THE PLAYING RULES OF THE
SPORTS FOUNDATION OF SOUTH FLORIDA, INC

Playing Rules

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SECTION 1
Purpose

1.1 **Purpose**: The SFSF Playing Rules shall serve as the operational procedure involving all aspects of league games.

1.2 **Governing Rules**: All SFSF league games will be played under the SFSF Playing Rules. If a rule is applicable that is not listed in the SFSF Playing Rules, then USA rules will apply.

SECTION 2
League Structure

2.1 **Divisions:** The Foundation consists of a Women's Division. The Women's Division shall consist only of female participants. This restriction does not apply to non-players on a roster.

2.2 **Subdivisions:** The Division is divided as follows:
Women's Division: Teams may be categorized in the following subdivisions based on the player's skill level: A and B teams are considered Upper Division.

1. A – Upper Division
2. B – Upper Division
3. C – Division
4. D – Competitive Division
5. D – Recreational

2.3 **Team Classification:**

"A" Division Team:
A team that has no more than two (2) Elite players, and any other combination of players of any classification, and has declared itself to be an "A" Division team on a properly submitted roster, subject to reclassification by such team's local commissioner.

"B" Division Classified Team:
A team that has no Elite players, no more than four (4) roster "A" division players, and any other combination of players of any classification; and has declared itself to be an "B" Division team on a properly submitted roster, subject to reclassification by such team's local commissioner.

"C" Division Classified Team:
A team that has no Elite players, no "A" division players, no more than three (3) roster "B" division players, and any other combination of players of any lower classification; and has declared itself to be an "C" Division team on a properly submitted roster, subject to reclassification by such team's local commissioner.

"D" Division Classified Team:
A team that has no Elite players, no "A" division players, no "B" division players, and no more than three (3) roster "C" division players; and has declared itself to be an "D" Division team on a properly submitted roster, subject to reclassification by such team's local commissioner.

"Recreation or E" Division Classified Team:
A team that has no Elite players, no "A" division players, no "B" or "C" division players, and no more than two (2) roster "D" players; and has declared itself to be an "E" Division team on a properly submitted roster, subject to reclassification by such team's local commissioner.

SECTION 3
Team Rosters

3.1 **Team Rosters:** A team roster must consist of at least 10 active players but no more than 20 active players. There is no roster limit on non-players.

3.2 **Submittal:** The official team roster will be completed on the TEAMSNAP app and players registering must signing the SFSF Waiver and pay the player's fee. Each team roster must be completed and all player's fees paid before team's first scheduled game.

3.3 **Additions**: Addition of new players to a team must register and sign the SFSF Waiver and pay the player's fee before participating in a SFSF softball game.
If a player is added to a roster after the team has played more than half of their scheduled games, the player fee shall be reduced to equal that of the non-player fee. (3.3 Con)

3.4 Team Changes: Upon notification to the Board and the team the player is leaving, the player can change teams no later than the start of either team's third scheduled game (changing teams does not apply to drafted players). After the start of a team's third game, roster changes must be approved by a majority vote by all teams in that subdivision.

3.4 **Injured Players:** A team can replace an injured player with another player on the roster provided the injured player will no longer return for the remainder of the season. A statement from the injured player may be required. The new player must register and sign the SFSF Waiver and pay the player's fee before participating in a SFSF softball game.

3.5 **Replacement Players:** Teams can replace rostered players with new players if the rostered player has only played two games and will no longer return during that season. A player that has moved and has only played two games may request a refund, but must provide proof of the move. Replacement players must register and sign the SFSF Waiver and pay the player's fee before participating in a SFSF softball game.

3.6 **New Teams:** A team shall be considered a new team if it's opening day roster contains 5 or less players from the previous season's roster

SECTION 4
New Player Draft

4.1 **New Player Draft:** Each season, the Foundation shall hold a New Player Clinic to recruit new players. The new players that attend the New Player Clinic shall be separated by their ability as determined by the Commissioner or a designated board member or field operator.

4.2 **Draft Order:** The first team to draft a player in each league subdivision shall be the team finishing lowest in the standings the prior season (with the next to last finisher drafting next and so on until all teams have had a chance to draft). New teams or teams moving up a subdivision shall be considered for the first pick of the draft at the discretion of the Commissioner**.**

4.3 **Drafted Players:** Once a player has participated in the draft, they will not be allowed to be picked up by any other team, except by the draft procedures above. A drafted player will not be allowed to play with any team other than the one that drafted them for the duration of the entire season which immediately follows the draft.

4.4 **Disciplinary Action**: Managers or coaches of any team attempting to circumvent the draft are subject to disciplinary action by the Board of Directors and/or the Ethics Committee.

