

## WOODBRIDGE MODIFIED SOFTBALL RULES – 2019

Website: [www.woodbridgemodifiedsoftball.com](http://www.woodbridgemodifiedsoftball.com) Instagram: [@woodbridgemodifiedsoftball](https://www.instagram.com/woodbridgemodifiedsoftball)

1. All teams must pay Deposit by March 15<sup>th</sup>, 2019 (\$1000) and the remainder \$1400 due by April 15<sup>th</sup>. After April 15<sup>th</sup> (Before First Game) the remainder is \$1600. No Exceptions.
2. **League Fees: \$2400 Early Payment, \$2600 Late Payment**
3. All team are to submit a roster of up to 15 players maximum by May 1<sup>st</sup> or their first game. If a roster is not submitted, team will default games until it is. Players can be added to roster after May 1<sup>st</sup> but must be submitted to the league by July 1<sup>st</sup>. All rosters are final after July 1<sup>st</sup>. Please see Roster Rules under Rules Tab as separate file.
4. All players **MUST** have ID on them during every playoff game.
5. There will be NO schedule changes what so ever. Players playing on more than one team must accept the risk of the over lapping games. Teams can work with other teams to make a change.
6. Players can only be on a multiple rosters, but cannot be in the same division.
7. During regular season only, teams with less than 10 players may pick up additional players from the “Woodbridge Slo Pitch League” to fill a roster of 10.
8. Maximum amount of non-roster players allowed is 2 per game. Ex. Team with 9 players for a game can pick up 1 player to complete a team of 10.
9. Any team participating in the “B, C” Divisions may NOT have more than 5 “A” Division players on their Roster. Any team participating in the “D” Divisions may NOT have more than 2 “A” Division players on their Roster.
10. Winning team is responsible to submit result to league via email @ [woodbridgemodifiedsoftball@yahoo.com](mailto:woodbridgemodifiedsoftball@yahoo.com) within 24hrs. Or Text at 647-668-2979.
11. Regular season, no new inning shall start after 1 hour 10 minutes (C, D, E) or 1 hour 25 minutes (A, B) after scheduled time of the game. (Maximum of 7 innings can be played.) Playoffs, no new inning shall start after 1 hour 25 minutes in playoffs. Championship round shall be 7 innings with no time limit. Each team has a 10 minute grace period after the scheduled time to field a team. Failure to do so will result in a forfeit. The grace time will NOT be added to the end of the game.
12. First 3 innings are closed with maximum of 7 runs per inning, remaining innings shall be open.
13. Rain or shine, all teams must show up for all scheduled games. The umpire will determine if the field is playable. The league commissioner can also decide if conditions will allow the game to be played or continued.

14. The home team during the last game is responsible for putting the bases away and locking up and equipment.
15. Pitcher's mound shall be 46 feet from home plate and bases shall be 65 feet.
16. Any player wearing steel spikes will need to change shoes or will not be able to play.
17. Base runners foot has to touch the ground when crossing home plate to be called safe on a throw to home plate.
18. There will be no arguing of balls and strikes. Any player who is ejected may be directed by the umpire to leave the park. Suspended players are not allowed to be in the ball park in any capacity. Players ejected from the game will get a MIN. 1 game suspension. Any additional suspensions (depending on incident) will be up to league committee to decide the length of the suspension.
19. Any physical or verbal abuse of an umpire or league official will not be tolerated. Any player who causes or initiates physical contact of any nature with an umpire will be suspended for the season.
20. Tiebreaker Rules:
  - a) Head to Head
  - b) Wins
  - c) Loses
  - d) 1 Playoff Game
21. All playoff games will have 2 umpires. (Depending on Division)
22. All batters must wear a helmet in the batter's box, while at bat and on the bases.
23. To speed up the game, if a batter comes to the plate without a helmet the team will get 1 warning, 2nd time will be an automatic out. This is to speed up the game.
24. With 2 outs and the catcher on any base, the catcher must be replaced by the last out.  
(Does not count as a courtesy runner)
25. A base runner can steal 2nd or 3rd on an overthrow. Base runners cannot steal home. A base runner on 3rd must remain on 3rd when there is an overthrow. If a base runner leaves 3rd on an overthrow to 3<sup>rd</sup> Base, and crosses the commitment line, the play is ruled dead and the base runner returns to 3<sup>rd</sup> base without being called out.
26. A team is allowed 10 players on the playing field with 4 outfielders being on the grass or outfield. A game can start with 7 players. No player can enter the game after the 4<sup>th</sup> inning has started.
27. A batter will be called out if they bunt the ball, or make a bunting motion, or intentionally chop in a downward motion. (Umpires discretion.)
28. A base runner will be called out if they touch home plate.

