



## COED SOFTBALL LOCAL RULE BOOK

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**CANCELLATION LINE**  
**410-548-4900 EXT. 5**



**LEAGUE STANDINGS AND SCHEDULE  
POSTED AT**

[www.quickscores.com/wicomico](http://www.quickscores.com/wicomico)

WICOMICO COUNTY RECREATION, PARKS AND TOURISM  
SALISBURY, MARYLAND 21804

**WICOMICO COUNTY DEPARTMENT OF RECREATION AND PARKS  
SALISBURY, MD**

**2018 WICOMICO COUNTY SPRING  
CO-ED SOFTBALL LEAGUE**

**League Rules  
UPDATED June 30, 2018**

**LEAGUE REQUIREMENTS-TEAM AND PLAYER REGISTRATIONS**

- a. All teams will be permitted to sign as many players as they deem necessary. It is recommended that teams carry enough players to make up a rained-out game and avoid forfeits.
- b. All team fees and a copy of the team roster must be submitted to the Recreation Department by **July 26, 2018**. A minimum of 10 player contracts and fees must be submitted by **July 26, 2018**.
- c. Players who sign with multiple teams.
  1. Players may only be on one roster at any given time.
  2. Players are bound to the team with whom they sign with first.
  3. If a player signs with more than one team, he/she is ineligible to play for either team until he/she is properly released from the team that they sign with second.
  4. If found to be playing with multiple teams than that player shall be considered an illegal player for the second team that they signed a contract for.

**d. Player Transfer:**

Once a player is registered with a team in a particular division, that player will only be permitted to move laterally or up in divisions. Provided his proper release has been given.

- In order to properly release a player from a League Entry team the coach/manager and player must complete the release form and send an e-mail to the Athletic Complex Manager and the Program Coordinator.
- Once accepted the released player must now complete and pay for a new player contract form to be assigned to their new team.
- i. For example: a player on a team in Division III can move to a Divisions I or II team, and to Division III with a team with the same record or better. A player may not move to Division IV during the season or a team within the same division with a worse record

**Players that play on a TEAM ENTRY ONLY TEAM ARE NOT ALLOWED TO BE TRANSFERRED.**

- e. **PLAYER REGISTRATION BEFORE THE SEASON BEGINS**-must be completed:
1. His/Her contract is properly signed and a **\$32.00** fee is paid.
  2. He/She is properly released from another team or league to play in this league and his/her contract and release are turned into the Recreation Department by 6 p.m. the day of the game (through the Box Office or by registering online prior to 6 pm). All contracts turned in after 6 p.m. will be acknowledged the following day.
  3. Any player suspended from any other league after Feb. 10, 1987, will not be eligible to play in this league until he is reinstated in the league from which he was suspended.
- f. **TEAM ENTRY REGISTRATION BEFORE THE SEASON BEGINS**
- a. **Adjustments will be allowed to a Team Entry team before the season begins, i.e. Removing players to add new players.**
  - b. **Team Entry players are not allowed to be released once the season has begun.**
2. Teams paying using the TEAM ENTRY option, are given 16 roster spots at no additional cost. Over 16 players a player contract fee will have to be turned in.
- g. **Player and Team Entry Contracts after the season begins:**
1. All teams are allowed a maximum of 20 rostered players,
  2. **TEAM ENTRY** teams that have more than 16 rostered players each additional player **MUST** pay a separate contract fee.
    - a. **Players paying a separate contract fee for a TEAM ENTRY team, are still bound by the same parameters and MAY NOT be released.**
  3. All players registering after the season begins **MUST** registered through the box office.
  4. No registrations will be taken on site at the fields.
    - a. This is to ensure that all players will be added correctly to their team's roster on line and that they also have a receipt of when they registered for the league.

**GAME TIME**---Games will be played primarily on Friday evenings.

- Game times will be 6:30, 7:30, 8:30 and 9:30 pm if needed.
- Alternate Sunday dates may be used at the discretion of the league in order to complete the season on time.
- There will be a 5-minute grace period allowed only on the first game scheduled at a field.
- If 8 players are present and a minimum of 4 or more are female players that game must begin.

