1) When a defensive player clearly has the ball and is waiting for the runner, the runner must slide or avoid contact at all costs.
- (2) If contact occurs, the ball is declared dead and all other runners must return to the last base touched at the time of the collision.
- (3) If the umpire deems the collision to be flagrant, the runner may be ejected.

### **RULE 13. EJECTION & SUSPENSION PROCEDURES**

- (1) Any player thrown out of a game by an umpire/league official is not eligible to play for the next 2 games in addition to the game they are being ejected in (i.e. Player A gets thrown out Game #1 on Sunday. He cannot play until Game #2 of the following week) and must immediately leave the park or a forfeit will result.
- (2) Any player assaulting (or attempting to assault) an umpire is permanently banned from league competition, will receive a minimum of 1 year suspension from all sanctioning body competition, and a team termination may result with forfeiture of all league fees.
- (3) Any player fighting with another player or team will result in the following:
  - a. 1st offense: 24 game suspension (minimum)
  - b. 2nd offense: Permanent ban from the league
- (6) Any team that attempts to play regardless of park closing will be terminated from the league
- (7) Any player causing a disturbance over league suspensions or ejections will be terminated from the league.
- (8) Any player that is ejected 3 times in a season may be permanently banned from the league.
- (9) Any player or team that is terminated will forfeit all money paid.
- (10) If a player(s) is ejected from a game and the team does not have another player to replace him, an out will be recorded EVERY time that player is due up in the batting order.
- (11) When a team starts a game with 8 players and 1 player is ejected by an umpire, a forfeit will result.
- (12) The ABA League Office reserves the right to reduce or increase a suspension on a case-by-case basis.

### **RULE 14. ELIGIBILITY OF PLAYERS**

- (1) All players are required to complete the team roster form & sign the liability release waiver prior to participating.
- (2) An individual is not eligible to participate unless they have signed both the team roster form and liability release waiver. In addition, these forms must be received by the league office prior to any individual participating in league play.
- (3) Any team that allows an ineligible individual to play will result in an immediate forfeit.
- (4) Women are eligible to participate on a Men's team.
- (5) When starting a game with 8 players, you may finish with no more than 10. When the 9<sup>th</sup> and/or 10<sup>th</sup> player arrives, he or she must be inserted at the bottom of the original lineup.
- (6) Rostered players are required to have legal photo identification with them at all times. If proof of identification is not provided upon request from an umpire or league official, that player will be immediately ejected from that game and subject to all of the above ejection/suspension procedures listed above in **(RULE 13)**.

## **RULE 15. EQUIPMENT**

- (1) All catchers are advised to wear a mask.
- (2) Metal spikes are not allowed.
- (3) All teams are required to bring their own equipment (including bases and home plate). Failure to do so may result in a forfeit.

## **RULE 16. EXTRA HITTER RULE**

- (1) Up to 2 Extra hitters (EH) may be used in any spot in the batting order (for a total of 12 batters).
- (2) The EH must remain in the same spot in the batting order for the entire game.
- (3) When using two EH's, a team will bat 12 players (all fielders, pitcher, and EH's must bat)
- (4) When using two EH's, a team must have at least 12 players at the live area of the field prior to the start of the game.
- (5) In a COED game, a team may not exceed (6) male batters in the batting order at any time.
- (6) Extra Hitters are interchangeable with any defensive player and may exchange positions at any time.

## **RULE 17. FIELD MAINTENANCE (VERY IMPORTANT, PLEASE READ & INFORM PLAYERS!!!)**

- (1) All Field Maintenance is done by the Field Owner only! The league and its participants are not authorized to touch any field at any time. If the umpire, league office, or authorized park personnel deem a field unplayable, please contact the league office so that we can move your game and contact the field owner. However, Field Owners do not have maintenance crews working on fields during the weekend.
- (2) Under no circumstances may any person(s) attempt to "repair" a field! Any team or person found to have "swept, raked, shoveled, pushed, pulled, or otherwise" water off of a field will be terminated from the league and will be subject to a fine from the Field Owner. What you may deem as simply sweeping water off a field is considered field damage by the field owner! Team Managers are responsible for the actions of their players and will be fined and/or prosecuted to the fullest extent of the law. Furthermore, the league will take legal action if any person is responsible for the loss of a field permit. There will be no additional warnings. First time offenders will be subject to all of the above actions.

