

2022 NEWPORT ELKS SOFTBALL RULES & REGULATIONS

PARK REGULATIONS

1. **ABSOLUTELY NO COOLERS, CARRY-IN ALCOHOLIC BEVERAGES OR GLASS CONTAINERS ARE PERMITTED IN THE PARK OR PARKING LOT.**
2. **NO ANIMALS, SKATEBOARDS OR MOTORCYCLES ARE ALLOWED BEYOND THE GATE AT ANY TIME.**
3. NO VEHICLES ARE ALLOWED BEYOND THE GATE EXCEPT THOSE AUTHORIZED. ALL PLAYERS AND SPECTATORS MUST PARK IN THE ELKS BACK PARKING LOT TO ALLOW ACCESS BY EMERGENCY VEHICLES.
4. PLEASE KEEP OUR PARK CLEAN BY PLACING ALL TRASH IN PROPER CONTAINERS IN PARKING LOT AND AROUND THE FIELD.
5. ABSOLUTELY NO JUMPING ON OR HANGING FROM FENCES BY PLAYERS OR SPECTATORS.
6. NEWPORT ELKS IS NOT RESPONSIBLE FOR LOST OR STOLEN ARTICLES. PLEASE CONTACT DAVE CARDWELL FOR LOST ITEMS – 513 233-5510.
7. PLEASE BE AWARE OF CHILDREN AT ALL TIMES AND KEEP THEM AWAY FROM THE BENCH AREAS FOR THEIR OWN SAFETY.
8. FOUL LANGUAGE WILL NOT BE TOLERATED FROM PLAYERS OR SPECTATORS. UMPIRE'S DISCRETION WILL BE SOLE DETERMINING FACTOR REGARDING EJECTION FROM PARK FOR CALLOUS BEHAVIOR.

FIELD RULES

9. **METAL SPIKES OR METAL-TIPPED CLEATS ARE NOT ALLOWED.**
10. NEWPORT ELKS WILL SUPPLY ONE NEW WSL 44-CORE BALL AT START OF EACH GAME. EACH TEAM WILL PROVIDE ONE BACKUP 44-CORE REGULATION BALL TO THE UMPIRE PRIOR TO GAME. IF NEEDED, THE BATTING TEAM WILL PROVIDE THE NEXT REPLACEMENT BALL. ALL REPLACEMENT BALLS MAY BE INSPECTED BY THE UMPIRE PRIOR TO ENTRY INTO GAME.
11. GAMES WILL START AT SCHEDULED TIMES WITH A 10 MINUTE GRACE PERIOD FOR THE 1ST GAME ONLY, HOWEVER THAT GRACE PERIOD IS INCLUDED IN THE 1 HOUR PLAYING TIME. GAMES CAN START AT WHEN BOTH TEAMS HAVE AT LEAST EIGHT PLAYERS WITH INSERTION OF NINTH PLAYER BY THE START OF THE TOP OF THE 3RD INNING OR GAME WILL BE FORFEITED BY SHORT-HANDED TEAM. ALL GAMES SCHEDULED AFTER AUG. 1 WILL START AT 6:00PM AND 7:00PM.
12. A TEAM MAY INSERT RESERVE PLAYERS FROM ANOTHER TEAM TO START A GAME ONLY AFTER RECEIVING PERMISSION FROM THE OPPOSING TEAM. ANY ROSTER PLAYER ARRIVING LATE MUST BE PLACED IN THE BATTING ORDER AND IN THE FIELD AT THE START OF THE NEXT HALF INNING.
13. A 10-5/20-4 RUN RULE WILL APPLY IN ALL GAMES, WITH ANY TEAM LEADING BY 10 OR MORE RUNS AT THE END OF FIVE OR MORE COMPLETE INNINGS DECLARED THE WINNER OR WITH A 20 RUN MARGIN AFTER FOUR COMPLETE INNINGS.
14. A PINCH-RUNNER MAY BE USED ONLY ONCE PER INNING BY ANY TEAM. ANY PLAYER MAY BE USED AS THAT RUNNER, HOWEVER IF THAT PLAYER IS IN THE BATTING ORDER AND COMES TO BAT BEFORE CLEARING THE BASES THAT SPOT IN THE ORDER WILL BE RULED AN OUT WITH NO AT BAT FOR THAT PLAYER.

