



Yorktown Parks and Recreation / Yorkville Sports Association

2024

Adult Weeknight Softball League Rules

REVISED 3-27-24

Batting donuts are banned from league for safety reasons

LEAGUE STRUCTURE

Leagues are modified pitch and divisions are designed based on level of competition. The regular season consists of 12 games. Upon completion of the regular season, a division championship playoff is held to determine the champion. The season operates from midApril to early August (actual dates to be determined).

AFTER OFFICE HOURS (after 5:00 PM)

For any on field issues, the Umpire will contact the League Director, Wilfred Morales, at (914) 384-9119.

LEAGUE MANAGEMENT

Yorkville Sports Association (YSA) will manage the Yorktown Recreation Weeknight Men's and Coed Division Leagues. Any questions or issues related to this league should be directed to YSA by email at info@ysaleagues.com.

I. ELIGIBILITY

To be eligible to participate in the league:

- a. Players must be 18 Years Old or more on the first day of play.
- b. **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.**

Players cannot get on the field without a completed enrollment and accepted online waiver each season. It is the manager's responsibility to ensure that all players are on the Roster and have completed their enrollment.

- c. Players may participate on one (1) team only per league. If a player is 40 or older, he may play on one team during the weeknight and one team on Sundays in the Over 40 League. A player may also participate in both a Men's Weeknight League and a Coed Weeknight League, however no special scheduling accommodations will be made for a player or team.
- d. Players are not considered eligible/legal until their name appears on an approved roster. Any player(s) in violation of the rules on eligibility are at risk of being banned from league competition, suspended, and/or the team found in violation will forfeit the game(s) the player(s) participated in.

II. ROSTER

- a. Rosters have a maximum of 25 spots.
- b. **COED ONLY:** A minimum of 2 women are to be in the game and batting rotation at all times.
- c. Rosters may include Yorktown Residents as well as Non-Residents. There is no residency rule.
- d. All roster changes must be submitted to and approved by YSA prior to any player(s) becoming eligible for participating in any games.
- e. If a team is found to be using illegal players (players who are not approved to be on the team roster). Any subsequent playing of "ineligible" players will result in the team's removal from the league without refund (Includes players playing under assumed name).
- f. No player changes or roster modifications are permitted after **May 20th for Spring and October 4th for Fall.** In hardship cases this rule can be relaxed with approval from League Officials and input from managers (if necessary).

III. ASSUMPTION OF RISK

Participants in recreation activities sponsored by the Yorktown Recreation & Parks Department and Yorkville Sports Association are not covered in any manner for personal liability or property damage. This means that players are competing in this program at their own risk.

IV. GAME DURATION

- a. 202 #1 (unlit field): All Regular Season Weeknight Games at Route 202 Field #1 will begin at 6:00 PM and adjust to 6:30 PM according to Daylight Savings Time.

- b. 202 #2: No Regular Season Weeknight Game at Route 202 Field #2 (lit field) shall start earlier than 6:00 PM. No Regular Season Weeknight Game at Route 202 Field #2 (lit field) shall start later than 9:00 PM.
- c. Games are 1 ½ hours in duration. No innings can begin after that time.
- d. A game starting at 6:00 PM and 6:30 PM will be allotted 15 minutes before a Forfeit is called.
- e. All games starting after 7:00 PM, Game time is Forfeit time.
- f. The Home Plate Umpire will keep the official Game Time.
- g. Curfew for the lights on Route 202 #2 field is 11:15pm.

V. OFFICIAL GAMES AND POSTPONMENTS:

A game is considered to be an Official Game **after the completion of 4 innings (or 3 1/2 if the home team is leading)**. If there is the need to postpone or stop a game due to inclement weather, and the game is not yet an official game, it will be rescheduled by the league as a new game.

On days when the weather is questionable, the Team Manager should call the YSA Game Cancellation Hotline at (914) 962-8390 Ext 9 at least an hour and a half prior to the game start time. **PLEASE LISTEN TO THE DAY AND DATE AT THE BEGINNING OF THE MESSAGE.**

Every effort will be made to update the cancellation line as early as possible. Unless otherwise instructed by the cancellation line message, teams are required to report to the field by game time.

VI. TIE GAMES

Regular season tie games will be recorded on each team's won/lost record as a tie. These games will not be replayed.

VII. MERCY RULE

After 5th inning, team ahead by 16 or more runs will be deemed victorious. After 6th inning, team ahead by 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.