## RESCHEDULING OF GAMES

- All teams will be allowed to make preseason requests
  - Limited to a maximum of three (3).
- The league will make every effort to honor those requests. **However, the league is not obligated to do so.**
- Once the official schedule is published, games will only be rescheduled due to weather-related cancellations. **NO EXCEPTIONS.**

**Scheduling requests must be submitted in writing or by email to [bworkman@wicomocounty.org](mailto:bworkman@wicomocounty.org) the Athletic Complex Manager by 6 pm on 7/26/2018**  
**Requests received after this date will not be honored.**

## TIME LIMITS

- There will be a 1 hour 15minute time limit on games.
- No new inning may begin after 1 hour and 15 minutes has expired from the actual starting time of the game.
- If a game is tied and time is still remaining the game shall go to extra innings using the following format:
  - International Rule-Put the last out on Second Base and play is now One Pitch to each batter. No Foul to Waste.
- Once time has expired if the game is still tied, it shall be scored as a tie.
  - Exception: Playoffs, all games must have a winner, NO TIES

## FITNESS OF GROUNDS

- There shall be a one-half hour (:30 minute) maximum waiting period in any case where a game is interrupted due to weather conditions.
- The game is officially postponed when the umpire determines that the field/playing conditions are unsafe or both managers agree.
- A game should be called at the first sign of lightning.
  - In the event of lightning, all players and spectators must leave the ball field area, go to their vehicles and take shelter.
  - Stay out of the dugouts and bleachers.
  - Avoid going underneath trees – trees attract lightning.
  - Avoid metal fences, gates, and tall light poles and power poles.
- The Program Director will update the cancellation line if games are being canceled due to inclement weather by 4:00 pm.
- It is the responsibility of each coach to call the Department's cancellation line
  - (410-548-4900 ext. 5)
- If there is nothing on the cancellation line, your team is expected to be present at the game unless you have been notified that the umpires have canceled.

## RAIN-OUTS

- If four (4) innings have been completed (3 1/2 if visiting team is losing) when the game is called, the game shall be considered complete and official.
- If this is a **Regular Season** Game and four (4) innings have not been completed when the game is called, the game will be re-scheduled from the beginning and the previous results are erased.
- If this is a **Playoff Game** and the game has been called due to rain or darkness, the game will be put into suspension mode and will be picked up from the exact point in which it was stopped and the remaining innings to complete the game shall be finished, regardless of what inning it was in.
- All Playoff Games must be a complete 7-inning game time limits are lifted in the Playoffs.
  - Exception: All Mercy Rules are still in effect.
  - The game goes extra innings
  - Extra-Inning Games do not adhere to the International Rule-Play as normal
- Games will be made up as soon as possible.
- If a Friday night cannot be used, then games may be made up on Sunday afternoon and evening.

### A. STANDINGS

- a. Umpires shall hand the nightly scorecards into the site supervisor after all the games have been completed.
- b. The standings will then be updated on leagues official website which is [www.quickcores.com/wicomico](http://www.quickcores.com/wicomico)
- c. Standings will also be placed on the bulletin board on the West side of the Concession Stand.

**EQUIPMENT---** Each team will be responsible for supplying its own game equipment:

**Official game balls are to be determined; by Recreation Department prior to the season**

B. The following softball have been approved for the 2018 season:

- i. Women's: AD Starr Tattoo .44 cor, 11", 400 compression**
  - ii. Men's: Dudley Thunder Heat ZN .40 cor, 12", 325 compression**
  - iii. Men's: Worth Gold Dot Xtreme .40 cor, 12", 325 compression**
- a. Additional balls will be available for purchase at the Henry S Parker Athletic Complex.
  - b. Bats and other equipment (catcher's mask, etc.) are to be provided by the teams (USSSA banned bat list will be used). [www.ussa.com](http://www.ussa.com)
  - c. Fast pitch bats are permitted for use in the coed softball league.

