

Hoboken Softball Official Rules – 2023 Season

1.00 – WEATHER	2
2.00 – RAINOUT / TIME EXPIRATION DURING A GAME / GRACE PERIOD	3
3.00 – RAINOUT / FORFEIT MAKE-UP DATES	3
4.00 – MERCY RULE	4
5.00 – TIE RULE	4
6.00 – SOFTBALL EQUIPMENT	5
7.00 – SOFTBALL RULES	6
8.00 – ROSTER SIZE & ROSTER ADD/DROP	6
9.00 – NUMBER OF PLAYERS IN THE BATTING ORDER / LINE-UP	8
10.00 – RE-ENTRY RULE	10
11.00 – BATTING OUT OF ORDER	10
12.00 – NUMBER OF PLAYERS ON THE FIELD	11
13.00 – FIELD POSITION CHANGES	11
14.00 – SUBSTITUTIONS	11
15.00 – PITCH ARC / PITCHERS MOUND / PITCHING	12
16.00 – AT-BAT	12
17.00 – STRIKE ZONE	12
18.00 – FOUL BALLS	13
19.00 – WALK PRIOR TO FEMALE BATTER	13
20.00 – COURTESY RUNNERS	13
21.00 – NO LEADING / NO STEALING	14
22.00 – OVERTHROWS / OUT OF PLAY	14
23.00 – INFIELD FLY RULE	14
24.00 – GROUND RULE DOUBLES / HOME RUNS	15

25.00 – RETRIEVAL OF SOFTBALLS	15
26.00 – INTERFERENCE and OBSTRUCTION	15
27.00 – RUNNING THE BASES / SLIDING	15
28.00 – TAG RULE	16
29.00 – BASERUNNING/CONTACT	16
30.00 – SPORTSMANSHIP	17
31.00 – SUSPENSIONS/EJECTIONS	17
32.00 – THROWING BATS	18
33.00 – SPONSORSHIPS	18
34.00 – BEER / ALCOHOL / CLEAN-UP	18
35.00 – TIE BREAKERS FOR PLAYOFFS/SEEDINGS	19
36.00 – HOME FIELD IN PLAYOFFS/TOURNAMENT	19
37.00 – CHAMPION DETERMINATION / SEASON TRUNCATION	20
38.00 – TEAM KNOWLEDGE OF RULES	21
39.00 – SCORES AND RESULTS	21
41.00 – PROTESTS / RULE CHANGES	22
42.00 – UMPIRE(S)	22
43.00 – SAFETY FIRST BASE AND BASES	22

1.00 – WEATHER

1.01

(a) The League Office will alert teams about rainout information – no later than two (2.0) hours before the scheduled start of the game. All players on a team will be emailed or sent a text message if they signed up for it on TeamSideline.com. Captains are still responsible for notifying their players of rainout information by email, phone, twitter or text message, to the best of their ability.

(b) If no notification from the league office is given, as per Rule 1.01(a), teams should assume the game is on and proceed to the field. If field conditions are determined by the Umpire to be playable any team without the minimum number of players to field a team will forfeit.

(c) At game start time, if weather is in the area, which at the umpire's discretion makes the field unplayable or dangerous, the game will be suspended.

(d) If lightning is observed anywhere in the area of the field, the umpire will suspend the game immediately. Any players observing lightning must notify the umpire.

(e) At the field, it is the umpire's discretion to resume or cancel the game due to weather or field conditions. Prior to arriving at the field the captains of each team along with the league office are responsible for deciding on a rainout.

2.00 – RAINOUT / TIME EXPIRATION DURING A GAME / GRACE PERIOD

2.01

(a) The score will revert to the last full inning played if the game is stopped for any reason in the middle of an inning and cannot be completed.

(b) If a rainout occurs while a game is in progress, 4 innings must be completed for the game to count. (If the home team is ahead after the completion of the top of the 5th, this situation constitutes a complete game).

(c) Games must be completed by 10pm. No inning may start after 10pm. The umpire's clock is the game clock. No minimum number of innings for a complete game if the time limit has been satisfied.

(d) For Doubleheaders starting at 8pm, a new inning may not be started after 8:50pm. If time permits, we may conclude the 1st game if the 2nd game has ended by 9:40pm and time permits.