## **RULE 18. FORFEIT BONDS**

- (1) Each team must post (1) forfeit bond. The forfeit bond for all leagues is \$125.
- (2) Providing your team does not forfeit, there is no need to post an additional bond next season.
- (3) The forfeit bond is not immediately refunded after the season; the bond will carry over to subsequent seasons.

## **RULE 19. FORFEITS**

- (1) All teams have a 10-minute grace period to field a minimum of 8 players for the 1st game. A team with 8 players may play as many as 3 inning with 8 players, if a 9<sup>th</sup> player does not arrive by the beginning of the 4<sup>th</sup> inning, that team will subsequently forfeit both games.
- (2) After 10-minute grace period, the team has an additional 10 minutes to field 8 players for game 2. After such time, if a team is still unable to field 8 players, than that team will forfeit both games.
- (3) The forfeiting team is responsible for paying the entire umpire fee for both teams at the field. If the forfeiting team does not pay at the field, then the team will lose its forfeit bond. In addition, the forfeiting team must post a "new" forfeit bond. The league office must receive this "new" bond via internet (MY ACCOUNT section) or by mail (money order) or phone (Visa/MC/Disc/AmEx), 3 days before your next game or else your next game will be automatically canceled. It is the **team manager's** responsibility to confirm receipt of the "new" forfeit bond. The league office will automatically cancel your game if payment is not received.
- (4) It is highly recommended that a team, who forfeits, pay the umpire AT THE FIELD so that the need to post a "new" forfeit bond is eliminated.
- (5) Any team that forfeits will lose 7-0 for each game forfeited.
- (6) Any team that forfeits two doubleheaders may be terminated from the league, and forfeits all league fees.
- (7) When a team starts a game with 8 players and an umpire ejects 1 player, a forfeit will result.
- (8) A forfeit (umpire judgment) will result in the event a team intentionally stalls or slows down the game.
- (9) If your team forfeits with 2 weeks or less left in the regular season (and no chance to make the playoffs), you will be automatically terminated unless you call the league office at the time of your forfeit.
- (10) **Any team, who forfeits on Mother's Day or Father's Day, without giving 72 hours notice, will be responsible to pay a double forfeit bond.**

## **RULE 20. FOUL LANGUAGE**

- (1) Foul language will not be tolerated. If an umpire deems an individual to be offensive, the player(s) will be ejected. An individual or team using excessive foul language (umpires judgment) will forfeit their games and may be terminated from the league with forfeit of all league fees.

## RULE 21. GAME MANAGEMENT

Game Management rules are instituted to help insure teams will have as much time as possible to play their games within the allotted times.

- 1) Teams may only take infield practice during the first inning of each game. Infield practice will not be permitted after the first inning of each game.
- 2) Pitchers will be granted only one warm-up pitch prior to the start of each inning following the first inning.
- 3) There will be a 5 minute maximum break in-between games of a doubleheader; teams will be expected to begin play immediately once the 5 minutes are up.
- 4) Once the umpire calls "Batter-up" the batter will have 10 seconds to step into the box, or a strike will be called.

## RULE 22. GAME TIME

- (1) A team must start the game with a **minimum of 8 players** to avoid forfeit (see Forfeit Rule for details).
- (2) A team may only play 3 innings with 8 players, after that time a 9<sup>th</sup> player must be inserted into the lineup or the team forfeits that game.

