

COMMUNICATION LEAGUE



OFFICIAL CO-ED SOFTBALL LEAGUE RULES

TEAM STRUCTURE:

1. Each team **must have a Captain and Co-Captain**. If the Captain or Co-Captain can not attend a game the Umpire must be informed as to who are the Captains. Only the Captain and Co-Captain can comment on calls.
 - 1-a Teams should arrange to field a full team of **ten players**. A full team consists of seven males and three females in the lineup. If you can only field two females, your team must play with nine players (7 male, 2 female) and take an AUTOMATIC OUT in the 10th slot. When necessary, you may borrow players to avoid forfeiting (**refer to Rule 4**).
 - 1-b Teams must submit team rosters with their jersey numbers to the league Commissioner.

2. All 10 players must hit and play the field -- NO EXCEPTIONS. Only when you are utilizing an Extra Hitter (**refer to Rule 3**), can a player hit but not play the field.

3. If a team fields a full team (10 players) they can add up to two additional batters to their lineup. This is referred to as an EH (Extra Hitter). The first EH (11th player) can be male or female. If a second EH (12th player) is used, that player must be female. EH's can be placed anywhere in the lineup. An EH must be up at least once before you can either take them out or discontinue using that particular EH position.

4. On game day, you may borrow up to 4 additional players from other teams in the league to avoid forfeiting. **YOU MUST FIELD AT LEAST 9 PLAYERS WITH AT LEAST TWO PLAYERS BEING FEMALE AND YOUR TEAM WILL GET AN AUTOMATIC OUT IN THE 10TH POSITION!** The sooner you can address this issue on game day the better.
 - If more of your players arrive—until they are in the proper numbers (see rule 1)
 - You can not play with more than 9 players.Please contact team captains to help fill your roster with the proper number players. Anyone using a player from a different team must get approval from that team's captain.**PLAYERS NOT IN THE LEAGUE ARE INELIGIBLE.**
 - Fill-in players can only play until your team arrives in the proper numbers. Once your player is ready, the fill-in player must be replaced.
 - Teams borrowing players cannot have more than 9 players on the field, resulting in an automatic out in the 10 slot of the batting order (**refer to Rule 1**).
 - Once your full team arrives standard rules will apply (i.e.: using the EH, etc.).

GAME RULES:

5. All batters will begin with a one ball one strike count. This is to speed the game along and get more innings played.
6. If a player needs a courtesy runner (maximum of 2 per team) the opposing captains must be told prior to the start of the game, unless an injury occurs during the game, which will then give you three. The last player who made out (male for male, female for female) will run for injured player. The batter must still run to the base before the substitution can take place. An injured player can not play the field without batting
7. There are free substitutions, with the following qualifications:
 - Every player entering a game must bat once before being replaced.
 - Every player must play at least one inning in the field, except for EH's and Substitutes who enter during the final inning.
8. If a team scores seven runs in an inning (no matter how many outs they have) their half of the inning is over and the team in the field will come to bat. EXCEPT IN THE LAST INNING, when either team can score as many runs as possible.
9. One additional base on an out-of-bounds throw no matter which base it is. **The base the runner was last on is the reference base.**
10. A runner may not leave the base until the ball has reached home plate or they will be called out.
11. Tagging up on fly balls and sliding are permitted as long as the runner and base fielder do their best to avoid a collision. Casual contact is permitted within reason (i.e. any contact that does not move the fielder at all). A runner who crashes into a defensive player on the base or a defensive player who fakes receiving the ball, which results in a runner getting injured in a fall or slide, will be removed from the game.
12. Pitches must be tossed from the pitchers mound, be slow, and having a medium arc of 8 to 10 foot. Top spin is not permitted.
13. INTENTIONAL WALKS ARE NOT ALLOWED, batter will advance two bases if deemed intentional by the umpire.
14. Outfielders must be at least 10 feet beyond the infield cutout so as to give weak hitters a fair chance. Let's try to make the game enjoyable for everyone.
15. After a batter receives a 2nd strike--they are allowed one foul ball and on the 2nd foul ball --the batter will be called out.
16. All fair balls are "live" unless interfered with, at which time the umpire will decide the advancement of the runners.

LEAGUE RULES:

17. Home team supplies the bases while the visiting team supplies the “safety base”. Both teams supply a new Clincher softball to be used during the game.
18. Unless otherwise noted by the Commissioner, 5:30pm games start at 5:45pm. A team has until 6:05pm to produce the minimum required players or the game is forfeited. 7:00pm games start at 7:00pm, with a forfeit time of 7:15pm.
19. No inning can begin, for the first game, after the time designated by the Commissioner (which will change according to the length of the day). If the game ends in a tie, one point will be awarded to each team.
20. Each team must provide both a third and first base coach when they are at bat which the ump may call upon for input with a call near them.
21. There will be no makeup games due to rainouts or postponements. The schedule is fixed and cannot be altered.
22. To be eligible for the playoffs, a player must play in at least 7 regular season games with his team.
23. A point system will be used to determine seeding for the playoffs. Two points will be awarded for a win, one point for a tie or rainout, and zero points for a loss. **If a team forfeits they will receive no points and the opposing team will get two points for the win).** In the event of a tie at the end of the season, the face to face results will be considered.
 - Note:** The field must be officially closed in order for a rainout to be official. (Dept of Parks rainout number is 212-628-1036). However, games can be called for natural disasters (ie excessive heat) if the Commissioner or Co-Commissioner deem it necessary.
24. Field disputes should be settled by the umpire. If it still hasn't been resolved--the game should continue to be played but can be protested. For a protested game--the team(s) must email the complaints to the league Commissioner and the Co-Commissioner.

**Complaints should be emailed to;
Communication league's**

Commissioner – Ric Sansone ricsansone@gmail.com 917-952-5270 (cell)

Co-Commissioner – Myke Murray Myke.Murray@hbo.com 917-603-6842 (cell)

**their decisions are final.
Note: The League may add or alter rules if needed.**