2.03

(a) Games should start no later than five (5) minutes after scheduled start time.

3.00 – RAINOUT / FORFEIT MAKE-UP DATES

3.01

(a) Your team may be scheduled to play more than one game a week, depending on the number of rainouts. The League will attempt to provide sufficient advance notice if a team is scheduled to play multiple games in one week.

(b) If the league experiences excessive rainouts during the season, there is a chance that your team will not be able to reschedule all of your make-up games. We sincerely hope that this does not happen, but please acknowledge the possibility.

3.02

(a) Forfeits will not be rescheduled. If a team forfeits three (3) times or more during a season, they will automatically be dropped to the lowest seed for Playoffs.

(b) If multiple teams have an equal amount of forfeits, the following tie breakers will be used to determine Playoff seeding:

(1) Winning percentage.

(2) Head-to-head competition.

(3) Coin Flip

4.00 – MERCY RULE

4.01

(a) For doubleheaders, a 12 run mercy rule will be enforced after 4-1/2 innings with the trailing team batting a minimum of 5 innings (includes regular season and playoff games).

(b) For single games, a 15 run mercy rule will be enforced after 4-1/2 innings with the trailing team batting a minimum of 5 innings (includes regular season and playoff games).

(c) For doubleheaders, all games shall be 7 innings. However, any team ahead by 12 runs at the end of 5 innings (4 1/2 if the home team is ahead) shall be the winner.

(d) For single games, all games shall be 7 innings. However, any team ahead by 15 runs at the end of 5 innings (4 1/2 if the home team is ahead) shall be the winner.

5.00 – TIE RULE

5.01

(a) If a game is tied after seven innings, time permitting (see Rule 2.01(c)), the teams will

play an additional (8th) inning to break the tie. If the game is still tied after the first additional (8th) inning, time permitting (see Rule 2.01(c)), a second additional (9th) inning will be played.

(b) ASA Rules for Extra Innings will be used; In the eighth inning, the last batter to make an out will start on second base. In the ninth inning the last batter to make an out starts on third base.

(1) If the last batter to make an out was an 'Extra Batter' the same person who acted as the 'Extra Batter' must be the Rule 5.01(b) runner.

(2) If the last batter to make an out is not available to serve as the runner (for any reason other than an umpire approved injury) then no Rule 5.01(b) runner will be allowed.

(3) A courtesy runner may only be used as the Rule 5.01(b) runner if the provisions of Rule 21.01 have been followed.

(c) If time expires per Rule 2.01(c) and the game is tied, the game stands as a tie. However, if you continue to play and the lights go out, or you are asked to leave by the City or umpire, the game will revert back to the score at the end of the last completed inning.

(d) After the 9th Inning, if the score is tied, the game will remain tied. No 10th inning will be played during the regular season.

(e) During the playoffs additional extra innings will be played, time permitting (see Rule 2.01(c)), until a winner is decided.

6.00 – SOFTBALL EQUIPMENT

6.01

(a) Each Team Captain will be supplied at the beginning of the season with a Startup Equipment Kit consisting of: 1 scorebook, 1 first aid kit, 20 softballs and a catcher's mask. Returning teams are required to notify the commissioner prior to the start of the season if any items are missing or unusable.

(b) If any of the equipment is lost or damaged, it is up to the Team Captain to collect funds from his/her team's players and purchase replacement equipment before the next game. If the first aid kit is depleted or lost, the captain must notify the league office for replacement items.

(c) Only 12-inch DeBeers Clincher softballs can be used. Game balls will be supplied by the league.

(d) Each player is responsible for his/her own gloves, etc.

(e) Catchers are encouraged to wear the mask at all times behind the plate but if they prefer to stand behind the plate without a mask they may do so.

(f) The catcher is responsible for clearing home plate/batters box of any bats during play, if possible.

(g) The Home Team must supply 2 league regulation softballs per Rule 6.01(c) (in playable condition) per game. The Umpire is responsible for inspecting balls to determine if they are playable. Please notify the League Office if you are low on 12-inch DeBeers Clincher softballs.

6.02

(a) The most recent ASA Bat Rules apply; bats outlawed by the ASA are not allowed.

