

Florham Park Recreation Department • Men's Softball League
Rules and Regulations • Updated 5/14/14

1. The league consists of 6 teams. Each team will play 14 games. Each team will make the playoffs, which is a single elimination tournament of best of 3 series games.
2. ASA rules are in effect at all times, unless otherwise noted.
3. All team rosters, fees, and registration forms are due to the Florham Park Recreation Department no later than Friday, March 21, 2014.
4. Games are held at Beechcrest Park, Briarwood School, and Ridgedale Middle School on Sunday mornings. Regular season games are double-headers. Game times are 9:00 am and 10:45 am, unless otherwise stated. Forfeit time is 15 minutes after scheduled start time. Field must be cleared 15 minutes before game time. Games must start on time.
5. The winning team's manager is responsible for reporting the result to recreation@fpboro.net. Results will be posted at www.florhamparkboro.net/recreation/menssoftball.htm.
6. Team rosters are limited to 15 players. Prior to the start of the season, teams are drafted by managers, under the supervision of league directors and the Recreation Department. Managers are assigned to their respective teams (if they are playing). A waitlist of interested players will be kept on a first-come first-served basis to fill roster openings during the season. Roster additions may be made through the 8th game played, from the waitlist. All added players must be registered and paid prior to playing. Any player added to a roster after the starting date must play in 6 games in order to be eligible to play in the playoffs.
7. Prior to the start of each game, both managers will verify that players are listed on the official rosters. Managers and umpires may request a valid driver's license or other acceptable form of identification from players.
8. One official umpire will be present for regular season games. Two official umpires will be present for playoff games. Umpires are responsible for all ruling interpretations, and to ensure the integrity of the game is upheld. Prior to the start of each game, managers will discuss all ground rules with the umpire. Any protest involving judgment calls by the umpire will not be honored – only protests involving the interpretation of the rules. An attempt should be made between the umpire and managers at the time of an infraction to resolve the problem. Protests must be made immediately, before the next pitch is thrown. The decision of the umpire is final.
9. Slow pitch arc rule is 6' to 12' – no lower and no higher. The pitcher may take a few steps away from the mound (up to 3 feet). If the pitcher throws an illegal pitch, the umpire calls "illegal." If the batter swings, the resulting play stands, whether or not he misses the ball. If he lets it go, it is a ball. A rubber plate extension is used for calling strikes. If the pitch lands on home plate or the extension, the pitch is a strike. The home team is responsible for laying and removing the home plate extension for each game.
10. Games should be played with 10 players per team. A team must start a game with a minimum of 8 players. A 9th and 10th player may enter the game at any time, but will bat at the bottom of the order, respectively. If extra players (11th-15th) are used, all players must bat, and any 10 of 15 may play in the field. Defensive players may be changed, but batting order must remain the same. All defensive players must be stationed in fair territory. If a player in the lineup starts a game and later leaves due to injury or personal reasons, his next at-bat will be an automatic out. If prior to the game, both managers discuss a player's expected early exit, the at-bat after exit will not be

considered an automatic out. In both of the previous scenarios, the batting order shifts one spot up. The automatic out will not be a game-ending out (sixth inning only).

11. A game lasts 6 innings. A complete/official game is 4 full innings (3 ½ if home team is leading). If a game is called due to weather conditions after a complete/official game, the final score reverts back to the end of the last full inning played.
12. 15 run mercy rule is enforced after the game becomes complete/official.
13. Batters start with 1-1 count. If a player hits 1 foul ball with 2 strikes, the batter is out. No bunting, leading, or stealing. 6 home runs maximum per team. Any batted ball hit out of play on the fly will be considered a home run toward this rule. Any home run after the 6 home run maximum will be considered an automatic out for the remainder of the game. One player per team gets a courtesy runner, which is the last recorded player out.
14. All base runners must “slide or avoid” on any attempted tag play. No fake tagging. No contact or barreling players. Automatic ejection from the game if this rule is broken. Base runners will be awarded one base for throws that reach out-of-play territory.
15. Each team is responsible for providing its own bats. No high-performance bats (titanium, multi-wall, double-wall, multi-shell, wraps, etc.) are allowed during the game or batting practice. Umpire and managers have the authority to inspect all bats. First offense: automatic out and bat removed.
16. Each home team will be provided with two balls per game. The league ball is a yellow 12” Dudley ASA Thunder ZN HyCon (COR .52/300 lbs. max. composite). This is the only ball to be used during games and batting practice.
17. All players must wear rubber cleats. No metal spikes. A player will be ejected for wearing metal spikes.
18. All players should wear appropriate protective equipment, such as batting helmet, athletic supporter, catcher’s mask, and pitcher’s face shield. Children are not allowed in the dugouts or on the field of play.
19. Any player using abusive language toward an umpire will be automatically suspended from participating in his team’s next game. If the next game is canceled due to weather, that game is not marked as the suspension. Please remember that you are representing Florham Park, and children may be present.
20. Any player who strikes another or is involved in a fight will be thrown out of the league indefinitely.
21. Any team not abiding by the above rules will automatically forfeit its next game.

NO ALCOHOLIC BEVERAGES
PER BOROUGH ORDINANCE.

WATCH YOUR LANGUAGE.

KEEP THE FIELD CLEAN! PLACE ALL
LITTER IN PROPER RECEPTACLES.

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