

## **2018 Senior Women's Softball League (SWSL)**

### **A. GENERAL**

The purpose of SWSL will be an organized effort to expand the number of senior women's softball teams in and around Albuquerque. It is our goal that senior women softball teams will be recognized by the City as an independent league for women as is offered to senior men. SWSL with the same opportunities to play safer and modified senior rules applicable in senior tournaments. Further, to be assigned one (1) designated field on Monday nights, and to independently select and pay our umpires. SWSL is an independent league paying lessee field fees to the City.

The Senior Women's Softball League (SWSL) is an affiliate of New Mexico Senior Sports Foundation (NMSSF), a 501 (c) (3) organization. It should be recognized that this league was established through the efforts and support of New Mexico Senior Sports Foundation (NMSSF), Silver Gloves Senior Women's Softball League, and the City Sports Division of Albuquerque and a Governing Body representing each team.

This league will be governed by SWSL rules similar to Senior Men's League with the City of Albuquerque Parks and Recreation Players Code of conduct and Regulations. The "Governing Body" will consist of one representative from each participating team. Amendments to this document may be purposed in writing by way of any captain of the SWSL "Governing Body". An amendment will require a majority vote of the Governing Body or their designee. The amendment will be effective immediately. It is understood that the goal is to play modified senior rules.

Anthony Parra, NMSSF, will assist in organizing the league, scheduling umpires experienced with SWSL rules. The umpire will receipt for payments each Monday night per NMSSF procedures. The umpire will be paid \$25 per game from SWSL funds by NMSSF on a game-by-game basis. In the case of rainouts or forfeits, the umpires will be paid unless notified one (1) hour prior to game time.

Fees and deadlines are announced by the SWSL Coordinator following a meeting with the City of Albuquerque. Checks are payable to NMSSF. Silver Gloves players pay their organization via their treasurer, Lynette Ewer. Their treasurer transfers the fee from Silver Gloves to the SWSL account. Independent teams submit their team check (payable to NMSSF) directly to SWSL Coordinator for deposit in SWSL account. The fee is not refundable.

A vote of confidence in the coordinator will be required at the beginning of each year. Pat Stanalonis received a vote of confidence to serve as 2018 Coordinator of SWSL. The SWSL coordinator may be replaced at the Governing Body's discretion. The Coordinator votes only in the case of a tie and will maintain the master roster for all SWSL teams and maintain the accounting records to match with NMSSF check register. Each year or as required, the Coordinator and Governing Body will review and establish the Rules and Regulations of this league. Each team will submit their SWSL roster with USSSA Waivers and Code of Conduct attached for each player, a check and other associated forms to the Coordinator by listed deadlines. SWSL will attempt to schedule games with an equal number of 6:30, 7:30 and 8:30 games per team. Voting captains include, Mary Rael, Lois Gray, Cindy Sunstrom, Althea Montoya (or Tommie Gonzalez), Joyce Montoya, Pauline Gutierrez, Lou Wilburn, Shirley Johnson, Josie Gonzales (or Adele Thompson). Arvita Higgins will co-sign.

The team fee includes field rental, lighting, preparation, lining and maintenance, field supervisor, team sanction with USSSA Director (RCTI, P.O. Box 11369, Albuquerque 87192), balls, scorebooks, lineup sheets, umpires and various administrative fees (copies, stamps, captain's packets, etc.). NOTE. SWSL successfully applied for a one-time \$500 grant from NMSSF to help cover the expense for a port-a-potty for 2018.