(b) Please reference the approved and non-approved ASA bat list. Ignorance is not an excuse for having a non-approved bat. Each player bringing a bat to the game is responsible for reviewing the most recent ASA bat rules.

(c) The umpire has the right to inspect all bats at any time for compliance or modification. The umpire shall inspect all bats before each game. Any illegal bats will be removed from team possession and held aside by the umpire for the duration of the game. After the completion of the game, any confiscated bats will be returned to their respective teams.

(d) Should any team suspect the use of an illegal bat by the opposing team, the captain must inform the umpire. If upon umpire inspection, an illegal bat is found to have been used, the at-bat will be recorded as an out and all baserunners go back to their bases prior to the at-bat. The offending player will be thrown out of the game. A notice of the illegal bat usage and offending team will be sent to all captains and a league-wide advisory posting will be made to the Facebook page.

(e) A second use of an illegal bat during the same game, or at any point during the remainder of the season, will result in a forfeit by the offending team.

7.00 – SOFTBALL RULES

7.01

(a) The league follows the 2023 ASA Rules of Slow Pitch Softball, with the exception of specific league rules contained in this document.

(1) Only captains can discuss a rule with the umpire and no judgment calls will be discussed. If a captain is not present, then the team must notify the umpire of the acting captain before the start of the game.

(2) A player can play for only one team within the league each year, except under the auspices of Rule 8.02(f).

8.00 – ROSTER SIZE & ROSTER ADD/DROP

8.01

(a) Each team is required to have a minimum of fifteen (15) players, but a maximum of twenty (20) players on their roster at a time. League insurance limits team rosters to a maximum of twenty (20) players.

(b) Before the start of the season, each team captain is responsible for:

(1) Entering their roster into the TeamSideline software and ensuring all players register.

(c) Any team caught playing someone not officially on the team's roster will have that contested game forfeited and any previously decided games which included the player in question or any other players not on the roster will be forfeited.

8.02

(a) If a team member is no longer interested in playing, notification must be sent to the league office by email from both the Team Captain AND the player(s) in question.

(b) If either party notifies the league office about dropping a player, the league office will send a notice of confirmation to the player being dropped or Team Captain affected.

(c) The player or Captain has 7 calendar days from the timestamp of the league's email to confirm their removal from the team.

(d) Once confirmed, that player will be dropped. Notice of confirmation from the league office will be sent to both captain and player dropped.

(e) After the 7 calendar days, if there is no response to the league's confirmation email, the league will accept, by default, the player being dropped from the team's roster.

(f) Any person dropped from a roster before July 12, 2023 is considered not available for a team's use from the date dropped until and including July 12, 2023; after that date the previously dropped player can be re-added to the team.

(g) Any team member dropped on or after July 13, 2023 is considered not available or "lost" for the entire regular season and the playoffs.

(h) During a probationary period (the first 1–3 completed games of a team), any player dropped, may be picked up by any OTHER team in the league. However, after this probationary period, once a player has been dropped from the team, that player is subject to rules 8.02(f) and 8.02(g).

(i) There will be NO REFUNDS given of league or team fees to players being dropped after the probationary period for any reason.

8.03

(a) If there are legal open roster spots on a team, then the team captain may add players to fill those spots. If roster is at maximum, teams must follow Rule 8.02 to be allowed to add players.

(b) The player or players will not be responsible for any league fees. Team captains cannot charge new players any fee and have it classified as a "league" fee. Team captains may charge a new player individual "team" fees for items such as jerseys or a fee may be charged if the new player is replacing a player dropped who was on "probation" and the new player needs to make the team "whole" financially.

(c) Players who have been on the roster of any other team in this league, except per Rule 8.02(h), during the current season are not eligible to be roster additions.

(d) No changes to a roster may be made after July 12th, 2023.

(e) Once a team has a confirmed open spot and has submitted the new players' details to the league office (name, gender, email, phone) that player will be eligible to play in league games after registering on TeamSideline. Players not properly reported to the league office are subject to enforcement of Rule 8.01(b).

8.04

(a) In order to qualify for 2023 postseason a player must be on the official roster list as of July 12th, 2023.

(b) Any player added after July 12th will not be eligible for the playoffs.

