

2009 BAR SOFTBALL RULES

ALL DIVISIONS (Updated 7/7/2009)

PREAMBLE

A. THESE RULES ARE WRITTEN WITH ONE OVERRIDING GOAL IN MIND: SAFETY. SAFETY ALWAYS COMES FIRST. PLEASE SHARE THIS MESSAGE AND THESE RULES WITH THE PLAYERS ON YOUR TEAM.

B. TEAM CAPTAINS: PLEASE DELIVER EXECUTED TEAM ROSTER/WAIVER FORMS TO THE UMPIRE AT THE FIELD PRIOR TO YOUR FIRST GAME. IF THE ROSTER/WAIVER IS NOT SIGNED, YOU WILL NOT BE ABLE TO PLAY. ANY PERSON WHO IS INELIGIBLE OR WHO HAS NOT SIGNED A ROSTER/WAIVER FORM WILL SUBJECT THEIR TEAM TO AUTOMATIC FORFEIT. IT IS THE TEAM CAPTAIN'S RESPONSIBILITY TO ENSURE EXECUTION OF THESE FORMS AND ELIGIBILITY OF PLAYERS ON HIS TEAM, AS WELL AS THE DISTRIBUTION OF THE SCHEDULE.

C. The playing fields are located at the Presidio Pony League fields. Directions: Take I-8 to the Taylor Street exit and go North behind the Hunter Steakhouse restaurant.

D. WARNING: DANGEROUS FLOOD CONTROL CHANNEL IS NEARBY. PLEASE BE SURE TO PROPERLY SUPERVISE ALL CHILDREN.

RULES

1. ALCOHOL. Alcohol is prohibited anywhere on the playing fields and in the dugouts.
2. PHYSICAL CONTACT. Our goal is safety, and the avoidance of player injuries whenever possible. Players shall make a reasonable effort to avoid physical contact with other players. This includes, but is not limited to, attempting to knock the ball out of a fielder's glove during a tag. Runners are required to slide (in the direction of the base) whenever going into a base standing up would result in a collision with a fielder. Violators shall be called "out" by the umpire. Incidental contact with a fielder during a slide towards a base is "part of the game" and is excluded from the strict enforcement of this "no contact" rule. Fielders shall avoid all unnecessary contact with runners when making a tag. Any runner or fielder who violates these "no contact" rules may be ejected from the game in the discretion of the umpire. Repeat offenders may be suspended for one or more future games by the Commissioner.
3. SPORTSMANSHIP. Our goal is for everyone to have fun. Although certain types of disputes are "part of the game", unsportsmanlike conduct (depending on how bad it is) may

result in ejection from the game. Profanity or verbal abuse directed at the umpire will result in ejection from the game. After a first warning from the umpire, profanity or verbal abuse directed at another player (or at oneself) will result in ejection from the game. Any physical contact with the umpire and any shoving or fighting between players will result in ejection from the game and may result in suspension by the Commissioner. Anyone ejected from the game for unsportsmanlike conduct must immediately leave the area.

4. PLAYER ELIGIBILITY.

a. Our league was established for the recreational enjoyment of members of the San Diego County Bar Association and to provide an opportunity for members to interact with one another in a non-workplace atmosphere. While our policy is for the majority of players on each team to be SDCBA members, our league is open to non-member attorneys, judges, and law students. Each team may also have other players (who do not fall into one of these categories) on the roster, provided: the other players have signed the league roster/waiver form; and, no more than two other players per team may participate in any game at the same time.

b. No player may be on the roster of more than one team in the same division (A, B, or C).

c. No player may be added to a team's roster after the fifth (5th) week of the season.

d. To be eligible for the playoffs, a player must have played in at least two (2) of his team's regular season games.

5. NUMBER OF PLAYERS.

a. A team must have at least ten (10) players on its roster.

b. All teams are strongly encouraged to have substitute players on the roster to avoid forfeits when regular players are unavailable.

c. Any playoff awards (e.g. shirts) to the winning team are limited to a maximum of fifteen (15) players.

6. PICKING UP PLAYERS.

a. At least seven (7) players that are on a team's roster must be present and ready to play to avoid a forfeit. A team with less than this number shall not be allowed to "pick up" players for that game.

b. During the "regular" season, a team with only seven (7), eight (8) or nine (9) roster players present at game time will be allowed to pick up additional players (that are on another team's roster) for that game only without the consent of their opponent.

c. No team may pick up players after it has ten (10) players for that game.

d. Any players on a team's roster that arrive after the game has started may play in that game and any player's that have been picked up for that game may continue to play until the end of that game.

e. Any team that picks up one or more players for a particular game may not at any time during that game have more defensive players on the field than the other team.

f. No team may pick up players during the playoffs.

7. FORFEITS.

a. Forfeit time is five (5) minutes after game time. Any team intending on forfeiting any game ahead of time must notify the Commissioner's Office and the opposing team captain ASAP and no later than 12:00 p.m. (noon) on the preceding Friday.

b. Any team that forfeits two (2) or more games may continue to play future games, but will not be eligible for the playoffs unless otherwise determined by the Commissioner for good cause. Eligible teams finishing lower in the final standings will be moved up accordingly.

c. To avoid a forfeit, any team with a major conflict should attempt to pick up players from another team (perhaps in another division) before the day of the game.

d. Forfeited games will not be rescheduled or made up later.