VIII. ELIGIBLE TEAM

- a. The standard softball playing team consists of 10 league approved players. A minimum of 9 league approved players are required to start a game. Exception: A team can play with 8 players with the 9th slot designated as an automatic out because they are short one player. When the 9th player arrives, they must enter the game immediately into the 9th slot and there will be no automatic out. If the 9th player does not arrive, the team continues to receive an automatic out.
- b. Both teams must submit a lineup card to the Home Plate Umpire, indicating players present at the field. This must be provided to the plate umpire prior to the first pitch.
- c. A player must have played in a minimum of 4 regular season games for Spring/Summer and a minimum of 3 regular season games for Fall in order to be eligible for the playoffs.
- d. Each team may use the option of the “extra player.” Teams wishing to use an “extra player” for that game will have up to a 12 player batting order and at any given point in the game; any 10 players can take the field. After the game has started, the “extra player” may be added up until the time their number 1 player in the batting order completes his second turn at bat. After this point, the “extra player” cannot be added to the line-up and the extra hitter (EH) rule is no longer in effect.
- e. There is no re-entry or designated hitter permitted in this league. Once a player is removed from the batting order they are removed from the game for the remainder of the game.
- f. If a player leaves the game for any reason other than an ejection, and the team does not have a substitute to be placed in the line-up immediately, his turn at bat will be an automatic out for the first time the batting order gets to his position. Thereafter, there is no further penalty.
- g. If a team cannot replace an ejected player with a substitute, then the ejected player’s turn at bat is an automatic out each time it comes up in the batting order.
- h. Loss of a player (9-player roster): 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, the 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.

IX. COURTESY RUNNER

- a. Each team will be permitted to have up to two (2) designated players to replace a runner as a courtesy. The Team Manager needs to notify the official prior to the start of the game which player is going to be replaced with a courtesy runner. The courtesy runner is to be the last batted out.
- b. Players who become injured during the course of the game cannot have a courtesy runner if the team has already designated two (2) players to be replaced by a runner.

X. DOUBLE FIRST BASE

A double first base will be used in an attempt to reduce the risk of collisions between the batter-runner and the first baseman. The following rules will pertain to the double first base:

- a. A batted ball hitting the orange portion of the base will be declared a foul ball.
- b. Whenever a play is being made on the batter-runner, the defense must use the white portion of the base and the batter-runner uses the orange portion (on extra base hits or balls hit to the outfield when there is no play being made at the double base, the runner is permitted to touch the white portion).
- c. The batter-runner must use the orange portion of the base on their first attempt. However, should he reach and go beyond first base, he must return to the white portion.
- d. Should the batter-runner round the base on a hit to the infield/outfield, he must return to the white portion.
- e. When tagging up on a fly ball, the white portion must be used.
- f. On an attempted pick-off play, the runner must use the white portion.

XII. PITCHING

Pitching will adhere to the USA Modified pitching rules (10-player) with emphasis on the following:

- a. One foot must remain in contact with the pitching plate at all times prior to the forward step.
- b. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.
- c. The pitcher must not use the windmill or slingshot-type delivery pitch or make a complete revolution in the delivery.
- d. The ball must not be outside the pitcher's wrist on the back swing, at the top of the back swing, on the downward motion, or during the complete delivery.
- e. The delivery must be an underhand motion with the hand below the hip and the pitcher's palm may be pointing downward.
- f. On the forward swing of the pitching arm, the elbow must be locked at the point of release, and the shoulders and driving hip must be squared to home plate when the ball is released.

- g. The release of the ball must be on the first forward swing of the pitching arm past the hip. The release must have a complete, smooth follow-through with no abrupt stop of the arm near the hip.
- h. In the act of delivering the ball, the pitcher must take one step simultaneous with the release of the ball. The step must be forward and toward the batter and within the 24-inch length of the pitcher's plate.
- i. The stepping foot must be pointing toward home plate and must not touch the ground in front of, or cross over a straight line between the pivot foot and home plate. It is not a step if the pitcher slides the pivot foot across the pitcher's plate, provided contact is maintained with the plate.

ILLEGAL PITCH:

- Raising the foot off the plate creates a rocking motion and is an illegal pitch.
- Pushing off the pivot foot from any place other than the pitcher's plate is illegal.
- A pitch delivery not within 6-inches of the leg constitutes an illegal pitch.

XIII. STRIKE ZONE

Under the armpit to top of the knees.

XIV. THIRD STRIKE RULE

A batter with two (2) Strikes is allowed one foul ball. The second foul ball and the batter will be deemed out.

XV. BATTER HIT BY PITCH

Batters hit by a pitched ball, **deemed deliberate by the official**, will be awarded first base, provided they attempted to get out of the way. Pitcher will be ejected from the game. No warning has to be given.

A Pitcher will be relieved of pitching for the remainder of the game if the judgment of the umpire finds that the pitcher is hitting a batter(s) more than once in a non-deliberate manner.

XVI. WARM UP

Pitchers will be allowed 5 pitches before the first inning and 3 pitches at the beginning of each subsequent inning. Infield/outfield ball will be allowed between innings provided using the ball does not delay the start of the game and is within the timing of the pitcher's 3-pitch warm up. Umpires will move the game along in order to improve game efficiency.

XVII. NO STEALING RULE

A player may leave his base when the pitcher releases the ball. If he leaves before the release, the runner is out. If the catcher throws to a base to pick off a base runner, the base runner must return to his original base before advancing to the next base on an overthrow. This is a force play. Other base runners may advance at their own risk after retouching the base they occupied at the time of the pitch.