9.00 – NUMBER OF PLAYERS IN THE BATTING ORDER / LINE-UP

9.01

(a) All players present at the field, ready to play, able-bodied with proper footwear, per Rule 32.01(A)(1) must be placed in their respective team's Batting Order. No player can "opt-out" of the lineup unless they have an injury approved by the umpire.

(b) No more than 3 men can bat in a row, however, **less men** in a row is acceptable.

(c) Approved Line-up cards must be filled out prior to first pitch and provided to the opposing team captain and the home plate umpire.

(d) Teams may add players arriving late to games into the line-up in the last position of the batting order at any time during the game in compliance with Rule 9.01(b).

(e) The umpire and opposing team captain must be notified of any legal changes to the batting order.

(f) A team may have to bat one or more female players multiple times in order to maintain Rule 9.01(b). A player cannot be taken off base to bat. If there is no eligible female player on the bench to bat, an out must be taken.

(g) Every eligible player present in the batting order must have their name written on the lineup card. Extra batters needed to conform to 9.01(b), may be listed as generic (girl, etc.).

(h) However, generic batting positions must occur after all formally named members.

(i) Any generic position (e.g. "girl), must cycle through all present girls in the lineup before a repeat.

9.02

(a) In order to play in the field, a player must be in the batting order.

(b) A player may be in the batting order and not play in the field.

(c) While in the batting order, a player may enter, leave, or re-enter the fielding team (free substitution of defensive players).

(d) In order to keep the game moving, Captains should try and limit substitution of defensive players during an inning.

9.03

(a) No player may be dropped from the batting order, absent extenuating circumstances such as serious injury, as determined by the umpire. (Gaining a tactical advantage is not an exigent circumstance.)

(b) If an injury occurs and a player cannot bat, with the approval of the umpire, the next batter "moves up" to bat with no penalty except during an occurrence where Rule 10.00 comes into effect (see Rule 10.03).

(1) If an injury occurs to a female player which causes a team to be in violation of

Rule 9.01(b), then a female may replace the injured player in the lineup as per Rule 9.01(f).

(2) The replacement female player must be the last female player that batted who is not on base.

(c) Without an umpire approved injury excuse, any player who is not available to bat at its spot in the batting order will receive an automatic out.

9.09

(a) Each team is responsible for keeping their scorebook and making sure outs and runs are recorded properly.

(b) It is customary for the team captains to confirm the score with the home plate umpire and each other between half innings.

10.00 – RE-ENTRY RULE

10.01

(a) Any player may withdraw and re-enter the game (e.g. phone calls, potty breaks, etc.), provided the player occupies the same batting position whenever he/she is in the line-up.

(b) If the withdrawn player misses their turn at bat, an out will be recorded for the at bat. An extra batter cannot be used, only an out is acceptable.

11.00 – BATTING OUT OF ORDER

11.01

(a) If a player bats out of order and the error is discovered while the incorrect batter is hitting, then the correct batter will assume the ball/strike count of the incorrect batter.

(b) If the incorrect batter reaches base safely and the error is discovered, the correct batter will be called out. All runners will return to their original base and the incorrect batter will return to the bench.

(c) The opposing team captain must make the umpire aware of "batting out of order" before a pitch is thrown to the next batter. If not, then the incorrect batter will stay on base.

(d) If a "batting out of order" occurs and is not caught by the umpire or the opposing team, as per Rule 11.01(c), the offending team must still bat according to their original lineup and not to the "out of order" lineup the next batting cycle.

12.00 – NUMBER OF PLAYERS ON THE FIELD

12.01

(a) Maximum number of players on the field is 10.

(b) A maximum of 7 males and a minimum of 2 females are allowed on the field at one time, however, 3 or more females are allowed, as well as, less than 7 males.

(c) A team must have a minimum number of eight (8) individual players in the field.

(d) There are no position requirements of any players, (i.e., there need not be 2 females in outfield and 1 in the infield).

(e) There is no maximum number of females allowed on the field/in your line-up.

(f) If a player arrives late and after the player has been placed at the end of the batting lineup, you are allowed to place that player in the field, if your team is not batting. Please make sure any batting changes are communicated as per Rule 9.01(e).

