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IT IS VERY IMPORTANT THAT EVERY PLAYER ADHERES TO ALL OF THE SPRING/SUMMER AND FALL SOFTBALL RULES!!

Please familiarize yourself with the following key items for the 2024 Softball season.

- Team Manager needs to add all players to the Roster. From Home Page, click on Team Name under the heading Manage Rosters. **EVERY PLAYER** needs to complete their enrollment, which includes accepting the online waiver, in order to be eligible to play in any game.
- Game Duration: **Maximum** time limit of 1 hour and 30 minutes from scheduled start time on all fields. Final score will be from the last completed inning. **New Park Permit Regulations have changed start and end times to 1 hour on certain fields on certain days.**
- For the last 2 games of the regular season, teams will receive a minimum of **24-hour notice** for rescheduled games. During the rest of the season, teams will receive a minimum of **48-hour notice**.
- Pitching Regulations: Two (2) foul balls after 2nd strike results in an automatic out.
- For game cancellation information in inclement weather, call the league office at (914) 962-8390 Ext 9, an hour and a half prior to the game start time. **PLEASE LISTEN TO THE DAY AND DATE** at the beginning of the message.



CHANGES FOR 2024 LISTED IN RED (NEW)

Yorkville Sports Association Rules and Regulations

NYC 2024

Spring/Summer and Fall Softball Modified USA Softball Rules

Any rule not covered in this document will refer back to the United Softball Association's Rule Book.

After Office Hours Issues: For any on field issues ONLY the Umpire will

contact the League Official, Wilfred Morales, at (914) 384-9119. For any on field disturbance or

anyone refusing to get off the field after we have shown our Permit, we have been instructed to

call, in the following order, 1) PEP at (646) 613-1200, 2) COMMUNITY OFFICERS

at (212) 860-6526, 3) 311, and 4) 911. For Light Problems Call or Text (347) 417-2617.

PLAYER ELIGIBILITY AND ROSTERS

Managers must add all players to their online roster and have all players complete their enrollment, including accepting the online waiver, in order to be able to play in any game. Any player who does not complete their enrollment before their first (1st) game will be considered an *illegal player*. Players cannot get on the field without a completed enrollment and accepted online waiver each season. Players may play on multiple teams as long as they are not in the same conference or division. However, scheduling accommodations will not be made for players playing on multiple teams.

FINAL TEAM ROSTERS

Maximum of 30 players can be on Roster. (See Awards Section for further detail) After Final Roster is submitted, proof of identity is required by all players for the rest of the Season. Team managers are required to carry a YSA certified roster with them after **Roster Freeze which will take place on May 20th for Spring, July 11th for Summer, and October 4th for Fall.** No players will be allowed to be added to rosters after these dates. If you cannot prove identity, you will not be allowed to play. If an illegal player is discovered during **any** game, the game will end and a forfeit will result. If an illegal player is discovered a second time, the team's manager will be suspended for the remainder of the season.

- A. A team's manager(s) cannot be changed without contacting the league and without the approval of the change from the previous manager(s).
- B. **Spring/Summer**: A player must have played in four (4) regular season games in order to qualify for playoffs.
- C. **Fall**: A player must have played in three (3) regular season games to qualify for the playoffs.
- D. Scorebook must be maintained, as it will be proof of player eligibility.

SCHEDULE

- A) Each team will play in accordance with a pre-determined schedule. Each team is allowed 2 Blackout dates for Spring/Summer and 1 Blackout date for Fall.
- B) Spring teams can expect to play three (3) games out of their assigned zone. There will be no rescheduling under any circumstances except for rainouts.
- C) Game Days are Monday Thru Friday
 - We aim to schedule 1 Game per week. You may see additional games per week or doubleheaders depending on cancellations due to rainouts or other unavoidable circumstances.
 - Fall rescheduled games **may** be on a different day of other than your designated game day.

D) **COED II CENTRAL PARK ONLY CONFERENCE RESCHEDULED GAMES**

- **1ST priority in Central Park**
- **2nd priority at Dewitt Clinton fields if Central Park fields are not available**
- **Conference Playoffs will stay in Central Park**
- **Coed II Divisional Playoffs will be played either at Central Park or Dewitt Clinton**

E) Game duration maximum time limit of 1 hour and 30 min from scheduled start time.

Final score will be from the last completed inning. New Park Permit Regulations have changed start and end times to 1 hour on certain fields on certain days.

