

# Denver Jewish Softball Local Rules

Updated April 2009

- **HOME RUN RULE** - Three over-the-fence home runs are allowed per team per game. Subsequent home runs are an out. Runners **DO NOT ADVANCE!**
- **Balls and Strikes** – The mat behind home plate will dictate balls and strikes. If a legally pitched ball hits the mat, it is a strike. Umpire has continued discretion if the height did not fall between the required ranges of 6' and 10'
- **Count** - New batter starts with a count of 1 and 1.
- **Game Length** - 55 minutes or 7 innings
- **Ties** - If game is tied, game is over (**DOES NOT APPLY DURING PLAYOFFS**)
- **Batters** - All players must bat unless injured and unable to continue to play the rest of the game.
- **Fielding** - All players must field at least one inning.
- **Scores** - Scorekeeping is done and checked by the captains in between half innings.
- **No bunting, leading, stealing** - Runners may not leave the base until after pitch has reached home plate.
- **Players** - Must be Jewish or members of a Synagogue/Temple.
- **Liability Waivers** - Every player must have signed the Denver Jewish Softball waiver of liability form prior to playing even a single inning. Denver City and County also requires all players sign the waiver of liability prior to playing.
- **Minimum Age** - Players must be at least 16 years of age as of May 10, 2009. No exceptions to this rule.
- **Pinch Runner** - May have a pinch runner after the batter gets on base, **ONLY** if runner is injured or otherwise incapable of running. Player who made the last out runs.
- **Foul Balls** - After reaching two strikes, the batter is allowed one additional foul ball. A second foul ball with two strikes is an automatic out.
- **Approved Bats** - Bats must be on the approved ASA bat list, which is stored in each fields equipment bag. Each team captain is responsible for ensuring their team uses only compliant bats and equipment.

- **MERCY RULE** –
  1. 10 runs per inning, teams switch (field to bat or vice versa)
  2. Leading by 10 or more after 5 innings, game is over

**NOTE:** MERCY RULE DOES NOT APPLY DURING CHAMPIONSHIP GAME.

- **FORFEITS** - Teams must start with a minimum of seven players from their team roster. Pick-up players are allowed to make 10. If you do not have the requisite number of players by 5 minutes after the umpire calls for the start of the game, it is a forfeit. No further delays allowed beyond this five minute grace period.

**NOTE:** NO pre-fielding teams. If you know your team is going to be short, please DO NOT recruit players during the week -- This rule does not apply during playoffs, where all players are required from your own roster.

- **Batting Order** – Must be consistent throughout the game. Any late arrivals should automatically be put at the bottom of the order. Changing the batting order for anything other than late arrivals or injuries will result in an automatic out for that team each time through the batting order.
- **Safety** - One on-deck batter allowed out of dugout. Fence must be kept closed at all times. On deck batter must clear all bats out of playing area, and keep them stacked against the inside of the fence. No bats will be permitted to rest on the playing side of the fence. No spectators or children allowed on field at any point during game.
- **Injuries** – Any visible cuts require immediate treatment. Players can only re-enter the game once the cut has been treated and/or bandaged. Injured players who cannot continue in the game will NOT cause an out for the injured player's team, provided they have at least seven players to continue the game. If they have less than seven players left, the game will become a forfeit.
- **Scores** – While scores are not posted on the league website, for 2009 season the final score for each game will be kept on file. As a tiebreaker at the end of the season, teams with lower number of runs allowed will be deemed the better seed. This requires that each team captain agree on the final score of the game and submit these scores by Monday morning following the game to the Commissioner and/or Co-Commissioner via email. Any discrepancies will result in the highest score provided being used for the official records.
- **Foul Ball Rule** – Count begins at 1 ball 1 strike. After two strikes have been called on the batter (called or swinging), then the batter is limited to hitting one foul ball. The second foul ball with two strikes will be an automatic out.
- All other rules are according to the umpire's understanding of the ASA Rulebook

## **DENVER JEWISH SOFTBALL PLAYOFFS:**

1. Playoff seeding is determined by the three following criteria. Criteria 2 and 3 are to be used only as necessary to break ties. Criteria 3 is the least likely to come into play.
  - a. **Win-Loss Record**
  - b. **Runs Allowed** - Lowest number of total runs allowed during 10 game regular season by team.
  - c. **Strength of Victory** - Addition of total wins of all defeated opponents during regular season. (Example: If Aish and EDOS are tied after #1 and 2, you simply look at the all the teams they each beat during the year and add up how many total wins those teams had. If Aish's victories came against teams with stronger regular season records, they would beat out EDOS in the third tiebreaker.)
2. Players must have played at least 1/2 the season to be eligible for playoffs
3. Round 1 and Round 2 of the playoffs will be played on August 2, 2009. Semi-finals and Championship games will be played on August 9, 2009.
4. Mercy rule does not apply in championship game
5. Mercy rule -- rule has changed-- Rule will apply after 5 innings in first three rounds of playoffs only.