12.02

(a) If a team has less than the minimum required number of players required by Rule 12.01(c) it is up to the opposing team as to what is allowable (e.g., the opposing team may give a team a player or allow them to pick up another league player). If this is not possible, the game will be ruled a forfeit. Non-league members are strictly forbidden to play.

13.00 – FIELD POSITION CHANGES

13.01

(a) Players may move freely from one field position to another at any time, however, the batting order must stay the same.

(b) Field substitutions can be made off the bench as long as that player is in the Batting Order.

14.00 – SUBSTITUTIONS

14.01

(a) A SUBSTITUTION is defined as a LEGAL Batting Order change (see Rules 9.00 & 10.00).

(b) Teams must report ALL SUBSTITUTIONS and PLAYERS RE-ENTERING the game, as per Rule 9.01(e), to the Umpire and opposing captain.

15.00 – PITCH ARC / PITCHERS MOUND / PITCHING

15.01

(a) The arc on pitches must be between six feet (6') and ten feet (10') above the ground.

(b) The umpire will call a pitch not within the prescribed arc limits as "illegal pitch" as soon as possible, which is an automatic "ball" call.

(c) The batter may swing at a called illegal pitch, however, the pitch shall be treated as though it were thrown within the legal limits.

(d) The umpire's call on a pitch is absolutely final! Balls and strikes cannot be argued.

15.02

(a) Home plate umpire will review which pitching rubber and which pitching rules specific to the field prior to first pitch with both captains.

(b) Pitchers must keep one foot at all times on the rubber during the pitchers motion/windup.

(c) Pitchers must maintain contact with the rubber until the ball has left their pitching hand.

(d) First violation of Rule 15.02 by the pitcher will result in an "illegal pitch" with a warning issued by the umpire, which is an automatic "Ball" call.

15.03

(a) Pitchers' hold, set and release is not limited as long as Rules 15.01 & 15.02 are maintained.

16.00 – AT-BAT

16.01

(a) All batters will start with a count of 1 (one) ball and 1 (one) strike.

17.00 – STRIKE ZONE

17.01

(a) The strike zone is that space over any part of home plate when s/he assumes a natural batting stance, between the batter's back shoulder and front knee when the batter is lined up with home plate.

18.00 – FOUL BALLS

18.01

(a) A foul ball will count as Strike 2.

(b) A foul ball above the batter's head may be caught for an out.

(c) A batter with two (2) strikes is allowed one (1) foul ball. The second foul ball after two (2) strikes will result in an out.

(d) If a batter is called out for hitting two foul balls after two strikes, Rule 18.01(c), there will be a dead ball situation and runners may not advance.

19.00 – WALK PRIOR TO FEMALE BATTER

19.01

(a) Any walk issued to a male batter with a female batter on deck will result in a two base award regardless of situation, including if it forces in a run.

(b) The female player will still bat.

(c) Captains are encouraged to make their on deck batters known to the opposing pitcher.

19.02 - FOR PLAYOFFS ONLY

(a) Any walk issued to a male batter with a female batter on deck will result in a two base award regardless of situation, including if it forces in a run.

WHEN THERE ARE 2 OUTS

(b) Rule 19.02 (a) will still be in effect but in addition, the female player will have the option to either bat or take first base via a walk.

20.00 – COURTESY RUNNERS

20.01

(a) Injured players may receive a courtesy runner once they reach a base.

(b) Courtesy runners must be the last player of the same gender to make an out in the game. (A female must replace a female and a male must replace a male).

(c) Umpire must be notified prior to first pitch of any players that may require Courtesy Runners. Players that require a Courtesy Runner due to an injury after the game has started, per Rule 9.03(a), will not be penalized for failure to notify the Umpire prior to the game.

21.00 – NO LEADING / NO STEALING

21.01

(a) Runners can only leave the base once the bat makes contact with the ball. There is no leading.

(b) A runner leaving the base early will receive a warning from the umpire. The umpire may call a runner out for leaving the base early if in his/her discretion leaving the base early was done intentionally and to gain an unfair advantage.

(c) If Rule 21.01(b) is invoked and this is the 3rd out of the inning the batter will be first up in the next inning.

22.00 – OVERTHROWS / OUT OF PLAY

22.01

(a) If a fielded ball is thrown out of play, runners are awarded two bases (the base he/she is going to at the point of the throw plus one more).

