

**JERSEY SOFTBALL ASSOCIATION**

**2018 OUTDOOR SOFTBALL LEAGUE RULES**

**VENUE**

Training at Le Rocquier School

Games at Les Quennevais Sports Centre

**DATES**

Training Tuesdays 24 April to 26 June & Thursdays 19 April to May to 31 May

Games Sunday 20 May to Sunday 19 August

**TRAINING/GAME TIMES**

Training 6.30pm to 8pm

Games 10.30am, 11.45am and 1pm

**FEES**

The league fee is £600 per team. A Deposit must be paid by the end of March and the balance by the end of May. Failure to settle by the end of May will result in a points deduction. Cheques payable to Jersey Softball Association and passed to the Fixtures Officer, Treasurer or by bank transfer (details to be given if you wish to pay by this method).

**POINTS AWARDED**

3 for a win, 1 for a tie. For a loss by less than 10 runs 1 point will be awarded. For a no-show a 15 - 0 score will be applied.

**TEAMS**

Teams will consist of 10 players - 5 male and 5 female take the field, but 12 players can bat (the ratio of male to female must be 1:1). The minimum number on the field at any one time is 8.

The minimum age is 14, but this is at the discretion of the Umpire. 14-16 year old players must be accompanied by a parent/guardian for each and every match. 14-16 year old players must wear a helmet for batting, if they refuse to wear such a helmet then they will not be permitted to play. The umpire has the right to ask team captains to move players under 18 to the outfield should they not be comfortable with the player’s ability to protect themselves in the infield.

**PREGNANT PLAYERS**

Teams who have pregnant players must identify these individuals during the pre-game meeting. The opposing team captain will have the right to decide if they are willing to play against an opponent who is pregnant. If an agreement to accept a pregnant player cannot be reached, that individual must be removed from the game, failure to do so will result in forfeiture of the game.

**NB. If a pregnant player is playing, they must produce a medical certificate to confirm they are fit to play. In addition they must be placed in the outfield and take a runner from first base**

**REGISTRATION FORMS**

Completed Registration forms must be sent to the Fixtures Officer ahead of the start of the league in soft-copy format. A signed version must be presented to the Fixtures Officer no later than 13th of May. Any new addition to a team’s roster after submission of the registration should be declared to the Fixtures Officer and the player should then sign on the team’s registration form.

**TRANSFERS**

As a general rule, any player that has both registered and played for a team cannot play for another team in the same season. In special circumstances, and upon receipt of a letter or email to the President from both the transferring player and the Captains of the leaving and joining teams, the Executive Committee may permit a transfer to take place.

Should captains not agree to the transfer, the player has the right to appeal to the JSA Executive Committee whom shall have the final say on the matter.

**FAILURE TO FIELD A TEAM**

If a team fails to take to the field to begin a game, either in offence or defence, for which it is scheduled to commence, they will be deemed to have forfeited the game and a score of 15-0 will be recorded in favour of the team not at fault.

Failure by both teams to field the regulation number of players will result in the game

being recorded as 0-0 and no points will be awarded to either team.

With the opposing captain's agreement, an Umpire can wait a maximum of 10 minutes for a team to arrive, however the late team will start the game with -5 runs and the game will be completed at the original expected time i.e. no added time will be allowed. If after the grace period a team does not show or does not have the minimum required players, then the ball game will be called and the opposition will be awarded a 15-0 win.

**POSTPONEMENTS/CANCELLATIONS/NO-SHOWS**

The postponement of games by teams is not permitted. If a team has to cancel a game they should inform the Fixtures Officer, the assigned Umpire and the captain of the opposing team in the first instance. A score of 15-0 will be recorded in favour of the team not at fault.

Games may be postponed by the JSA due to other JSA based activities, or because of playing restrictions imposed upon it by the States Education, Sport and Culture. Games postponed under these circumstances will be rescheduled by the Fixtures Officer at a time mutually convenient to both team captains. If captains cannot agree, the Fixtures Officer will decide on a rescheduled date. Should the Fixtures Officer be disqualified by virtue of being part of one of the teams in question, the decision will go to the President or Vice-President.

Under no circumstances are teams permitted to call off games of their own volition. In the event an umpire fails to attend a scheduled game and both teams are in attendance ready to commence the game, team captains will be expected to umpire their own at bats.

**INCLEMENT WEATHER**

In the case of inclement weather team members will be able to check the condition of the playing fields and/or the possible postponement of games by checking the website for the relevant weather warning message or by telephoning the Fixtures Officer or Umpire-in-chief.

The assigned Umpire is empowered to commence, suspend, resume or terminate the game(s) as and when they feel the conditions warrant such action. The Umpire's decision in these matters is final.

If a regulation game is cancelled due to inclement weather, one point will be awarded to

each team in case the game cannot be rescheduled before the last eligible day of play. If

the game can be re-scheduled and played before the end of the season the one point will be removed and the actual rescheduled game result will stand. The Fixtures Officer will attempt to re-arrange the game at a time mutually convenient to both team captains. If captains cannot agree, the Fixtures Officer will decide on a rescheduled date. Should the Fixtures Officer be disqualified by virtue of being part of one of the teams in question, the decision will go to the President or Vice-President.