### **B. TEAM COMPOSITION & PLAYER ELIGIBILITY**

1. All teams joining SWSL will register their teams directly with the SWSL coordinator rather than the City. SWSL will register each team with United States Senior Softball Association (USSSA) and pay the annual USSSA sanction fee.
2. SWSL players may also play on City teams and visa-versa.
3. Players of SWSL must be 50 years old before the end of the current year. Exception: Fall Fun League is open to ladies reaching 50 in the next calendar year.
4. Any game played with ineligible players is forfeited to the opposing team. An ineligible player is defined as city banned, under age, not on SWSL team roster, or taking the field prior to signing the SWSL team roster, Code of Conduct, and a waiver.
5. Teams must guarantee at least nine (9) full-time "core" players to be eligible to register with SWSL. The maximum on any one team is eighteen (18). If a team starts with 9 players, the team may add players to the bottom of the lineup as they arrive. The game is forfeited if a team cannot field nine (9) core players listed on their original roster. Five (5) minutes will be given after game time before the umpire calls the game. \$25 will be charged to the forfeiting team to cover the umpire fee.
6. Anytime during the season, eligible new players may be added to a roster up to a maximum of eighteen (18). New players may permanently replace players up to the maximum of eighteen (18) total players.
7. All teams must provide their own bats, gloves and practice balls.
8. SWSL teams may play with up to eleven (11) defensive players. A team must field a minimum of nine (9) core players otherwise a forfeit will be declared and a \$25 forfeit fee will be assessed.

9. If a team has less than eleven (11) players, they may pickup players from other SWSL teams. These pickup players must be added to the bottom of the lineup. A team may only pickup enough players to make them “whole” at 11 players. In addition, a team may list two pickup players as subs on their team lineup card, however these subs can only enter the game if there is an injury. Example: If a team has 10 core players, they may pickup one (1) player and one (1) pitcher.
  - a. Pickup players cannot play if core players are available and are capable of playing. The exception is a pickup pitcher which may play in lieu of a core player. In this case, the pickup pitcher must pitch. This allows a team to pickup a pitcher even if they have 11 or more core players.
  - b. Pickup players must wear the shirt of their primary team to be easily identified/counted.
  - c. Any one player is limited to no more than one pickup game per night. Failure to adhere to this rule results in a forfeit.
  - d. Pickup players must wear the shirt of their primary team to be easily identified/counted.
10. Keeping with the goal of maximizing playing time and minimizing bench sitting, double-rostering will be considered and voted into the rules each year by the Governing Body. By vote of captains, there will be no double rostering in 2018.
11. The switching of defensive positions is allowed at any time, but the batting order must remain the same.
12. If a player is injured, becomes ill, or is called away due to an emergency and there is no other team player available, that player’s batting position will be dropped from the lineup and it will not be considered an out. Subsequent players will move up one position in the lineup.

### C. RULES OF PLAY

1. A five-run per inning senior rule will apply. The inning ends when the team at bat scores five (5) runs. This rule does not apply to the open inning. At the 45 minute mark the umpire will declare the following/next inning to be the open inning.
 

The flip-flop rule will be invoked in any game when there is a 10-run differential in favor of the visiting team at the start of the open inning. If the visiting team is ahead by 10 or more runs, the home team will remain at bat and start a new at-bats (beginning their seventh or last inning at-bats), meaning all runners then on base will return to the dugout. It will be an open inning. If the home team fails to tie or go ahead of the visiting team, the game ends and the visiting team wins. If the home team ties or goes ahead, the visiting team takes its turn at bat.

If the visitors are leading by less than 10 runs, then they may score enough runs to go 15 runs ahead. At that time the home team will bat and can only score enough runs to tie the game. At that point the game goes to the international tie breaker rule.
2. Any legal pitch (6 to 12 foot arc) landing on this mat is called a strike by the umpire. Any part of the strike zone may be used to make an out by a defensive player.
3. A strike zone mat, a scoring mat and a double bag/mat at first base will be used.
  - a. Strike zone mat will be placed over home plate. Any legal pitch (6 to 12 feet arc) landing on this mat is called a strike by the umpire. Any part of strike zone may be used to make an out by a defensive player.
  - b. The scoring mat will be placed eight (8) feet from the back of home plate in foul territory aligned with first base line. A runner scores when one foot or other appendage is down on the scoring mat before a defensive player in possession of the ball touches anywhere on the strike zone mat. If a runner steps on the strike zone mat, an automatic out is called. The ball is live.
  - c. A double bag/mat shall be placed at first base, a double portion of it being in foul territory. For the purposed of plays at first base, the entire bag shall be considered to be in fair territory. If there is a play on a batter/runner going to first base, the batter/runner must touch the base that is in foul territory. She will be called out if she fails to do so. Exception: if a defensive player has to move onto the base from foul territory to make a play, the runner may touch either base, if in the judgment of the umpire, the runner touched the inside base to avoid collision. Similarly, a runner approaching 2<sup>nd</sup> or 3<sup>rd</sup> base may not run out of the baseline to interfere with a defensive player in making a catch or throw. Runners intentionally interfering (i.e., going out of the baseline, yelling, or causing a distraction) in the judgment of the umpire, will be called out.
4. Tagging is prohibited between the “no return line” and home plate/scoring mat.
5. Runners:
  - a. Unlimited courtesy runners may be used once per inning. Any player on the team lineup may be a courtesy runner once per inning. However, a player who is replaced by a courtesy runner may not become a courtesy runner in the same inning.
  - b. Once a courtesy runner has touched a base she may not be replaced by another courtesy runner except for injury.
  - c. No lead-offs. Runners must be on the bag until the ball connects with the bat.
  - d. If the batter hits a fly that is caught, the runner must re-touch or stay on the bag before advancing.
  - e. A courtesy runner whose turn at bat comes while the runner is on base will be declared out. The runner will vacate the base and take his turn at bat. A second courtesy runner cannot be used.

