



# MAYFIELD SOFTBALL LEAGUE

established 2004 | [www.mayfieldsoftball.com](http://www.mayfieldsoftball.com)

*The purpose of the Mayfield Softball League shall be to assist in the promotion of the game of softball among those who engage in the sport solely for the pleasure and for the physical, mental and social benefits they derive there from and to educate the public regarding the splendid qualities of softball for all persons.*

## League Committee

### 2008 Co-Chairs:

- Lo Sukhram [League Director]
- Anthony Agosto [Director of League Events and Affairs]
- Ian Medina [Multimedia & Web Development Director]

## BY-LAWS

The following rules and regulations have been adopted and approved by the **League Committee** and will be adhered to in all cases. Rules and regulations not specifically addressed in these By-Laws will be governed by the ASA Rule Book.

## I. GENERAL

### 1. Format

- The league is set up to have 12 teams.
- Expansion teams will be allowed to join the Mayfield Softball League subject to the League Committee's discretion.

### 2. Rosters

- Teams are allowed to have a maximum of 18 players on their roster.
- There is no mandate that states a specific number of women must be on a team or on the field, but they are encouraged and welcome to play in the Mayfield Softball League.
- Players can be added/removed from the roster up to the 6<sup>th</sup> week of play.
  - **A. Waiver of Liability Forms** | All teams must submit to the League Committee a roster form and a signed waiver of liability form from all players before the 1<sup>st</sup> game of the season. Players will not be allowed to play until this information is submitted to the League Committee. Any additional players added to the roster within the approved timeframe mentioned must also submit a signed waiver of liability form to the League Committee. Players who have not reached the age of 18 by the deadline of submission of the roster forms must submit the "MINOR WAIVER FORM".

### 3. Team Dues

- Will be announced by the League Committee. The basis of the dues, the Proposed Operating Budget for the year will be available upon request.

### 4. Conduct and Ejections

- Players(s) can and will be ejected from a game for unsportsmanlike conduct. Player(s) ejected will be entirely on the discretion of the umpire(s).
- An ejected player(s) must immediately leave the game and the field. The player will automatically be suspended from their next league game or playoff game. It is the responsibility of the manager and/or player(s) who was/were ejected to comply with this policy. Any violation of this policy will result in further disciplinary action to possibly include **EXPULSION** from the league.
- Any player(s) who verbally abuse an umpire or League Committee member after a game or while on suspension will be suspended from their next eligible game.
- Physical abuse of an umpire or League Committee member will result in **EXPULSION** of that/those player(s) from all league play for the remainder of the season and will be subjected to legal action.
- The League Committee will review any other actions determined to be detrimental to the league. Anyone ejected from a game must leave the park property within five (5) minutes. If they do not leave or if they leave and return later, their team will be given a **forfeit loss** for their game (even if game has already been played). If that game was played and lost, the next game will be automatically a forfeit loss. Ejected individuals who are serving suspension **ARE NOT** allowed to attend their team's games, even as a spectator.

- Under normal circumstances, the penalty for ejections is as follows:
  - A. 1<sup>st</sup> offense = 1 game suspension
  - B. 2<sup>nd</sup> offense = expulsion from league play for the remainder of the season, including playoffs and championship play.

The League Committee reserves the right to increase or decrease the severity of penalties based on previous history, unusual or specific circumstances, or to protest the integrity of the league.

#### **5. Dugout Cleanliness**

- All teams are responsible for throwing out their own refuse and maintaining their dugout. Failure to do so will **jeopardize** the field permit and further league play. Teams that consistently leave garbage in their dugout will be fined by the League Committee.

#### **6. Appeals (s) of the Rules and Regulations**

- Any appeal(s) arising from the Rules and Regulations will be brought before the League Committee members for a ruling. The ruling will be based on the **majority decision** of voting done by the League Committee.

#### **7. Amendments**

- The League Committee has the ability to amend or revise these By-Laws as needed. The amendment will be based on the **majority decision** of voting done by the League Committee members. Team captains will receive copies of any amendments voted into the By-Laws by the League Committee. The amendment will also be issued via the website/forum as well.

## II. GAME PLAY

### 1. Home Team

- Home team is already determined and listed on the schedule.

### 2. Field Setup

- Teams are not obligated but if willing may aid in the setup of the fields. Any injuries deemed from this action is solely the responsibility of the individual and not that of the league or its committee members.

### 3. Forfeits

- Forfeits will result if a team is unable to field (8) players by 15 minutes after the schedule game start time. Once the first game of the doubleheader has been forfeited, there will be an additional 15 minute time period given before the second game is also declared a forfeit.
- A forfeit is a 0-12 loss in the standings.