NOTES

- For the last 2 games of the Regular Season, Yorkville Sports can give a minimum of **24-hour** notice for rescheduled games. **During the rest of the Season, teams will receive a minimum of 48-hour notice.**
- **Rainout games will be rescheduled** with one exception. Exception: If at seasons end a game is not needed by either team to qualify for playoffs.

INCLEMENT WEATHER

- A) Teams are required to be present at the playing fields and will be subject to forfeiture of that game if failing to do so.
- B) **FOR GAME CANCELLATION** information, call the league office an **hour and a half prior to the game start time** in severe weather situations (914-962-8390 ext.9). Cancellation information will be available as early as possible. **PLEASE LISTEN TO THE DAY AND DATE AT THE BEGINNING OF THE MESSAGE.** If no cancellation message is announced, teams are required to be present at the fields. Cancellations will **ONLY** be made by the league office or by the official present at the field.

- C) The game will start at the umpire and both managers' discretion. Both teams must agree to play if playing conditions are suitable, provided both teams have all their players present to avoid a forfeit. Any team can decline to play due to field conditions and the game will then be re-scheduled.
- D) If only one team shows up to the field, with required number of players, and field is NOT playable, that team has the option to have the game rescheduled or take the forfeit win. The team must notify the umpire at field of their decision and umpire must immediately notify the League Director.

FORFEITS

- A. Any team forfeiting one [1] game will be given a suspension warning.
- B. If **ANY** team forfeits two (2) games, in the 2024 season, the team will not be able to continue the remainder of the season, forfeiture of all league fees in total for entire season and lose their reserved spot in the conference for the next season. **Exception:** See C below.
- C. Team can continue to play with a strong commitment from the Team Manager that the team will be at their remaining scheduled games. Should a team forfeit three (3) games in the 2024 season, the team will forfeit their remaining scheduled games of the season.
- D. If a team forfeits out of the league, any future opponents are credited a win.
- E. As soon as you know your team is going to forfeit, you must call and email the League Office immediately as well as the manager of the opposing team.

Forfeit Confirmation – Please DO NOT LEAVE A MESSAGE or email without League confirmation. If we DO NOT confirm, we have NOT received your forfeit. For any on field issues including forfeits after 4:45 pm please contact the League Director Wilfred Morales at (914) 384-9119. For any on field disturbance or anyone refusing to get off the field after we have shown our Permit, we have been instructed to call, in the following order, 1) PEP at (646) 613-1200, 2) COMMUNITY OFFICERS at (212) 860-6526, 3) 311, and 4) 911.

- A forfeited game shall be declared by the Home Plate Umpire if a team fails to appear (be on the field ready to play) after fifteen (15) minutes of the posted start time or team refuses to begin a game for which it is scheduled. **For 8:30 pm games and later, game time is forfeit time.**
- **Forfeit Score (7-0)**
- In the event of a same day forfeit teams can use the field they were scheduled to play on by contacting the league office and asking for a copy of the permit. **The League Office will try to set up a scrimmage game with other forfeited teams, when both teams agree.**
- **Game Continuation:** The forfeit rule is still in effect for game continuations. If a team forfeits a game continuation for any reason, they will forfeit any previous runs earned. The official score will be 0 (zero) for the forfeiting team. The team that is forfeited against will have a score of 7 (seven) or keep their runs if they are greater than 7 (seven).

Example: Team A (14) – Team B (4)

If *Team A forfeits*, the score is: A (0-F) – B (7)

If *Team B forfeits*, the score is: A (14) - B (0-F)

GAME LOCATIONS (See Addendum I)

EQUIPMENT

Needed at games by all teams: All Bases, Catcher's Mask, Bats, Gloves, Scorebook and Softballs. All playing equipment must meet official **ASA/USA** softball standards.

- A. **OFFICIAL BATS:** Refer to (<https://www.usasoftball.com/certified-equipment/>) ASA/USA website for Official Bat listing - The bat shall be marked **ASA/USA** certified and must not be listed on a **ASA/USA** Non-Approved Bat List with **Certification Marks**.



