

MENS SOFTBALL LEAGUE
RULES AND REGULATIONS
2007

1. GOVERNING AUTHORITY - The governing authority of this league will be the Athletic Supervisor or his/her assigned representative. The Athletic Committee will settle all matters of protest.
2. ELIGIBILITY - To be eligible, a player must be a Lockheed Martin employee, retiree, DOD employee stationed at AF Plant #6, vendor assigned full-time to AF Plant #6, or a dependent of one of the above. An eligible dependent is defined as the employee's spouse and either unmarried children ages 14 through 18 or ages 19 through 25 if a full time student and has legal residence with the employee. Players must have met all eligibility requirements effective the date of the first scheduled league game. Eligibility ceases immediately upon termination of employment, but privileges for employees laid off after the league begins will continue for the length of the season. Teams using an ineligible player will be subject to disciplinary action by the Athletic Committee.
3. TEAMS - A team shall consist of ten (10) players. No game can be started with less than eight (8) players. If at any time during the game a team cannot field eight legal players, they will forfeit the game to the opposing team (this includes loss of players to injury or disciplinary action). Roster change forms must be completed and turned in to the LMEA office prior to a player participating in a game. Until a player has a form on file in the office, he will be considered an ineligible player. To add players, the Athletic Office must be notified and players must stop by to sign the team roster/Release and Indemnification before participating.
4. PLAYER TRANSFER - A player may not change from one team to another after the first game unless his current team manager deletes him in writing.
5. LEAGUE PLAY -The 2007 Men's Softball Season will be made up of one league with three Divisions. The league will follow the ASA Slo-pitch Rules unless modified by these rules or any adopted by the supervisor.
All games will be played on Wednesdays with the first game to begin at 6:00 p.m. A ten (10) minute grace period will be in effect for the first game only. If a team cannot field eight (8) players within the grace period, the game will be forfeited. If neither team can field eight players both teams will receive a forfeit. Subsequent game times are in effect the moment the last out of the current game is made. Exception: If the current game ends prior to the regular start time of 7:00 p.m. or 8:00 p.m., the official forfeit time will be the regularly scheduled game time. Managers are required to present their line-up to the scorekeeper ten (10) minutes prior to their scheduled game time. In case of a tie after the allotted time, a "one (1)-pitch per batter" rule will be in effect. The teams may then play four (4) extra innings. If the game is still tied, it will be completed from that point at a later date determined by the Athletic Supervisor. Start time will be immediately after managers & umpires meet at home plate.
6. UNIFORMS
No shirts with handwritten or taped numbers will be allowed. All teams should wear like jerseys with numbers. If a player is not in proper uniform as stated in these rules, his coach must make that fact known to the opposing manager before the game begins. All teams are required to have like colored jerseys with numbers before the third game of the season.

Teams not meeting this deadline are subject to forfeit. The opposing manager may waive this by giving verbal consent to the umpire prior to game time. Once the first pitch is made the game will be official.

The LMEA Leagues will use a Core 44 Official Softball.

The Athletic Supervisor has the authority to declare a jersey or hat legal or illegal. If determined to be illegal the player must sit out the game in which the infraction occurs. If the infraction reoccurs, the game will be forfeited.

Steel cleats are not allowed. Rubber-soled soccer shoes or tennis shoes are the only permissible footwear.

7. GENERAL

Any team, which forfeits three games, shall appear before the Athletic Supervisor to show cause why it should not be suspended from the league. If suspended they may appeal to the Athletic Committee.

A manager or coaches are the only persons to discuss rule interpretations with the game officials.

Rainouts are official counting games after 5 innings; (4 1/2 if the home team is ahead).

Each batter begins with a "1-strike, 1-ball" count.

The batter will be allowed (1) free foul after two strikes. The next foul is an out.

Base Stealing is not allowed in the LMEA League.

NO RUN RULE. Game time limit is ONE HOUR. No new inning will begin after an HOUR time limit. (Losing team of 10+ runs beyond 5 innings may conceive before the hour expires.)

A team may bat the entire roster. Players may be added to the roster until the lead-off batter is due for his/her 2nd at bat. Defensive positions change but the batting order remains the same.

All players will bat in the same order each inning; only ten can play defense. Defensive positions may be changed but not the bat order. If a player is forced to leave the game for any reason (except injury), without opposing manager's consent, and no sub is available, then that position will be recorded as an out each time it was to have batted. Injured players cannot return to the game. This rule applies to all league games regardless of ASA rules to the contrary.

A courtesy runner (**person making the last out**) is permitted for a player participating with an injury.

8. PLAYER CONDUCT - Runners must avoid collisions in all situations and must make effort to prevent injury. Failure to do so may result in an out and possibly ejection from the game.