(b) Direction of runner has no bearing on the award of Rule 22.01(a).

(c) When a base runner runs past first base, the player must make a clearly aggressive turn towards second base to be granted 2nd and 3rd in overthrow situations. Otherwise, the runner will advance only one base to 2nd base.

(d) All thrown balls are deemed out of play when the ball is thrown in the area defined as “out of play” by the umpire (which includes, but not limited to the dugout area, etc.).

(e) Out of Play areas apply to overthrows, as well as, caught fly foul balls.

(f) An overthrown ball which according to the field rules and as specified by the umpire, is NOT considered out of play and the runner may advance, BUT at their own risk.

23.00 – INFIELD FLY RULE

23.01

(a) An Infield Fly is defined as any fly ball within the infield with significant arc and deemed an "easy catch" by the umpire.

(b) When an umpire calls an Infield Fly with less than 2 outs and runners on 1st and 2nd or 1st, 2nd and 3rd, the batter is automatically out and runners can advance, at their own risk.

24.00 – GROUND RULE DOUBLES / HOME RUNS

24.01

(a) A ball hit over the fence/wall is considered a ground rule double or home run, depending on the field and the ground rules established by the umpire prior to the start of

the game.

(b) The umpire(s) has/have full jurisdiction in determining if a ball is a ground rule double or a home run.

(c) Home run limit. There will be a limit of 5 home runs per team/ per game. Once the limit of 5 home runs has been reached, any additional home run hit by that team will result in an automatic out.

25.00 – RETRIEVAL OF SOFTBALLS

25.01

(a) The team hitting the ball over the fence/wall is responsible for retrieving the ball ***IMMEDIATELY*** and getting it back into play. This applies to foul balls, as well as, home runs and ground rule doubles.

26.00 – INTERFERENCE and OBSTRUCTION

26.01

(a) Interference can be physical contact, verbal distraction, or any other type of distraction that would hinder the fielder or base runner in the execution of a play.

(b) When a runner interferes with a fielder attempting to field a batted ball or interferes with a throw, the runner is out.

(c) If the runner interferes with a fielder during a POSSIBLE double play and the runner did not slide or get out of the way, the succeeding runner shall also be called out. Umpire has the discretion to determine double play possibility.

(d) Fielders may not block the base paths. If interference occurs, the umpire can award the runner the next base.

27.00 – RUNNING THE BASES / SLIDING

27.01

(a) If there is a play at any base, it is the runner's responsibility to avoid contact (SLIDE AND AVOID) with the defensive player(s).

(b) The umpire has discretion to decide whether the runner initiated contact and should be called out.

(c) Sliding is not required, however, it is encouraged.

(d) All plays must involve the batter/runner attempting to reach base and the defensive

player must be attempting to catch the ball.

(e) If there is no play, the defensive player cannot block a base.

(f) Any excessive contact or collision will result, at the sole discretion of the Umpire, in an "out" and/or ejection. This includes contact with the catcher.

(g) If the runner does not slide and makes contact with the opposing fielder, at the umpire's discretion, they will be called out.

27.02

(a) Fake tags and barreling will result in immediate ejection from the game and will not be tolerated.

(b) The runner will be awarded 2 bases from the base where the fake tag was made and may force in a run.

27.03

(a) Warnings will be issued, followed by a called out or ejection from the game by the umpire, if necessary.

(b) Collisions are to be avoided as much as possible.

28.00 – TAG RULE

28.01

(a) Where a force out does not apply, a tag must be applied to the batter/runner (including any plays at home plate).

29.00 – BASERUNNING/CONTACT

29.01

(a) At all bases, the umpire will make a decision as to whether a player has purposely not avoided contact. Umpire has the authority to throw out a player based on his opinion of the play.

30.00 – SPORTSMANSHIP

30.01

(a) The league is a fun-focused, social sports club.

(b) Our goal is for you to have fun.

(c) We hope that you keep this in mind when participating. Although the games may become intense, you still can be competitive while maintaining good sportsmanship.

(d) Any behavior deemed unacceptable by the umpire or commissioner may result in suspension and/or ejection from game(s) including expulsion from the league (with no refunds). This includes (but not limited to) verbal abuse, threats, physical abuse, inappropriate behavior, etc. The commissioner has unilateral discretion in this regard and their decision is final.

