

TAG Co-Ed SOFTBALL LEAGUE RULES

As of 04/20/16

I. PLAYER ELIGIBILITY

A. Eligibility

1. Only presently employed company associates (Company associates are considered to be any home office employee of TJX Corporation, TJ Maxx, Home Goods, Marmaxx, Sierra Trading Post, and anyone employed by contract and is assigned to and works on-site full-time for one of these companies) and individuals whose physical place of employment (full time assignment) is one of the TJX, TJ Maxx, HomeGoods, or Marmaxx home office buildings, and whose main job is working for the company and its associates, will be eligible to play softball (i.e...security, cafeteria personnel, co-op students, vendors and consultants). When a player is no longer an employee, he/she must sign a waiver to remain eligible to play. When a player is terminated, he/she becomes ineligible to play.
2. A maximum of five (5) non-associates along with a maximum of twenty-five (25) people will be allowed on each team's roster. A non-associate is any individual who does not meet the requirements of Rule I.A.1. This includes spouses (An individual who is married, engaged, or in a relationship with an associate).
3. Associates employed by eligible companies prior to the roster entry deadline and non-associates cannot be added to a roster after the deadline.
4. Any additions to a team roster must be submitted in writing and approved by the Commissioner before new players are eligible to play. The only acceptable conditions to add players are:
 - a. A newly hired employee and spouse (within one month of date of hire)
 - b. Under special circumstances upon approval by the Commissioner

Note: Any team that experiences a substantial loss of roster members may request the Commissioner to override Rule A3 and A4 of this Section I. Requests must be made in writing.

5. No associate is allowed to play on more than one team.
 - a. Players have to be roster members and have played in/attended and have their names appear in the Score Book of three regular season games to

be eligible for Playoffs. Players joining teams under Section I, Rule A.4a & A.4b must also meet this requirement.

b. Cut-off deadlines for rosters will be the first day of regular season play.

II. LEAGUE RULES / RESPONSIBILITIES

A. **NO ALCOHOL** - Alcohol is NOT ALLOWED at any TAG softball game. This applies to all players, coaches and spectators. Violation of this rule may result in forfeiting the game. If further violation occurs, TAG Softball field permits could be suspended by the Town.

B. Unless otherwise specifically stipulated within the following rules, ASA Slow Pitch Softball rules will govern all play.

C. Fees

1. Roster Members

Teams must pay \$400.00 per team. Roster payments must be made in full before the team is allowed to play any games.

2. Teams

Teams will be assessed fees for failure to fulfill certain commitments as follows:

- a. Failure to return complete equipment bag: the value of missing article(s)
- b. Fees must be paid in full before the team will be allowed to play any games.
- c. All games missed because of failure to pay fees will be counted as forfeits. All fees are payable by check and must be submitted to the League Commissioner. Checks must be made out to TJX.

Note: All collected fees and fines will be used to offset league expenses.

D. Game Cancellations

1. Weather

The Commissioner will determine if a game will be cancelled due to weather. The decision will be made by 3:30 p.m. and the Commissioner will contact each Team Captain and the umpire. If a game is NOT cancelled by 3:30 p.m., the teams and the umpire(s) must proceed to the field. At this point, only the umpire (or the two Captains if there is no umpire) can cancel the game. If a team does not show up at the field, it will be considered a

forfeit. The Commissioner will contact both teams' Captains to arrange for a make-up game.

Note: Every effort will be made to make up all canceled games. However, due to restrictions regarding field availability, some cancelled games may be dropped without make up. Generally, bad weather conditions will be the only reason that a game will be cancelled. However, under some circumstances (i.e. unexpected business commitments), the Commissioner may elect to reschedule a game.

E. Team Dropout

Teams will be dropped from the league automatically after five forfeits.

F. Umpiring

The league will provide umpires who will be responsible for all umpiring responsibilities. In the event that a league umpire does not present him or herself by the scheduled start of the game, the Team Captains are expected to agree on a method of umpiring the game so the game can be played.

