

# Rules of Play for the Tuesday Night League

**Please Note that ASA Rules and League Rules may change during the year and that you should check back from time to time to ensure you comply with League Rules.**

## 1. Eligibility

### a. Age

1. Players must be at least 50 years of age during the current calendar year.
2. Players between 45 and 50 are eligible to play pursuant to exemptions given by the Board of Directors.

b. Residence: There is no specific residence requirement for participation in the league.

## 2. Team Rosters

- a. Formation: Every two years, League players will be assigned to teams *using a fair and balanced method* to establish two skill-based divisions. All other session rosters are re-balanced using the previous session's teams as a starting point.
- b. Player Trades: Trade between teams must be approved by the *Competition Committee* and reviewed by the *President*.
- c. Waiver Form: All players must physically or electronically sign a Release and Waiver of Liability, Assumption of Risk and Indemnity Agreement.
- d. Additional Players/Wait List: Late registration players will be placed on a waiting list and added to rosters as openings are available.
- e. Rosters will be frozen after 5 weeks with an exception for season ending injuries, player relocations or a player opts out.

## 3. Replacement Players

### a. Guidelines Applicable in Both Divisions

- 1. If a team has 6 or fewer of its roster players available, the coach should add as many replacement players as needed to reach 10 (American Division) or 11 (National Division), with no restrictions, to play the game but the game is officially recorded as a forfeit for the team that has the fewest roster players present.**
2. All replacement players must bat last in the batting order but can play any defensive position.
- 3. If a team is missing both its primary and secondary pitchers, the team may add a pitcher. That player cannot be an Impact player.**
4. If a roster player comes late to a game that started with a replacement player, the regular roster player will take the place of the replacement player in the batting order and the replacement player is removed from the game. *This replacement is to take place as soon as the half-inning being played is completed.*
- 5. All replacement players must be approved by the Competition Committee.**
6. As a courtesy, please inform the opposing coach that you are short-handed and are picking up replacement player(s).
7. Each team will have 2 players designated as Impact Players by the Competition Committee.
8. Any player who is designated as an Impact Player can only be used as a replacement player for another Impact player.

9. If a team has seven (7) to nine (9 AD), (10 ND) of its roster players available for play at game time, the coach should add one to three (AD), four (ND) replacement players to reach 10 (AD), 11 (ND) using the selection rules below.
10. If a team is missing one of its Impact players and the opposing team has both of its Impact players, then the coach can add an Impact player if he has less than 10 (AD) or 11(ND).
11. All other American division players and National Division players can be used as a replacement player for any American division team.
12. All other National Division players and the Select Group of American Division players can be used as a replacement player for any National Division team.
13. Impact Player Injury Replacement rule
  - a. If either of a team's impact players will be missing at least 4 weeks due to injury, then the Coach can pick up an impact player from another team even if that team has more than nine players.
  - b. The impact player will be ineligible during the time of his injury
  - c. The replacement Impact player can bat anywhere in the line.

#### 4. *The Game*

- a. Time Limit: Games will have a 55-minute time limit plus one inning.
- b. Grace Period: There will be a 15-minute grace period for the first games of the night.
- c. Runs/Innings
  1. A maximum of 5 runs may be scored in each of the first six innings.
  2. Unlimited runs may be scored in the 7th inning (or last if subject to the time limit) and any extra innings.
- d. Flip/Flop At Bat for Home team:
  1. In the last inning when the visiting team is ahead by 10 or more runs, the home team will bat first in the inning.
    - a. If the home team does not tie the game or go-ahead then the game is officially over.
    - b. If the home team ties the game or goes ahead, then the visiting team will receive its at bat to tie or win the game.
- e. Mercy Run Rule - The Game is over if either team is ahead by 15 runs after 5 innings.
- f. Tie Games: Games tied at the end of regulation will play extra innings using a one-pitch format. Batters enter the batter's box with a 3-2 count with no courtesy foul.
- g. All games going into extra innings will start with *the last batter in previous inning at 2B and this runner cannot be substituted for until he reaches 3B.*
- h. Unfinished Games: A game shall be official if five or more complete innings have been played, or if the home team has scored more runs in four or more innings than the visiting team has scored in five or more innings. If the game is called before it's an official game, the game will restart from that point at a later date.
- i. Umpires: Games are officiated using one umpire.