## FORFEITS

- a. If a team forfeits more than four (4) of their Regular Season games, the result will be disqualification from all awards and playoffs.
- b. In the event both teams of a scheduled game fail to appear for the game, each team will be credited with a forfeit.
- c. In the event a team forfeits and does not notify the Athletic Complex Manager or Program Coordinator before the game begins, that team will be assessed a \$30.00 umpire fee for each game forfeited.
- d. A team making the notification before 5PM shall not be assessed this penalty.
- e. Teams that show up for their scheduled game and have more than five (5) rostered players present at the time the game is scheduled to start WILL NOT be assessed the penalty fine. Five (5) players or less WILL BE assessed the penalty fine. **Reason: this is an expense not accounted for by the league as umpires get paid for any game that they show up for.**
- f. Penalty fees must be paid within two weeks of the forfeit occurrence.

## EJECTIONS- There are NO WARNINGS

- a. All players/spectators ejected from a game must leave the ball park area completely. This includes the bleachers and other surrounding fields.
  - i. All ejected player/spectators are required to remain in the parking lot area or leave the premises completely.
  - ii. If said player/spectator refuses to leave the field in a timely manner the umpire and or site supervisor shall have the authority to forfeit the game immediately.
  - iii. There are NO WARNINGS; ejections will occur immediately if the umpire deems it necessary.
- b. A player who has been ejected from any game shall not be eligible to play in the remainder of the current game being played plus the next scheduled game that is played.
- c. If a team finds that an ejected player is playing in a game illegally, that game should be protested immediately after the line-ups have been handed in or before the game is complete. **(See Protest Section above)** If an ejected player is found to be playing in a game and is caught doing so, that player shall now serve an additional 3 game suspension, for violating the Player ejection rule policy.
- d. If the game is protested and upheld, the game will be considered a forfeit.

## **UMPIRES**

- a. The umpires shall be appointed by the assignor for all games.
- b. If the umpire does not show for a scheduled game, within :30 minutes of the scheduled game time this game will be postponed and rescheduled for a later date.
  - i. Reason: Due to USSSA Liability insurance reason all umpires and rules set forth by the Delmarva Umpires Association all umpires must be sanctioned by USSSA.
- c. The umpire has sole authority in conducting a game. If there are any questions regarding any decisions, ONLY the coach, captain, or manager may question the umpire concerning a call made during the game. ANY PLAYER APPROACHING AN UMPIRE IN REGARD TO AN UMPIRE'S DECISION WILL BE SUBJECT TO DISMISSAL FROM THE GAME BY THE UMPIRE.
- d. Umpires must give the assignor 24 hours notice if they cannot make their scheduled game, unless an emergency arises. If the umpire does not show for his scheduled game without giving notice to the umpire-in-chief, he will not be paid for the game missed and will not receive payment for one game already worked.
- e. Umpires MUST have a copy of the league rulebook at every game. Umpires are required to collect line-up cards prior to each game.
  - i. Line-up cards must include FIRST AND LAST NAMES (NO EXCEPTIONS).

## **PROTESTS AND APPEALS:**

1. **Rules Violation Protest:** A protested game will only be considered if the umpire is notified immediately before the next pitch has been thrown after the play in question.
2. The umpire will announce that the game is being played under protest and play shall continue. If the team protesting wins the game, then the protest will be voided and the result will stand. If the team protesting loses then then steps below to file a formal protest must be followed. If the umpire is not notified there will be no protest.

### **Protesting and Illegal Player**

3. In the case of protesting an illegal player or an ejected player, it **MUST BE** brought to the attention of the umpire at any time after the line-ups have been submitted and before the last out of the game has been recorded.
  - a. The manager must make the announcement that his team is playing the game under protest of an illegal/ejected player.
  - b. The game will be stopped and the site supervisor will be brought to the field
  - c. the protesting team must supply the site supervisor with the \$50.00 protest fee, refundable if protest is upheld, once the fee is in hand the site supervisor will check the team's roster on line for an illegal rostered player.
  - d. If the player is not listed on the site, he shall be declared illegal unless the player can produce a receipt from the box office that he has registered showing that he is a legal ball player if this cannot be produce then the game shall be forfeited. **NO EXCEPTIONS**
  - e. If found to be an illegal ball player; the game shall be awarded as a forfeit.
  - f. If the player can produce the receipt the game shall continue and the team will be given back their \$50.00 fee.

