

**MARCUS JEWISH COMMUNITY CENTER OF ATLANTA
HARRIS JACOBS ADULT MODIFIED SOFTBALL RULES AND REGULATIONS
SPRING 2016, Rev. 2 (3-13-16)**

1. The Commissioner

The outgoing Commissioner and JCC Director of Adult Sports shall select a Commissioner.

2. The Ratings List

The Commissioner shall maintain a players' Ratings List. Each player shall be rated, using a scale of 1 to 9, with 1 being the best.

3. The Draft

For the first round of the draft, the Commissioner shall determine the drafting order of the team captains by using a modified NBA draft lottery system. Captains ranked 1, 2 or 3 will have 4 balls in the lottery. Captains ranked 4 or 5 will have 5 balls in the lottery. Captains ranked 6, 7 or 8 will have 6 balls in the lottery. Balls will be selected from the lottery pool with the first ball selected getting the first draft pick and continuing until the complete draft order is determined.

The Commissioner shall determine the rounds in which the captains shall be selected. The captain's rating shall be added to the cumulative total of his team after that round.

For the second and all subsequent rounds, the Commissioner shall add up the ratings of all drafted team members. (The captain's rating is not included until after the round in which he is selected.) The drafting order for each round shall be determined by the descending cumulative value of each team at the beginning of each round. In the event of a tie, the order shall be determined by a random drawing. (If circumstances so warrant it, the Commissioner may (i) alter the order of selection to assist teams without adequate pitching or (ii) require a captain to select a pitcher or catcher in a certain round if there is a shortage of those position players).

All players must have a rating before the draft begins. Since all new players must attend an evaluation, ratings shall be assigned before the draft.

Requests by returning players to play on the same team will be limited to immediate family members. Requests by new players to play for a specific team captain or a specific teammate shall be considered by the Commissioner on a case-by-case basis. Team captains will be informed of the Commissioner's decision on these requests PRIOR to new player evaluations. Such requests by new players will only be considered for their FIRST season in the league.

Recognizing that the spirit of the league is to have fun, competitive games, if there are any other player/captain placement requests with regard to returning players, all captains must agree with these placement requests prior to the start of the draft. The commissioner shall determine the rounds in which these players are selected by the appropriate team.

4. Trading Deadline

All player trades must be approved by the Commissioner and must be completed within 48 hours of the completion of the draft (exceptions to this deadline may be made by the Commissioner if

injuries occur or if irreconcilable differences emerge between players or their captain).

5. **A.S.A. Rules**

Unless otherwise specified in these rules and regulations, all games shall be played in accordance with official A.S.A. Modified Fast Pitch Softball rules.

6. **Forfeits**

Forfeit time is five minutes after the scheduled game time, and the game clock shall start at the scheduled game time. The umpire is responsible for calling game time. A team must have at least seven (7) players to start a game; otherwise a forfeit will result.

7. **The Run Rule**

If a team trails by 15 or more runs after it bats in the fifth inning or by 10 or more runs after it bats in the sixth inning, the game shall be terminated and that team declared the loser. This run rule applies to all games, including playoff, tournament and championship games.

8. **Playing Rules**

Every player at the game shall be in the batting order, including the pitcher. Any player not in the immediate vicinity of the field (i.e. dugout, stands, etc.) at first pitch must be placed last in the batting order. Each team may play up to 10 players at a time in the field. Each player must play at least 3 innings of the first 6 innings (of a 7-inning game) in the field. Innings missed by a late, arriving player are considered innings played in the field.

9. **Non-Roster Replacement (Substitute) Player**

If a team will have fewer than 10 players for a game, the team captain may pick up a substitute so long as the replacement player is playing for another team that season or is on the substitute/waitlist maintained by the Commissioner, and has a rating **no better** than the player being replaced. A team can pick up as many substitute players as necessary to get to a game roster of 10 players.

Note: After the third week of the season, a new (rookie) player may not be used as a substitute until the Commissioner ratifies his rating. For example, if a rookie is rated a 6 before the draft, but turns out to be a 3, he may only be used for replacement purposes on another team as a 3. If he is missing from his own team's game, his original rating of 6 is used for his replacement.