G. Equipment

1. Equipment bags will be signed out by the Home Team the day of the game. The Home Team Captain must contact the Assistant Commissioner between 8:30 a.m. and 4:45 p.m. on the day of the game to make arrangements to sign out the equipment.
2. Home Team Captains will be responsible for insuring the equipment bag has been picked up as described in Section II.G1. Team Captains are also responsible for the return of that equipment the next business day following the game. The Team Captain who picks up the equipment bag is financially responsible for replacing any equipment that is not returned.

Note: Home teams are indicated on the schedule.

H. Player Equipment

1. Footwear is mandatory (sneakers or rubber cleats only). **NO METAL SPIKES MAY BE WORN.** Any player wearing metal spikes on the playing field after the start of the game will be asked to change their footwear. It will be up to the Umpire to enforce this rule and hand out any punishment he deems necessary.
2. Only official softball bats may be used. Any ball hit with an unofficial bat will be declared a dead ball; any advancement by base runners will be reversed and the batter will be ruled OUT.

3. Players are responsible for providing their own gloves.

I. Reporting Scores

Both Team Captains must report the score from their game no later than one business day following the game being played.

J. Standings

League standings will be determined by winning percentage. Tie-breaking procedures will be determined as follows:

- a. Head-to-Head.
- b. Head –to-Head Run-Differential.
- c. Coin toss.

K. Playoffs

Every team makes the playoffs. The final standings at the end of the regular season will determine seeding for the playoffs. Playoffs will be single-elimination with the exception of the Championship round which will be a best-of-three series.

L. Player Ejections

Any player ejected from a game by an umpire must petition the Commissioner for reinstatement before that player is allowed to play in any subsequent game. Within two days of receipt of petition, the Commissioner, after reviewing the situation and consulting with Team Captains, will determine if any additional disciplinary action/suspension is warranted for that player.

M. Protests

Any team that has properly lodged a protest during a game must notify the Softball Commissioner in writing within two business days of the end of the game.

The Commissioner will present all protests to Team Captains and make sure that all available information surrounding the protest is also available. The Commissioner and Team Captains will rule on all protests within two business days of receipt of the protest. The protest write-up must contain all pertinent facts associated with the protest.

Note: Part of a team's responsibility to properly lodge a protest is to notify the game umpire and the opposing Team Captain at the time of the occurrence of the infraction that is being protested. Protests can only be lodged on rule infractions.

N. Forfeits

1. Teams that know they will have to forfeit a game must do everything possible to notify the opposing Team Captain and the Commissioner as much in advance of the game as possible. The Commissioner will notify the umpire.
2. Any team playing a game or any portion of a game with an ineligible player will forfeit that game. (See Section I for eligibility).

III. RULES OF THE GAME

A. Game Length

1. Starting Time

All games will start at 6:00 p.m. Teams have until 6:15 to field a team. This includes a “shorthanded” alignment agreed to by both Captains. No forfeits can be awarded until 6:15 p.m.

2. Full Games

Games will last seven innings (or six and one half innings if the home team is ahead).

3. Shortened Games

A game, regular season or playoff, will be considered complete if rain or anything else causes the umpire to stop play after five innings (or four and one half if the home team is ahead). If the minimum number of innings has not been completed, the game will be replayed from the beginning. A team will be forced to forfeit a game if the umpire determines that the team is “stalling”.

4. Twelve Run Rule

A game will be considered complete if at the end of five innings (or four and one half innings if the home team is ahead) one team leads another by twelve or more runs.

B. The Field

1. Games are to be played on fields that meet standard softball dimensions as closely as possible (see Exhibit 1.) Placement for the bases, cones and

pitcher's rubber, if not marked by stakes, must be paced off by the umpire and made as close to the distances on Exhibit 1 as possible. In the absence of an umpire, these distances should be paced off by both Team Captains.