### **Protesting an Ejected Player**

- g. For an ejected player: if the ejection is not listed on line than the Site Supervisor will get in contact with Ed Russ to get verification.
  - h. If this cannot be settled at this point the game shall continue and if the protesting team wins the game the protest will be voided and the result will stand. If the protesting team loses the game, the Recreation Department will look into the matter at hand and a decision will be made regarding the protest on the findings and all teams involved will be notified.
  - i. If an ejected player was found to be playing illegally that player will now serve an additional 3 game suspension for violating the league's ejection policy.
  - j. All decisions are final
4. **NO PROTESTS** on illegal or ejected players will be accepted after a ball game has been completed.



- A. A protest must contain the following for a rules interpretation protest:**
1. A \$50.00 protest fee. This fee must be cash and is refundable only if the protest is upheld.
  2. A detailed written account of the situation being protested. Please use the protest form in the back of this rulebook.
  3. Rule interpretations must be stated on the report. Please include the page number, section, article and rulebook (Wicomico County Men's Slow Pitch or Official USSSA) in which it is located.
- B.** The protesting manager must notify the Athletic Complex Manager within 24 hours of completion of the game in question. Call (410) 548-4900 ext. 105 or e-mail [bworkman@wicomicocounty.org](mailto:bworkman@wicomicocounty.org) to report a protest. The protesting manager must also submit the Protest form located in the back of this rulebook to the ACM or Program Coordinator. The Complex Manager will notify League Board Representatives within 24 hours of being notified. (Weekends excluded)
- C.** The umpire must notify the league umpire assignor within 24 hours of the completion of the game in question.
- D.** A protest committee will then be formed, comprised of league officials. Excluding parties directly involved with the division protesting.
- E.** The committee will hear and review the case, and make their decision in a timely manner.
- F.** Decisions made by the protest committee are final. **NO EXCEPTIONS.**
- G.** All parties involved must attend the protest hearing, including coaches and umpire(s).
- H.** If the protesting coach does not attend the meeting, then the protest will be thrown out and the result of the game in question will stand. **NO EXCEPTIONS.**
- I.** **All protests will be heard within a maximum of five business days after the protest has been filed. Both coaches will be notified of the date of the protest hearing either by phone, mail or e-mail (if applicable).**
- J.** Once the protest date is set it CANNOT be changed.

## Illegal Players

### What happens if a team is caught using an illegal player during season?

#### A. Regular Season

- a. Illegal Player who has not registered at all is not allowed to sign with any team for the remainder of the current season
- b. The coach/manager of the team using the illegal player must serve a two (2) game suspension.

#### B. Playoff Season

- a. Teams using an illegal player will forfeit current game and is eliminated from remaining playoffs games for the season.

## DISCIPLINARY ACTION

A. **COUNTY POLICY:** Any player physically or verbally assaulting an employee, volunteer, spectator or participant will be subject to disciplinary action, which will be decided in accordance with the severity of the offense. Physical assault is defined as offensively touching, shoving or striking another person without that person's consent. Verbal assault is defined as threatening bodily harm or directing excessive profanity toward another without that person's consent. The minimum penalty for the offense shall result in a 3-game suspension with a maximum penalty of indefinite suspension from the County public recreation program.

B. No alcoholic beverages will be permitted at any of the playing fields. All offenses involving players and spectators, including and not limited to, the consumption of alcoholic beverages, loitering, creating a public nuisance and reckless driving, will be enforced as per the Penal Code of Maryland. Players are subject to ejection if they possess or consume alcohol at any of the playing fields and will be subject to further disciplinary action, which may include expulsion from the league.

C. **EFFECTIVE JULY 1, 1993, SMOKING ON COMPLEX PROPERTY WILL BE PROHIBITED.**

## **LOCAL PLAYING RULES**

- A. The League shall adhere to the present year's official USSSA Slow Pitch Softball Rules. Below are local adaptations which shall take precedence over the Official USSSA Slow Pitch Rules.

