



WESTCHESTER 2024

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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. Final score will be from the last completed inning.
- **Pitching Regulations:** Two (2) foul balls after 2nd strike results in an automatic out.
- **Game Rules:** Limit of 2 Home Runs. After that, the batter will get a double.
- **General Rules:** Outfielders and any “short fielders” may not move within 20 feet of the infield when a woman comes up to bat. Outfielders cannot start in front of the line that is placed on the field where the dirt meets the grass. Fielders can only advance past the line after contact is made with the ball.
- **Game cancellation information:** In inclement weather, call the league office at (914) 962-8390 Ext 9, 1 ½ hours 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

2024

Westchester League Softball

Modified USA Softball Rules

GENERAL RULES

Any rule not covered in this document will refer back to the USA Softball Rule Book.

After Office Hours Issues: For any on field issues ONLY, the Umpire will contact the League Director, Wilfred Morales, at (914) 384-9119.

1. **PLAYER ELIGIBILITY AND ROSTER:** 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 ROSTER:** Limit 30 players can be on Roster. 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 **June 2nd for Spring, July 16th for Summer, and October 6th for Fall.** If you cannot prove identity, you will not be allowed to play.

- A. No player can be added to the team after **Final Rosters** are due. A player must have played in four (4) regular season games for Spring/Summer, three (3) regular season games for Fall, in order to qualify for playoffs.
- B. **50+:** Each 50+ team will be allowed to have one 47, one 48, and one 49 year old player on their Roster.
- C. **Borrowing Players:** Borrowed players, maximum of 3 players. This must be announced to official and indicated on team scoresheet and lineup at the start of the game.
- Teams are also not allowed to borrow players if they have enough of their own players
 - Teams cannot sit their own players to allow borrowed players to play; you must play all of your players

Teams are not allowed to borrow players from other teams during the playoffs; you have to play with what you have

2. **SCHEDULE:** Each team will play in accordance with a pre-determined schedule. **Rainout games will be rescheduled** with one exception. If at seasons end a game is not needed by either team to qualify for playoffs, that game may not be rescheduled. **There will be no rescheduling under any circumstances except for rainouts.**
3. **INCLEMENT WEATHER:** Teams are required to be present at the playing fields and will be subject to forfeiture of that game if failing to do so.

- A. **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 not be given before the above-mentioned time. **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.

- 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.
- If only one team shows up to the field and it is NOT playable that team has the option to have the game rescheduled or take the forfeit win. **The team must notify the umpire of their decision so they can call it into the league office.**

4. **AFTER OFFICE HOURS ISSUES:** **For any on field issues ONLY the Umpire will contact the League Director, Wilfred Morales, at (914) 384-9119.**
5. **FORFEITS:** **If teams know that they are going to forfeit, they must contact the League Director and the opposing Team Manager immediately and get League Confirmation (phone or email).**
 - A. A forfeited game shall be declared by the Home Plate Umpire if a team fails to appear after fifteen (15) minutes of the posted start time or team refuses to begin a game for which it is scheduled.
 - B. **Forfeit Score (7-0)**
 - C. **Forfeit Confirmation – Please DO NOT LEAVE A MESSAGE or email without League confirmation. If we DO NOT confirm we have NOT received your forfeit. If our office is closed, please contact the League Director, Wilfred Morales, at (914) 384-9119.**
 - D. A forfeiting team must not only call and speak with the league but also **CALL OR CONTACT THE MANAGER OF THE OPPOSING TEAM.**

- E. **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 zero (0) for the forfeiting team. The team that is forfeited against will have a score of 7 or keep their runs if they are greater than 7.

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)

6. **FORFEIT PENALTY:**

- A. **Spring/Summer:** Any team forfeiting **two [2]** games will be given a suspension warning. After a **third [3]** forfeit the team is subjected to suspension and forfeiture of all league fees in total for entire season and all future seasons, and lose their reserved spot in the conference for the next season.
- B. **Fall:** Any team forfeiting **one [1]** game will be given a suspension warning. After a **second [2]** forfeit the team is subjected to suspension and forfeiture of all league fees in total for entire season and all future seasons and lose their reserved spot in the conference for the next season.
- C. If a team forfeits out of the league, any future opponents are credited a win.