31.00 – SUSPENSIONS/EJECTIONS

31.01

(a) A player may be ejected from the game by the umpire when:

- (1) Any player wearing metal spikes will be ejected.
- (2) Any contact or collision deemed excessive by the umpire. Any defensive player initiating a FAKE TAG (initiating a tag without possession of the ball) will result in an ejection of that player. A misplayed ball (tip off the glove, dropped, etc.) that results in non-possession of the ball is not considered a fake tag.
- (3) Any base runner “barreling” into a defensive player.
- (4) Aggressive bat throwing by batter.
- (5) Any player physically or verbally abusing the umpire(s) or players (fellow or opposing) will automatically be ejected from the game without a warning.

(b) A player may be suspended from the league indefinitely when:

- (1) Any player committing a second offense(s) of Rule 31.01(a)(1) through (6).
- (2) Any player(s)/team(s) that are involved in a fight.

(c) Any teams that are suspended will have their games forfeited during their suspension.

31.02

(a) A player ejected from a game for ANY reason will be suspended for their NEXT game.

(b) A suspended player caught playing during their suspended game, will result in a team forfeit.

(c) Opposing team captains cannot absolve suspended player from Rule 31.02(b).

(d) The league office must be notified of all ejections that result in suspension by the game's captains to be verified by the umpire.

32.00 – THROWING BATS

32.01

(a) Players carelessly throwing bats after hitting the ball will be warned once.

(b) Players will be called out for any second offenses.

32.02

(a) Any player who aggressively throws a bat, as determined by the umpire, can be ejected from the game without a warning. See Rule 31.01(a)(5).

33.00 – SPONSORSHIPS

33.01

(a) Sponsors for individual teams are not required.

(b) The league does not provide sponsors.

34.00 – BEER / ALCOHOL / CLEAN-UP

34.01

(a) Alcoholic Beverages (including, but not limited to beer, wine, spirits) are not allowed on/at the field by the City of Jersey City and City of Bayonne Municipal Law.

(b) Please wait until after the games to partake in alcoholic beverages according to local law.

(c) Violation of Rule 34.01(a) will result in a team being suspended by the league and subject to additional punishment by the commissioner. The commissioner has unilateral discretion in this regard and their decision is final.

34.02

(a) Clean all dugouts before leaving the field. Use trash bins provided by the city.

(b) Any team not cleaning dugouts will be suspended.

34.03

(a) Our permit is our license to operate and if we violate our host cities' municipal law and ordinances or we do not clean up after ourselves, we will lose our permit. Without a permit, we have no league. Please keep this in mind.

35.00 – TIE BREAKERS FOR PLAYOFFS/SEEDINGS

35.01

(a) Tie Breakers for playoffs seeds will be as follows:

- (4) Winning percentage.
- (5) Head-to-head competition.
- (6) Intra-Division Record
- (7) Inter-Division Record
- (8) Record against the next best common opponent based on combined standings.
- (9) The team with the most forfeits loses the tie breaker, if the other tie breaker rules don't resolve the seeding.
- (10) Coin Flip.

35.02

(a) In a two-division format, the division winner from each division will hold either the #1 or #2 seeds based on Rule 35.01 tiebreakers between the two.

(b) The remaining teams will be sorted #3 through #12 regardless of division; tiebreakers based on Rule 35.01.

36.00 – HOME FIELD IN PLAYOFFS/TOURNAMENT

36.01

(a) In playoff tournament games, the team with the HIGHER seed will be the HOME team.

(b) Rule 36.02 only applies in Double Elimination Tournaments.

36.02

(a) In Championship Game 1, Rule 36.01(a) does not apply and the team from the Winner's Bracket will be the home team regardless of original seeding.

(b) If there is a Championship Game 2, Rule 36.01(a) will be in effect.

37.00 – CHAMPION DETERMINATION / SEASON TRUNCATION

37.01

(a) If a single season is played then the champion will be determined by a double

elimination tournament. Season Truncation will follow Rule 37.03.

(b) If the season is played in two halves, then two single elimination tournaments will be played at the conclusion of each half of the season. Season Truncation will follow Rule 38.04.

(c) If the winner of both tournaments is the same, the season is over.