### **A. Face Mask Rule:**

- a. Catcher's Face Mask
  - i. Must be worn by any catcher Female or Male at all times when on the field behind home plate.
  - ii. The umpire will not allow the pitcher to pitch the ball if a mask is not being worn.
  - iii. Refusal to wear a face mask will could result in forfeiture for the team or the player being removed from the game.
- b. Pitcher's Face Mask
  - i. Pitcher's Face Masks are encouraged but not required at this time.

### **B. Game Balls for Game Play**

- a. At the beginning of each game, the home team will supply two new game balls
  - i. (one women's ball & one men's ball) to the umpire that will be used by both teams during game play.
- b. The visiting team will supply two slightly used balls to the umpires (must be approved by umpires).
- c. Each team should also have at least one good ball on reserve in the event that another ball is needed.
- d. A base coach will be responsible for switching out the men's and women's ball between batters.
  - i. If the wrong ball is hit, the play will be replayed using the correct ball with no penalty.**
- e. If a foul ball occurs, the base coach should have a ball ready to replace an out of play ball.
- f. Teams are responsible for retrieving their own balls.

### **C. Shoes Permitted:**

- a. Rubber cleats or tennis shoes must be worn
- b. Metal cleats are not permitted, at any time in this league regardless of the field being played on.
- c. Players will be asked to change shoes refusal to do so, could result in removal from the game.

### **D. Jewelry Rule:**

- a. For safety and injury prevention, exposed jewelry shall not be worn during the game.
- b. Players will be asked to remove the jewelry refusal to do so, could result in removal from the game.

## E. Line-Ups

- i. All line-ups should be presented to the umpire immediately upon demand
- ii. Line-Up cards must have **FIRST AND LAST NAMES** before the game begins.
- iii. Site Supervisors will have official line-up cards available if one is needed.
- iv. A game cannot start until the umpire has both line-ups.
- v. The umpire has the right to call a delay the game until both line-ups are turned in correctly.
- vi. If the game is delayed after the home plate meeting due to a line-up infraction the game time clock will still begin once the meeting has been concluded.

F. All uniforms should be numbered and be of like color whenever possible.

- a. The League shall adhere to the present year's Official USSSA Slow Pitch Softball Rules. (There may be some local adaptations that shall take precedence over the Official USSSA Slow Pitch Rules).
- b. Teams may have a maximum of two players on deck. All other players must be off the playing field and behind the fence.

## MALE----Homerun Rule

Division 1 – One homerun per inning.

Division 2 – Four homeruns per game.

Division 3 – Two homeruns per game.

\*\*Any ball tipped over the fence will count towards the Home Run total.

\*\*\*After the Home Run limit has been reached any tipped ball shall be a four base error.

## FEMALE----Homerun Rule

Unlimited for all Female Players

- B. The league will be playing with a one-one count, and a courtesy foul.
- C. Mercy Rule - the league will abide the following Mercy Rule
  - **20 after 3 innings**
  - **15 after 4 innings**
  - **10 after 5 innings**
- E. **Extra innings:** International rule plus one pitch will be used.
  - a. Last out from previous inning goes to second base all batters receive one pitch.
  - b. **Exception:** Playoffs all Extra-Inning games will be played as normal