### 4. Mercy Rule

- There will be a 12 run mercy rule after four (4) complete innings.
- Complete innings must be played unless the home team scores the run ahead limit while at bat after the 4<sup>th</sup> inning.
- If after four (4) innings the visiting team reaches the limit in the top half of the inning, the home team will still have their opportunity to bat in the bottom half of that inning.

### 5. Rain Outs

- League Committee members will attempt to notify the Team Captains/Reps 1 hour before the schedule start times if the games have been rained out.
- It is each Team Captain/Rep's responsibility to notify its players that the games have been rained out.
- Regular season rainout will try to be rescheduled by the League Committee but is subject to field and umpire availability.
- Games that have commenced and stopped due to rain will be considered complete games if 5 complete innings have been played. In the event of a tie, the teams will be given a "TIE" in the standing. (see Amendments: Complete Games)

### 6. Full Teams (revised February 2006)

- **Ten** players constitute a full team. You may use **twelve** with **2** Extra Hitters (EH). You may officially start a game with eight or nine players; however, ***the empty positions in the batting order will be an automatic out.*** The missing players may enter the game upon arrival. However, you ***may not add (EH) to the batting lineup after the lineup cards are submitted to the umpire.***
- Only those in the batting lineup may play defense. So, you can sub the EH's in and out as defensive replacements without having to change the batting lineup. In order to use someone on the bench as a defensive replacement, they must replace someone in the batting lineup. ***Defensive positions may be changed, but the batting order must remain the same.***
- Lineups must be given to the umpire and the opposing team at the beginning of each game. All batting order changes must be announced to the umpire and the opposing team before the new player bats.
- **Injury Exception:** A team may only skip a batting spot if the player that originally hit in that spot is injured during the course of the game and there are no replacements on the bench.

## 7. Courtesy Runner

- Limited to three (3) per game
- A team must notify the umpire and the opposing team of its intention to use a courtesy runner prior to the start of the game. ***In game courtesy runners will be allowed due to injury only at the umpire's discretion.***
- The courtesy runner must be the player who was the last ***batted*** out or the last batter in the lineup if it is the beginning of the game and no outs have been recorded.

## 8. Equipment

- Cleats: Players are not required to wear "cleats" but only plastic molded cleats are acceptable for league play. Metal spikes are not allowed for league play. ***Players wearing metal spikes will not be allowed to play.***
- Facemask: Catchers are required to wear a facemask when catching. The league will provide a mask if the catcher does not have one.
- Bats: Only bats that are approved by the ASA for tournaments softball play as of Feb 1<sup>st</sup> of the current year will be allowed.

## 9. Home Plate Collisions

- This is a "no-collision" league. Catchers must allow a path to the plate. The plate cannot be "blocked".
- Runners are obligated to either slide or give themselves up at plays at home plate. "Collision" is defined as leading with the shoulders, arms or elbows.
- Players who violate this rule will be called out. If the same player commits the offense more than once, he/she will be ejected from the game. This will be strictly enforced.

## 10. Ground Rules

- The umpire will go over the field ground rules before the game commences with both captains.

### III. PLAYOFFS

#### 1. Team Formats

- At the end of the regular season, all teams will be ranked by their win-loss record within their division. Home team advantages will be given to the team that finished with the better regular season record.
- **Tie Breakers:** The tie breaker for teams with tied records shall be (in the order of importance)
  - 1 Win-Loss record against each other
  - 2 Runs Scored For vs. Runs Scored Against Ratio
- **Qualifiers:**
  - 1 Insert here
  - 2 Insert here
- **Week One:**
  - 1 The Division Winner with the best record will play the wildcard with the worst record. = Winner A
  - 2 The Division Winner with the second best record will play the wildcard with the best record. = Winner B
  - 3 The remaining Division Winner will play the second place team with the worst record. = Winner C
  - 4 The remaining second place teams will play each other. = Winner D
- **Week Two:**
  - 1 Winner A will play Winner D
  - 2 Winner B will play Winner C
- **Week Three: Championship Weekend**
  - 1 The winners of Week Two play for the Championship.
  - 2 The team with the best regular season record will have home field advantage.

## IV. AMENDMENTS

### 1. Co-Ed Walk Provision (June 2004)

- If a male batter walks and is followed in the batting order by a female batter, he shall be awarded second base with all other base runners advanced to the base they are **FORCED** to advance to as a result of the batters attaining second base.
- A female batter with less than two outs **MUST** bat.
- If there are two outs, she can either bat **OR** take an automatic walk.
- The Captain or batter must tell the umpire of the decision **BEFORE** the female batter enters the batter's box and a pitch is thrown, otherwise, she must bat.