(d) If there are two different winners; there will be 1 of the 3 scenarios below based on permit situation:

- 1) 3 game playoff series between both tourney (first half and second half) winners
- 2) 1 game playoff between both tourney (first half and second half) winners
- 3) CO-Winners for 2023 and First Half Champ and a Second Half Champ

37.02

(a) If the regular season is truncated due to permit issues the team that holds the #1 seed, as per Rule 36.01(a), will be league champion.

(b) If the playoff tournament is truncated, the team with the best winning percentage AND has not been eliminated from the tournament will be declared the winner. Winning percentage is calculated from Regular Season AND Playoff Tournament games. Tiebreakers for this scenario will follow Rule 36.01(a).

37.03

(a) If the regular season is truncated in the first half due to permit issues the team that holds the #1 seed, as per Rule 36.01(a), will be league champion

(b) If the first playoff tournament is truncated, the team with the best winning percentage AND has not been eliminated from the tournament will be declared the winner. Winning percentage is calculated from Regular Season AND Playoff Tournament games. Tiebreakers for this scenario will follow Rule 36.01(a).

(c) If the regular season or second playoff tournament is truncated in the second half due to permit issues the team that won the first half tournament or by Rule 38.01(b) will be league champion

38.00 – TEAM KNOWLEDGE OF RULES

38.01

(a) Captains are responsible for making these rules and other rules known to their team members and may not be reminded during games.

(b) If a rule is unclear please clarify with the league office.

(c) If league office clarification was not provided, please discuss with the umpire before the

game and opposing captain.

(d) The Umpire will interpret the rules before and if necessary, during the game and has final say during the game.

39.00 – SCORES AND RESULTS

39.01

(a) Umpire will confirm score with the captains between each half-inning. Any discrepancies should be resolved before play continues.

39.02

(a) After the game has ended, captains are responsible for providing the league office with the final score.

39.03

A team's failure to communicate their regular season game's results to the league office within 72 hours of the game's completion will result in a forfeit and loss for each team that has not communicated their result. Playoff games must be communicated within 24 hours with the same penalty. Do not rely on your opponent to report the score. Each team should provide the score and innings played to the league.

39.04

Proper methods of score reporting include emailing the results to hobokensoftballcommittee@gmail.com or texting the results to the committee member responsible for recording scores. Number available upon request.

40.00 – STATISTICS AND PLAYOFF ELIGIBILITY

40.01

Each team is responsible for keeping a scorebook for their game.

40.02

Official Playoff rosters will be provided to all Captains prior to the start of the playoffs.

41.00 – PROTESTS / RULE CHANGES

41.01

(a) Any protests must be submitted in writing to the league office.

(b) Umpire judgment calls are NOT eligible

(c) If the commissioner feels that the protest has merit he will discuss with other team captains and rule to the best of their ability.

41.02

(a) Rule changes or new rule proposals during the season are discouraged unless a rule proves to be unworkable by a majority of the team captains. Commissioner breaks ties. If the commissioner recuses him/herself from the vote, a tie will result in defeat of the measure.

(b) Umpires can be consulted, but have no vote.

42.00 – UMPIRE(S)

42.01

(a) There will be one (1) umpire for each regular season game.

(b) Regular season games may be played without an umpire (e.g. unavailable, late, etc.) only with the agreement of both team captains. If an umpire arrives late to a game, that umpire may not enter the game until a complete inning has ended.

(c) The league will attempt to provide two (2) umpires for each playoff game, however no playoff game may be played without at least one (1) umpire.

(d) All umpires are paid by the league.

43.00 – SAFETY FIRST BASE AND BASES

43.01

(a) The league will provide a set of regular bases and a double wide white/orange “safety” base for each team. The captain of the home team is responsible for providing all necessary bases. However it is recommended that all captains have their base(s) handy.

(43.01 continued)

(b) If the field has permanent fixed bases on the field, a “second first base” will be placed adjacent to the standard FIXED first base in foul territory. If there is no permanent base on the field, please utilize the double wide white/orange safety base as your “first base”.

(c) The defensive player will use the first base in fair territory and the offensive player will use first base in foul territory.

(d) This rule will be modified and refined during the season with the input of the league, captains and umpires.