## RULE 23. GROUND RULES

- (1) See last page for ground rules to specific field locations
- (2) Home Run Limit - All games played on fenced fields will be subject to a limit of HR's based on the level/style of competition. (see rule 24)

## RULE 24. HOME RUN LIMIT – REVISED FOR 2008!

ABA will institute HR limits based on levels of play. Once each team has reached its HR limit for the game, an out will be recorded. These changes are to prevent higher level players from participating in lower leagues of play; these rules will be for all fenced fields unless a specific field rule is instituted

- 1) Men's A/B level – 6 HR's per team, per game
- 2) Men's B level – 5 HR's per team, per game
- 3) Men's C level – 4 HR's per team, per game
- 4) Men's D level – 2 HR's per team, per game
- 5) Coed program – 3 total HR's for men will be allowed per team, per game. Women will be allowed unlimited HR's
- 6) Women's program - Women will be allowed unlimited HR's

## RULE 25. INCLEMENT WEATHER

### If you're playing:

Suffolk Sundays call (631) 951-1209 1 hour prior to game time  
Huntington Weeknights call (631) 351-3101 after 4pm  
Brookhaven Weeknights: call (631) 951-1209 1 prior to game time  
Nassau Weeknights: see field directions for rainout number  
Nassau Sundays: see field directions for rainout number

- 1) IF THERE IS NO UPDATED RAIN OUT MESSAGE...THEN YOUR TEAM MUST GO DOWN TO THE FIELD!
- 2) Games will be canceled due to poor field conditions. It is each player's responsibility to call the rain out hotline to check on game status regardless of the weather on game day.
- 3) **DO NOT ATTEMPT TO "REPAIR" (rake, shovel, add dirt, etc.) ANY FIELDS.** IF A FIELD NEEDS TO BE REPAIRED IT IS UNPLAYABLE. Do not dig or add dirt! Tampering with fields will lead to suspension and possible termination from the league, as well as, potential fine from the field owners.
- 4) Park authorities have the final say as to whether a field is playable or not.
- 5) Any team that refuses to leave a field after it has been declared "unplayable" will be automatically terminated from the league with forfeiture of all league fees.
- 6) Under no circumstance will any team take it upon themselves to cancel any games. Any violation of this will result in doubleheader forfeit by the guilty team.
- 7) League officials reserve the right to reschedule any game to a new time/field if necessary to complete league games.
- 8) If games are moved, extra time will be allotted for both teams to get to the field.
- 9) Any team failing to show up after a game has moved will have a double-header forfeit levied against them.
- 10) Rainouts **may or may not** be made up depending upon permit time. There are no guarantees to the minimum number of games played nor are there any refunds or credits for games not played. Field Permits are allocated by a block of time, not by number of games. Therefore, Field Owners require that all leagues complete activity by expiration date with no refunds or credits of any kind.

## **RULE 26. INJURIES**

- (1) Any injury must be reported to the league office within 24 hours.
- (2) **Personal liability and medical insurance is not automatically included in the league fee. However, if you wish to purchase medical and / or liability insurance for your team, we will refer you to our Preferred Insurance Carrier. The manager of your team has been forwarded a letter pertaining to buying team insurance. That form is also in the "My Account" section of the website.**
- (3) Any team that has purchased insurance, and has a claim, must fill out the claim form and mail it to the insurance company directly. In addition, please contact the league office immediately so that we are aware of the injury.
- (4) In the event a player is injured and cannot continue he must be replaced with another player. Otherwise, an OUT will be recorded each time he comes up in the batting order.
- (5) When starting a game with 8 players, and a player gets injured (and can not continue), that game will continue with either:
  - a. Replacing him with another eligible player, or
  - b. Allowing his next turn at bat an automatic out and continuing with 7 players.
- (6) An injury is the only time a team can continue with only 7 players.
- (7) If an injury occurs in the first game of a doubleheader, the team must produce a legally rostered 8<sup>th</sup> player prior to the start of the second game or they will be charged with a forfeit.

