

FREDERICK MEN'S SLOW PITCH LEAGUE 2010 SEASON (updated 3/31/10)

LEAGUE SANCTIONING

1. Every team in the Frederick Men's Slow Pitch League (FMSPL) is sanctioned through the Independent Softball Association (ISA).
2. Team sanction fees are payable at the start of each year.

ORGANIZATION

1. The FMSPL Board of Directors will consist of four (4) positions
 - a. President (Tim McElroy)
 - b. Vice-President (Ed Riddick)
 - c. Secretary (John Schriener)
 - d. Treasurer (Art Harpold)
2. The Board of Directors will be elected at the first meeting of each season.
3. The Board of Directors will have authority to make all decisions in the absence of an existing league rule.
4. The manager of the team or his designee has ultimate control of his team.

LEAGUE MEETINGS

1. The President is responsible for calling all meetings
 - a. No official meeting can be called without first notifying all team managers.
 - b. A majority of the league teams must be present to constitute a quorum to conduct league business.
2. Every team should have a representative present at each league meeting.
 - a. Each team represented is allowed one (1) vote.
 - b. Teams not represented at league meetings are responsible for obtaining all information discussed at the meeting.

COMMITTEE ASSIGNMENTS

(for the 2010 season, there were no committee assignments)

1. The Board of Directors may require that teams pitch in and perform certain duties to help keep league expenses down. Those assignments are generally:
 - a. Inclement Weather Hotline Management
 - b. Raffle Ticket Management (prior to, and during the opening day tournament)
 - c. Field Preparation (opening day tournament)
 - d. Field Clean Up (opening day tournament)
 - e. Website Management (recurring)
2. Failure to complete your committee assignment results in a \$50 fine.
3. Fines are required to be paid before the team plays its first game after the league opening day tournament.

MONETARY OBLIGATIONS (New teams)

A "new" team is a team that is playing its first FMSPL session of the calendar year

1. Team Sanction Fee (\$30)
2. League Fee (\$300)
3. Roster Fee (\$250, with a maximum of 25 players)
4. Raffle Fee (200 tickets or \$400 in raffle ticket sales)

NOTE- if a “new” team with the same roster (12 or more players in common) elects to play on multiple nights during their first session, the following fee structure applies for the 2nd night:

1. Team Sanction Fee (\$0)
2. League Fee (\$300)
3. Roster Fee (\$250)
4. Raffle Fee (100 tickets or \$200 in raffle ticket sales)

MONETARY OBLIGATIONS (Returning teams)

A “returning” team is one that played in the 1st session, and is returning for the 2nd session. The following fee structure will apply to “returning” teams.

1. Team Sanction Fees (\$0)
2. League Fee (\$300)
3. Roster Fee (\$100)
4. Raffle Fee (\$0)

PAYMENTS

1. All payments are required in the form of a check (1 check, no cash accepted)
2. Returned checks are subject to a \$25 administrative fee
3. Late fees may also be assessed by the League Board
4. Forfeiting with less than 6 hours notice will result in a \$50 fine.
 - a. The \$50 fine is due before the start of the team’s next league game.

DIVISIONS OF PLAY

The league will be divided into two (2) divisions

1. American (Monday)
2. National League (Thursday)

ROSTERS

1. All teams must submit a roster before playing in their first league game.
2. Players can play on multiple rosters, but cannot play on play on multiple teams in the same division. Note- For the opening day tournament, where divisions are crossed, a player can only participate with ONE team. That team will be the first team that he participates with during the tournament. If caught playing for multiple teams, the player will be ejected for the remainder of the tournament. The 2nd team that he plays with will also be removed from the tournament.
3. Players cannot switch teams during a session and play in the same division.
4. Rosters become frozen after the fifth (5th) week of the season.
5. League Board may approve special exceptions if warranted
6. To participate, the player name must be listed on the team roster.
7. If a manager refuses a player’s release, the majority of the teams in the affected division must approve the move in order for the player to become legal.
8. All uniforms and equipment must be returned to the releasing team before the player can take the field for a new team.

SCHEDULES

1. Schedules will be posted at the league website (www.FrederickSoftball.org)
2. Managers are responsible for getting the information to their team

3. Teams may request to have a game rescheduled if they do so in advance, but both teams, the league board and the umpire association must approve of the re-schedule.

REGULAR SEASON

1. Teams will play 14 regular season games (7 weeks of double headers)
2. Teams will play in a single elimination tournament at the end of the regular season.

GAME TIMES

1. Two (2) games on a field- If only 2 games on a field, games will begin at 7:00pm. There is no grace period for game 1. Game 2 is forfeited at 7:15pm
2. Three (3) games on a field- If there are 3 games on a field, games will begin at 6:45pm. There is a 15 minute grace period. The 2nd game will begin at 7:45pm.
3. Four (4) games on a field- If there are 4 games on a field, the early double header begins at 6:30pm. Forfeit time for game 1 is 6:45pm. Forfeit time for game 2 is 7:00pm. The late double header begins at 8:45pm with no grace period. Game 2 is forfeited at 9:00pm.
3. No inning can begin after 11:00pm
4. The grace period applies only if a team does not have a legal team (9 players) present.
5. Intentional delay of a game will result of a forfeit in favor of the offended team.
6. Maximum of 5 minutes between games.
7. Any team forfeiting a game is required to reimburse the league for umpire fees before playing their next scheduled game.

