

ASA

LCGSA Adult Softball Program

Softball General Information-2019

LAKE CITIES SOFTBALL has the right to modify and/or change these rules at any time to better the program.

League Fee

\$400 per team**-Spring 2019-10 games

\$350 per team**-Summer 2019- 8 games

\$350 per team**-Fall 2019- 8 games

**A \$25 late registration fee will be assessed for all entries accepted after the early registration.

Format

ASA rules govern all Men's and Coed leagues subject to modifications stated in the league's rules and regulations.

Spring: Ten (10) games per team utilizing a double round-robin schedule.

Summer: Eight (8) games per team utilizing a double round-robin schedule.

Fall: Eight (8) games per team utilizing a double round-robin schedule.

Game Fields

Time limit – 55 minutes or 7 innings

Game times (Co-ed League) – 7:00 p.m., 8:00 p.m.,

9:00 p.m.,

Game times (Men's League) -7:00 p.m. and 8:00 p.m.,

9:00 p.m.,

All games will be played at Corinth Community Park. 3700 Corinth Parkway

Alcohol

Alcohol is not allowed in the park or dugout. If umpires see beer cans or bottles in the dugouts they can and will eject you.

Eligibility

Players must be a minimum of 18 years old of age.

HOME TEAM:

The home team will be determined by a coin flip prior to each game.

Once league night or the tournament has started it is the responsibility of the team to protest illegal rosters or illegal players; not the tournament or league director.

Team Roster

Team rosters are limited to 16 players. Individual awards will be limited to 12 players. **Rosters and Liability Waivers are due in to LCGSA prior to the beginning of the season. Failure to submit these items will result in the forfeiting of all scheduled games until all information is received.**

Roster Changes

Roster changes may be made, through the LCGSA, prior to the team's fifth week of league play. ABSOLUTELY no individual may play on a team without being listed on that team's roster. **(Pick ups are allowed if you are short players and it is agreed by both teams and umpires)**. Team managers will be responsible for updating all information concerning players and informing players of all rules and regulations. . Roster changes must be made prior to game time. Changes must be made with the on-site attendant. Team's have until the completion of their third game to make changes to the roster.

Teams may not start a game with less than nine (9) players. This would mean the 1st position would be an out each time the player not present comes up in the batting order. A player may be added to the 1st position as they arrive.

NOTE: Coed Slow Pitch. Batting order must alternate gender. Ten players: (five male and five female) with the following positioning requirements: two males and two females in both the infield and the outfield, and one male and one female as pitcher or catcher.

Coed with Extra Players (EP). Twelve players: six male and six female – same as coed plus two EP's who bat in the lineup.

(Coed Slow Pitch Only) A game may begin or finish with 9 players, but when and if another player arrives (of correct sex missing), that player must be inserted into the line-up at the first or second batting position (depending on vacant spot by alternating sexes). If a team plays shorthanded with either three in the infield or outfield, at least one of the three must be a male and at least one of the three must be a female player. Batting order must alternate gender.

(Church leagues Only)

all players must be a member of the church, must be approved by the pastor. His/Her signature must be located on the official roster indicating approval of players listed.

Short-Hand Rule

If a team begins and continues the game with nine players, they are not allowed to use the "shorthand rule" and play with eight.

Forfeits

A forfeit will be scored a 7-0 win.

Men's and Coed leagues will be utilizing ASA rules.

Game time is forfeit time(THE FIRST GAME THE TEAMS WILL GET A TEN (10) MINUTE GRACE PERIOD, THIS MEANS CLOCK WILL START AT GAME TIME AND IF YOU DO NOT HAVE ENOUGH PLAYERS BY THE TEN (10) MINUTE MARK THE GAME WILL GO DOWN AS A FORFEIT.) This means enough players to start the game in the dugout ready to play – NOT in the parking lot or on their way to the dugout.

1. If both teams do not have enough players at their scheduled game time, that game will be declared a double forfeit. Each team will receive credit for a game loss and the forfeiture policy will apply to both teams.
2. EXCEPTION:
3. If Joshua.Procell@lcsa.org or Kyndle.Procell@lcsa.org is notified in writing by the team manager of intent to forfeit a game, then none of the above will apply to the said team. This must be done at least 3 hours before the scheduled league game.
 1. Forfeits due to injuries and family emergencies that occur during a game.