## **RULE 27. INSURANCE**

- (1) All team managers are required to inform players regarding the insurance options
- (2) **Personal injury and liability insurance is not included in the league fee. (See Rule 26.2)**
- (3) Do not take it upon yourself to decide whether or not your team wants the insurance. It should be a team decision.
- (4) Liability and medical insurance may only be purchased for the entire team (not individual players).
- (5) Liability and medical insurance may be purchased at any time and applications (with payment) must be sent to the insurance company directly! Do not send insurance applications or payment to the league office. Applications sent to the league office will not be processed and are invalid.
- (6) Insurance applications may be found online at ABASports.com in the MY ACCOUNT section.

## **RULE 28. LEAGUE FEES**

- (1) All league fees and deposits are non-refundable under all circumstances.
- (2) All league fees must be paid in full by the final registration. Any team that is not fully paid by the deadline will not be put on the schedule.
- (3) Any player or team that is terminated from the league will forfeit all fees paid.

## **RULE 29. LEAGUE RULINGS**

- (1) Teams or players that do not comply with ABA or sanctioning body rules will be terminated from the league
- (2) Any matter regarding ABA Sports will be made by league officials and their decision is final.
- (3) League officials reserve the right to revise rules at any time.

## **RULE 30. LITTER**

- (1) All litter must be cleaned up by the responsible team before leaving park grounds. Failure to do so may result in a team termination.
- (2) If an area was littered when your team arrived, please notify the league office or you will be held accountable.

## **RULE 31. MAKE-UP GAMES**

- (1) If a team cancels a game, they will receive 2 losses, will not be allowed to makeup these games, and may lose their forfeit bond (see Forfeit Bond rule for clarification).
- (2) Regular season games may or may not be made up based upon availability of fields, officials, permit time, etc.
- (3) Teams will not receive a credit or refund for games not made up since field permits, insurance and other fees incurred are non-refundable.
- (4) Rainouts **may or may not** be made up depending upon permit time. There are no guarantees to the minimum number of games played nor are there any refunds or credits for games not played. Field Permits are allocated by a block of time, not by number of games. Therefore, Field Owners require that all leagues complete activity by expiration date with no refunds or credits of any kind.

## **RULE 32. OFFICE HOURS**

- (1) Monday-Friday (9:30am until 6:00pm);
- (2) For all inquiries, call (631) 254-4600 during business hours as listed above.
- (3) However, in the event of an 'Emergency at-the-field' during after-hours, then call **In SUFFOLK (631) 404-6671 or in NASSAU (516) 860-5430**. An 'Emergency at-the-field' during after-hours includes: no umpire (15 minutes past game time) or field permit conflict at the field. Under no circumstances should you call after-hours for any other purpose.

### **RULE 33. PARKING**

- (1) All team members and spectators must abide by each school / town parking laws.
- (2) Any player(s) that parks in a fire zone, no parking zone, grass, etc. will be ticketed, towed, and/or suspended from the league. It is the manager's responsibility to inform his players of where to park.
- (3) Teams scheduled to play at a NY State Park will be subject to a parking fee before 5pm on weeknights and before 6pm on weekends. Teams that register for Jones Beach State Park programs on weekends are encouraged to purchase an Empire Passport from NY State at <http://nysparks.state.ny.us/passport/>
- (4) **IF YOUR TEAM IS PLAYING AT KINGS PARK HIGH SCHOOL, BE SURE TO FOLLOW THE ABOVE PARKING RULE!**

### **RULE 34. PERMITS**

- (1) Both managers are responsible for carrying ball field permits at all times. If neither team has a copy of a field permit and is ejected by a Town/County/School official, both teams will forfeit and the games will not be made up!
- (2) The Umpire is not responsible and will not have any field permits in his possession.
- (3) Permits can be printed from "My Account" on website. If not online then the permit is on file at the park office.

### **RULE 35. PITCH (TYPE PERMITTED)**

- (1) The ball must be Pitched a minimum of six feet, after leaving the Pitcher's hand and before it passes any part of home plate.
- (2) The Pitched Ball shall not rise higher than twelve feet above the ground.
- (3) Umpires will call illegal pitches in the air
- (4) Pitchers mound to Home plate distance is: 53' feet.
- (5) Pitcher fakes are not permitted in accordance with ASA Rules and Regulations.
- (6) See ASA Rulebook for all other pitching rules. (Depending on which umpire association is at your game)

### **RULE 36. PITCH COUNT – Variation from the USSSA Rules**

- (1) The pitch count will be as follows: Each batter will begin with a 1-1 count. 3 Balls is a walk, 2 strikes is a strikeout, there will be NO extra foul given.