SECTION 5
Manager Responsibilities

5.1 **Team Manager Responsibilities:**

A. Represent her team at Manager's Council Meetings. Managers may designate a representative from their team to attend a meeting provided they turn in a written proxy as described in the SFSF Bylaws.
B. Report the results of the Manager's Council Meetings back to their team.
C. Team Managers are required to make sure all team players are registered and have paid players fees.
D. Submit a lineup card to the opposing team's manager before each game. Lineup cards should be **legible and completed with first initial and last name, jersey number, and position. This includes alternate players as well.** If the Lineup card is not complete, the opposing team has the right to stop the game until the Lineup card is complete. Lineup cards are an official game document used to determine eligibility for players, playoffs, etc.
E. Turn in team score cards to the designated score card bag attached to the outside fence behind home plate, or as designated by the Board.
F. Ensure that teams conduct themselves at a good level of sportsmanship.
G. Inform the Board of any changes of managers to their team.
H. Notify team sponsors of after game parties.
~~I.~~ Communicate with the Commissioner any requests for bye weeks for their team.

5.2 **Suspensions:** If a team manager fails to turn in the sponsor fee by the date set forth by the Board, the entire team may be suspended from any on-field participation.

SECTION 6
Forfeits

6.1 **Team Forfeits:** A team will forfeit a game if it fails to have nine players on the field at 5 minutes past the game's starting time. The forfeited team shall receive a loss in the standings by a score of 0-10. Notification to Commissioner or Assistant Commissioner of forfeit must be submitted by 5pm Thursday of that play week or a $100 fine per play date will be applied. Fee must be paid to SFSF before the teams next scheduled game, prior to taking the field.

6.2 **Expulsion:** A team that forfeits three games will no longer be eligible to participate in any SFSF games for the remainder of the season.

A. All games played by that team will be eliminated from the standings and new win/loss standings determined.
B. Eligible players from a team that is no longer eligible to play in SFSF shall retain all privileges and may change teams without a majority approval as stated in Playing Rule 3.04. All games played by these players will be counted towards any playoff requirement.

SECTION 7
Game Rules

7.1 **Game Regulations:**

A. **Game Length:** An SFSF game shall last seven innings or no more than the time limit set by the Board at the beginning of each season.
B. **Official Game**: In the event of a rain-out or any unforeseen circumstance which would cause the game to end prior to the established Game Length, a game shall be considered an official game after 5 innings of play (or 4½ if the home team leads).
C. **Rainouts/Inclement Weather:** If any game, including a playoff game, is called due to rain or inclement weather before the game becomes official, the game will be rescheduled and played in its entirety. The rainout/cancelled game shall not count towards any playoff requirement.
D. **Tie games**: If the score is tied after seven innings or after the time limit has expired, the game will be played using the Kansas City Tie Breaker format.
E. **Kansas City Tie Breaker**: The visiting team shall place the player on their team that made the last recorded out on second base. Proceed by batting the next batter in the lineup until three outs are recorded. Each batter will start with a full count with no courtesy foul. This procedure is repeated until a winner is declared.
F. **Run Rule**: A game shall cease and the score recorded as the final score if a team leads by 10 or more runs after 5 innings, 15 or more runs after 4 innings or if a team leads by 20 or more runs after 3 innings.

7.2 Team Lineup:

A. **Requirement:** A team must start the game and maintain at least nine rostered players on the field or a forfeit will be declared. A tenth player may be added before the first pitch of the fifth inning. The tenth player will be inserted as the last batter on the lineup card.

B. **Extra Hitters:** At the start of a game, a team may add an eleventh and twelfth player to the lineup and designate them as extra hitters. At any time during a game, the extra hitter(s) may enter and play defense switching the defensive player to the extra hitter slot. Both players shall remain in the same batting order for the entire game.

C. **Ejections**: If a player is ejected or leaves the game for any reason other than injury and no substitute is available, the team may continue to play with at least nine players, but will receive an out in the position of the ejected or vacated player (batting position). If a team is playing with nine players and a player is ejected or leaves the game for any reason (other than injury) and no substitute is available, a forfeit will be declared.

D. **Injury**: If a player is injured during the game, the team will not be penalized with an out in the spot of the injured player.

E. **Line-Up Cards**: All eligible players in attendance for the game can be listed on the line-up card. If it is determined that a player is not officially on that team's roster, in actual attendance, or dressed for play for that game, the team will be fined $100. In order for that team to play the next scheduled game, they must pay the fee to the Treasurer **before** the start of their next game. Games where violation occurs will be automatically forfeited.

