

LAKE CITY SLOWPITCH SOFTBALL ASSOCIATION

MEN'S LEAGUE RULES

IMPORTANT LEAGUE NOTES:

GAME TIME IS FORFEIT TIME

These rules are for league only

1. May start with 7 of team's roster players
2. A team that is short players may pick up NO MORE THAN TWO PLAYERS
 - If a team starts with 7 of their own +2 pickup players to get to 9 and another ROSTERED player shows up that player can enter the game and bat in the 10th spot on the lineup card.
 - If pickup players must leave the game and there is no roster player to replace them the vacant spot on the lineup card will be recorded as an out. The game is NOT a forfeit.
3. Pickup players are limited to two. Tuesday teams may pick up any players. Monday teams cannot have more than 2 "D" or higher ranked mens players in a lineup, Thursdays cannot have more than 4 "D" or higher players in a lineup.
4. All vacant spots in the lineup are OUTS.
5. Once the game has started teams may not pick up anymore non-roster players.
 - Roster player can be added to the lineup card whenever they show up. They DO NOT have to have been listed on the lineup card before the game starts.
6. If a pickup player must leave the game for any reason, the team CANNOT pick up another non- roster player to replace them.
 - a. ONCE AGAIN – a rostered player can enter the game at any time.
7. When your missing player arrives, they MUST enter the game ASAP.
8. No pickup players for league tournament
9. Open roster batting.
 - a. All rostered players MAY bat and enter field at any time (no limit)
 - b. If a player is injured and no sub is available then that batting position is an out (regardless of batting position)
 - c. If a player is ejected from the game; and there is not a sub on the roster, the game is forfeited
 - d. You cannot add to your batting line up after the game has started unless you have less than 10 players or are using a pick up player

Time Limit: 65 Minutes

Home Runs:

Monday -- 1

Tuesday -6

Thursday -2

Mercy Rule:

15 runs after 3 innings

10 runs after 5 innings

Profanity: First time –Team Warning

Second time – Team out is assessed

Third time –Team Player will be ejected

Ejected Player: 1. Must leave the complex for the remainder of the night.

2. Must be replaced in the lineup with a player who has not been in the game yet.

3. Must be a player from that team's roster

Stealing: Allowed on all nights

Tie Breakers: Tie breaking rule will be in effect