If a roster player is going to miss at least four games in a row, he may be replaced for all those games by a player on the substitute/waitlist, in accordance with the rating rules above and with approval of the Commissioner. This replacement may be made even if the team has ten or more players with the substitute. (The replacement player must be the same person for all the games).

If a roster player, who was expected to be absent, shows up for the game, and he has been replaced with a substitute, and both he and the substitute decide to stay, **they each play half the game.** Only one of them can hit in the batting order at any time. If there is a doubleheader, this applies to both games.

A substitute player may not enter a game for the first time after the completion of the fifth inning, with the exception of the following: IF a game is running beyond the 90 minute limit AND IF the use of substitute players in the game running late is preventing another game from starting on another field, THEN the teams that are still playing shall release their 'subs' back to their full time teams, and can pick up equal or worse ranked players that are currently available.

A late arriving drafted, roster player may enter the game at any time.

A separate Pitching Substitute Player Rule may be enacted from time to time prior to the start of any season with the simple majority approval of the current captains and commissioner. If enacted in any given season, that will rule will be a separate attachment to this document.

9A. Non-Roster Replacement (Substitute) Player During Playoffs and Tournament

During playoff and tournament games, rule #9 remains in effect, with two differences.

1. If a team will have fewer than 10 players for a game, the team captain may get substitute players so long as the replacement players are playing for another team this season. The replacement players may not be on the Commissioner's substitute/waitlist.
2. A substitute player for the highest rated (best) player missing must have a rating at least one rank worse than the player being replaced. For example, if a playoff team is missing three players, a #3, #5 and #7 it is allowed to pick up two replacement players. In this case, the two players must be ranked no better than a #4 and a #5 (one rank worse than the missing #3 and an equal substitute for the #5). EXCEPTION – If the highest rated (best) player missing is ranked a #5 or worse, then the one rank substitution penalty does not apply, and a replacement player can have equal rating as the best missing player.

10. Violation of Player and Roster Rules

A violation of any of the player rules set forth in paragraphs 8, 9 and 9A shall result in a forfeit. Any captain can protest an illegal roster used by any team, even a game said captain did not participate in. To protest an illegal roster, a captain must provide written notice (detailing the grounds of the protest) to the commissioner via e-mail within 24 hours of the completion of the game in question. In addition, he must present a \$10 fee to the Commissioner within 24 hours of the protest via paypal. If the protest is not upheld, the \$10 fee will be forfeited. Monies collected will be used for year-end league refreshments.

The illegal roster protest shall be heard, and a decision rendered, by a two-person committee comprised of the Director of JCC Adult Sports (as of 3/2/16, Jack Vangrofsky) and the Commissioner; provided, however, if the Commissioner or Director is involved in the dispute, then the non-involved person shall make the decision alone.

11. Permanent Replacement Players

If a roster player needs to be permanently replaced, the Commissioner shall determine the replacement player using the same principles set forth in Rule No.9 above. Any player who is permanently replaced for any reason may not play for any other team that season.

12. Ejection

If a player is ejected, **he must leave the field and vicinity immediately** for the duration of that game. A team may NOT add a non-roster player to replace an ejected player.

If a player is ejected from the game and there are no substitutes, that player's future plate appearances become an out each time said ejected player comes up in batting order.

A player who has been ejected from any JCC Modified Softball League game (even if that ejected player was merely a spectator) is automatically suspended from his team's next regularly scheduled game (including playoff games). Said player may also not substitute for any other team until the suspension from his own team has been satisfied.

Rule #9 regarding a non-roster replacement player does apply for the replacement of a suspended player, with one exception. Non-roster replacement players for any team with a suspended player must, at minimum, be one rank worse than the highest rated player missing from the team that week.

Any player that has been ejected for a second (or more) time(s) during the season, or is ejected for fighting or other serious misconduct, is immediately suspended from the league indefinitely until the JCC Sports Disciplinary Committee hears the case and renders a punishment/decision. The JCC Sports Disciplinary Committee consists of 5 people including 2 JCC staff members, the Adult Sports Committee Chair, Disciplinary Committee Chair and the League Commissioner. No league fee refunds will be provided under any circumstance to suspended players.