7. **GAME LOCATIONS:**

- Sprout Brook Fields (130 Sprout Brook Rd, Cortlandt, NY 10567)
- Shrub Oak Memorial Park (Sunnyside Street, Shrub Oak, NY 10588)

8. **EQUIPMENT**: All playing equipment must meet official USA softball standards.

- A. **OFFICIAL BAT**: Refer to (<http://www.usasoftball.com/certified-equipment/>) USA website for Official Bat listing - The bat shall be marked **ASA/USA certified** and must not be listed on an **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 **ADDENDUM I, ASA/USA Softball Non-Approved Bat List with Certification Marks.**
- 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. **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. **If a player hits a home run, that team is responsible for replacing the ball with a usable one.**

9. **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 teams must have their shirts/jerseys by **May 19, 2024**. Sneakers or any other rubber shoes must be worn, **no metal spikes**.
- B. **Fall:** Teams should wear similar colors. Sneakers or any other rubber shoes must be worn, **no metal spikes**.

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. This rule is enforced for borrowed players. If the borrowed player does not have the same team shirt as the team he/she is playing for in a given game, he/she will be penalized. Example: If borrowed player is from Team A and is playing for Team B he must have a team shirt from Team B in order to avoid being penalized.

10. **GAME RULES**

- A. **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 without a scorebook and therefore will prevent the challenged player(s) from being able to participate in a game.
 - **Umpire must sign scorebook at time of protest.**
- B. **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 listed last name, first initial. 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 in the line-up as they are made. Official Line-up card is available on our website at www.ysaleagues.com.

- C. **Collisions:** 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 **USA Rule #8, Section 5**

D. Pitching Regulations:

- **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 ground 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 height never reaching over the batter's head at any point in its trajectory to the plate. 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 24-inch 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 to the top of the knees. No modified, windmill, shotgun, arc ball, flat pitch or side arm are legal.**

- E. **Illegal Pitch Penalty:** A called Ball unless the batter swings. The ball is in play if the batter swings. If an illegal pitch is called by the official and the batter makes contact and puts the ball in

play, the play will continue if the batter makes it safely to any base, they are awarded that base. 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.

F. Two (2) Foul Balls after 2nd strike results in automatic out.

G. Limit of 2 Home Runs. After that, the batter will get a double.

11. GENERAL RULES: (M=Men's, C=Coed) All league games will be played in accordance with the “USA Softball Men's Modified Pitch Rule Book” and “USA Softball Coed Slow-Pitch Rule Book”, with the following exceptions:

A. See Coed pitching rules in Section 11. B

B. 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 USA Rule #8, Section 5.

C. (M/C) No bunting or stealing will be permitted.

D. (M/C) No **leads** until after the ball has left the pitcher's hand. **Penalty:** Runner is out.

E. (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.

F. (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.

G. (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.

- H. **For Men's, Coed, 50+:** ALL Teams must have a minimum of nine (9) players. There is an exception to this rule: Teams can play with 8 players with the ninth (9th) slot designated as an automatic out because they are short one (1) player. When the 9th player arrives, they must enter the game immediately into the ninth (9th) slot and there will be no automatic out. If 9th player does not arrive, the team continues to receive an automatic out.
- I. **Coed ONLY:** Two (2) women are to be in the game and batting rotation at all times. There is an exception to the two (2) woman rule: Coed teams can play with one (1) woman and eight (8) men, with the tenth (10th) slot designated as an automatic out because they are short one (1) woman. When the second (2nd) woman arrives, she must enter the game immediately into the tenth (10th) slot and there will be no automatic out. The maximum number of players will be 10 under this situation. No additional players can be added.
- J. Manager cannot pinch-hit men for woman or **deliver walk to a man in order to get to a woman.**
Penalty: The woman will also draw a walk or have choice of play.
- K. **Outfielders and any "short fielders" may not move within 20 feet of the infield when a woman comes up to bat. Outfielders cannot start in front of the line that is placed on the field where the dirt meets the grass. Fielders can only advance past the line after contact is made with the ball.**
- 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.**
- L. **(M/C) COURTESY RUNNER** The last batted out will be the assigned runner. (1) Courtesy runners will be designated, if needed and both teams agree prior to the start of the game.