Run Rules

Games will end if a team is ahead by 15 / 12 / 10 runs after 3 / 4 / 5 innings respectively.

Complete innings must be played unless the home team scores the run ahead limit while at bat. When the visiting team reaches the limit in the top half of the inning, the home team must have their opportunity to bat in the bottom half of the inning.

Flip/Flop Rule: Men's and Coed-In the inning when the Run Rule for that particular game is exceeded and the Home Team is losing, the Home Team will remain at bat and become the Visiting Team. If the Team (new Visiting Team) does not score enough runs to reduce the run difference below the Run Rule then the Game is over. If they reduce the run difference to below the Run Rule then the new Home Team will bat. If they subsequently score enough runs to exceed the Run Rule the Game will be over, if they do not the Game will continue under that format. If the situation reverses, the Teams would flip/flop again.

Stealing Bases

No stealing is allowed

Home Run Limits

Co-ed League – (4) per game.

Men's League - (4)

For any in excess, the ball is dead, the batter is out, and no runners can advance.

Tied Ball Game

At the end of a regulation game if teams are tied we will continue to play until there is a winner. Batters will come to the plate with a count of 3 balls and 2 strikes. Batters will not be allowed a foul.

Pitching

USA pitching rules apply 6-10 rule in effect and pitchers must remain on rubber.

Halo Rule

There is no halo rule in Lake Cities

Ball Count

All leagues will start with a 1 ball and 1 strike count. Batters will be allowed a courtesy foul.

Line-up Cards

Line-ups MUST be turned in to the scorekeeper NO LATER than 10 minutes prior to the scheduled game time.

Game Balls

ASA Leagues

Men's League - only balls which bear an approved ASA mark signifying compliance with the .52/300 will be allowed for use in league play; both Men's teams will furnish a playable 12-inch ball. Each team hits their own balls.

Co-ed League - will play with 12-inch (men's) and 11-inch (women's) balls; Women will play with 11-inch balls with the ASA Stamp at .52/300 or; Men's leagues will play with 12-inch balls, listed above. Each team hits their own balls.

Bats

All bats bearing the USSSA/ASA Certified Stamp will be allowed to be used in league play. Bats that do not have the stamp will be allowed only at the Umpires discretion.

Rainouts

The City Recreation Division has the final decision on playing field playability. Call (940) 498-3221 after 4:00 p.m. in the event of inclement weather. If games are not cancelled prior to 4:00 p.m., games will be played at the discretion of the umpires at game time. If umpires cancel the 7:00 p.m. game or any games in progress, all successive games are cancelled. If the recorder does not specifically cancel games, assume that games will be played as scheduled at the discretion of the umpires.

COMPLETED GAMES: Games are considered complete when 40 minutes have been played OR 4 innings have been completed

Make-ups

Games cancelled will be made-up at anytime during the season.

It is the intent of LCGSA to schedule make-up games on respective league nights with a minimum of six days notice; however, it may become necessary to schedule make-ups on WEEKENDS or OTHER NIGHTS if the number of games to be made-up becomes excessive. If the make-ups are to be made in less than 6 days LCGSA will notify team representatives by phone and/or email.

Ejection's

Verbal or physical violence, especially attacks on a game or tournament umpire or official, before, during, or after a game or fights/confrontations between players/teams will result in a minimum of one (1) year loss of eligibility in all league and tournament play or indefinite suspension in all league and tournament play, subject to an annual review if requested.

Anyone ejected from a game (Player or Fan) must leave the Park property within two (2) minutes. If they do not or if they leave and return later, their team will forfeit their game for that day. If that game was played and lost, the next game will be forfeited. A Player or Fan may be ejected before, during or after a game played. Suspended players may not participate in any LCGSA league during their suspension.

Ejection Penalties

1st Ejection: Seven (7) Days

2nd Ejection: Three Weeks (21) Days

3rd Ejection: Suspended from the League indefinitely.

NOTE: Ejected individuals ARE NOT allowed to attend their team's games, even as a spectator, while on suspension. They are suspended from the League and playing the rest of the week or longer depend on what ejection that player is on. The player can not play on any league with LCGSA if ejected from any league until suspensions are up. If violations occur, additional penalties will be imposed.