13. Time limits, Official Games, Ties and Rain Outs

There will be a 90 minute time limit on every regular season and tournament game, except for the Regular Season Championship Game, Tournament Championship Game and All Star Game, which will have no time limit. A game becomes official after four innings (3 and 1/2 if the home team is ahead or goes ahead in the bottom of the fourth). Once a game has become official, no new inning may be started after the 90-minute time limit has been reached, unless the score is tied, subject the conditions below.

Ties: A tie game that has completed 7 innings prior to the 90-minute time limit can play unlimited extra innings so long so long as no new inning is started after the 90-minute limit has been reached. A tie game that ends after the 90-minute time limit has been reached, but has NOT yet played any extra innings, is allowed 1 untimed extra inning.

Tie games that remain after the playing of a minimum of one extra inning and have exceeded the 90-minute limit will remain a tie in the standings.

For clarification, for games that are not tied, if the bottom half on an inning is completed and the game is in its 89th minute, a complete additional inning will be played. If the game is in its 90th minute at the end of the bottom half of an inning, the game is over.

Stalling: If the umpires, in their sole discretion, determine that a team (or player) is intentionally stalling to cause the time limit to run out on a game thus resulting in their victory, the umpire may warn said team to end the delaying tactics. If two warnings do not resolve the unsportsmanlike behavior, and the umpires believe there would have been time to start an additional inning had the stalling not occurred, the umpires, at their sole discretion, may add one

untimed inning to the game.

Note: For games at Zaban (where there is a 10:00 p.m. "lights-out" curfew), if an inning cannot be completed, then the incomplete inning shall not be counted. The results are "rolled back" to the last complete inning and that score will stand, ties included. If the "rolling back" results in a game not being official, the game will be replayed in its entirety at a later date.

Inclement Weather: A game becomes official after four innings (3 and 1/2 if the home team is ahead or goes ahead in the bottom of the fourth). Any game that is called off, in the umpire's discretion, due to inclement weather or poor field conditions after a game is deemed official shall be over and the final score will stand, ties included. In the event a game is called off in the middle of an inning, then the incomplete inning shall not be counted, except when the home team is leading in the bottom half of the incomplete inning. Otherwise, the results are "rolled back" to the last complete inning and that score shall stand, ties included. A game that is called off, before being deemed official, will be replayed in its entirety at a later date.

RAIN OUT LINE: Assume all games are on unless cancellation is posted at 678-812-4008

14. Conferences

During any half inning, the batting team may call only one time out. Any additional time out will result in the umpire discretion to call or not call a strike(s) against the batter.

15. Disputes and Protests

In a disputed play, only team captains may discuss the play with the umpire. If the team captain makes a protest, he must notify the umpire and the opposing team captain before the next pitch. In addition, he must present, via e-mail, the grounds of the protest along with a \$10 fee via paypal to the Commissioner within 24 hours of the protest. If the protest is not upheld, the \$10 will be forfeited. Monies collected will be used for year-end refreshments.

The protest shall be heard, and a decision rendered, by a two-person committee comprised of the Director of JCC Adult Sports (as of 3/2/16, Jack Vangrofsky) and the Commissioner; provided, however, if the Commissioner or Director is involved in the dispute, then the non-involved person shall make the decision alone.

Only rule interpretations may be protested. Umpire judgment calls are not subject to protest.

16. Equipment

All offensive and defensive players are encouraged to take their personal safety seriously and to wear whatever protective gear they feel is necessary and appropriate.

CLEATS: No metal spikes of any sort are permitted. Only rubber or plastic cleats may be used.

HELMETS: Beginning Sunday April 17, 2016 and continuing for all games for the remainder of the season, batters and runners are REQUIRED to wear batting helmets at all times. Prior to that date, the use of a batting helmet is optional, but all players are encouraged to wear a helmet. The league will provide helmets for each game this season, however all players are recommended to purchase their own.

FACEMASKS: Pitchers are recommended to wear facemasks, mouth guards and any other protective gear they feel is necessary. Catchers are required to wear a protective face mask.