- B. The first instance of illegal bat use, the batter will be called out and the team will receive a warning. If a second instance occurs by a batter during the game, batter will be ejected. **Refer to ASA/USA Softball Non-Approved Bat List with Certification Marks** at the end of the Rules Document (Addendum II).
- C. A manager has the right to ask for a bat check during the game.
- D. *****BATTING DONUTS ARE BANNED WITHIN ALL YSA SOFTBALL LEAGUES.**
BATTING WRAPS ARE STILL APPROVED FOR LEAGUE USE***
- E. **MASK MUST BE WORN BY CATCHERS:** No mask can result in a **forfeit.**
- F. **BASES:** Bases must be a minimum 12x12x2 and up to 15x15x2, white plastic/nylon, foam filled. No other types of bases are allowed. A double first base is required, 28x14x2. Home Plate shall be, all-white waffle bottom rubber plate with beveled edges 1/2" thickness. **BOTH** teams are required to bring bases for all games, even for games played on fields with painted bases.
- G. **GAME BALLS STANDARD F12 CLINCHER SOFTBALLS:** The F12 clincher will be **used in all** league games. Each team is required to bring **two (2) new balls** to each game (**including playoffs**) and will furnish Home Plate Umpire with one new ball, which will be used during the game. If additional balls are needed, teams will alternate beginning with home team. After new balls are exhausted, best available ball can be used. In the event that a team does not furnish new Clincher balls at beginning of game, they will lose Home Team advantage, when applicable, and will bat using an old Clincher ball supplied by them. The opposing team then will become the Home Team and will bat using the new ball that they had supplied, whenever possible.

7) **TEAM UNIFORMS**

- A. **Spring/Summer:** Team shirts/jerseys are required, which must be of the same color with team name on front and 6- to 8-inch numbers on back of shirts. **All Spring teams must have their shirts/jerseys by May 10th and Summer by July 12TH.**

B. **Fall**: Teams should wear similar colors.

C. **All Seasons**: Sneakers or any other rubber shoes must be worn, **no metal spikes**.

D. **SHIRT RULE PENALTY**: All players on the fields must wear their team shirt. **Each player with an illegal shirt will begin each at bat with strike one** (does not apply when 5-run rule goes into effect). If there are (5) or more players with illegal shirts that will result in a five (5)-run deficit for offending team when it is confirmed by the umpire at any point during the game.

8) **GAME RULES**

A. **Game duration**: Maximum time limit of 1 hour and 30 min from scheduled start time. Final score will be from the last completed inning. **New Park Permit Regulations have changed start and end times to 1 hour on certain fields on certain days.**

B. **Home Team**: Shall be designated in advance and shall be responsible for supplying home plate, double first and other bases. Both teams are required to bring league approved bases and two (2) new softballs. If the home team does not supply all required bases, they lose home field advantage. If neither team brings all required bases, a double forfeit will be declared. This rule will be strictly enforced.

C. **Scorebook**: It is mandatory that all teams keep a scorebook.

- Teams who do not have a scorebook cannot file a protest.
- Teams will also not be able to show proof of player eligibility for Playoffs without a scorebook and therefore will prevent the challenged player(s) from being able to participate in the Playoffs.
- Umpire MUST sign scorebook at time of protest

D. **Line Up**: Official Line-up cards, which are located within your YSA Scorebook, with batting order and playing positions of players **must** be presented to the Home Plate Umpire and the Opposing Manager **prior to the start of each game. Line-up card and scoresheets must have player's last name, first initial and jersey number. No nicknames.** This batting order cannot be changed once it has been given to the official. If a team has not batted around, a late player(s) can be added to the bottom of the line-up. If the team

has batted around any late players will become substitutes only. All substitutions must be indicated on the line-up as they are made.

E. Ground Rules: Standardized ground rules are in effect for select fields. Please see **Addendum I** at the end of this document for Field Locations, Directions and Applicable Special Ground Rule Restrictions.

Ground Rules cannot be changed by Team or Umpire.

F. Pitching Regulations: TWO (2) FOUL BALLS AFTER 2ND STRIKE RESULTS IN AUTOMATIC OUT. Based on Permit limitations, this rule has to stay in place.

- **For Men's:** Shall be in accordance with the A.S.A. Men's Modified Pitch Official Softball Rules only. Modified - **underhand** as fast as can be thrown. The ball no longer has to be presented. The pitcher must take a position with both feet in contact with the pitcher's plate. Both feet must be on the rubber within the 24-inch length of the pitcher's plate. **Throughout the delivery, the shoulders shall be in line with first and third bases and the ball must not touch any part of the pitcher's body** (*no windmill, side arm, shotgun or arc ball are legal*).
- ****For Coed: Lob Ball** - The ball must be thrown **slowly** with a visible arc. If it's a flat pitch, meaning it doesn't have a visible arc, then the pitch is illegal. The pitcher must take a position with both feet in contact with the pitcher's plate. Both feet must be on the rubber within the 24inch length of the pitcher's plate. The shoulders shall be in line with first and third bases. The strike zone is in effect (**under the armpit and to the top of the knees**). **No modified, windmill, shotgun, arc ball, flat pitch or side arm is allowed.**

G. Pitching Regulation Penalties: An illegal pitch is called a ball unless the batter swings. If the batter makes contact and puts the ball in play, the play will continue. If the batter is out as a result of the contact made, the batter will be given another opportunity to bat because it was called an illegal pitch by the official. Failure of a pitcher to follow the pitching standards listed above will result in a warning. On the third illegal pitch the pitcher will be removed from the mound.