#### 5. *Team Lineup*

- a. National Division teams must begin each game with a minimum of 11 players.
- b. American Division teams must begin each game with a minimum of 10 players.
- c. Batting:
  1. Teams are **required** to bat all their players in the batting order.
  2. All players who bat must run to 1B before they can receive a replacement courtesy runner.
  3. Each Coach will designate 2 players who if walked in *the first 4 innings* will be awarded second base, runners advance if forced.

- d. Fielding:
  - 1. American Division Teams are limited to 10 fielders.
  - 2. National Division Teams will use 11 fielders.
  - 3. National Division Only – Anyone standing in the outfield grass at the time of a pitch *cannot* throw the batter out at first.
  - 4. Defensive Playing Time – All players must play 3 innings in the field unless the player voluntarily opts out.

## 6. **Equipment**

- a. Bats: All bats must be ASA certified and must not appear on the ASA Non-Approved Bat with Certification Marks List – here.
  - 1. Players that are 70 years old, as of December 31st of the current year, are allowed to hit a senior bat.
- b. Altered Bats:
  - 1. Any bat suspected of having been altered may be removed from the game by the umpire or a member of the Competition Committee.
  - 2. If a bat is determined to be altered, the player introducing the bat into the game will be suspended from the League for a period of one calendar year.
- c. Balls: One new 44/375 compression ball will be provided for each game.

## 7. **The Field**

- a. Home Plate
  - 1. Extension Mat: Any legally pitched ball that hits the plate or mat is a called strike.
  - 2. Second Home Plate: A second home plate is located 8-10 feet from the back tip of home plate on an extended line from first base.
    - a. Defensive players must touch the original home plate/mat while runners must touch the second home plate.
    - b. Runners touching the original home plate are out.
    - c. All defensive plays at home plate are force outs.
  - 3. **Commitment Line: A commitment line will be drawn on the line between 3rd base and the original home plate. This line will be 20' from the original home plate. Once any body part of a runner touches the commitment line, he must continue his attempt to score.**
- b. First Base: The League uses a double first base bag.
  - 1. The inside bag (white) is used for defensive putouts while the outside bag (orange) is used by the runner not making an attempt to run to 2nd base.
  - 2. If the defensive play is being made from the 1st base foul territory, the defensive man can use the orange bag and the runner can use the white bag.

## 8. **Batting:**

- a. Ball-Strike Count:
  - 1. Batter will begin with a one ball, one strike count during regulation play.
  - 2. In extra innings, batters will begin with a three ball, two strike count with no courtesy foul (1-pitch).
  - 3. Based upon scheduling requirements, the Competition Committee can designate other games to start with a two ball, two strike count or one pitch.
- b. Two-Strike Foul Ball- A batter is allowed one two-strike foul in regulation play. A second foul ball results in an out. In extra innings, a foul ball result in an out. ***Four week Trial to start the season: There will be no extra foul with a 2 strike count!***

- c. Sun Affecting Batter - If the sun is affecting the batter's ability to see the ball, the umpire may require the pitcher to pitch from up to 6' on either side of the pitching rubber, at the side chosen by the batter.
- d. Pitching Screen:
  - 1. Any batted ball that hits any part of the protective screen (screen, frame, legs, etc....) is a foul ball. No runners can advance.
  - 2. When a batter has two strikes on him and no good foul left in his batting count, the batter will be called out if he hits the pitching screen again.
  - 3. Any thrown ball that hits any part of the protective screen is a live ball and runners advance at their own risk.
  - 4. Any batted ball that hits off the pitcher and then hits into the screen, will be ruled a dead ball and all runners are safe.
- e. Home Runs:
  - 1. The Home Run limit is five (5) per game per team.
  - 2. ***Any home runs hit after 5 will be an out.***
  - 3. An allowable home run which scores the inning maximum run(s) ahead of the hitter counts towards the team's home run total.
  - 4. A player that hits a home run does not need to touch first base or run the bases. Runners on base do not need to advance or touch the next base.