- f. Absent a force out, a runner who advances toward 2<sup>nd</sup> or 3<sup>rd</sup> base becomes a live runner who can be tagged out in a rundown. If the rundown results in a third out, all runs scoring before the tag will count as runs scored.
  - g. A line will be drawn perpendicular to 3<sup>rd</sup> base line, 30 feet from home plate (“no return line”). A runner passing over this line may not return to third. Violation results in an out. The ball remains alive and in play.
6. The “Wendy Rule” will apply. One batter from each team may have a designated runner. “Wendy” applies to a player who can otherwise participate but is unable to run. “WR” must be shown on the lineup at the beginning of the game. The courtesy runner must be on the team’s lineup. Both the batter and runner must announce themselves to the umpire. The designated runner runs from the fence and is not eligible to run for another player in the inning. An out will be declared if the batter (aka “Wendy”) runs beyond 10 feet from the batter’s box or interferes with the play in the opinion of the umpire.
  7. At the middle of the summer season, captains will determine which, if any, equalizers should be considered. For example:
    - a. Runs to be given to lower teams
    - b. Divide into Gold and Silver divisions
    - c. Lower two teams may field twelve (12) defensive players.
    - d. If applicable, age divisions for all team competition will be determined by the age of the youngest team player as of the current year.
    - e. Other
  8. Count will be 3 balls, 2 strikes with a courtesy.
  9. The Pitcher’s Box comprises a rectangular area from the front of the Pitcher’s plate (rubber) and extends back 10 feet and perpendicular from the Pitcher’s plate. The pitcher must take a position with a least one foot in contact with the pitcher’s box. The pivot foot must remain in contact with the pitcher’s box until the pitched ball leaves the hand. If a step is taken, it can be forward, backward or to the side provided the pivot foot is in contact with the pitcher’s box and the step is simultaneous with the release of the ball.
  10. Mercy Rule. A team may request a mercy ending at any time after four (4) completed innings.
  11. The length of a game will be 55 minutes unless shortened due to weather. The umpire and captains have sole discretion to make the call to delay, reschedule or finish the game. After four (4) inning, if a game is called, the winner is declared by score.
  12. If teams are tied, the teams, the International Tie Breaker Rule will apply:
    - a. Teams start each half-inning with runner on second base.
    - b. The runner is the last batter of the previous inning whose turn at bat had been completed.
    - c. No substitute or courtesy runner may replace her until she reaches 3<sup>rd</sup> base.
    - d. If the last batter of the previous inning cannot continue because of injury or illness, she will be declared out and the next previous batter will be the tie-breaker runner.
  13. Only USSSA Classic W – “The Rock” balls are allowed in SWSL.
  14. Any bat with BPF of 1.21 or less is legal. Altered/modified bats are considered illegal. It will be an automatic forfeit if illegal bats are discovered.
  15. The distance of the bases will be as set up by the City.
  16. Automatic Infield Fly rules applies. A fair fly ball that in the judgement of the umpire can be caught by a fielder with ordinary effort when first and second bases or first, second and third bases are occupied with less than two (2) outs. *Note.* When it becomes apparent that the batted ball will be an infield fly, the umpire shall immediately declare in a clear and loud voice, “Infield fly – batter is out”. If the ball is hit near the foul lines, the umpire shall declare, “infield fly – if fair”. The ball is live and runners may advance at the risk of the ball being caught, or they may re-touch the base and advance after a fielder touches the ball. Failure of the umpire to call “infield fly”, does not negate the infield fly. If the error is discovered prior to the next pitch, the infield fly rule may be called.
  17. Winning teams are determined at the end of the season by this order: 1) win/loss record 2) head-to-head results; 3) total runs scored against head-to-head teams; 4) total runs allowed; 5) total runs scored; 6) coin toss.