### **RULE 37. PLAYOFF FORMAT**

- (1) Top four teams in each division qualify for the playoffs (League office may reserve the right to modify this in-season)
- (2) Playoffs are decided based upon 'Winning Percentage' regardless of the number of games played.
  - (a) In the event of 2 team tie, head-to-head results decides winner.
  - (b) In the event of 2 team tie (& they split head-to-head), best plus/minus rating for the season decides winner.
  - (c) In the event of 2 team tie (still after a, b, & c), then best plus/minus rating vs. each other decides.
  - (d) In the event of 3 or more team tie, best plus/minus rating for the season decides winner.
  - (e) In the event of 3 or more teams tie and 2 of them have identical plus/minus rating, then it will revert to head-to-head between those teams
  - (f) In the event none of the above tiebreakers settle all ties, total runs for will determine the winner.
- (3) There are a total of (2) Playoff Rounds following Summer & Fall season play:
  - (a) Round 1: Divisional Playoffs - 1<sup>st</sup> place vs. 4<sup>th</sup> place; 2<sup>nd</sup> place vs. 3<sup>rd</sup> place (Best 2-out-of-3 Game Series)
  - (b) Round 2: Divisional Playoffs - Winners from Round 1 play each other (Best 2-out-of-3 Game Series)
- (4) Summer play will include a Diamond Cup Champions Tournament - Divisional Winners play Tournament for League Championship (barring excessive inclement weather throughout the season).
- (5) When available, two umpires will be used for all playoff games (\$30 per team, per game).
- (6) All playoff rounds are Best 2-out-of-3 Game Series (mini-season will consist of (1) 9 inning game per round), however the league office reserves the right to modify the format due to time and/or daylight constraints.

### **RULE 38. PRE-GAME CONFERENCE**

- (1) Prior to Double Header, either managers, or a representative, will meet with the umpire at home plate to execute the coin toss, discuss ground rules, and discuss dead ball areas.
- (2) During Pre-Game Conference both representatives should exchange batting lineup for Game 1. Prior to Game 2, managers should once again exchange batting lineup regardless of whether or not changes exist from Game 1.
- (3) Umpires will perform a preliminary bat check prior to every game to ensure all bats are legally approved for ABA play and there are no cracked, worn, dented or altered bats in use. If a player comes to the plate with an illegal bat, that player will be ejected and subject to all of the above ejection/suspension procedures listed in **(RULE 13)**.

### **RULE 39. PROTESTS**

- (1) A protest announcement must be made by the manager to the umpire at the time of incident (before the next pitch is thrown) or else the protest is invalid.

- (2) All protests must be made in writing. Failure to do so will result in void of the protest.
- (3) After a protest has been declared, the game continues.
- (4) Do not call the league office to explain a protest. It must be in writing only! (Email to: leagueoffice@abasports.com)
- (5) Any protest concerning umpires judgment is not valid.
- (6) Any protest submitted to the league office will be subject to a \$25 protest fee to be paid when the protest is filed, before any consideration will be given to the protest. There will be no exceptions to this rule. If the protest is found valid, the protest fee will be returned.