- F. **Five men and five women play in the field at one time.** However, if only nine players of a team are present, they may play with nine as long as there are no more than five males in the game.
1. Teams must have a minimum of 8 players to start a game, including a minimum of 4 female players. If eight players are not present to start the game, the game is declared a forfeit.
  2. A team may play with as few as seven players only in the event of injury during a game.
    - a. **For example:** Team A starts a game with 9 players; 5 males and 4 females. If one of the female players becomes injured, a male player must also be removed from the lineup since you can only have one more male than female. In this scenario, the team could continue the game with 4 males and 3 females.
    - b. In all cases, you may only have one more male than female, but you can have more females than males.
    - c. In the event that a male player must be removed because of an injury to a female player the following actions will take place:
      - i. The injured Female player's line-up position shall be recorded as an out.
      - ii. The Removed Male player's line-up positions shall be passed over and play shall continue with no penalty as he must be removed from the game both on offense and defense, to abide by the one over male to female rule.
  3. If a game begins and any player is removed because of an injury or leaves the game for personal reasons or is ejected and a substitute cannot take his/her place in the lineup that spot in the order will be counted as an out each time it comes up.
    - a. If this is a female player and a male player must be removed; please refer to the above rule letter c sub section ii.
  4. If there are not enough male players to field a 10-person team. A team may play with as many female players in the field as needed to complete a team. Provided there is at least one male in the line-up.
    - a. Example 6 Females and 3 males is a legal line up / as is 9 Females and 1 male.
    - b. There must be at least 1 male player on the field at all times if the rest of the team is female players.
      - i. **Exception:** if a team begins a game with 7 female players and 1 male player and the male player is injured and is removed from the game the game may continue with the 7 female players. An out will be recorded in the male batting line-up position.

- F. Extra Offensive Players
- a. Teams may bat all players present at one time with the rules listed below.
    - i. Teams may bat additional male and female players while still complying with the rule that there may only be one more male than female players in the line-up.

**Example:**

**Legal Line- Up Options for Additional Batters**

**6 Males and 5 Females**

**6 Males and 6 Females**

**8 Males and 7 Females**

**Illegal Line-Ups for Additional Batters**

**7 Males and 4 Females**

**7 Males and 5 Females**

**8 Males and 6 Females**

G. **Batting Order**

Sexes shall alternate in batting order.

\* Players of the same gender can bat back-to-back when the lineup turns over from the bottom to the top.

For example, a team bats 9 or 11, players beginning with a male and ending with a male. The team has only one more male than female and has alternated their order so this is permitted.

\* The only exception to the above rule is when a player arrives late.

**For example:** Team A starts with 8 players (4 male, 4 female) and the lineup begins with a female and ends with a male. In the second inning, an additional male player shows up and is placed at the bottom of the lineup, giving the team 2 male players at the end. This is permitted because the team had less than 9 players to begin the game, they have only one more male than female, and the lineup alternated when the game began.

**If all nine players were present to start the game, this lineup would not be allowed.**

\* If you begin a game with 9 or 10 players and other players arrive late, they can be placed at the bottom of the batting line-up so long as they maintain an alternated (male/female) line-up (extra offensive players included up to 12 players) and they maintain a lineup with only 1 more male than female.

**\* Under no circumstances can a team bat 3 male players in a row.**

**Men and women may bat regular-handed.**

H. **Any male batter who draws a walk is entitled to receive two bases.**

- a. If the next batter is a female, she has the option of hitting or taking one base.
- b. If the next batter is a male, the male batter must hit and the male batter who received the walk is only entitled to **ONE BASE**.

## I **Courtesy Runners**

If a player is 40 years and over, he/she may have the option of a courtesy runner of the same gender.

- i. The courtesy runner will be the player who made the last recorded out of the same gender.
- ii. If a courtesy runner is needed before the first out of the first inning, the last male/female in the line-up shall be the courtesy runner.
- iii. All players 40 years and over must be designated on the manager's roster sheet.
- iv. If the courtesy runner is also over 40, the courtesy runner may pass back to the first person that is under 40 of the same gender.
- v. If a player is running as a courtesy runner and it becomes his/her turn to bat in the line-up and he/she is still on the base, then the person in which he/she is running for **MUST** return to the base and run, so the courtesy runner can have his/her turn at bat.

## J. **The Pitcher and Fielders**

- a. Teams have the option of letting a woman pitch and a man catch, or a man pitch and a woman catch.
- b. There shall be a limit of 4 infielders on the infield dirt when the ball is hit and there must be an equal number of males and females in the infield and outfield. 2-male infielders and 2-female infielders. They do not have to be alternated in placement.

1. **AT NO TIME** during the progress of the game shall the Pitcher be allowed to use tape or any other substance (including a glove) upon the pitching hand or fingers. It is illegal to apply any foreign substance to the ball or hands, unless the pitcher is given the Umpire's permission to use a bag containing powdered resin to dry the hands.