Incidental contact that is not initiated by the runner will be in the judgement of the official.

Players, coaches or spectators will not strike or make disparaging or insulting remarks to or about other coaches, players, and spectators, or officials! Any act that is considered unsportsman-like can result in immediate ejection from the game for players, coaches and spectators. PENALTY FOR EJECTION IS NEXT TWO GAME SUSPENSION. A second ejection will result in suspension for the remainder of the season. Any penalty will take effect immediately and will remain in effect until an appeal is filed and acted upon by the Athletic Committee. If a player or coach participates in a game while ineligible the game shall be forfeited to the opposing team and the individual will be suspended for the remainder of the season.

9. GROUND RULES -

- A. On an overthrow from the infield to first base in an attempt to throw out the batter, the runner may advance at his own risk. If the overthrow goes over the fence, base runner(s) will be awarded two (2) bases.
- B. Field #1: Balls hit behind the imaginary line extending from the dugout fence on the left side are out of play.
- C. Field #2: Balls hit behind the imaginary line extending from the dugout fence on the left side of the field are out of play. The fence serves as a boundary on the right side. A fair batted fly ball that clears the fence on the right side of the right-center field light pole will be ruled a single, allowing the batter to take 1st Base. **If there is a runner on 2nd and/or 3rd, each runner will advance one base.** A fly ball that clears the fence on the left side of the right-center field light pole will be a home run.

A ball hit behind the fence or backstop on either field is out of play.

10. PROTESTS - A protest will be accepted providing the following conditions are met:

- A. Rule violation
- B. Ineligible player
- C. Protest is made immediately following the infraction and prior to the next play. The procedure below must be followed:

Procedure: The manager is to notify the umpires and scorekeeper that protest is being filed. The scorekeeper will make a notation in the scorebook of the inning, batter, score, etc. A written protest must be submitted to the Athletic office within 24 hours, accompanied by a \$25.00 fee. If the protest is upheld, the filing fee will be refunded.

11. NO ALCOHOLIC BEVERAGES OR SMOKING WILL BE PERMITTED ON THE FIELD OR IN THE STANDS! Team warning first offense; forfeit second offense. Failure to comply could result in suspension from league play. Teams are responsible for the actions of their spectators.

In case of emergency notify the athletic supervisor, the LMEA Staff person or call Security after hours at 4-3244 for paramedic services.

12. TIEBREAKER RULES: In case of a tie in win/loss standings, ties will be resolved as follows:

1st- Head to head comparison - results of games against each other.

2nd- Head to head margin of victory - comparison of the number of runs Scored against each other.

3rd- The team allowing the fewest runs. If more than two teams are tied the winner will be determined by the most positive run differential average per game.

13. RAIN OUT PROCEDURE- NO GAME WILL BE OFFICIALLY RAINED OUT UNTIL 4:30PM. IT IS THE RESPONSIBILITY OF EACH MANAGER TO CALL THE ATHLETIC OFFICE AFTER THAT TIME. IF NO DECISION HAS BEEN MADE THE ATHLETIC DIRECTOR WILL MAKE THE DECISION AS SOON AS IT IS DETERMINED THAT THE FIELDS WILL BE UNPLAYABLE. ALL PLAYERS SHOULD CONTACT THEIR MANAGER OR COACH FOR INFORMATION. THE ATHLETIC OFFICE NUMBER IS 494-3922.

14. 2007 SEASON & POST SEASON TOURNAMENTS: League play will begin on April 11th with a Round Robin as follows: Each team plays all other teams to determine "Division" placement for "A" or "B" play (**#6 seed team will be placed in the Division determine by the Commish**) followed by a Double Elimination Tournament. Once Divisions are determined, teams within their division will play each other once (**4/5 games**). The overall record (**14/15 games total**) versus teams in your respective division will determine SEASON winner and PLAYOFF seeding. Division with 6 teams, #1 and #2 seeds will receive a BYE in 1st RD. Division with 5 teams, #1 seed only will receive a BYE in 1st RD. Highest seeded team will be HOME team throughout the playoff. If there is an "IF NECESSARY" game in the Championship, HOME/VISITOR will be flip-flopped. Game times are 6:00 pm, 7:00 pm, and 8:00 pm. **Individual trophies will be given to the SEASON's 1st Place Winners of each Division and team trophies for 1st and 2nd Place Tournament Winners.**

15. FEES

A participation fee is required of each team to help offset costs of game officials. This fee is to be absorbed by assessment from the individual players. The Lockheed Martin Employee Association pays balance of costs for game officials and maintenance.

NOTE: SINCE WE DO NOT OFFER A WOMENS LEAGUE, WOMEN ARE ELIGIBLE TO PARTICIPATE.

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