2. Infield Zone

- a. The area extending from home plate out to ten (10) feet behind each base, is considered the Infield Zone.
- b. The only players allowed in this zone prior to the ball being hit are four infielders (and the pitcher and catcher). Players aligning in this zone illegally will be moved out of the area by the umpire. If defensive players persist in illegally aligning themselves in this area, the umpire may award the batter second base and all base runners may be advanced if forced by the award to the batter.
- c. With a batter at bat, the four infielders must remain behind the "base path" line until the ball is hit. Infielders playing in front of this line will be moved back by the umpire. A second warning in the same game will result in awarding the batter second base and all base runners will be advanced two bases regardless of whether or not the batter's award forces their advancement.

Note: The "base path" line for the purpose of this rule will be defined as the line connecting the inside corner of the bases.

3. Shortfield Zone

The area from ten (10) feet behind each base to **fifty-five (55)** feet into the outfield (see exhibit 1) is considered the Shortfield Zone.

This area can only be played by the shortfielder prior to the ball being hit. The maximum number of shortfielders in this zone is one (1). Once the ball is hit, outfielders may move into this zone and make a defensive play. Umpires have the same responsibility to move illegal players and the same authority to award bases as described below.

Note: Once the umpire has ruled that defensive players have violated Section III Rule B.2b, B.2c or B.3:

- a. The umpire will warn the defensive team and move the players out of the violated area/zone.
- b. A second warning in the same game will result in awarding the batter second base and all base runners will be advanced two bases regardless of whether or not the batter's award forces their advancement.

4. Outfield Zone

This area may be played by a maximum of four (4) players.

5. Out of Bounds

The area identified by the umpire and each Captain prior to the game (see also Ground Rules).

6. Ground Rules

Any ground rules not covered below (ex. different field) must be determined prior to the game by the Team Captains and the Umpire. All bats, balls, gloves, supplies or equipment must be kept out of play.

C. Defensive Alignment

Teams may field either eleven (11), ten (10) or nine (9) defensive players.

Restrictions for each alignment are as follows:

1. Eleven (11) players

A minimum of four (4) players must be females and a minimum of four (4) must be male. In this alignment, one (1) must be a shortfielder.

2. Ten (10) players (shorthanded conditions)

A minimum of four (4) female players and a minimum of four (4) male players. In this alignment, the defensive team has the option to play either four (4) outfielders and no shortfielders or three (3) outfielders and one (1) shortfielder. The maximum number of shortfielders is one (1).

3. Nine (9) players (shorthanded conditions)

A minimum of three (3) female and three (3) male players are required. No shortfielder is allowed in this alignment.

All late arrivals for teams playing less than eleven (11) players must enter at the end of the current full inning.

Note: If a team has only three (3) females (Team A), the opposing Team Captain (Team B) has the option of allowing team A to field either six (6) or seven (7) males. Team B must still field the normal eleven (11) player alignment. If these options are exercised it must be clearly understood before the game starts. If Team A's fourth female arrives after the start of the game, she must be inserted at the end of the current full inning. At the end of that full inning, Team A must

revert to the standard ten (10) or eleven (11) player alignment described in Section III Rule C.1 & C.2. Late arrivals must be inserted in the batting order without violating batting order restrictions (see Section III Rule E).

4. Team line-ups for each team must be clearly discussed and understood by both Team Captains/representatives and the umpire at the start of the game.
5. There are no position restrictions for male or female players.
6. Teams should be prepared to field a minimum of nine (9) players by 6:00 p.m. (see Rule 3 - Nine Players - Shorthanded Conditions). If a team cannot meet this requirement by 6:15 p.m., the opposing Team Captain may declare a forfeit. However, Team Captains can agree to play with less than nine (9) players. The terms of these agreements must again be clearly understood by both Captains and the umpire at the start of the game. Players arriving late must enter the game as described under Section III Rule C.3. The insertion of late arriving players into the batting order must comply with all batting order restrictions (See Section III Rule E).