#### **D. SAFETY AND APPEARANCE**

1. Intentional running or sliding into a defensive player is an automatic out. Sliding is permissible at second and third base only.
2. Metal cleats are not permitted.
3. Use of pitching screens, face protections and the wearing jewelry will be up to the individual. Wearing of face protection is encouraged. Pitching screens will be provided by the City but their use is optional in SWSL.
  - a. The screen will be placed in position depending on the pitchers delivery. The screen will be located parallel to and three (3) feet from the pitcher’s plate.

- b. For any given at bat, the first time the batter hits the screen will be a foul ball (also called “warning”). A batter is out by hitting the screen on the 2<sup>nd</sup> or 3<sup>rd</sup> strike.
4. Players must wear numbered shirts of the same color. No duplicate numbers on the same team.
5. Medical alert items, watches and other jewelry may be worn.

#### **E. CAPTAINS & MANAGER RESPONSIBILITIES**

1. Provide a list (temporary as it may be) of each player’s name, date of birth, and contact information to the SWSL Coordinator.
2. Keep players informed on SWSL rules and requirements.
3. Provide fully executed SWSL Team registration rosters with USSSA waivers (or copies of waivers to the SWSL Coordinator by deadline. The City of Albuquerque Parks and Recreation Player Code of Conduct rules will apply. Each player must sign a Code of Conduct.
4. Complete team lineup sheets and give to the umpire and opposing team five (5) minutes before game time. Original to umpire, second to opposing team, third for dugout. The final score is recorded on the fourth copy and given to the SWSL statistician, the coordinator, or their designee immediately following the game. A team may bat all players.
5. Home team will furnish the official scorekeeper.
6. Only the umpire, League Coordinator and one (1) manager/captain/coach for each team will resolve all field controversies. Take action to exclude all others from discussions.
7. Teams are responsible for the conduct of their supportive spectators.
8. Insure that all bats used are legal.
9. Complete another SWSL registration roster to add-on players and attach their waivers and Code of Conduct prior to game time.

#### **F. UMPIRES**

Anthony Parra will provide SWSL with umpires trained and experienced in calling senior rules. Players may not be umpires and SWSL retains the right to disallow any umpire.

1. Umpires will be paid a fair rate per game. Umpires will complete and sign the NMSSF receipt after all games are called and present it to our coordinator or the treasurer of NMSSF or designee for reimbursement. Checks will be mailed within the week following the game.
2. If a game is canceled (weather, sprinklers, etc.), the umpire will be paid for the first game unless he/she has been contacted two (2) hours prior to game time.
3. Umpires have the right to eject any person from the dugout, stands or field for misconduct, disrespect to others, delay of game, use of profanities and obscenities or any other reason deemed necessary.
4. The Coordinator may request a written report from the umpire regarding the event, dispute, or protest.
5. The umpire will declare the start time to the scorekeepers on each team.

#### **G. PROTESTS**

1. An official protest must be submitted in writing to the SWSL Coordinator within 24 hours of the incident. The protest must include date, time, place of the game, the decision and/or condition surrounding the cause of the protest and essential facts in the matter of the protest.
2. Protest will be adjudicated by the Coordinator and governing body within five (5) days of receipt.
3. A protest based on the misinterpretation of a playing rule shall be filed immediately by the captain/manager but before the next legal/illegal pitch is made to the batter.