(M=Men's, C=Coed) All league games will be played in accordance with the "United Softball Association (USA) Men's Modified Pitch Rule Book" and "United Softball Association (USA) Coed Slow-Pitch Rule Book", with the following exceptions:

- A. Collisions are to be avoided at all costs. Runners must give themselves up if the ball is there.
Defensive players cannot block the base without the ball. See ASA Rule #8, Section 5.
- B. (M/C) No bunting or stealing will be permitted.
- C. (M/C) No **leads** until after the ball has left the pitcher's hand. **Penalty:** Runner is out.
- D. (M/C) No tag on a runner is required on a pick-off attempt. In the event of an over throw on a pick-off attempt, the runner may advance at his/her own risk. However, he/she must first re-tag original base. After lead, if the ball beats the runner to the base, you are out.
- E. (M/C) Catcher shall make pick-off attempts only. Once the ball is received by the pitcher, the ball shall be understood to be dead in regards to further pick-off attempts until the following pitch is completed.
- F. (M/C) If a player is injured after the start of a game and if, in the judgment of the umpire, the injured player is unable to continue and there is no available replacement for the injured player, team may continue to play without player. No automatic out will be declared during his/her succeeding turns at bat. However, once removed, the injured player cannot return to the game.
- G. (M) ALL Teams must have a minimum of nine (9) players. There is an exception to this rule:
Teams can play with eight (8) players with the ninth (9th) slot designated as an automatic out because they are short one (1) player. When the ninth (9th) player arrives, they must enter the game immediately into the ninth (9th) slot and there will be no automatic out. If ninth (9th) player does not arrive, the team continues to receive an automatic out.

H. (C) Three (3) women are to be in the game and batting rotation at all times. There are exceptions to the three (3) woman rule.

- Teams can play with two (2) women and seven (7) men, with the tenth (10th) slot designated as an automatic out because they are short one (1) woman. When the third (3rd) woman arrives, she must enter the game immediately into the tenth (10th) or (9th) slot and there will be no automatic out. The maximum number of players will be ten (10) under this situation. No additional players can be added.
- Teams can play with (8) players with a minimum of 2 women.

Automatic Out Rule remains.

I. Manager cannot pinch-hit men for women. **UNLESS YOU HAVE MORE THAN 3 WOMEN IN THE LINEUP. If a man walks before a woman, the woman has the option to walk or to bat.**

J. (M/C) Outfielders and any “short-fielders” may not move within **15 feet** of the infield when a woman comes up to bat. Violation of the letter and spirit of this rule shall result in the **woman batter having the option to keep the result of the play or be awarded 1st base if out.**

K. (M/C) COURTESY RUNNER The last batted out will be the assigned runner.

Courtesy player will be identified prior to the start of the game if needed and both teams agree. This is for an injured player that can’t run the bases only. *Exception:* No male runner will substitute for a female.

- L. Appeals:** When all play has ended and the ball is secured at the pitcher's mound, the ball is dead. If an appeal is made from the mound, the pitcher must step off the rubber, then throw or point to a base. **Penalty:** Appeal is not allowed.
- M. NO ALCOHOLIC BEVERAGES OR DRUGS:** No alcoholic beverages or drugs in the park! **NO WARNING** – player or players will be ejected from the game. If a team issues, the game will be an automatic forfeit. Second incident for player/team, a forfeit will be declared and will also result in suspension from the League.
- N. Thrown Balls:** Hitting spectators in foul grounds - Dead ball. Runners advance one base.
- O. Wild throws into dead ball area:** In an open field that's not fully fenced, a maximum of two (2) bases from last base possessed.
- P. Chopping:** Not Allowed. Intent and result. **Penalty:** Automatic out.
- Q. Gloves:** With the exception of the pitcher, a player may use any color glove. The pitcher's glove may be of one solid color or multicolored as long as the color(s) are not the color of the ball being used.
- R. Mercy Rule:** After the fifth (5th) inning, team ahead by 12+ runs, or after the sixth (6th) inning, team ahead by 10+ runs, will be deemed victorious and it will be considered an official game. The Home Team must be allowed to bat if losing. Rule is still in effect for playoff games. Teams have the option to continue playing after the Mercy Rule, if time permits.