Exception: No male runner will substitute for a female.

M. 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.

N. 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 issue, 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.

O. Thrown Balls: Hitting spectators in foul grounds - Dead ball. Runners advance one base.

P. 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.

Q. Chopping: Not Allowed. Intent and result. **Penalty:** Automatic out.

R. Gloves: With the exception of the pitcher, a player may use any color glove. The Pitchers glove may be of one solid color or multicolored as long as the color(s) are not the color of the ball being used.

S. Mercy Rule: After fifth (5th) inning, team ahead by sixteen (16) or more runs will be deemed victorious. After sixth (6th) inning, team ahead by fourteen (14) or more runs will be deemed victorious. The Home Team must be allowed to bat if losing, if within the 1 ½ hour time limit. Teams have the option to keep playing until the 1 ½ hour time limit for the game is reached. The Mercy rule is still in effect for playoff games.

T. **Official Game:** 3-1/2 innings or four (4) if the home team is behind; every game is considered official unless there are no lights or a serious injury occurs, with the exception of the playoffs, where all games must be played to a completion of seven (7) full innings.

Any games tied after the completion of seven (7) innings, 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)
- If a team is in the tie-breaker and short-handed rule is in effect, do not declare an out if the absent player is the one who should begin the half inning at second base. Instead, place on second base the player whose name precedes the absent players name in the line-up

U. **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 zero (0) for the forfeiting team. The team that is forfeited against will have a score of 7 or keep their runs if they are greater than 7.

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)

Procedure for Game Continuation

Official calls in:

- Where game was left off

- Score at the time
- Inning
- # of outs
- Who was up at bat
- Base runners

If we need to confirm anything, then we go to the teams' scorebooks.

V. **Line-Ups:** (Two allowed in this league)

*** 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).**

1. **Re-Entry:** Teams may have a maximum fourteen (14) player batting line-up that does not change. Any of the **14** players in the line-up, can be alternated in and out of the field at any time.
2. **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 **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 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 and there will be no penalty in the line-up in this situation only. 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.

W. Protests: All protests shall be submitted in writing, with a \$25 protest fee, to the League

Commissioner no later than 48 hours after the incident. If protest is upheld, fee will be refunded.

If denied, fee will be reverted to the League. Protest can only be registered on a rule interpretation, not on a judgment call by an official. Protests must be announced at the start of the game, or at the point of rule infraction. **Team scorebook must** be signed by official, acknowledging protest.

Protesting Teams Need to Provide the League With:

1. \$25 Protest Fee

2. Written Account of the Incident

3. Copy of the Scorebook Page signed by the official AT THE MOMENT OF THE INCIDENT BEING PROTESTED. VISIBL ALTERED SCOREBOOKS WILL NOT BE ACCEPTED.

PROTESTS CANNOT BE CONSIDERED IF THE ABOVE REQUIREMENTS ARE NOT MET WITHIN 48 HOURS OF THE INCIDENT

12. GAME RESULTS/SCORES:

The Umpire is required to call the Game Score Line at (914) 962-8390 Ext 8 by 4:00 pm that day with the following information:

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

13. CONDUCT RULES: 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. Anyone violating this rule in a gross manner as deemed by the League Commissioner may be subjected to suspension for the entire season.