### 2. Off-Season Free Agency (Jan 2005)

- Players in the MSL have the ability to switch teams freely; however the League Committee asks that you adhere to the following guideline if you plan to do so.
  - 1 You can join a team directly by contacting their captain and acquiring his consent. The new team must have a roster spot for you. The rosters are still limited to 15 players.
  - 2 If you do not have a team to join you can go into the "free agent" pool. This list will include past as well as new players.
- Captains can contact people from this list directly to fill their teams. Note: the decision to join a new team is always the player's. There is currently no "draft system".
- Players should declare their free agency or movement to another team via email to League Relations Person(s) by the last week in February. (They should also notify their captains of their intentions at this time as well).
- The League Relations Person(s) will compile and send a list of the free agents and the players movements to the captains.
- There will be an optional open workout of TBD for all free agents (current and new). If you have agreed to the terms with a new team you do not have to attend this workout.
- If a team does not select you, you will remain in the free agency pool and will be eligible for acquisition during the season as per the By-Laws on "Player Replacement".

### 3. Complete Games (Feb 2006)

- If a complete game is seven full innings.
- **Five innings** constitute an official game in case of rain, darkness, time limits or other situations, which might result in a shortened game. Games stopped by umpire because of darkness or weather will revert back to the last completed inning for the final score if five or more innings have been completed.
- Games that are not considered official (i.e. stopped before five complete innings have been played) will be **cancelled**. Any team that delays a game with the intention of having the umpire call the game will be given a warning to "Play Ball". ***Non-compliance will result in a forfeit.***

#### **4. Disputes (Feb 2006)**

- Only individuals who represent themselves before the game as team captains/managers and the player(s) involved may argue any dispute with the umpire. Any player making comments from the field or the bench can be ejected from the game, at the discretion of the umpire. (see By-Laws for specifics on ejections)

#### **5. Umpire Discretion (Feb 2006)**

- If, in the judgment of the umpire, the game has gotten “out of control”, he will stop the game and both teams will forfeit, unless, in the umpire’s judgment, one team is clearly the direct cause of the disturbance.
- “Out of Control” is defined as unsportsmanlike behavior that in the opinion of the umpire is likely to escalate into a physical altercation.

#### **6. Game Time Limits (April 2006)**

- No new innings will be started after 11:30 AM for the 8:30 AM doubleheader.
- No new innings will be started after 2:30 PM for the 12 NOON doubleheader.

#### **7. Game Time Frames (1-1 counts) (Mar 2007)**

- If the 1<sup>st</sup> game of the 8:30 AM doubleheader is not completed by 10:30 AM then the 2<sup>nd</sup> doubleheader will be played with a 1-1 count.
- If the 1<sup>st</sup> game of the 12 NOON doubleheader is not completed by 1:30 PM then the 2<sup>nd</sup> doubleheader will be played with a 1-1 count.

#### **8. Playoff Structure (Apr 2008)**

- At this current moment the existing structure is no longer valid due to removal of divisions. The format is being discussed and will be amended within the by-laws

## **V. LEAGUE COMMITTEE**

1. Will be responsible for the Administration of the league.
2. The League Committee will have the final decision on any and all disputes or situations not being resolved at the various league levels. The League Committee's decision will be considered final.
3. In the event a problem occurs concerning a member of the League or any persons acting on behalf of the League, the League Committee will have the power and legal authority to effectively remove that person from membership in the league.
4. Each committee member will have a specific role designated to him/her for which they will be responsible. These roles are guidelines and duties may change based on need.
5. The committee will be elected positions (chosen by the senior committee members) whose term will last a minimum of one (1) year. At the discretion of and by majority vote of the League Committee and Co-Chair's agreement, the Co-Chair's term may be extended beyond one year.
6. The Committee member positions are appointed positions. These positions have voting privileges on League issues and matters.

### **The Field Management Chair**

- Will be directly responsible for the oversight of the fields and equipment being used.
- This Chair will also maintain a relationship with the NYC Parks Dept with regards to permits and maintenance.
- This Chair will also be responsible for reviewing the fields during potential rainouts and making those determinations.

### **The League Relations Chair**

- Will be the direct liaison with the team captains.
- This Chair will also be responsible for maintaining accurate accounts of the team rosters and ensuring that all waiver form have been submitted
- This Chair will also oversee the free agent process and the injury replacement process

### **The Operations and Logistics Chair**

- Will maintain and administer overview of League matters pertaining to budgeting, by-laws and scheduling.
- This Chair will also act as the League treasurer.

**ALL COMMITTEE CONTACT INFO CAN BE FOUND AT [WWW.MAYFIELDSOFTBALL.COM](http://WWW.MAYFIELDSOFTBALL.COM)**

**FOR ALL INQUIRIES PLEASE SEND EMAIL TO [INFO@MAYFIELDSOFTBALL.COM](mailto:INFO@MAYFIELDSOFTBALL.COM)**