F. **Pick Up Player Rule**: A SFSF team can pick up a player from another SFSF team as long as:
The team picking up a player has at least 7 rostered players, and can only pick up enough players to make the required players.
Upper Division (B, C Divisions) may pick up to 10 players.
The team picking up a player DOES NOT acquire approval, for the players being picked up, from the teams they are scheduled to play.
"D" Recreational and "D" Comp may pick up to 10 players.
The team picking up a player MUST acquire approval, for the players being picked up, from the team or teams they are scheduled to play.
The player(s) being picked up for the Sunday in question much comply with all the rules concerning team classification and ratings. A player being picked up must be in the same division or lower as the team picking up the player. (See Section 2.2 for team classification)
The Player being picked up is a current player on a SFSF Roster.
Playoffs: There will be NO players picked up for Playoffs. Teams MUST play with THEIR ROSTERED players.

7.3 Equipment:

A. **Bats:** All bats that are ASA approved and that do not appear on the latest USA/ASA non approved list may be used during an SFSF game. Altered or titanium bats shall be deemed as illegal and will be removed from the game. It is the responsibility of the managers and players to review the most current USA/ASA list of approved/banned bats. The most current list of approved bats can be found on the ASA website at www.asasoftball.com.

B. **Illegal Bats: All teams have had 1st and only warning**

A. Altered or titanium bats shall be deemed as illegal and will be removed from the game.

B. 1st Offence, if your player is caught with an illegal bat, team will forfeit next 2 games.
2nd Offence, if a player is caught again the player is ejected for remainder of season, if season is at end it will be applied to next season.

7.4 **Metal Cleats:** Metal-tippped cleats are NOT permitted during SFSF play.

7.5 **Pitcher's Count:** Batters will start with a one-one count and will be allowed one courtesy foul.

7.6 **Pitching Arc:** The pitching arc will follow the ASA rule of 6-12 feet in height

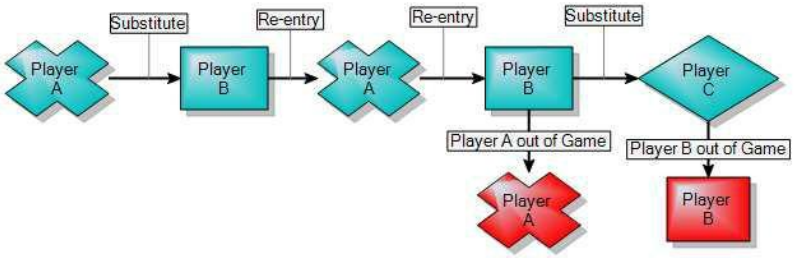
7.7 **Courtesy Runners:** Each team shall be allowed "1" courtesy runner per inning.

A. The courtesy runner must be the player that made the last recorded out.
B. If the courtesy runner is due up to bat while on base, an out will be recorded in that player's spot in the batting order and the player will remain on the bag.
C. A player may use a courtesy runner at any point during the play. For example, if the next batter has come to the plate and a pitch is thrown (no play), the runner can still use a courtesy.

7.8 **Re-Entry & Substitutions Rule:** Managers must notify the Home Plate Umpire and opposing Manager of ALL Substitutions.

A substitute may be re-entered twice during a game. The player that is substituted for can only re-enter the game for the player that replaced them and will assume the same batting position in the lineup.

For Example:
Inning 1: Player A is batting first in the lineup.
Inning 2: Player B is substituted for Player A who bats first in the lineup.
Inning 3: Player A re-enters the game replacing Player B and still bats first.
Inning 4: Player B re-enters for Player A batting first in lineup. Player A is out of the game.
Inning 5: Player C subs for player B and bats first in the lineup. Player B is out of the game.



7.9 **Game Disputes:** The Board shall resolve all disputes and protests arising out of any Foundation sanctioned softball game within 48 hours after the game has been completed.

7.10 **Uniforms:** Teams must have uniform shirts of the same color with visible numbers on the back. No duplicated numbers will be allowed. Teams are to have uniforms shirts by 2nd week of play. Teams will be given a verbal warning by the Commissioner to comply. Upon the second offence the team will receive a $25 fine payable before their next scheduled game. Sports Bras are not considered athletic wear in place of a team shirt regardless of color. Pickup players are only an exception to the rule on the day they sign the team roster.

7.11 Drop Division Rule:

For Team: To be eligible to drop a subdivision, a team must have no more than 5 players returning from their previous season roster. Roster must be approved by the Board prior to the start of the next season.