- A. **Any player or manager ejected from a game for any reason will also be suspended from the next scheduled game. The ejected player must leave the park immediately before the game can resume. Failure to do so will result in the 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).**
- B. 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).
- C. Any player or manager who continues to display poor conduct after rules A and B have been involved on the same occurrence will subject his team to forfeiture of that game.
- D. Any player who strikes at or spits on an umpire will be permanently expelled from the league.
- E. Any player throwing a bat or a ball or any other object, which displays unsportsmanlike conduct, will be ejected from the game and so documented to the League Commissioner. The next incident will result in expulsion from the league.
- F. Any use of abusive language or profanity to fellow teams, league officials and/or league staff will in 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 at the league will result in automatic suspension for current and future seasons.
- G. 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 the official, league staff and fellow athletes.

14. **OFFICIALS:** The officials are private contractors and trained professionals hired independently. If you experience any problems with one or more of the officials at the game, please e-mail your complaint over to the League Office the next day.

15. **ALL STAR GAME:**

The All-Star Game will take place after the end of the Spring Season and before the start of the Fall Season.

16. **POST SEASON PLAYOFFS**

ELIGIBILITY:

- A. **Proof of identification will be required for Playoffs – if you are caught using an illegal player AND an official protest is lodged against your team, your game will be forfeited 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 Yorkville Sports Association. The illegal player will also be suspended from participating in Leagues at Yorkville Sports Association for a full season. If you are caught using illegal players a second time, your team will be banned from the league.**
- B. Please make sure to have a current and valid government issued Photo I.D. with you, as proof of identification, for Playoffs. Company I.D.'s are NOT acceptable forms of identification.
Official will verify any player, if challenged.
- C. The League will be supplying verified YSA Rosters before every Playoff game. Managers are required to bring the league endorsed rosters in order to prove player eligibility, if challenged.

- D. If an illegal player is discovered during the game, the game will end and a forfeit will result and the team will lose all championship titles.
- E. If an illegal player is discovered before a game, that player will be banned from playing.

FORMAT - *subject to change depending on the number of teams*

- A. **Spring/Summer**: In 11-13 team conferences the **top six (6) teams** according to the regular season final standings shall be eligible for the playoffs. In 4-10 team conferences **four (4) teams will advance**.
- B. **Fall**: **The top three (3) teams** in each division according to the regular season final standings shall be eligible for playoffs.

PLAYOFF FORMAT:

1. **For Coed & Men's**: The number one (1) seed will play the number four (4) seed and the number two (2) seed will play the number three (3) seed in a 1 game semi-final playoff to determine who will advance into the Championship game for each division.
2. **Home Team**: Will be determined by team with best record during regular season play. That team will have home team advantage in a one (1)-game elimination or in a two (2) out of three (3) series.
3. **Cancellations/Rescheduling**: In the event of a rain or other cancellation, teams must be ready to play the next week.
4. **The Mercy rule is still in effect for playoff games.**

ALL SEASONS:

- **Division Championships**: All Conference Champions will enter into the single elimination playoffs for the League Championship. The length of League Championship final, time and weather permitting, will be determined during the season by YSA staff.

- **Cancellations/Rescheduling:** In the event of a rain or other cancellation, teams must be ready to play the next day.
- **The Mercy rule is still in effect for playoff games.**

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. Please refer to the seeding YSA sends out via email, not the regular season standings.

A. POST SEASON PLAYOFF QUALIFICATIONS:

The final standings 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 deemed 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)
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**

League 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**

B. AWARDS:

1. Spring/Summer:

- **Yorkville Sports Association Division Champions** -Team trophy, individual jackets or individual trophies (maximum 23). **League Championship Trophy will be presented the same day as Championship Final.**
- **Division Runner-up** - Team trophy, individual trophies or T-shirts. (maximum 23)
- End of season awards party.

2. Fall:

- Division Champions: \$1000 cash prize,
- Division Runner-up \$500 cash prize.

Any rule not covered in this document will refer back to the USA Softball Rule Book.

AFTER OFFICE HOURS ISSUES ONLY: For any on field issues the League Official will contact the

League Director, Wilfred Morales.

RULES COMMITTEE

Al Morales – League Commissioner

Wilfred Morales- League Director, NYC and Westchester

Tony Medina - Rules Interpreter