D. Substitutions

1. Team Captains/representatives must notify the umpire and the opposing Team Captain of all player substitutions prior to the substitute player taking a defensive position or coming to bat. Any substitution not properly announced can be disallowed by the umpire or the opposing Captain.
2. Free substitution is allowed with the following exceptions:
 - a. Only male players can be substituted for male players.
 - b. A player must bat at least once and play at least one inning in the field before being replaced.
 - c. Players may re-enter the game an unlimited number of times as long as the re-entry meets the following requirements:
 - Section III Rule D.2a & Rule D.2b has been met.
 - The re-entry player MUST go back into the same spot in the batting order that he/she vacated when he/she left the game.
 - The re-entry player does not have to return to the same defensive position.
 - d. A batting position cannot be changed from female to male (see also Section III Rule E)
3. A Pinch Runner is considered a substitution and must stay in the game (see Section III Rule D.2b)
 - a. Pinch Runners can only be inserted as follows:

- After all runners have safely reached his/her base.
 - Male players for male players; female players for female players.
4. If a team requests a Courtesy Runner, the player occupying the batting position that made the last out will automatically become the Courtesy Runner.
 - a. Courtesy runners are not considered 'Substitutions'.
 - b. Courtesy Runners can only be inserted as follows:
 - After all runners have safely reached his/her base.
 - Male players for male players; female players for female players.

E. Batting: Line-Ups and Regulations

1. No more than three (3) male batters or two (2) female batters may bat consecutively.
2. If a team has satisfied Rule III.C.1 and they have additional players on the bench, one of those additional players may be used as an Extra Hitter in the lineup.
3. Batting orders must be provided to the opposing Team Captain or Representative and the Umpire at the start of the game. It is the Umpire's responsibility to monitor each team's batting order. In the absence of an Umpire, opposing teams must monitor one another. Late arrival players being inserted into the game because their team is playing "shorthanded" will be added to the end of the batting order without violating Section III Rule E.1.
4. Bunting is illegal. Any ball ruled to be a bunted ball (including deliberate half swings as determined by the umpire) will be a dead ball and the batter will be called out.
5. Pitchers must be pitching within normal "Slow Pitch" restrictions (maximum ten (10) feet and minimum (6) feet without excessive speed.)
6. The pitcher must be starting his/her delivery while in contact with the pitcher's plate or likeness, whichever is a further distance from home plate. Any pitch delivered from a closer distance than described above will be ruled illegal, no pitch, and dead ball.
7. Each batter will start with a count of 1-1(1 Ball and 1 strike)

F. Base Running

1. Leading off a base is not allowed. Base runners ruled to be leading off or leaving the base too early (before the pitch is hit) will be ruled out. Any pitched ball that is hit, while a runner is in violation of leading or leaving too soon, will be declared a dead ball.
2. Stealing is not allowed.
3. Sliding is allowed.
4. Overthrows (see Section III Rule B.5)
 - a. Ball goes out of play: The base runner will be awarded an additional base beyond the last base the runner normally would have obtained had the overthrow not occurred. This award is based on the Umpire's judgment of the location of the base runner at the time of the release of the ball that was "overthrown". The ball becomes dead and any base runner advancement is limited to the bases awarded by the Umpire.
 - b. Ball stays in play: The ball remains alive and a runner may continue to advance any number of bases with risk of being put out.