For Player: To be eligible to drop a subdivision a player must meet one of the following criteria: (The Board will give final approval)

A. Subdivision vote from the subdivision they wish to drop down to.
B. Significant Injury (which will be monitored by the managers in the subdivision as well as the Board).
C. The player is required to sit out for one year

7.12 Interdivisional Play: When A and B Division teams play C Division teams:

A. During games when a higher subdivision team plays a lower subdivision team, the lower team has the home team advantage. For Example: C team plays B team, C team has the home team advantage.
B. The lower subdivision team will be allowed one courtesy runner per inning. The higher subdivision team will be allowed 2 courtesy runners **per game**. The courtesy runner for both teams will be the player who made the last out.
C. The higher subdivision team is required to have outfielders play behind the open line until contact is made during a hit.

SECTION 8
League Standings

8.1 League Standings: Current league standing will be posted on the Foundation's website at www.sfsfsoftball.org. It is the manager's responsibility to check the corrections and notify the Board of any errors.

8.2 Final Standings: At the end of the regular season, the final standings shall be determined by win-loss percentages of all teams in that Subdivision.

A. Final team Standings: Teams moving up due to winning back-to-back seasons will be determined at the Boards discretions with consideration. We will determine what will be best for the league.

8.3 Tie-Breakers: Ties in the final standings will be settled by the following tie-breaking system:

A. Add the total number of games played against each other during the regular season. Whichever team won the most games against the other wins First place**.** *For Example: Team X and Team Y play each other 4 times during the regular season. Team X wins the most games. Team X wins the tie-breaker. If both teams win the same number of games against each other, refer to Rule B

B. Add the total number of runs scored against each other during the regular season. Whichever team scored the most total points against the other team wins First Place**.**
*For Example: Team X and Team Y play each other 4 times during the regular season. Team X scored the most total points in all 4 games. Team X wins the tie-breaker.
If both teams score the same number of total points against each other, refer to Rule C.

C. Add the total number of runs scored against all teams played during the regular season. Whichever team scored the most total points against all other teams wins First Place.
*For Example: Team X scores 100 points against all other teams, Team Y scores 50 points against all other teams, Team X wins the tie-breaker.
If both teams score the same number of total points against all other teams during the regular season, refer to Rule D.

D. Select at random Team Z, that Team X and Team Y have played the same number of games during the regular season. Whichever team has the most wins against Team Z wins the tie-breaker.
*For Example: Select Team Z by random drawing. Add the number of wins each team has against Team Z. Whichever team has the most wins against Team Z wins First Place.
If both teams won the same number of games against Team Z, refer to Rule E.

E. Add the total number of runs scored against Team Z in all games played during the regular season. Whichever team scored the most total points in all games in the regular season wins the tie-breaker.

SECTION 9
Playoffs

9.1 Eligible Players:
In order to participate in the playoffs at the end of the season, a player's name must appear on a lineup card for at least ⅓ of that season's possible games for their subdivision.

9.2 Double Elimination: All SFSF playoffs will use a double elimination format.

9.3 Home Team: Highest seed will be made the home team throughout the playoffs. During the Championship game higher seed in bracket play of tournament will be home team. Where applicable the "If Necessary" game will result in a coin toss with the highest seed calling the toss.

9.4 Championship Games: There will be no time limit during the championship game(s).

A. "D" Recreation Division Games: If Championship game goes to if game, there is a limit Of 5 innings.

SECTION 11
Amendments

11.01 **6.01 Team Forfeits:** Amended to include forfeit fee per game and payable deadline
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11.02 **7.02 Line Up Cards:** Section E added regarding lineup cards and player eligibility including Fines.

11.02 **7.08 Re Entry Rule:** Example of re-entry scenario added to clarify rule

11.04 **7.10 Uniforms:** Clarification of team uniform and requirements including penalty if not followed.

11.05 **7.03 Bats:** Amendment to include fast pitch bats in SFSF league play.

11.06 **6.03 Fines:** Removed as item 6.01 revised to included forfeit fee.

11.07 **7.11 Drop Division Rule** added as ruled by SFSF Managers Council 2.2.2012

11.08 **7.02 Line Up Cards:** Added line: Game where violation occurs will be automatically forfeited. As voted and approved by SFSF Managers Council 2.2.2012

8.3 Tie-Breakers: Ties in the final standings will be settled by the following tie-breaking system:

11.10 **7.8 Re-Entry and Substitute:** Managers must notify the Home Plate Umpire and Opposing Manager of ALL Substitutions.

11.11 **2.2 Team Classifications:** Added in All Division Team Classifications.

11.12 **7.2 Pick Up Player Rule**: Clarification on Picking up Players.

11.13 **9.4 Championship games:** Time limit on "D" Rec Division

11.14 **8.2 A: Teams moving up**

11.15 **5.1 D: Line-up Cards:** Took out first name and replaced with first initial.