



***RIVERCITY SOFTBALL***

***Rules***

***2010 Season***



## **RIVERCITY SOFTBALL**

### ***Rules***

#### **Article I. Rosters**

**1.01 Player Limit:** Each team shall be composed of at least ten (10) and not more than twenty (20) players. A person's name may not appear on more than one roster.

**1.02 Roster Deadline:** River City Rosters must be submitted to the League officers on the date set by the Board. Each roster must list all required information.

**1.03 Team Changes:** Team and player changes will be permitted during the first session only and all changes will require board approval.

- A. No player may change teams more than once per season. After the second week of play, players wishing to switch teams due to special circumstances must submit their request in writing to the Advisory Board. The pending change is left to the Board's discretion.
- B. No team may add more than 3 players per session, with a maximum of 20 players per roster. If a change is needed due to special circumstances, the team manager must submit their request in writing to the Advisory Board. The pending change is left to the Board's discretion.

**1.04 Player Additions:** New Players may be added to a roster to fill any vacancies that may occur. Before a new player is eligible to participate in League competition, the manager must submit the player's required roster information.

**1.05 Player Identification:** All players should have identification at the field during League games and may be asked to furnish such identification should a question of player eligibility arise.



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#### **Article II. Schedule**

**2.01 Schedule:** A complete schedule of all league games will be distributed to all team managers prior to the start of league play. The schedule will list the date, time, and place of each league game.

**2.02 Season Schedule:** There will be two sessions of play. The first eight (8) weeks will be a round robin schedule where all teams play each other. The second session will be divided into two divisions, splitting the league down the middle based on their records from the first session.

**2.03 Tournament:** Season-ending tournament will be seeded based upon the records from the second session. There will be a separate tournament for each division.

**2.04 Forfeits:** Any team not able to field seven (7) roster players within 10 minutes of the scheduled starting time of their game shall forfeit. Teams with six players or less at game time must forfeit. If a team has at least seven roster players, then it may add up to two substitutes for a total of no more than nine. If playing with nine players, then the 10<sup>th</sup> spot in the batting order is NOT an automatic out. No non-roster substitutes may be added after the third inning. If a roster player arrives, then he/she must enter the game, and the substitute must come out. In the event that a previous game runs overtime, then the starting time shall be assumed to be the time at which the previous game ends. A forfeited game shall be scored 7-0 in favor of the team not at fault. A double forfeited game shall be scored 0-0 and considered a loss for both teams.

**2.05 Postponements:** In the event a game is postponed (due to rain, etc.) the game will be rescheduled at a time during the Tuesday time-slot. The schedule for other games will not be affected.

**2.06 Time Limit:** There will be a time limit of 1 hour and 20 minutes per game which will be regulated by the umpire.

**2.07 Run Ahead Rule:** For league play, a ten (10) run rule will be in effect. Should a team be ahead by ten or more runs after five innings (or four and a half innings if the home team is ahead), the game shall end and be considered a completed game. 15 Runs ahead after 4 innings or 20 runs after three innings. There will be no run rule in effect for tournament games.

**2.08 Inclement Weather:** Coaches should contact the hotline at least two (2) hours in advance of their game time to determine if the game is to be called due to bad weather conditions. Board members will also contact the coaches. Coaches will be responsible for contacting players on their own teams. The rainout number is 859-392-0017.



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**Article III. Uniforms**

**3.01** Each player is expected to wear a uniform shirt with a number on the back. Numbers should correspond with the number listed for that player on the official team roster. A three week grace period will be allowed at the beginning of the season for teams to acquire their jerseys.



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**Article IV. Tie Breaker, Final Standings, and Tournament**

**4.01** If at the end of the regular season, two or more teams finish with identical won-lost-tie percentages, the following steps will be taken until the tie is broken:

- A. Best record in head to head competition.
- B. If head to head does not determine a clear winner then the standings end in a tie.
- C. If a tie in the division occurs and a tournament takes place then head to head runs score difference will determine the seedings.



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#### **Article V. Line Up Sheets/Rules**

**5.01** The line up sheet that is submitted to the official scorer (home team scorer) prior to each game will be the official list of players (and their numbers) who will be eligible to participate for your team during the game.

A. You must list all persons (and numbers) who are available to play on the lineup sheet.

**5.02** Both teams should exchange line up sheets at least ten (10) minutes prior to the start of the game.

**5.03** All substitutes or re-entries should be announced to the home plate umpire before such substitution becomes legal.

A. It is not the scorers' or umpire's responsibility to notice changes in line up or position. It is the manager's responsibility to see that all changes are properly entered.

B. During the second session of the season players in the upper division may not be substitute for lower division teams.

**5.04** Teams may bat 12 players at any time and play any 10 in the field.

**5.05** The umpire handles all rulings and field situations.

**5.06** The board will handle situations upon written requests from managers.

**5.07** If a player has been ejected, he/she has 60 seconds to vacate the field, out of range of sight and hearing. If a player is reported to the Advisory Board he/she will sit out the following week.

**5.08** Courtesy runners may be used, 1 per inning. The runner must be the player who made the last out.

**5.09** If a player has blood on his/her body, then he/she must exit the game until the wound is bandaged. First aid kits will be available on both fields.



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#### **Article VI. Sportsmanship**

**6.01** Profanity: Anyone using profanity or vulgar language directed at the umpire or another player, or loud enough to be heard by spectators, will be ejected from the game. Any player(s) who uses the tactic of taunting opponents by talking trash either directly or indirectly, will be ejected from the game.

**6.02** Balls and strikes are not to be argued over.

**6.03** Only the manager is permitted to approach the umpire concerning disputed calls.

**6.04** Fighting or abuse of an umpire will not be tolerated.