IV. UMPIRING

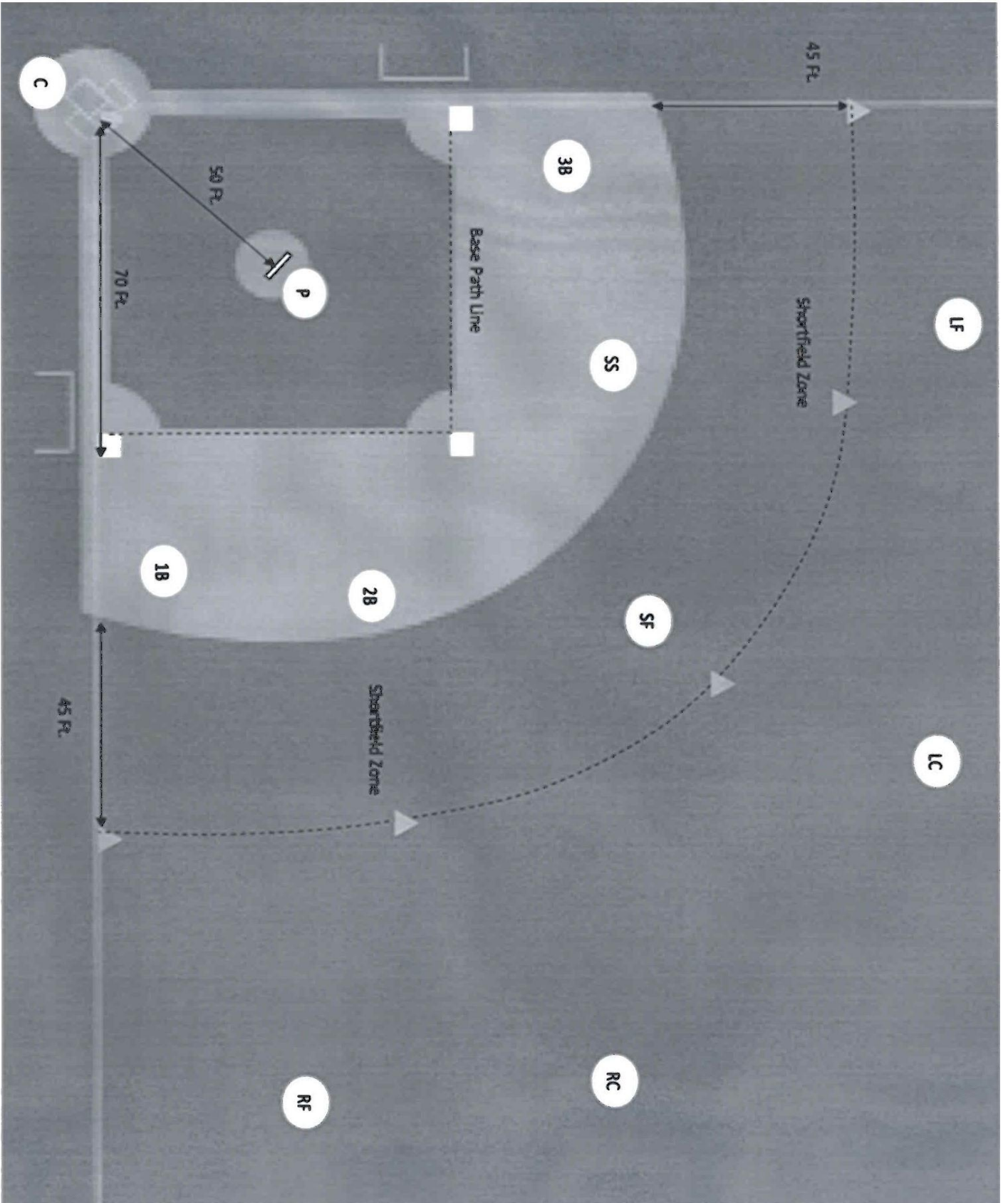
- A. No Umpire is expected to be subjected to any undue aggravation or abuse. Umpires have full authority to eject any players for unsportsmanlike conduct or excessive verbal abuse.
- B. Any and all player(s) involved in any physical altercation will automatically be ejected and be suspended for two (2) consecutive games (regular season and/or playoff) and could become an immediate candidate for further game suspensions.
- C. Any ejected player must leave the ballpark (be entirely out of sight) before the game will continue. If the ejected player refuses to leave, the Umpire can forfeit the game to the opposing team.
- D. Any player ejected from a game for any reason must submit a written request to the Commissioner for reinstatement consideration. The Commissioner's, after consulting with Team Captains, ruling will be final.
- E. **Pre-game**
 1. Arrive early enough before game time to review and confirm that the field is in playing condition.

2. Set up bases and cones (see Exhibit 1)
3. Insure the pitcher's distance from home plate is clearly defined.
4. Meet with both Captains to discuss ground rules and any other items that should be understood before the game.

B. During the Game

1. Enforce all rules of the game as described by ASA and special TAG rules.
2. Monitor batting orders and positioning of defensive players.
3. Keep track of runs scored for both teams and confirm the score with each team at the end of each half inning.
4. Keep the teams hustling between innings to give both teams every opportunity to complete games. If a game is moving slowly or bad weather is threatening to make the game a "shortened game", keep each Captain informed of your concerns at the end of each half inning.
5. Keep monitoring the pitcher's distance (45) feet from home plate. Keeping the pitcher back is for his/her personal safety.
6. Keep bases properly aligned.