#### **RULE 40. RE-ENTRY**

- (1) Any of the starting players may withdraw and re-enter once, provided such player occupies the same batting position whenever he is in the line-up. A substitute who is withdrawn may not re-enter.
- (2) All re-entry by any starter must be reported to the Umpire at the time of re-entry.
- (3) See USSSA Rules for penalties for improper re-entry (pg. 27)

#### **RULE 41. ROSTERS - \*\*\*\*VERY IMPORTANT\*\*\*\***

- (1) The League Office must be in receipt of the Team Roster prior to date specified by League Office at time of registration and the Manager must keep a copy for himself/herself. You may mail, fax, or email your roster to the League Office.
- (2) The maximum number of players allowed on a team roster is: 20.
- (3) Teams must submit an initial roster to the league office after the first game and submit a final roster to the league office before dates indicated in (**see RULE 43.1**) below
- (4) Any team who does not submit their roster for approval prior to dates indicated in (**see RULE 43.1**) below, will forfeit all subsequent games until a legal roster is submitted and approved.
- (5) Once submitted the league office will examine and approve the roster with a stamp and return the original to the team manager. The team manager will be required to possess the approved roster for every week to follow.
- (6) If an approved roster is not provided upon request from an umpire or league official, the team will immediately forfeit if it is the second game of a DH, only the second game will be counted as a forfeit (7-0).
- (7) Rostered players are required to have legal photo identification with them at all times. If proof of identification is not provided upon request from an umpire or league official, that player will be immediately ejected from that game and subject to all of the above ejection/suspension procedures listed in (**RULE 13**). ***If the player can produce a valid ID prior to the next scheduled game, and the valid ID proves that player is a rostered team member, that player will be allowed to play the subsequent game.***
- (8) Any team using illegal players during the regular season will result in the following:
  - (a) 1st offense: Forfeit the game in question
  - (b) 2nd offense: Forfeit the remainder of season/playoffs with forfeiture of all fees and awards.
- (9) Any team using illegal players during the playoffs will result in the following:
  - (a) Forfeiture of playoffs, fees, and awards earned.
- (10) Any roster found to be falsified will result in that team being terminated from the league with forfeiture of all fees and awards.

#### **RULE 42. ROSTER CHALLENGE PROCEDURE – \*\*\*\*VERY IMPORTANT\*\*\*\***

- (1) In the event you believe your opponent is utilizing illegal players, please see the following procedure:
  - (a) Identify the player(s) in question to the Umpire directly.
  - (b) The Umpire shall ask those players for legal photo identification (i.e. driver's license, etc.) to prove who they are and will also ask the manager to produce his approved roster.
  - (c) In the event the player in question cannot produce proper identification, the player will immediately be ejected and the game will continue from that point, the game will not be considered a forfeit by the offending team.
  - (d) In the event the manager cannot produce his approved roster, he will be ejected and his team will automatically forfeit (7-0).
  - (e) If the player(s) are found to be ineligible, than that team will lose by forfeit (7-0), if it is the second game of a DH and the player participated in both games, only the second game will be counted as a forfeit (7-0).
- (2) Please keep in mind that most teams have (20) players on a roster knowing full well that many of those players will be available as needed (i.e. playoffs).
- (3) Players are *not* required to play a minimum number of games to be eligible for playoffs.
- (4) Roster challenges can only be made after the roster submission dates listed in (**RULE 43.1**) for each specific season.
- (5) A roster challenge protest **MUST** be made prior to the completion of the 5<sup>th</sup> inning of a game, and while the player in question is playing. No roster challenge will be accepted once the game has finished or if the player in question is not playing.

#### **RULE 43. ROSTER CHANGES – \*\*\*\*VERY IMPORTANT\*\*\*\***

- (1) Roster changes are allowed until: Spring Training (no deadline), Summer League (June 11th), Mini Season (July 16<sup>th</sup>), Fall League (Oct. 1<sup>st</sup>). Rosters are frozen after this date and no changes will be allowed.

- (2) Each season (Spring, Summer, Mini and Fall) is independent from one another. Therefore, you may completely change your roster from one season to another. However, you need to complete only one roster per year if there are no changes from one season to another within the same year. If there are changes between season, teams must submit their updated roster for League Office approval, prior to that season deadline to be made valid.
- (3) All Roster Changes must be completed on the 'Add/Delete' form only. The League office must be in receipt of the 'Add/Delete' form before any new players can participate.