29. A base runner will be called out for sliding at first base on a hit, or at home plate.
30. A base runner must continue home once the commitment line is crossed or touched. On a fly ball that is caught, base runners that have touched or crossed the commitment line can go back and tag at 3<sup>rd</sup> base without being called out and then proceed home at own risk. Base runners who have not crossed the commitment line on a fly ball that is caught must tag up before proceeding home. The catcher must touch home plate to get runner out.
31. Maximum of 3 pitch runners per game, per team will be allowed. Pinch runners will only be allowed for a base runner at 1<sup>st</sup> base. Pinch runner must be last out! (If it is the first inning and no one out, it's the last batter in the batting order)
32. Hit By Pitch. Batter must make attempt to avoid the pitch, umpires discretion, it is not an automatic base.
33. If a pitch bounces on the ground before it reaches the plate, it is still a live ball and can be hit.
34. If a pitch bounces on the ground and hits a batter, it is considered a hit batter therefore the batter will be directed to 1<sup>st</sup> base. (Batter must make attempt to avoid the pitch, umpires discretion).
35. No windmill will be allowed. Pitchers must start with at least one foot on the rubber and can bring the pitching arm and hand over the head while taking one step forward. Any hopping, side arm or 2 stepping will result in an illegal pitch being called a ball by umpire. The batter can attempt to hit an illegal pitch and if hit, the ball will be live in play however if the batter swings and misses at an illegal pitch, a strike will be called.
36. Teams are to check scores every half inning.
37. Nort Johnson Rule: If a fly ball hits any obstacle in the park (ie. tree, light post, etc.) the ball will remain in play and live, whether a fielder catches it before it touches the ground or not. Any fielder that catches a ball that clearly hit a branch or obstacle is not an out, it is treated like hitting a wall (Fenway)(Umpires Discretion). Any ball going into the river or river area is live; batter gets as many bases as he can.
38. No alcoholic beverages, narcotics or tobacco is allowed anywhere in the actual playing field, dugout or stands, parking lots excluded. Failure to obey this rule will result in automatic ejection of that particular game without warning. City bylaw states 7 meters from playing field.

Bats:

1. Please see "Bat Tab" on the website to see which bats are legal or illegal.
2. Any team that thinks that the other team is using an illegal bat must only protest that bat when a batter is using it at the plate or after a ball is hit by that batter.
3. If a bat is deemed illegal, the batter is automatically out and is ejected from the game, any base runners must return to the last base they were at if a hit was made.
4. No Exceptions!!!! Penalties to the illegal bats as follows.
  - A) If a team is caught with an illegal bat, the current game will continue and that team will be deducted 2 pts from their standings.
  - B) If a team is caught with an illegal bat for the second time within the season that team will be deducted 6 pts from their standings.
  - C) If a team is caught with an illegal bat for the third time within the season that team will be deducted 10 pts from their standings. And will not be allowed to return the following year.
  - D) If a team is caught using an illegal bat in playoffs, it will be reviewed within committee what the penalty will be, but it will result in an automatic Loss for that game!
5. Please contact the league or your Division Rep if you are unsure about a bat. All info on bats is on the "Bat Tab" on the home page of the website for links to the approved and non-approved bats. Remember, there are bats that are ASA but are not legal. Please contact the league if you are unsure if a bat is legal or not. Ignorance is not an excuse!!!!

Please See Website for Any Information, league notices, and Standings.

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