## 9. **Base Running**

- a. Sliding: Runners may slide at all bases including the second home plate.
- b. Overruns: Runners overrunning 2nd and 3rd bases are subject to putouts.
- c. Courtesy Runners- Unlimited courtesy runners are allowed subject to the following:
  - 1. No courtesy runner is allowed for a batter until a batter hits and then runs to 1B. In other words, no courtesy runner can run for a batter from the batter's box to 1B.
  - 2. A player may be a courtesy runner only once per inning.
  - 3. A courtesy runner may be any player, active or reserve.
  - 4. If a courtesy runner is on base when his time to bat occurs, an out is registered on the base and the courtesy runner must bat. If the registered out is the 3rd out of an inning, the player called out on the base leads off the next inning.
  - 5. A courtesy runner may not be used for an existing courtesy runner except for an injury.
  - 6. Courtesy runner must be entered before next pitch except for injury.
  - 7. A player who has been replaced with a courtesy runner cannot be a courtesy runner for someone else in that same inning.
  - 8. If the defensive team questions if a courtesy runner is eligible to run, then the offensive team can replace that runner before the next pitch without it being an out.
  - 9. The offensive team can have **multiple players** touch the base before deciding who will be the courtesy runner as long as it is done before the first pitch to the next batter, without it being an out.
  - 10. All courtesy runner rules start over each inning.
- d. Courtesy Runners for Batters receiving a base on balls: Batters who receive a base on balls can be immediately replaced for a courtesy runner before reaching first base.

## 10. **Pitching**

- a. A pitcher *must* use a pitching screen.
  - 1. The edge of the pitching screen must be lined up on the edge of the pitching rubber or overlapping the pitching rubber. The pitching screen must be placed on the natural glove side of the pitcher.
  - 2. The pitching screen may be moved 3 feet in front or 3 feet in back of the pitching rubber and always between the batter and the pitcher.

3. Pitchers are to move behind the pitching screen once the ball has left the pitcher's hand and remain behind the screen until the ball is struck. A pitcher can receive 1 warning from an umpire to move behind the screen. On the 2nd warning, the pitcher will be removed from the pitching position for the remainder of the game.
- b. A pitcher may pitch from any spot inside a "box" 24 inches wide by 8 feet deep extending behind the regulation pitching rubber towards 2nd base.

#### 11. ***Disciplinary Actions***

- a. A player may be ejected from a game by the umpire for:
  1. Physical altercations
  2. Verbal altercations
  3. Throwing bats in anger after one warning.
- b. A player that is ejected during a game cannot be replaced with a replacement player and each time his turn at bat comes around an out will be recorded.

- ❖ *At the discretion of the Competition Committee, a player ejected from a game may be suspended for one additional game.*
- ❖ *A player may be suspended by the Competition Committee for verbal and physical altercations that occur at the park.*
- ❖ *A second ejection within the same playing year will result in a one calendar year suspension.*
- ❖ *A player who knowingly introduces an altered bat into a game will be suspended from the League for a period of one calendar year.*

#### 12. ***Tournament and Championship Games- Rule Modifications***

##### ***Tournament Games***

- a. *No replacement players may be used without prior approval of the Competition Committee.*
- b. All defensive players must be in the batting lineup.
- c. Home team decided by seeding.

#### 13. ***Championship Games***

- a. No Time Limit
- b. No Mercy Rule
- c. Two umpires.
- d. If the Championship Game is the "If needed" game, the home team is decided by coin flip.