S. **Official Game:** 3-1/2 innings or four (4) if the home team is behind; every game is considered official on non-lit fields. **If lights go out prematurely on a lit field, or a serious injury occurs, game can be continued at later date depending on the situation.** In the playoffs all games must be played to a completion of seven (7) full innings.

- Game Duration: Maximum time limit of 1 hour and 30 mins. from scheduled start time. Final score will be from the last completed inning.
New Park Permit Regulations have changed start and end times to 1 hour on certain fields on certain days.

T. **TIED GAMES:** **If after the completion of seven (7) innings the game is tied, it will follow the International Rule until completion of game:**

- Starting with the top of the eighth inning, and each ½ inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base (ex. if the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base, A substitute may be inserted for the runner)

U. Game Continuation:

1. Procedure for Game Continuation:

Official calls League Office with the following information:

- Where game was left off
- Score at the time
- Inning
- # of Outs
- Player batting
- Base Runners

The batting order needs to remain the same except for necessary substitutions. The teams need to submit their scoresheets to the League Office so anything can be confirmed, if necessary.

2. **The forfeit rule is still in effect.**

V. LINE-UPS There are two line-ups allowed in this league. (see below) The line-up being used must be decided before start of game at pre-game conference with umpire and opponent! Regular substitutions are allowed under both line-ups (when a new player, off the bench not in the game at all, replaces another in the line-up, the replaced player is out of the game).

***Re-Entry:** Teams may have a maximum fourteen (14) player batting line-up that does not change. Any of the fourteen (14) players in the line-up, can be alternated in and out of the field at any time.

***Re-Entry with a Designated Hitter:** Teams may have a maximum thirteen (13) player batting line-up (14 are in the game, one is not batting). Any of the thirteen (13) players in the line-up can be

alternated in and out of the field at any time. The designated hitter is a player who hits (ONLY) for a particular field player. A male player cannot be a DH for a female player. DH cannot be used as substitute.

There is an exception to this rule when you are starting game with eleven (11) players including the DH: If a player is injured and there are no players on the bench available for substitution, then the DH may be used in the field as a substitute for that injured player. If a player leaves the game for any other reason and there is no replacement on the bench, his/her succeeding turns at bat will become an automatic out. In this instance the DH cannot be used as a substitute.

10)

PROTESTS

All protests must be announced at the start of the game or at the point of rule infraction to the Official and the opposing Team Manager. Protests can only be registered on a rule interpretation, not on a judgment call by an official.

A SCOREBOOK MUST BE PROVIDED IN ORDER TO REGISTER A PROTEST.

A. Procedure:

Protesting Teams Need to Provide the League with the following no later than 24 hours after the incident:

- A \$25 protest fee. If the protest is upheld, fee will be refunded. If denied, fee will be reverted to the League.
- A written account of the incident.
- A copy of the Team Scorebook page signed by the official, acknowledging protest, **AT THE MOMENT OF THE INCIDENT BEING PROTESTED. IF THE OFFICIAL REFUSES TO SIGN, CALL THE LEAGUE DIRECTOR IMMEDIATELY. VISIBLY ALTERED SCOREBOOKS WILL NOT BE ACCEPTED.**

PROTESTS CANNOT BE CONSIDERED IF THE ABOVE REQUIREMENTS ARE NOT MET WITHIN 24 HOURS OF THE INCIDENT

11) **GAME RESULTS/SCORES**

The Umpire is required to call the Game Score Line at (914) 962-8390 Ext 8 by 11:00 p.m. that day with the following information:

- Umpire Name
- Field Location and Time of Game(s)
- Team Names and Scores

The League Director will enter the game scores. The Team Manager should confirm game scores the day after the game to help ensure accurate scoring.

12) **CONDUCT RULES**

- A. The League Office will not tolerate any abuse of an umpire, the League Staff, or any player in the league. This includes verbal, physical, or any other acts of intimidation.

- B. The manager is the only person allowed to discuss any game issues with the official. The manager is also responsible for keeping the players in the dugout away from the umpire.
- C. Any player or manager ejected from a game for any reason will also be suspended from their next scheduled game. **The ejected player must leave the park immediately before the game can resume. Failure to do so will result in official ending the game.** The official score will be 0 (zero) for the forfeiting team. The team that is forfeited against will have a score of 7 (seven) or keep their runs if they are greater than 7 (seven).
- D. Any continued argument, gesture or profanity by a player or manager after his initial ejection should be deemed a three (3) game suspension. This rule is also applicable to a player who refuses to leave the field of play (behind the outside fence)
- E. Any player who strikes at or spits on an umpire will be permanently expelled from the League.
- F. Any player throwing any object, which displays unsportsmanlike conduct, will be ejected from the game and documented to the League Commissioner. The next incident will result in expulsion from the league.
- G. The use of abusive language or profanity to fellow teams, league officials and/or league staff will result in automatic suspension of one (1) game for the offending player. The next incident will result in expulsion from the league. Any threats leveled will result in automatic suspension for current and future seasons.