### 2. **Sec. 5. TYPE OF PITCH PERMITTED.**

- i. The ball must be pitched underhanded at slow speed.
- ii. The pitched ball must arc at least 3 feet after leaving the pitcher's hand and before it passes any part of Home Plate.
- iii. The pitched ball shall not rise higher than 10 feet above the ground.  
EFFECT Sec. 5. i-iii. The speed of the pitch and height of the pitched ball are left entirely to the judgment of the Umpire (**NOTE:** For sake of uniformity in decisions, any doubtful pitch should be ruled as an unfairly delivered pitch). The Umpire shall warn a pitcher who delivers a pitch with **EXCESSIVE SPEED** that repeating such **EXCESSIVE SPEED PITCH** will cause the pitcher's removal from the pitcher's position for the remainder of the game. A pitch that does not arc the full 3 feet as required (flat level pitch) may not be an **EXCESSIVE SPEED PITCH**, but merely an Unfairly delivered Pitch.

## **Pitcher Area Rule (Revised as of July 1,2018)**

This rule is put into effect to protect the pitcher from injury and to promote good sportsmanship during the game. The following rules are in place for a ball being hit into the pitcher's box:

- 1. A ball hit into the pitcher's area is defined as the following:**
  - i. Any ball that is hit with excessive force within the 24" W x 84" H box which extends from the 3 feet in front of the Pitcher's Plate to the front of second base.
- 2. All Umpires rulings are final and not allowed to be protested.**
- 3. Mandatory Helmet Rule**
  - a. All pitchers must wear a helmet, not just a facemask, when pitching in the WCMSP. Pitchers/Teams that do not have a mask of their own may ask the site supervisor at the complex to borrow one for the game and then return it after the game.
- 4. Pitcher's parameters-what is protected and what is not**
  - a. Any pitcher standing outside of the Pitching Box Area (left or right side) is not protected by this rule
  - b. Any pitcher that tips a ball that is NOT within the Pitching Box Area is not protected by this rule.
  - c. Any pitcher that jumps past the 84" H limit in the judgement of the umpire is not protected by this rule.
- 5. Striking a Pitcher with a ball hit in the Air or on the Ground**
  - a. Any ball hit with excessive force (Scud/Missile) in the air or on the ground (Ankle Biter) that strikes the pitcher within the parameters listed above will result in the following.
    - i. Dead Ball Out plus an Offensive Ejection.
    - ii. All base runners must return to their original base.
- 6. Tipped Balls by the Pitcher within the pitcher's area**
  - a. A ball that is hit with excessive force as deemed by the umpire and that ball tipped by the pitcher in a defensive reaction to protect himself, from being hit by the ball; the umpire shall declare it a dead ball out and an Offensive Ejection will be enforced.
  - b. A ball that is hit **WITHOUT** excessive force as deemed by the umpire and that ball is tipped by the pitcher and hits the pitcher, the umpire shall make no call and play shall continue as normal.
- 7. Hitting a Ball Through the Box that does NOT Strike the Pitcher**
  - 1a. Any ball that is hit through the box with excessive force that does not strike the Pitcher in any way shall be considered a live ball and play will continue as normal
- 8. Pitcher Catching a ball hit with excessive force**
  - a. Any ball that is caught by the Pitcher either in the air or on the ground will be considered live and play will continue.
  - b. Any ball that is tipped by a pitcher, and hits the pitcher if deemed to be in defense will result in a dead ball out plus an Offensive Ejections.
  - c. Any ball that is tipped by a pitcher and hit the pitcher that is not deemed a hard hit ball will be considered live and play will continue.
- 9. Offensive Ejections**
  - a. An offensive ejection results in an OUT each time that batting position comes up in the line-up regardless of who is batting in that position.
  - b. This player is still allowed to play in the field for the remainder of the game.
  - c. Teams are allowed to walk a batter to get to the OUT(s) in the line-up.



## **PLAY-OFFS**

Leagues will play a double elimination playoffs consisting of all teams, provided that teams have not forfeited 4 games during the season.