(EXHIBIT 1)



Game Score Sheet

#		Line Up	Pos.	1	2	3	4	5	6	7	8	9	10	AB	R	H	RB

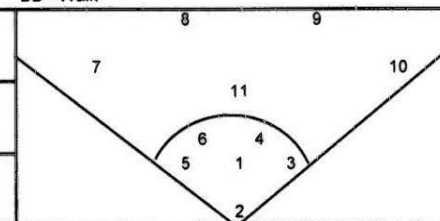
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POSITIONS				SCORING		
1 Pitcher	5 Third Base	9 Right Center/Right	K - Strikeout	2B - Double	SAC - Sacrifice	
2 Catcher	6 Shortstop	10 Right Field	L# - Lineout, fielder	3B - Triple	FC - Fielders Choice	
3 First Base	7 Left Field	11 Shortfield	F# - Flyout, fielder	HR - Homerun	E - Reached on Error	
4 Second Base	8 Left Center/Center		1B - Single	BB - Walk		

Home Captain Signature: _____

Visitor Captain Signature: _____

Umpire Signature: _____



(EXHIBIT 2B)

I. Game Score Sheet

A. Abbreviations

F.....Fly ball that is caught for an out.

L.....Line drive that is caught for an out.

E.....Error. Indicate position.

K.....Strikeout swinging.

(Backward K)....Strikeout looking.

FC....Fielder's Choice

RBI... Run Batted In

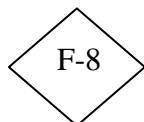
BB....Base on Balls (Walk)

SAC...Sacrifice. (Given to a batter that hit a ball and was out; however, allowed a base runner to advance or score.)

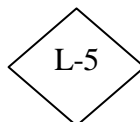
B. Book Keeping Tips

- Any ball caught in the air should be recorded as "F(position # that caught ball)" or "L(position # that caught ball)"

Batter:

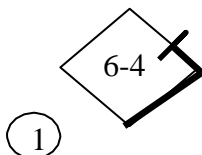


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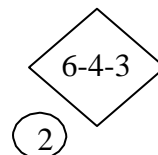


- Any ground ball for an out should be recorded as just the position numbers of every defensive player that touched the ball to help on that out. (Example: With a runner on first base, the batter hits the ball to the shortstop. The shortstop tosses the ball to the 2nd baseman for the force out at second and the 2nd baseman throws the ball to first base to get the batter out at 1st base. In the scorebook, this should be recorded as follows: for the runner on 1st base going to second, that runner is out by a 6-4 (shortstop to 2nd baseman). The batter is out at 1st base by a 6-4-3 (shortstop to 2nd baseman to 1st baseman).

Runner:



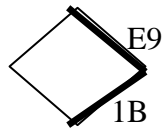
Batter:



- To record an out, place the number corresponding to the out that occurred in the bottom left corner of that score box.
- At the end of each inning, draw a diagonal line to the lower right hand corner of the last batter in the inning. This will help you keep track of where you should start the next inning.

- Any time a run scores, color in the diagram of the infield in that score box.
- Put a “dot” for each RBI that a batter receives during that at-bat in the upper left hand corner of that score box. Remember, give a player an RBI for each run that scores because of his at-bat but that the defense did not make an error to allow the run to score.
- A hit, double, triple, or home run is given to a batter as long as the defense did not make an error to allow the batter to get to whichever base he stops at. Whatever base the batter stops at determines if it was at 1B, 2B, 3B or HR. You can have a hit and an error on the same batter. For example, the batter hits the ball to right field for a 1B. The ball rolls between the legs of the right fielder allowing the batter to continue to second. This is scored 1B for the hit and an E9 between 1st and 2nd base because the error allowed the batter to advance to 2nd base.

Batter:



- When calculating the number of “at-bats” a player had, getting walked and sacrifices do not count as an “at -bat.”