H. Please do not tempt the League Office on any of the above listed rules.

We believe in hard and fair play, but most of all we must consider the safety of players and officials as the foremost issue. We are here to have fun and enjoy softball, and we will not tolerate abuse of any sort towards our officials, league staff and fellow athletes.

**ANYONE VIOLATING ANY OF THE ABOVE RULES MAY BE SUBJECT TO
SUSPENSION FOR ENTIRE SEASON AS DEEMED BY THE LEAGUE
COMMISSIONER.**

13) **OFFICIALS**

The officials are hired through the Metropolitan Officials Association. They are ASA/USA trained professionals. If you experience any problems with one or more of the officials at the game, please e-mail your complaint to the League Office the next day; do not call it in. It **must** be submitted as a formal and written complaint.

14) **ALL-STAR GAME**

The All-Star Game will take place on Tuesday, July 9, 2024

15) **POST SEASON PLAYOFFS/ELIGIBILITY:**

- A. **A current and valid government issued Photo I.D., as proof of identification, will be required for Playoffs. Official will verify any player, if challenged.** If an illegal player is discovered **before** a game, that player will be banned from playing. If an

illegal player is discovered **during** the game, the game will result in a forfeit and your team and/or team manager will be suspended from participating in Leagues at Yorkville Sports Association for a full season. The details of the suspension will be determined once all facts have been presented to League Commissioner. The illegal player will also be suspended from participating in Leagues at YSA for a full season. If you are caught using illegal players a second time, your team will be banned from the League.

B. The League will be supplying verified YSA Rosters before every Playoff game.

Players not enrolled on a team's roster by the Roster Freeze Date will be removed from the Roster and will not be eligible to play. **Managers are required to bring these verified rosters. Penalty for not having verified Rosters will be forfeiture of the game.**

NUMBER OF TEAMS THAT QUALIFY FOR CONFERENCE PLAYOFFS

- **Spring/Summer:**

In 11-13 team conferences **and in Men's Division I** the top six (6) teams.

In 4-10 team conferences the top four (4) teams.

- **Fall:** Top four (4) teams.

PLEASE NOTE THAT FALL PLAYOFF GAMES MAY NOT BE ON THE SAME DESIGNATED DAY AS YOUR REGULAR SEASON GAMES.

- **ALL SEASONS:** Top teams according to the regular season standings are eligible for playoffs.

DIVISIONAL PLAYOFFS

(Spring-Games may not be played in conference zone)

Multiple Conferences:

- In Divisions with multiple conferences, teams will enter into a single elimination Conference Championship.
- All Conference Championship Teams will then enter into a single elimination Divisional League Championship.

Single Conference:

- In Divisions with a single conference, teams will enter into a single elimination Conference Championship until two (2) teams are remaining.
- The 2 remaining teams will then play the best two (2) out of three (3) games for the Divisional League Championship. (Spring/Summer)

Division Champions will be required to move up in Division.

Division Champion runners-up will have the option to move up in Division.

- **Home Team:** Will be determined by team with the best record during regular season play.
- **Playoff Game Cancellations/Rescheduling:** In the event of a rain or other cancellation, teams must be ready to play the next day and/or within 24-hour notice.

16) TIE-BREAKERS

A note: YSA manually enters the seeding when the teams are tied. Your regular seeding standings do not reflect tie-breakers. The site may show your team as the 1st place team

in a three-way tie, when you are actually the third seed. Any tied games in team standings are calculated in the teams' win/loss percentage. Please refer to the seeding YSA sends out via email, not the regular season standings.