***The League reserves the right to change the playoff format at any time for any reason deemed necessary.***

### ***Suspension of play due to weather or darkness for Playoff Games***

- **Playoff Game**—Any game that has been called due to rain or darkness, that game will be put into suspension mode and will be picked up from the exact point in which it was stopped and the remaining innings to complete the game shall be finished, regardless of what inning it was in.
- All Time Limits in all Playoff Games are lifted.
- All Playoff Games must be a complete 7-inning game with the following exception below:
  - Exception:
    - All Mercy Rules are still in effect.
    - The game goes extra innings.
      - Extra Innings Games do not adhere to the International Rule-Play as normal

### **Determining Home and Away Teams in the Playoff Brackets**

- vi. First Round and Winners Bracket Games: The team with the Best Seed will always be the Home Team in these games.
- vii. Losers Bracket Games: Any games in the Losers Bracket the Home Team will be determined by a coin flip.
- viii. Championship Games: The Undefeated Team will be the Home Team for the first game. The “if” game the Home Team will be determined by a coin flip.

### **Tiebreakers**

- 1) Head to Head (Group)
- 2) Head to Head Run Differential (using only games played against each other)
- 3) Total Run Differential
- 4) Total Runs For
- 5) Total Runs Against
- 6) Average Run Differential
- 7) Least Amount of Forfeits
- 8) Coin Toss

PARKING ON THE ENTRANCE ROAD TO THE PARKER COMPLEX AND IN THE PARKING LOT ACROSS NAYLOR MILL ROAD IS PROHIBITED. WE WOULD APPRECIATE YOUR COOPERATION.

**\*CHILDREN WILL NOT BE ALLOWED IN THE DUGOUTS, ON THE FIELDS OR STANDING IN ANY OF THE DOORWAYS FOR THE FIELD DURING GAMES. UMPIRES WILL BE STRICTLY ENFORCING THIS RULE.**

## Wicomico County COED Slow Pitch Protest Form

\*\*\* This protest form must be given to the Program Coordinator within 24 hours of notifying the league of the protest.

\*\*\* All protests will be determined within five days after the game has been protested.

This form must include all of the following information below to be considered valid.

A \$50.00 protest fee in the form of either a money order or cash and must either accompany this form to be considered a valid protest.

**No checks or credit cards are accepted.**

**PLEASE FILL OUT THIS FORM COMPLETELY**

***This protest form is for Rules Interpretations ONLY!***

<b>Coach Name</b>			
<b>Team Name</b>			
<b>Contact Number</b>			
<b>E-Mail</b>			
<b>Date of Game</b>			
<b>Location of Game</b>			
<b>Umpire of Game</b>			
<b>Rule Interpretation</b>	<b>Circle One:</b> Men's Slow Pitch Rule Book	USSSA Rulebook	
<b>Please Indicate</b>	<b>Page Number:</b>	<b>Section:</b>	<b>Article:</b>
<b>Brief Description of situation being protested</b>			
<b>Protest Committee Only</b>	<b>Result of Protest Circle One:</b> Rejected	Upheld	

Signature of Coach: \_\_\_\_\_

**Acceptance of Protest:**

Signature of Program Coordinator: \_\_\_\_\_

**Wicomico County COED Slow Pitch Player Release Form**

**League Entry Teams Only (Players who paid a player contract fee)**

This form must be completed and signed by both the manager of the team who is releasing a player and by the player that is being released.

Once this form is in the hand the Program Coordinator or Athletic Complex Manager the released player will be notified that the release has been approved and then that player may sign that is one of the following:

- A team in a higher division
- A team within the same division that has a better record than the team that they were released from

A released player that signs on with another team, MUST complete and pay a new player contract fee.

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**Wicomico County COED Slow Pitch Player Release Form**

**League Entry Teams Only (Players who paid a player contract fee)**

I \_\_\_\_\_ manager of \_\_\_\_\_ is granting  
the release of  
(name of manager) (name of team)

\_\_\_\_\_ effective \_\_\_\_\_  
(name of player being released) (date of player's release)

\_\_\_\_\_  
(Manager's Signature)

\_\_\_\_\_  
(Player's Signature)