**REGULATION GAME**

Teams play each other in accordance to the fixtures schedule drawn up by the Fixtures

Officer.

A game shall consist of seven innings, or 75 minutes duration – whichever is achieved first with no minimum innings required.

No new innings will be started after 60 minutes of play and if the 75 minute mark reaches mid-inning then the score will be taken from the previous completed inning. A regulation game that is tied, or a game that is tied at the end of 75 minutes of play will finished tied and each team will be awarded 1 point. Teams and umpires are encouraged to keep the game moving through quick turn-around from fielding to bating and vice-versa.

**NOTE – once ‘no new innings’ is called if the home team is leading then the bottom of the inning won’t be played, ball game would be called when the team that is losing at that point completes their at bat. If they tie or go ahead during their at bat then the home team would have their at bat until either the inning is over or they score a winning run.**

**TERMINATION OF A GAME**

The Umpire is empowered to call a game at any time because of darkness, rain, or other causes, which puts the players in peril. If less than 3 complete innings have been played, the terminated game will be re-scheduled where appropriate and resumed at the exact point when it was terminated with the score following on. If the game cannot be rescheduled before the end of the season the game will be ruled a draw and each team will be award 1 point.

**PROTESTS AND DISPUTES**

All protests and disputes shall be made in accordance with ISF rules pertaining to Protests, and will be heard by a Protests and Disputes Committee, which shall consist of

three members of the Executive Committee whom are not connected with the teams or

individuals implicated in the lodged protest, ordinarily chaired by the President unless

disqualified by the aforementioned criteria.

If a Team wishes to lodge a protest, they must inform the umpire and opposing team at

the time, and play out the game as normal. Should the team making a protest win the game, the protest falls away.

In the event of a protest being brought before the Protests and Disputes Committee, the team making the protest will pay a £50 fee. If the protest is successful, then the £50 will

be returned.

Unsuccessful protests, will result in the fee being retained and reallocated appropriately by the JSA.

**FACEMASKS**

In the interests of health and safety, a facemask must be worn by all catchers (plastic visors are not allowed). If a catcher refuses to wear a facemask the Umpire will instruct the team captain to replace the player at that position. A team will forfeit the game in the event of failure to provide a catcher who will wear a facemask. If a team does not have their own facemask the JSA will provide one.

**JEWELLERY**

All jewellery must be removed and may not be worn during the game. Any item not able to be removed must be taped over – this is for the safety of the wearer and the safety of other players.

**Please Note:** Medical alert bracelets or necklaces are not considered jewellery. If worn, they must be taped to the body so as to remain visible, but safe from injuring another player in the event of a collision.

**FOOTWEAR**

All players must wear suitable shoes. The soles may be either smooth or have soft or hard rubber cleats. All metal studs are illegal.

**Please Note:** A definition of appropriate footwear **does not** include sandals or flip-flops.

**GLOVES**

Any player may wear a glove, but only the catcher and first baseman may use mitts. Only approved softball gloves are permitted, and the following points should be observed:

(a) No top lacing, webbing, or other device between the thumb and body of the glove or mitt worn by a first baseman or catcher or a glove worn by any fielder, shall be more than 12.7cm (5 in) in length.

(b) Gloves worn by any player may be any combination of colours, provided none of the colours (including the lacing) are the colour of the ball.

(c) Gloves with white, grey or yellow optic circles on the outside, giving the appearance of a ball, are illegal for all players.

**BATS**

Only bats approved by the ISF Equipment Standards Commission for softball are permitted in all league games. A list of banned bats is available on request from the Executive Committee.

Any illegal bat once discovered during a game will be dealt with according to the ISF Rules.

**POINTS AND DIVISION TITLE**

Three points are awarded for a win, and in the unlikely event that a game results in a draw, one point will be awarded to each team. Teams that lose a game by less than 10 runs or less will earn 1 point. In the event that two or more teams have an equal number of points, the divisional title will be determined head to head record. In the unlikely event of a tie, run difference will be used, followed by runs scored.

***Division 2*** – Since there is no division 2, should there be games against Guernsey Division 2 champions, the teams entitled to compete for a chance to represent Jersey will be Cubs, Motor Mall Eagles, Watergate Warriors and Romerils Raiders. These teams are still eligible to win the division outright. The team that finishes the highest in the league will be in effect Division 2 champions and play their Guernsey counterparts. Should one of these teams win the division outright, then the highest placed of the remaining three will win the right to play the Guernsey Division 2 champions.

**UMPIRING**

Umpires will be provided by league teams as scheduled in the fixtures. All teams are expected to have an umpire available to fulfil their assignments. It is the responsibility of the scheduled team to arrange cover for their assignments should they be unable to fulfil them. In the event that umpires and scorers are not present, teams have to umpire and score their own at-bats. **Note** that points will be deducted from a team that does not fulfil its assignments. See fixtures for allocation.