A. Conference Championship seeding will be determined via:

1. Head-to-head competition. Any team beating all other tying teams outright, will be top seed. Any team losing to all other tying teams will be out according to this tie-breaker. All remaining tying teams will move on to the next tiebreaker.
2. Total run differential against the tying teams. (Run differential being defined as the difference between the number of runs a team scores minus the number of runs a team has given up – rewarding both defensive and offensive ability.) In Conferences that have teams that did not play each tying team, go to the next tie breaker.
3. Run differential for the entire season.
4. **If all factors are equal, then a coin toss will take place.**
5. **Point System applied: WIN=2 Points, TIE=1 Point, LOSS=0 Points**

B. Division Championship seeding will be determined via:

1. Regular Season Standings
2. Total run differential. (Run differential being defined as the difference between the number of runs a team scores minus the number of runs a team has given up – rewarding both defensive and offensive ability.)
3. **Most runs scored for the entire season.**
4. **Point System applied: WIN=2 Points, TIE=1 Point, LOSS=0 Points**

Any rule not covered in this document will refer back to the United Softball Association's Rule Book.

AFTER OFFICE HOURS ISSUES ONLY: For any on field issues the League Official will contact the League Director, Wilfred Morales. For any on field disturbance or anyone refusing to get off the field after we have shown our Permit, we have been instructed to call, in the following order, 1) PEP at (646) 613-1200, 2) COMMUNITY OFFICERS at (212) 860-6526, 3) 311, and 4) 911.

RULES COMMITTEE

- Al Morales – League Commissioner
- Wilfred Morales- League Director, NYC
- Tony Medina - Rules Interpreter

AWARDS

SPRING:

- First (1st) Place Team in each Conference receive a Team trophy.
- Conference Champions receive a Team trophy plus T-shirts.
- Divisional League Champions receive a Team trophy plus individual trophies **or**
Apparel.
- Divisional League Runner-up-Teams receive a Team trophy plus individual trophies **or**
T-shirts.
- End of season awards party.

SUMMER:

- First (1st) Place Team in each Conference receive a Team trophy.
- Conference Champions receive a Team trophy plus T-shirts.
- Divisional League Champions receive a Team trophy plus individual trophies **or**
Apparel.
- Divisional League Runner-up-Teams receive a Team trophy plus individual trophies **or**
T-shirts.
- End of season awards party.

SPRING/SUMMER 6-GAME:

- Divisional League Champions receive a Team trophy plus individual trophies or T-shirts.
- End of season awards party.

Maximum number of awards as per YSA Certified Team Roster up to 23.

FALL:

- Divisional League Champions receive \$1000 cash prize.
- Divisional League Runner-up Teams receive \$500 cash prize.

ADDENDUM I

Field Locations, Directions and Applicable Special Ground Rules Restrictions

DOWNTOWN FIELDS

Baruch – *Astroturf* - (located at Rivington & Mangin St., also called Baruch Place) **By car**: Take FDR South to Houston St. Field is on right of highway (opposite of Houston fields), inside project. **By train**: Take F train to Houston and 2nd Ave. and walk east to field. **No Special Ground rule restrictions.**

East River 1 & 2 - Grand St. -- *Astroturf* & **Lights** (located at Grand St. between FDR and the East River). **By car**: Take FDR South, exit Grand St. Fields on left by water. **By train**: Take F train to Delancey Street. Delancey Street walk south to Grand St. and east to fields. **Special Ground Rules for Grand St. 1** – has short right field, from foul pole to 2nd pole, over the fence is a double. **Grand St 2 - No Special Ground rule restrictions.**

East River 5 *Astroturf* **East River 6** *Astroturf* & **Lights** (Houston St. between FDR and East River) **By car**: Take FDR South to Houston St, fields are on left. **By train**: Take F train to Houston and 2nd Ave. and walk east to fields, **Houston #5 & 6 – No Special Ground rule restrictions.**

East River 7 & 8 - 10th St. – *Dirt and Grass* - (located on 10th St. between FDR and East River) **By car**: Take FDR South, exit Houston St., walk north along water or park at 10th St. as far east as possible and take 10th St. footbridge into park area. **By train**: Take 4, 5, 6 to 14th St., walk south to 10th St. and east to footbridge (or bus). **No Special Ground rule restrictions.** Fully fenced and normal dead ball areas.

MIDTOWN FIELDS

Chelsea Field – *Astroturf* – (located on 27th St. & 10th Ave.) **By train**: Take Broadway line or C, E to 23rd St. and walk to field. **No Special Ground rule restrictions.** Fully fenced and normal dead ball areas.

Central Park – Great Lawn #1-8 - *Grass* - enter 85th St. off 5th Ave. (can go through west side also). **No Special Ground rule restrictions**

Central Park – Heckscher #1-6 - **Grass** - enter 64th St. & Central Park West, cross Park Drive and fields will be numbered in front of you. **No Special Ground rule restrictions**

Central Park – North Meadow #1- 11 - **Grass** - enter 96th St. & Central Park West, cross Park Drive and fields will be numbered in front of you. **No Special Ground rule restrictions**

Dewitt Clinton Park #1, #2, and #3 – **Astroturf & Lights** – 52nd St. & 11th Ave. **Special Ground rule restrictions** – For all fields - Any balls that go into other fields' dugouts are dead and are ground rule doubles. **Special Ground rule restrictions** – **Field # 2** has short right field, from foul pole to first marked pole is a ground rule double. Rubber cleats only.