#### **RULE 44. RULE BOOKS**

- (1) Each manager is responsible for knowledge of league rules and having the rulebook present at all games.
- (2) In case of Rules interpretation questions, be sure to have this rule book with you at all games!

#### **RULE 45. RUN RULE (MERCY RULE)**

- (1) A 12 run rule will be observed after the losing team has been up to bat 4 times. If the Visiting Team goes ahead by 12 or more runs during an inning, the home team will STILL GET TO BAT in the bottom half of that inning! If the home team goes ahead by 12 runs in an inning, the game is over (once the 12<sup>th</sup> run scores!).
- (2) For a 9-inning game, the losing team will have to have batted 5 times, with all the above parameters remaining the same.

#### **RULE 46. SCHEDULE- TBA GAMES**

- (1) In the event your team is on the schedule as a "TBA" (to be announced) and no opponent becomes available, your team will be granted 2 wins, 7-0, 7-0.

#### **RULE 47. SCHEDULE REQUESTS**

- (1) All schedules that are distributed at the start of the season are final.
- (3) Any team that has a special request (ex: black out date, time request, etc.) **must** make their request in writing on the registration form only. Only requests on the registration form will be considered.
- (4) Only changes due to field permit modifications will initiate a schedule change.
- (5) Once the season has begun, do not call the league office to request a schedule change. It will not be considered.

#### **RULE 48. SCORES**

- (1) BOTH teams are responsible for submitting their scores within (4) hours of completion.
- (2) Scores not reported will result in loss by forfeit for either or both teams.
- (3) Confirm your final scores with the other manager upon completion of your games at the field.
- (4) The league office will not be responsible for inaccurate standings if your team does not call in its scores every week.
- (5) For more accurate (and immediately updated) scores, please submit online at: [www.abasports.com](http://www.abasports.com). You may also call (631) 348-2180.

#### **RULE 49. SCORE BOOKS**

- (1) When available the League Office may furnish each team with a scorebook for the Summer, Mini & Fall League.
- (2) Scorebooks must be kept up to date and available for inspection to league officials or umpires upon request.

#### **RULE 50. SOFTBALL (TYPE OF)**

- (1) The league office will supply each team approved DUDLEY softballs.
- (1) Each team (when the home team) will present the umpire with one new ball and one good backup per game.
- (2) Only softballs approved by the league office are eligible for use.
- (3) Any team that runs out of the allotted softballs will have to purchase balls at their own expense.

#### **RULE 51. TIE GAMES**

- (1) In the event a game is suspended (i.e. inclement weather, darkness) during the middle of an inning and the game is tied, the score will revert back to the last full-completed inning. If the score at that point is tied than, the game may be resumed from the point of the last pitch.
- (2) May only be made up if sufficient time and field space is available.

#### **RULE 52. TIME LIMITS**

- (1) No inning may start 10 minutes prior to the next time session. However, if there is no game scheduled for the next session, there is no time limit.
- (2) Time limits are setup due to field permit time allowed as set by the County, Town, or School Districts.
- (3) See (**Rule 21**) for Game Management and speed up procedures.
- (4) There are no time limits for playoff games. All Playoff games must be played to completion (**see Rule 10A**)

#### **RULE 53. TOURNAMENTS**

- (1) League play takes precedent over all tournaments.

- (2) Visit [ABASports.com](http://ABASports.com) for information regarding upcoming tournaments.

#### **RULE 54. UMPIRE FEES / SERVICES**

- (1) Each team will pay the umpire prior to the start of the first game.
- (2) Umpires will receive full game fee if a game is canceled after it has started (i.e. rain, forfeit, etc.).
- (3) Umpire will receive full fee in the event there is a forfeit. (see forfeit rule)
- (4) Umpire fees are as follows
  - a. Regular Season Double headers (\$19 per game, per team for a 1 man crew) (\$32 per game, per team for a 2 man crew)
  - b. Single 9-Inning playoffs (\$26 per team for one man crew, \$39 per team for a two man crew)
  - c. Best 2-of-3 series (\$19 per team, per game for a one man crew, \$32 per team, per game, for a two man crew)
- (5) Umpires are instructed to arrive on time for your game, in the unlikely event the umpire is late, please call (631) 254-4600.  
**PLEASE DO NOT CALL BEFORE GAME TIME LOOKING FOR YOUR UMPIRE!**

#### **RULE 56. UNIFORMS**

- (1) It is recommended that all players wear jersey's (not required!).
- (2) Visit [www.ABASports.com](http://www.ABASports.com) to purchase custom made uniforms at discount prices.