8. LENGTH OF GAME. Games are nine (9) innings long, time permitting. No new inning may be started after one hour fifteen minutes (1:15) after the time the game begins. Umpires reserve the right to call any game as a result of its conflict with the start of another scheduled game. Each team should be ready to go at game time. To increase the possibility of playing a full 9 innings, players should hustle in and out between innings, and no infield or outfield warmup throws are permitted after the start of the game.

9. FIELDING/DEFENSE. Ten (10) players play in the field. Free substitution is permitted on defense. All players in the batting order may go in and out of the game to and from any fielding position or the bench.

10. BATTING ORDER.

a. All players present at game time may be in the batting order.

b. A team may add any number of additional players to the batting order once the game has commenced. These players must be added to the bottom of the original batting order.

c. If any batter leaves the game (due to injury or for any other reason) prior to the conclusion, his next at bats will not be considered an out. His spot in the batting order will simply be skipped each time it comes up after he has left.

11. STRIKES.

a. This is a slo-pitch league. To be a strike, the pitch arc shall be six (6) to twelve (12) feet. No blooper pitches are permitted.

b. Any legally pitched ball hitting any part of home plate (including the "black" edge) or the mat directly behind home plate will be considered a strike.

c. Once a batter has two (2) strikes, the batter may foul off only one (1) more pitch. After that, any foul ball will be considered strike 3.

12. BASE RUNNING.

a. "A", "B" and "C" Division "LEADING OFF" Rule: Runners may not "take a lead" off any base and may not leave a base to advance to the next base until a pitched ball makes contact with the batter's bat.

b. MAT AT FIRST BASE. If there is a play at first base, the runner must touch the orange base that is next to the first base bag and the fielder must touch the first base bag. If there is a play at first base and the runner touches the first base bag the runner is automatically out. If there is no play at first base, the runner may touch either bag on his way to 2nd base. The fielding player may not touch the orange mat in lieu of the regular first base bag to record an out.

c. MAT AT HOME PLATE. A runner crossing home plate may touch either home plate or the mat behind home plate to be considered safe. A fielder must touch home plate (not the mat) to make a "put out" on a force play.

13. EQUIPMENT.

a. Bat Rule: All bats must be approved by the ASA. Any bat listed on the ASA Non-Approved Bat List is illegal. The ASA Non-Approved Bat List is attached hereto as Exhibit "A."

b. Additional "C" Division Bat Rule: In addition to the bat rule stated above, double or multi-walled bats are illegal.

c. The Commissioner reserves the right to prohibit any other bat. All bats will be kept in plain view in or around the on-deck area. Team captains may inspect the opposing players bats at any time before or during the game. It is the opposing team's responsibility to contest the use of an illegal bat before the first pitch to the next batter. If a player is

caught using an illegal bat, his at bat will be considered an automatic out. If any runners were on base, those runners will go back to their original base(s). The Commissioner reserves the right to suspend any player for use of an illegal bat.

d. **BALLS.** Official game balls will be provided by the league, and only these balls shall be used in games.

e. **SHOES.** All players must wear shoes while playing. Shoes with metal spikes/cleats are not permitted and any player found wearing them may be ejected by the umpire and suspended by the Commissioner.

14. **HOME TEAM.** For the regular season, the home team is the team listed last on the schedule. For playoffs, the home team is the team that finished higher in the regular season final standings. Home teams will bat in the bottom of the inning and will have their choice of dugout.

15. **PLAYOFFS.**

a. Ties at the end of the season will be broken in the following order: 1) record in head-to-head competition; 2) if two teams split, then run differential in head-to-head games; 3) run differential for entire season. [Note: Any forfeits will count as a run differential of 9.]

b. "A" and "B" Division Playoffs: The top 4 or 5 teams will qualify for an "A" Division double-elimination playoff. The next 4 or 5 teams (and possibly all remaining teams) will qualify for a "B" Division double-elimination playoff

c. "C" Division Playoffs: All teams qualify for the playoffs. Early playoff games will be single elimination, followed by double-elimination. Higher seeded teams may qualify for a bye in the early round games.

16. **"A" and "B" DIVISION GROUND RULES.**

a. Any batted ball that goes over the outfield fence will be considered a homerun.

b. All batters will start each at bat with a "1 and 1" count.

17. **"C" DIVISION GROUND RULES.**

a. Any batted ball that goes over the outfield fence will be considered a homerun.

b. **2 Up Homerun Rule:** Once a team has hit 2 homeruns (over the fence), that team may not be more than two homeruns ahead of the other team. Any batted ball that goes over the outfield fence thereafter will be considered a walk.

c. All batters will start each at bat with a "1 and 1" count.

18. DISPUTES. All disputes not settled by the Umpire must be submitted to the Commissioner in writing, by Tuesday following the game along with a \$10 fee made payable to "SDCBA". NO EXCEPTIONS!

19. RULE CHANGES. Any proposed rule changes must be received by the Commissioner before the start of the 2009 season to be considered for the 2009 season.

20. CLARIFICATION. These rules may be modified and/or clarified at any time by the Officer of the Commissioner.

For questions about these rules, please contact Commissioner Mike Allen:

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