UPTOWN FIELDS

Booker T. Washington – **Turf** – W. 107th St. to W. 108th St. Columbus Avenue and Amsterdam. **No Special Ground rule restrictions**

Central Park – North Meadow #1- 11 - **Grass** - Enter 96th St. & Central Park West, cross Park Drive and fields will be numbered in front of you. **No Special Ground rule restrictions**

Colonel Young – **Grass & Lights** - W. 145th St. to W. 143rd St., Lenox Ave, and Harlem River. **No Special Ground rule restrictions**

Frederick Douglas – **Astroturf** - (located on 101st St. & Amsterdam Ave.) **By train:** Take the Broadway line 1, 9 to 103rd St. and walk east to Amsterdam Ave. **Special Ground rule restrictions** – (both foul lines) foul pole to 1st marked fair pole is an out. 1st pole to 2nd marked pole is a double. 2nd pole on is a homerun.

Harlem River Park - **Astroturf & Lights** 128th Street (located between 3rd & 2nd Aves.) **By train:** Lexington Ave. line 4, 5,6 to 125th St., walk east to 3rd Ave. and then north to 128th St. **Special Ground rule restrictions** – left field foul pole to light pole is a double. Light pole on is a homerun.

Morningside Baseball #1 and Softball #1 – **Grass** - (located on 110th St. & Manhattan Ave.). The softball field is the field closest to Manhattan Ave. **No Special Ground rule restrictions**

Riverside Park #7 – *Astroturf* - (located on 107th St. between Westside Highway and Riverside Drive. **By train:** Take the Broadway line 1, 9 to 110th St. **No Special Ground rule restrictions**

Thomas Jefferson #2 & 3 – *Grass* - (located on 111th St. & 1st Ave.) – Jefferson #3 is the closest to 1st Avenue. **Special Ground rule restrictions** – right field foul pole to 1st marked fair pole is an out. 1st pole to 2nd marked pole is a double. 2nd pole on is a home run.

USA Softball Non-Approved Bat List with Certification Marks

2/15/2024

ISS	Quake	Combat	VIRSP3 Lady Virus	Data Driven Athletics 314159 PI
ston	SCN1	Easton	SCN11B11	Easton
	IMAGE COMING SOON		SYNERGY	SCN1B
ston	SCN2B	Easton	SCN3	Easton
	SYNERGY		SYNERGY	SCN4B
ston	SCN5	Easton	SCN5B	Easton
	IMAGE COMING SOON		STEALTH	SCN6B
ston	SCN7	Easton	SCN7B	Easton
	EASTON		STEALTH	SCN8
ston	SCN8B	Easton	SCN9	Easton
	SYNERGY		STEALTH	SCX14
ston	SCX14B	Easton	SCX2 Synergy	Easton
	SYNERGY		SYNERGY	SCX22 Synergy 2
ston	SCX24B	Easton	SCX3	Louisville Slugger
	SYNERGY		SYNERGY	FP1.36
Louisville Slugger	FP1.368	Louisville Slugger	FP1.369	Louisville Slugger
	SYNERGY		SYNERGY	FP1.365 Catalyst (-8)
Louisville Slugger	SB304	Louisville Slugger	SB34 Genesis	Louisville Slugger
	TPPS		genesis	SB404
Louisville Slugger	SB73V TPS Voltage	Miken	MSF Freak	Miken
	TPPS		SYNERGY	MSU Ultra
Miken	MSU2 Ultra II	Miken	MSUM Ultra Maxload	Nokona
	ULTRA		ULTRA	Tomahawk
NYN	Battle Ground - ESBCA242	Onyx	First Born - ES2P21	Pure
	BATTLE		First Born	SkyBall - MFE6

New

USA Softball Non-Approved Bat List with Certification Marks

2/15/2024

utl	Red/Silver Schutt Bat	Sumcoast	SBFPB-10	Worth	EST9
rth	QESTP	Worth	SBWKA(Wicked)	Worth	SBWKA
rth	WWSC Wicked Comp. (SP Only)	Worth	WWSCA	Worth	NEST9X
rth	XGold	Worth	XPST4	Worth	XRed
rth	XWICKN Wicked (SP Only)				