Both teams playing are encouraged to keep score and to periodically check with each other. Any discrepancies in score must be checked immediately at the time they are spotted and the game must be suspended until this is resolved

**RINGER RULE**

Any team playing within the league structure as set out by the Jersey Softball Association, may utilise a maximum of two players in any one game, from another registered team, providing the following "Ringer" rule criteria is strictly adhered to:

1. The ringer(s) must, in their own right be registered with the Jersey Softball Association.
2. The ringer(s) can only assist any one team on a maximum of 3 occasions within any one season. Teams are allowed a maximum total of 10 ringers within any one season. To constitute having become a ringer, the player(s) in question must have played a role either fielding or batting during a match innings. Being a base coach, scorer, or unused substitute would not apply.
3. The ringer(s) can only play in one of the following three positions, "CATCHER", "PITCHER", or "RIGHT- FIELD".
4. The team utilising the ringer rule, cannot have a substitute on the bench of the same sex as the Ringer(s).
5. Should the team utilising the ringer rule, gain a substitute of the same sex, through late arrival, the ringer must be replaced as soon as practically possible and as long as the substitute is ready to play. The replacement should not cause a delay in the continuation of the inning in progress. Once substituted out, the usual substitution rules do apply, and a ringer can be returned to the game, and play an active part in the game if the late player becomes injured then ringer would be allowed to return in that player’s place with the agreement of both captains.

In the event that any team is found to be abusing the ringer rule, and therefore utilising Ringers to the detriment of their own registered players who were available to play in that particular match, that team will lose all points gained from that match. In addition, the team deemed to have abused this rule shall not be allowed to make use of ringers for all remaining games in that current season, subject to Article 13 of the standing orders, PROTESTS AND DISPUTES. Furthermore, the points gained in that match will be awarded to the team not judged to be at fault. The Executive Committee reserves the right to make any alterations to the league tables in the event that a team has abused this ringer rule and which has come to the attention of the Executive Committee after the conclusion of the last game of that season.

**EQUIPMENT SET-UP**

The JSA provides the equipment necessary to play a softball league game at Les Quennevais Sports Centre. This includes the bases, balls, face masks, and first aid boxes. This equipment is kept at Les Quennevais and the following procedure applies for its deployment:

1. The first home team assigned to a pitch is charged with collecting the equipment bin for that pitch from the JSA storage ‘container’ situated under the trees by pitch 1.
2. Each bin collected must contain; the appropriate bases for the allocated pitch, one set of match balls for each pitch, a catchers face mask, a helmet and a first aid kit.
3. The last away team allocated to a pitch is responsible for the return of their equipment to the storage.

**EQUIPMENT**

Softballs in both 12" (for male batters) and 11’’ (for female batter) sizes will be used.

**UNIFORMS**

Team colours are to be worn.

**Bunting/Leading Off**

Bunting and leading off bases is not allowed.

**Rule Omission**

In the event of any rule omission the Standing Orders Rules will apply.

**PINCH RUNNERS**

In the case of injury, players can have pinch runners from first base and must be the same sex, with the agreement of the defensive team. **NOTE: If a player is granted a runner and they go past first base on their hit, they will no longer be allowed a runner for the remaining of a game.**

**SUBSTITUTIONS**

Substitutions are unlimited, as long as the male-female ratio and batting order is maintained. Note a player that has been substituted in a game, can re-enter the game for the player that took their place. A substitute can only enter the game once.

**MERCY RULE**

A team losing by 25 runs after 5 innings may request for the game the game to be finished at this point. In this case, the score at the end of the 5th inning will stand.

**AWAITING TEAMS**

Teams waiting to play should wait at the field, however if warming up they should not interfere with the ongoing game. Once the previous game has ended teams can warm up using in the diamond, with each team being granted 5 minutes.

**CHANGING ROOMS**

Two changing room in near pitch 1 will be available for players to use.

**RESULTS AND MATCH REPORTS**

A match result sheet is to be completed at each match. The sheet shall list the roster of both teams, the use of ringers & development players and the score of the game. It must be signed by both captains and the umpire and sent on to the Fixtures Officer.

The winning team is responsible for notifying the result to the Fixtures Officer ([JSAFixtures@gmail.com](mailto:JSAFixtures@gmail.com) - 07797 763 926) Sunday evening and all match reports to be sent to the ([results@jerseysoftball.com](mailto:results@jerseysoftball.com)) by Tuesday morning (no later than 12pm).

**TEAMS TAKING PART IN 2018**

dms Jersey Flyers

CPA Global Pirates

Jacksons Falcons

Trinity Tyres Phoenix

Cubs

Motor Mall Eagles

Watergarte Warriors

Romerils Raiders

**RULE AMENDMENTS**

The Fixtures Officer reserves the right to change any rules during the season should such changes be deemed necessary.

**ENJOY YOUR OUTDOOR SUMMER LEAGUE AND MOST OF ALL HAVE FUN.**