EJECTION: Player(s) will be ejected from a game for unsportsmanlike conduct. Any situation in which an umpire deems unsportsmanlike may be cause for ejection. 1st offense = 1 game suspensionNOTE: if a player is ejected, and the team is reduced to 9 players, the team can continue to play. The ejected player's position in the line up will be an automatic out. However, if additional players are ejected or removed at anytime during the game, and the available number of players falls to less than 9, then the game will be forfeited. No exception. The Athletic Supervisor will support the umpire's decision in all cases.

Physical abuse, touching and/or shoving of a player, official or staff member will result in EXPULSION of that player(s) from LAKE CITIES leagues for at least a one-year period and possible legal action.

Any player who verbally abuses a player, official or staff member, AT ANY TIME will be suspended from their next eligible game.

Protested Games

All protests will be submitted in writing and accompanied with a \$50.00 protest fee (Money Order Only) to LCGSA within 24 hours of the completion of the protested game. Rule interpretation is the ONLY protestable issue that will be considered. Umpire judgement or ability WILL NOT be considered.

\$50.00 Protest Fee: This fee will be returned to the team ONLY if the protest is upheld. If the protest IS NOT UPHELD the protest fee will be forfeited.

A protest must be done no later than the last final out. You cannot protest once the game is over.

Protest of a call by the umpire must be made by the captain/team manager only. The protest explanation must be made to one umpire and the umpires will get together to discuss. During the discussion of the umpires, the captain/team manager must let the umpires discuss the situation privately.

Batting out of order must be protested by the offended team. If protested, the umpire will determine if a violation occurred and impose penalties per rule.

Jewelry

Only jewelry that is allowed in the playing field is Apple/Android watches and or Fit bits.

Uniforms

Teams must wear jerseys of like color with permanent numbers as interpreted by umpires. The numbers must be permanently attached (no tape and no number duplicated). NUMBERS will be whole numbers only and limited to single or double digits only. You must have a # on the back of the shirt at least 6 inches. NOTE: Zero and double zero will be considered as duplicated numbers. SHOES: Under no circumstance may steel cleats be worn in Corinth Leagues.

TIE-BREAKER PROCEDURES

In case of a tie for awarded positions or seeds in a postseason tournament at the conclusion of the season, the following tie-breaker procedure will be used to determine positions and seeds. All games played within a specific league will count toward the final standings for seeding purposes.

Note: Any team that forfeits a game during the regular season due to lack of players/participation will automatically lose any and all head to head tie-breakers for seeding purposes in postseason play.

Head-to-head: If the two (2) teams play each other more than once during the season and split then Runs Allowed between the two teams will be used; then Runs Scored among the two teams. If place/seed cannot be determined in this manner then tie-breaker will revert to remaining tie-breaker (#3, 4 & 5).

Head to Head Group (3 or more teams tied). Win/loss record among games played between group will be used first. If Head-To-Head among group cannot be determined, then Points Allowed among the group will be used; then Points Scored among group. If place/seed cannot be determined among group, tie-breaker will revert to the remaining tie-breakers.

Runs allowed (all games)

Runs scored (all games)

Coin-flip.

All games played will count towards final standings for seeding purposes

PLAYOFFS:

The top 4 teams in each league will advance to the playoffs for leagues with less than 10 teams registered for the league.

The top 6 teams in each league will advance to the playoffs for leagues with 10 or greater teams registered for the league.

The playoff format will be as follows for under 10 teams:

1. Semi-Final Round

1.a. 2nd Place Team vs. 3rd Place Team

1.b. 1st Place Team vs. 4th Place Team

2. Final Round

2.a. The two winning teams will play in the final round.

The playoff format will be as follows for 10 or more teams:

1 Semi-Final Round

1.a. 4th place team vs. 5th place team

1.b. 3rd place team vs. 6th place team

1.c. 1st place team vs. winner of 4th/5th

1.d. 2nd place team vs. winner of 3rd/6th

2. Final Round

2.a. The two winning teams will play in the final round.

All playoff games are single elimination and will be played on the same evening. Mercy Rule is the same as the regular season.

The higher seeded team is the Home Team (not a coin flip).

How to Register

To register, visit lcsa.org and click the Register link in the top right corner. For any questions, please email softball@lcsa.org.

LEAGUE CONTACT:

KYNDLE PROCELL: LEAGUE DIRECTOR

Phone: cell: (972) 345-8673

Email: kyndle.procell@lcsa.org

JOSH PROCELL: LEAGUE DIRECTOR

Phone: cell: (972) 345-8151

Email: joshua.procell@lcsa.org