15. ALL LEAGUES WILL PLAY WITH A BATTER'S STARTING COUNT OF 1 BALL AND 1 STRIKE. THERE IS ONE FREE FOUL AFTER THE PITCHER THROWS A FIRST STRIKE TO MAKE TWO STRIKES. AFTER THE FREE FOUL THE NEXT FOUL WILL BE CALLED THE THIRD STRIKE.
16. THERE IS A 3 HOME RUN LIMIT PER TEAM PER GAME (HOME RUN BEING A HIT OVER THE FENCE). ANY ADDITIONAL HOME RUNS WILL BE SCORED AN OUT WITH NO ADVANCEMENT OF RUNNERS ON BASE.
17. ANY DEFENSIVE PLAY MADE WITH THE ASSISTANCE OF CLIMBING OR JUMPING UPON ANY FENCE WILL BE DISALLOWED AND THAT PITCH BEING RULED 'NO PITCH' IF THE OUT IS MADE. ALL DEFENSIVE PLAYS MUST BE MADE WITH MINIMAL CONTACT WITH THE FENCES.
18. GAMES ARE TO BE COMPLETED IN APPROX. 1 HOUR. IF NEEDED AND AT UMPIRE'S DISCRETION, ANY GAME CAN BE SHORTENED OR SPEED-UP RULES APPLIED IN ORDER TO COMPLETE BOTH SCHEDULED GAMES. UMPIRE WILL INFORM TEAMS AT THE BOTTOM OF AN INNING IF THE NEXT INNING IS THE FINAL INNING OR IS TO BE PLAYED UNDER SPEED-UP RULES.
19. RAINED-OUT GAMES WILL BE MADE UP AS TIME AND LIGHT CONDITIONS ALLOW AT THE END OF THE REGULAR SEASON. THOSE RAINOUT GAMES WILL BE PLAYED PER REVISED SCHEDULE WITH GAMES IN THE SAME ORDER AS ORIGINALLY SCHEDULED WITH A GAME MOVED TO BACK OF THAT REVISED SCHEDULE IN THE CASE OF A SECOND RAINOUT, UNLESS THAT GAME IS THE LAST MAKEUP GAME TO BE PLAYED.
20. ANY GAMES ENDING IN A TIE SCORE THAT CANNOT BE FINISHED AT THAT TIME WILL ONLY BE COMPLETED AFTER ALL RAINOUT GAMES ARE PLAYED AND ONLY IF THE GAME IS NECESSARY TO DETERMINE REGULAR SEASON OR TOURNAMENT WINNER, AT DISCRETION OF FIELD MANAGEMENT.
21. ALL TEAMS MUST GIVE AT LEAST 6 HOUR NOTICE TO THE LEAGUE MANAGER AND THE OPPOSING TEAM IF THAT TEAM IS TO FORFEIT A GAME. ANY FORFEITS WITHOUT NOTICE WILL RESULT IN THAT TEAM PAYING THE UMPIRE FEE FOR THE FORFEITED GAME (\$26.00) BEFORE THEIR NEXT GAME WILL BEGIN. .
22. ALL PLAYERS PARTICIPATING IN THE POSTSEASON TOURNAMENT MUST BE ROSTER PLAYERS THAT HAVE PLAYED IN AT LEAST THREE GAMES DURING THE REGULAR SEASON. MANAGER WILL BE RESPONSIBLE FOR PROVIDING SCOREBOOK PROOF OF THOSE APPEARANCES IF NEEDED.
23. ANY PLAYER EJECTED FROM THE GAME MUST LEAVE THE PREMISES WITHIN 5 MINUTES OR THE GAME WILL BE FORFEITED BY HIS/HER TEAM. A SECOND EJECTION DURING THE SEASON WILL RESULT IN A SUSPENSION WITH LENGTH DECIDED BY LEAGUE MGMT, AND MAY INCLUDE SEASON-LONG BANISHMENT FROM THE PREMISES.
24. FINAL STANDINGS WILL BE DETERMINED BY BEST RECORD WITH HEAD-TO-HEAD TIEBREAKER. IF NEEDED, HEAD-TO-HEAD VERSUS NEXT HIGHEST RANKED TEAM AND THEN NEXT AFTER THAT THROUGH THE STANDINGS WILL BE USED TO BREAK TIES. A SHORT-STRAW DRAW WILL BE USED BETWEEN MULTIPLE TEAMS IF THE HEAD-TO-HEAD TIEBREAKER DOES NOT DETERMINE FINAL STANDINGS.

4/20/22