GUEST PLAYER RULE

The following rule was implemented to reduce the number of forfeits. It applies ONLY when a team has 8 or 9 players at game time.

1. The guest player rule applies in the regular season only (not in the playoffs).
2. The short handed team is permitted to pick up players from the complex / parking lot until they reach 10.
3. Picked up players can legally be on another team's roster.
4. If players from the short-handed team show up late, they will immediately be substituted into the game, and the picked up player(s) are substituted for.

RESULTS

1. The umpire at the field will report game scores and results.
2. Standings are posted on the league website (www.fredericksoftball.org)

PLAYER CONDUCT

1. Players that conduct themselves properly are subject to ejection.
 - a. First time- immediate suspension from the balance of that game plus the next two (2) league games (for that division).
 - b. Second time- immediate suspension from the balance of that game plus the next 4 league games (for that division).
 - c. Third time- immediate suspension from the FMSPL for the remainder of the season.
2. Forcibly touching an umpire will result in an immediate suspension for a minimum of ten games (all divisions). The suspension may carry over into the next season.
3. Profane or threatening verbal abuse towards an umpire before, during or after a game anywhere in the park is the same as item 2 above.
4. Threatening to physically abuse an umpire before or after a game is the same as item two

(2) above.

5. Actual striking of an umpire will result in a minimum of one (1) year suspension from the date of occurrence.

INCLEMENT WEATHER

1. The League Board will reschedule all rained out games
2. A designated person will be responsible for reporting on playing conditions before 5:00pm
3. All postponements can be confirmed through the league website (www.fredericksoftball.org) or by calling the rain line 301-514-2676.
4. After 5:00pm, the umpire reserves the right to make a decision on a field's playability.

LOCAL RULES

1. In the absence of a local rule, the ISA national rule will prevail
2. No metal spikes are allowed in the league
3. All teams will use the ISA approved, optic yellow, synthetic cover, TRUMP 44 core, 375 compression ball
4. Each batter starts with 1 ball, 1 strike and is allowed no courtesy foul
5. Five (5) home runs per team, per game with all excess HRs being inning ending outs
6. The mercy rule is as follows;
 - a. Home team is 15 or more runs ahead after 3 innings
 - b. Home team is 12 or more runs ahead after 4 innings
 - c. Home team is 10 or more runs ahead after the 5th inning or later
7. No infield warm-up balls will be allowed after the first inning, or after the umpire calls for a batter.
8. A tenth player can be added anytime during the game, but he must bat in the 10th spot in the lineup.
9. Each team may bat up to 12 players, with 2 of them being an EH.
 - a. If you start with 10 players, you may add an EP at the end of the lineup, provided that the leadoff batter has not batted a second time.
 - b. If a team starts with an EP, they must finish the game with an EP unless an injury occurs. If there is no substitute player, the injured player's spot in the batting order will be passed over without penalty.
 - c. If a player is removed or ejected from the game for a reason other than injury and no substitute is available, his spot in the lineup will be counted as an out (note-ISA rules state that you cannot walk the preceding batter to get to the "free" out).
10. The umpire and opposing team must be notified if a protest of any kind is being raised. All protests must be raised before the next pitch is thrown.
 - a. Protests must be made in writing and submitted to the league within 48 hours of the protested game, along with a \$25 fee.
 - b. If the protest is upheld, the \$25 fee is returned.
11. Each team/ player is responsible for keeping the ballpark and surrounding areas free of debris.
12. Teams are to clean up their dugout area after completion of the game.
13. Teams will be warned, and possibly fined for failing to comply
14. No drinking of alcoholic beverages is permitted anywhere near the playing field.
15. Players must park in designated parking spaces.

POST SEASON TOURNAMENT

1. Seeding for the post-season tournament are based on overall record
2. Tiebreakers are head-to-head play during regular season, and coin flip
3. Higher seeded team is home team throughout the playoffs

AWARDS

1. Opening day Tournament Awards are as follows
 - a. First Place- Sponsor Award and Individual Awards
 - b. Second Place- Sponsor Award
2. Regular Season Awards are as follows
 - a. First Place- Sponsor Award and Individual Awards
 - b. Second Place- Sponsor Award
3. Post Season Tournament Awards are as follows
 - a. First Place- Sponsor Award and Individual Awards
 - b. Second Place- Sponsor Award

UMPIRES

1. The Umpires Association fee for 2010 is \$27 per umpire, per game
2. If necessary, players will be allowed to umpire in the league, but should not umpire games involving teams from their own division.
3. Upon request, the Umpires Association will make an attempt to provide each team with an umpire for one practice game at no cost to the league.
 - a. There would be no fee to the league for this umpire
 - b. This would be available only before the start of the season
4. If a protest of an umpire decision is made, the Umpire Association will provide the league with a 3-person protest committee to render decisions on rule interpretations.
5. Notification of game cancellation must be communicated to the umpires before 5:30pm. Failure to comply will cause the Umpires Association to charge the league a \$10 per umpire show-up fee.
6. One umpire will be provided per field for tournament play until all but 2 teams have been eliminated. Thereafter, two (2) umpires per game will be used.
7. The Umpires Association agrees not to withhold services as long as the league abides by the contents of the contract.