XVIII. SLIDE RULE

Rule 8 Sect. 7-Q: When a defensive player has the ball and is waiting for the runner and the runner remains upright on his feet and deliberately crashes into the defensive player, the runner is declared out. The "Dead Ball" rule immediately goes into effect. The ball is dead and the runner is out. All other runners must return to the last base touched at the time of the interference.

Note: If in the judgment of the umpire, the act is declared flagrant, the offender shall be ejected.

XIX. MISCONDUCT BY PLAYERS & SPECTATORS

Teams shall conduct themselves in a sportsmanlike manner at all times. Managers are responsible for controlling the behavior of their players, coaches, and spectators at the field. League Officials reserve the right to exclude any player or team that does not act in a manner befitting the high standards of the Recreation and Parks Commission.

A. Umpires have the authority to eject, without warning, player(s) from the game for unsportsmanlike conduct. This includes:

- Verbal abuse (cursing, taunting) at other players, umpires/league officials, and/or spectators.
- Any physical altercation, or unsportsmanlike action between players, and/or spectators.
- Verbal abuse (cursing, taunting, misconduct) at umpires/league officials - player will be ejected from the game and may be suspended for up to the next three (3) games, including playoffs.
- Fighting - player will be ejected from game and suspended for remainder of season including playoffs.
- Striking/Pushing/Shoving Umpire/League Official - Charges will be filed against player and banishment from Yorktown Recreation Leagues will result.

XX. NO METAL SPIKES

No metal spikes are allowed in the league. Players may be ejected from the game if caught violating this rule.

XXI. THROAT PROTECTORS

All catchers are required to have a throat protector attached to their mask.

XXII. BATS (revised 2-26-21)

OFFICIAL BAT: Refer to (<http://www.usasoftball.com/certified-equipment/>) USA website for Official Bat listing - The bat shall be marked **ASA and/or USA** certified and must not be listed on an **USA Non-Approved Bat List with Certification Marks. See list in Addendum I of these rules.**



**** League Officials reserve the right to ban any bat at any time.**

XXIII. ALCOHOLIC BEVERAGES

The consumption of alcohol and possession of alcoholic beverages at games and in the parks is strictly prohibited. **NO WARNING.** Teams violating this rule risk forfeiting one (1) game per infraction. If a player(s) appears to be under the influence of alcohol and/or drugs, umpires reserve the right to not allow the player(s) to participate.

XXIV. SCOREBOOK

Both teams are responsible for keeping the scorebook.

XXV. PROTESTS

Protests will follow Rule 9 of the ASA Rules and will involve protests of misinterpretation of a playing rule, illegal players, and ineligible players. The protesting team must file an official protest in writing and submit it to the YSA League Office within one (1) business day. The league will only accept protests from the team Captain/Manager

XXVI. FIELD GROUND RULES

Umpires will be available to explain any ground rules prior to each game.

202 #2 (lighted) Field: Fair batted ball rolling down the left field line and crossing over the out of play line past the indicated line/reference point will be a ground rule triple. Batted ball crosses out of play before this point remains a ground rule double.

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. Penalty: The woman batter has the option to keep the result of the play or be awarded 1st base if out.

XXVII. UMPIRE FEES

Umpire fees are included in the team registration fee

XXVIII. AWARDS

Division Champions will be awarded a Team trophy and Individual T-shirts (maximum 23).

XXIX. PLAYOFF FORMAT

1. The top 4 Teams shall be eligible for the Playoffs. 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.

TIE- BREAKERS:

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.

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 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**

USA Softball Non-Approved Bat List with Certification Marks

2/13/2024

Bass	Quake	Combat	VIRSP3 Lady Virus	Data Driven Athletics 314159 P1
Easton	SCN1	Easton	SCN11BH	Easton
Easton	SCN2B	Easton	SCN3	Easton
Easton	SCN5	Easton	SCN5B	Easton
Easton	SCN7	Easton	SCN7B	Easton
Easton	SCN8B	Easton	SCN9	Easton
Easton	SCN14B	Easton	SCN2 Synergy	Easton
Easton	SCN24B	Easton	SCN3	Louisville Slugger
Louisville Slugger	FP1368	Louisville Slugger	FP1369	Louisville Slugger
Louisville Slugger	SB304	Louisville Slugger	SB34 Genesis	Louisville Slugger
Louisville Slugger	SB75V TPS Voltage	Miken	MSF Freak	Miken
Miken	MSU2 Ultra II	Miken	MSUM Ultra Maxload	Nokona
Onyx	Battle Ground - ESBGA242	Onyx	First Born - ES2P21	Pure
				SkyBolt - MTE6

New

USA Softball Non-Approved Bat List with Certification Marks

Schutt	Red Silver Schutt Bat	
North	QUESTP	
North	WWSC Wicked Comp. (SP Only)	
North	XGold	
North	NWICKX Wicked (SP Only)	

Suncoast	SBFPB-10	
Worth	SBWK (Wicked)	
Worth	WWSCA	
Worth	XPST4	

Worth	EST9	
Worth	SBWKA	
Worth	NEST9X	
Worth	XRed	

For a complete list of approved bats go to the certified equipment section of www.usasoftball.com