BALLS: ASA approved 12 inch .44 COR / 375 lb. compression yellow optic balls will be used.

BATS: The league will follow ASA Rule 3, Section 1 regarding bats. Only ASA certified/approved bats are permitted. Every bat used in the league MUST have the either the ASA 2000, ASA 2004 or the ASA 2013 certification stamp. Bats with the ASA 2000 or ASA 2004 certification stamp must also NOT be on the ASA Non-Approved bat list which can be found on the following website. http://www.asasoftball.com/about/build_batlist_w_pics_2000.asp



A bat missing an ASA certification stamp may not be used in any game, without prior approval by the Commissioner. The approval of a bat missing an ASA certification will be determined based upon whether the bat was likely manufactured prior to 2000 and whether it would comply with current ASA bat standards.

If an illegal bat is used, the player who used the illegal bat shall be declared out and any base runners shall return to the base he (or they) occupied before the play. If any player on that same team uses the illegal bat later in the game or in any future game, in addition to be declared out, said player shall be ejected from the game and suspended from the next game.

17. Pitching Rules

The pitcher must start his delivery with at least one foot on the pitcher's rubber and otherwise follow all rules of ASA Modified Pitch Softball.

Wrist Bands: Pitchers are allowed to wear wrist bands on their pitching arm, providing the wrist band is not the same color or mimics the optic yellow color of the game balls.

18. Hit Batsman

When a pitched ball hits a batter, whether the ball bounces off the ground or not, the ball is dead and a base shall be awarded to the hit batsman (subject to the caveat below). If a batter is awarded first base, all base runners will advance one base if forced ahead by the hit batsman.

ASA rules shall apply if the batter makes no effort to get out of the way of a pitch. It is the umpire's sole discretion to either deem the pitch a ball or strike or to award first base.

19. Balk

There are no balks.

20. Intentional Walks

Only one intentional walk per player per game may be given without pitches having to be thrown. Future walks must be pitched.

21. Bunting

Teams are allowed one-bunt per inning, whether there is a man on base or not. The one-bunt per inning rule is not cumulative; you must use it or lose it.

A bunt foul that results in an out is considered a use of this bunt rule and counts as the one allowed bunt per inning.

If a ball is bunted fair after a team has already used its bunt in an inning, the defensive captain has the following options: The defensive captain may choose to take the result of the play, or have the batter called out by the umpires, and all base runners return to their previous base.

If a ball is bunted foul after a team has already used its bunt in an inning, it is a foul ball, and the batter continues his at-bat, unless the bunt foul results in a strikeout or foul out. In this instance, the defensive captain may choose to take the result of the play, or have the batter called out by the umpires, and all base runners return to their previous base.

22. Leading and Stealing

A base runner may not take a lead until the ball has left the pitcher's hand. A runner leaving a base early will immediately be called out. The pitch will be called a dead ball and all other base runners must return to the base they started from.

A base runner may advance at his own risk, only if the pitched-ball touches the ground or the return throw from the catcher to the pitcher (or to any other fielder) touches the ground. In such case, the base runner may advance or retreat at their own risk, and any play made is a tag play.

If the catcher catches the pitch cleanly (i.e. it does not hit the ground) and the catcher's return throw to the pitcher (or to any other fielder) does not hit the ground, the base runner cannot advance and an out may be recorded via a force play (i.e. no tag is necessary; if the throw beats the runner to the bag, he is out.). If the initial throw from the catcher hits the ground at any time, the play becomes a tag play, and runner may advance at his own risk.

23. Avoiding Collisions

A base runner must do everything in his power to avoid a collision with a fielder. If, in the umpire's judgment, the base runner could have slid or otherwise avoided contact, the base runner shall be called out. A flagrant act by a player resulting in a collision can, at the umpire's sole discretion, result in that player being ejected from the game.

A base runner may not purposely "crash" into a position player at any time to try and jar the ball loose on a tag play or force play or while fielding the ball. The runner must slide or give

himself up. A catcher without the ball may not block home plate.

