

2018 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 *Athletic Director and Competition Committee*.

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.

3. *Replacement Players*

a. If a team has nine (9) roster players available for play at any given game, the manager has two playing options:

1. Select one player using the division specific rules below in 3. f.
2. Play with nine players with an automatic out in the 10th batting position.

b. If a team has seven (7) or eight (8) roster players available for play at any given game, the manager has two playing options:

1. Select two or three players using the division specific rules in 3. f.
2. Select one or two players using the division specific rules in 3. f. to get to the minimum of 9 players and play with an automatic out in the 10th batting position.

c. If a team has six (6) or fewer roster players available for play at any given game, the manager has only the following option.

1. A shorthanded team can pick up enough players, not subject to the identified Replacement Player Pool, to field a team but the game is officially recorded as a forfeit for the team having the fewest roster players present.

d. All replacement players in both the National Division and the American Division must bat last in the batting order.

e. If a team is missing both its primary and secondary pitchers, the team may add a pitcher.

f. All players can be utilized as a replacement player with the following restrictions:

1. No American Division player may be used in the National Division as a replacement player.
2. Players that are designated as one of the Top 4 players on each team, can only be used to replace other Top 4 rated players with 1 being the highest rated player and 4 being the lesser rated player. A 4 rated player can replace any 4, 3, 2 or 1 rated player. A 3 rated player can replace a 3, 2 or 1 rated player. A 2 rated player can only replace a 2 or 1 rated player. And, any 1 rated player can only replace a 1 rated player.
3. All other players in a division can be used to replace a Top 4 player at the manager's discretion.

g. Late Arriving Roster Players

1. 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.

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 Bats for Home team:

1. In the last inning when the visiting team is ahead by 9 runs, the home team will bat first in the inning.
 - a. If the home team scores less than 9 runs, the game is officially over.
 - b. If the home team scores 9 or more runs, the visiting team should receive their at-bats in order to tie or win the game.

e. Mercy Run Rule

1. The Game is over if either team is ahead by 10 runs after 5 innings.
2. If a team is behind by 15 or more runs in the 5th or 6th inning (and the current inning has not been declared as the unlimited-runs inning), the team behind can score enough runs to avoid the 10-run mercy rule.
 - a. For example, the visitors have scored 20 runs while the home team has scored 5 runs. When the home team comes to bat, normally they are limited to 5 runs per inning. In this case, the home team will be allowed to score 6 runs in order to avoid the 10-run mercy rule.

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 and do not get a 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. All teams must begin each game with a minimum of 9 players

b. 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.

c. Fielding:

1. Teams are limited to 10 fielders, but no less than 9.
2. Defensive Playing Time - National Division Only: All players must play the field every other inning 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 a runner passes 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.
- c. ***Outfield Arc (National League Only)***
 1. All four outfielders must be behind a 180-foot arc until the ball is hit or crosses the plate.
 2. Violation will result in the hitter being awarded a two-base hit and all runners advancing two bases.

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.
 3. Based upon scheduling requirements, the Competition Committee can designate other games to start with a two ball, two strike count.
- 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 results in an out.
- 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 are allowed to 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 dead ball. The runners advance to the next base.
 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. At any time in the game, a team can hit only one more home run than its opponent has hit ("one-up").
 2. Disallowed home runs will be regarded as singles with all runners advancing one base if forced.
 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. The home team is allowed to go one-up in the last inning.

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 is allowed to 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.
- 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 2 warnings from an umpire to move behind the screen. On the 3rd 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 10 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:
 - a. Physical altercations
 - b. Verbal altercations
 - c. Throwing bats in anger after one warning.
- 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.

➤ **Tournament and Championship Games- Rule Modification**

Tournament Games

1. No replacement players may be used without prior approval of the Competition Committee.
2. All defensive players must be in the batting lineup.
3. Home team decided by seeding.

➤ **Championship Games**

1. No Time Limit
2. No Mercy Rule
3. Two umpires.
4. Home team decided by seeding.
5. If the Championship Game is the "If needed" game, the home team is decided by coin flip.