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## **2008 GROUND RULES (UP-TO-DATE as of 1/25/2008)**

**Bethpage State Park #1-** Any ball hit in the woods on the fly from the Rightfield line to second base will be awarded a single. Any ball hit into the woods on the ground, will be a ground rule double. Any ball that is hit on a fly into the woods, left of second base will be awarded a HomeRun.

**Bethpage State Park #2-** Any ball hit in the woods on the fly from the Leftfield line to second base will be awarded a single. Any ball hit into the woods on the ground, will be a ground rule double. Any ball that is hit on a fly into the woods, right of second base will be awarded a HomeRun.

**Centereach Park-** Any ball hit over the fence (left of the 275 ft Centerfield marker) will be an OUT. Any ball hit over the fence (to the right of the 275 ft. Centerfield marker) will be awarded a homerun.

**Eisenhower Park (Field #6) -** Any ball hit to trees/building in rightfield is in play.

**Freeport HS-** Any ball hit over the fence to the right of the traffic signal in Right Center will result in an out.

**Hempstead Lake State Park –**

- Any ball hit into the tree in left field will be granted a ground rule double (unlimited).
- Any ball that rolls into the parking lot to the left of the bench in left field will be a ground-rule double. (unlimited)
- Any ball rolling into the lot to the right of the bench will be awarded a ground-rule triple. (unlimited)
- Any ball landing on the concrete on a fly is a homerun. (Limit 6)
- Any ball hit into the tree or bush down the right field line (on fly or rolling) will be granted a ground rule double (limit 3) after (3) an out will be called.
- Any ball hit into the trees in right-centerfield (picnic area) will be awarded a ground-rule triple (unlimited)

**Lynbrook HS –** Any ball hit over the fence, directly at, or to the right of the Blue house in right center-field, will be an OUT. Any ball hit over the fence to the left of the blue house in right center field, will be a home run, (per ABA Standard HR Limits)

**Pasadena Elementary-** Any ball hit into the playground in the air will be awarded a single, any ball bouncing into the playground will be awarded a ground rule double.

**Randall Park (Fields 1 & 3) –** Any ball that rolls through the outfield fence will be a ground rule triple.

**Sagamore JHS-** Ball hit into/beyond woods in rightfield will result in a single (Umpires discretion!)

**Salk Intermediate -** Ball hit over rightfield fence will result in a single.

**Seaford HS-** Due to base anchor in the baseline, bases are to be set at 60 feet

**Stokes Field #3 –** Ball hit onto school roof is a double.

**Sunshine Acres–** Any ball hit to the left of the tree in centerfield in the air will be awarded a ground rule double. Any ball that rolls into the woods left of the tree awarded bases will be left up to the umpires' judgement. Any ball hit right of the tree will be all the runners can get.

**Wantagh Park Field #3 – \*\*NEW GROUND RULE IN DISCUSSION\*\***

**Wenonah Elementary –** Any ball hit over the right field fence will be awarded a ground-rule double, limit (3). Each occurrence after limit, an out will be recorded.

**W.T. Rogers (west) –** Any ball hit over or under fence will be awarded a ground-rule triple.

**\*\*Any game played on a field that does not have a ground rule restriction, will be subject to a HR LIMIT per team, per game based on level of play. All OVER-THE-FENCE Home Runs will be subject to HR limit (SEE RULE #24)\*\***

**\*ALL OTHER GROUND RULES ARE AT THE UMPIRES DISCRETION.\***

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