24. Use of Double Safety Base at First Base

On batted balls in the infield only, the batter must run to the outside (orange) base at first base. If the batter collides with the first baseman at the inside bag, the batter shall be deemed as interfering with the play, and shall be called out. On balls hit to the outfield, the batter may go to the inside bag to “make the turn”.

25. Positioning of Outfielders

Outfielders and infielders may position themselves anywhere they choose on the playing field.

26. Pinch Runners

A courtesy runner may be used in appropriate circumstances. The purpose of this rule is to permit runners who are injured or cannot run to remain in the game. Its purpose is not to give an advantage to the team making the substitution. Catchers and pitchers are automatically allowed pinch runners, if requested.

Pitchers, catchers and any player injured (as agreed to by the captains prior to the game) are eligible for a pinch runner. A player injured on that at bat or while running the bases is also eligible for a pinch runner. The pinch runner **MUST** be the last batted out (not someone recently forced out) from the current or prior inning. The pinch runner must be used **IMMEDIATELY** when the batter reaches base or when a base-runner is injured. You may not ask for a pinch runner once the batter has moved beyond 1st base to 2nd or 3rd base, unless that is where they ended up after their initial at bat or after injury.

27. Leaving the line-up

In as much as this is considered a recreational league and we have adjusted our rules with regard to walks, balks, bunting, and stealing, etc; there are times when players bring their young children to games (and are responsible for them). If such a player must attend to a child during the game, and therefore, miss their at-bat; or a player receives a medical or business call, and misses an at bat; or a player is injured and misses an at bat, the following rule will be in effect.

If any player has to miss his scheduled at-bat for any of the above reasons, **the team captain must notify the opposing team captain of such action as soon as possible.** When the player’s turn to bat comes up in the batting order, and the player is not available, his spot will be passed over, without being recorded as an out, and the next batter will bat. Once a player (injured or non-injured) who has missed an initial at bat for any of the above reasons returns to the game, his captain must notify the opposing captain of such. After the initial **“no penalty at bat”**, any non-injured player who misses any future at bats, shall be declared out on subsequent at bats, unless said player has permanently left the game or has been replaced in line-up by a substitute, as per provisions of Rule No. 9.

If there is there is no substitute to replace the batter in the batting order, there is no “out penalty” if the batter is injured and cannot play, or has to permanently leave the game for some other reason. Opposing captain must be notified if a non-injured player has permanently left the game.

28. Playoffs and Playoff Tiebreakers

The Regular Season Championship Game will include the winner of the American League against the winner of the National League. Tie-breakers to determine seeding within the respective leagues will be as follows:

- 1) Overall Record
- 2) Head to Head Record
- 3) Record Within the Division

If the above tie-breakers do not yield a division winner, a one game playoff will be played. Determination of home team for the one game playoff will be a coin flip.

The home team for the Regular Season Championship Game will be based on items #1 & #2 of the above tie-breakers, with a coin flip being tie-breaker #3.

The Single Elimination Post-season Tournament will include all teams, seeded based upon overall regular season records, without regard for the division they played in. Tie-breakers are:

- 1) Head to Head Record
- 2) Record Within their respective Divisions
- 3) Record against teams that finished ahead of them in the overall standings
- 4) Coin Flip

In all games, the higher seeded team will be the home team. There is no resetting of the playoff brackets after each round of the playoffs.

29. All-Star Game

The captain of the winning regular season team in each division will manage their league's All Star team.

The process to select players for the All Star game will be as follows:

- Captains of the 1st place team in each division will nominate 4 players & themselves
 - The first place teams will have 5 All Stars in total
- Captains of the 2nd and 3rd place teams will get up to 4 selections each
- Captains of the 4th place team in each division will nominate up to 3 players
- The All Star captains can select any other players from their respective league to replace nominees unable to attend the game.

Home team for the All Star Game will be based upon a coin flip.

30. Dugouts

For all regular season games and the All Star Game, dugout choice is 'first come – first served'.

For all post-season games, the higher seed has the choice of dugout, but that decision must be made no less than 15 minutes prior to the scheduled start of the game. Once inside 15 minutes of the start of the game, choice of dugout is 'first come - first served'.