

SFEA WOMENS' SOFTBALL LEAGUE 2009 RULES & REGULATIONS

1. Official ASA Softball slow pitch rules will apply unless modified by the rules set forth herein. ASA rules and scorebooks will be provided at the beginning of the season.
2. Eligibility is open to all female SFEA members to include family members 16 years and older and out of high school. Because of limited facilities, teams may be limited in number. Teams from last year will be given priority with the remaining slots filled on a first come, first serve basis. We will accommodate as many teams as possible.
3. Each full time participant must pay an entry fee of \$10.00 before being eligible to participate in any games. Substitute players can be added to the roster and will pay ½ price for enrollment. After 50% of the games are played, the fee for all new members will be \$5.00. Players who sign up for less than full price (substitute players or new players who sign up after 50% of the games are played) are ineligible for awards. Refunds will only be given if notification is given to the league officers by week two of regular season play.
4. At least **10** people must be full-time players. Individual sign-ups will be added to teams randomly when there are not volunteer teams who take them.
5. Any team found to be playing a scheduled game with a non-roster player will forfeit not only that game, but all games played up to that game. If a player is found to be on one team roster, but plays on another team (and is not a roster player), then the team that she played on as a non-roster player will forfeit **ALL** previously played games. If the player is listed on multiple team rosters, **BOTH** teams will forfeit their games up to the point that it is discovered that the player is playing illegally. Team captains can then decide which team the player will remain on, and she will be taken off the roster of the other team.

Team rosters will be provided at the ballpark and can be checked by the umpire and opposing manager. If the eligibility of a player is questioned before or during a game, the umpire may ask for verification from the player in question. This verification can consist of a driver's license, ID Badge, or SFEA Activities Card. If further questions arise, the umpire will write the name of the player in question on the back of the scorecard, have both captains sign it, and the opposing captain can send the information to the league the following day.

Once the final out is made and the game is over, the result stands and there will be no further investigation. If it has been determined that the team did play with a non-roster player, the league officers will be responsible for adjusting the standings, and awarding loses to previously played games. This will also include adding wins to previous opponents.

6. In the event a team should disband from the league, any wins or losses will be removed from the stats.
7. [Additional players may be added to a team's roster at any point during the season by notifying all captains within the respective league of the addition and by obtaining approval from the league officers.](#) All new members must pay her fee to Activities before she plays. NOTE: New employees must be made aware of the fact that Group Insurance does not go into effect until the first of the month following their new hire date.
- ~~8. [Once the season has begun, additions to the team roster will be allowed by notifying all captains of the addition.](#)~~
9. Once the season has begun, a player may not switch teams unless the approval of all divisional team captains is granted.
10. The league will furnish an umpire for each game. The umpire will have jurisdiction of the entire game. In the event the umpire doesn't appear for a game, a coach or another spectator may call the game and will be paid for it.
11. If any of the players have problems such as roughness, bad language or differences of opinion with the umpires, then fill out the Umpire report. Under State Farm Forms, the

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following path will get you to the form: Human Resources => SFEA => SB Umpire Opinion Request. If it is felt that the umpire did not make the correct call, then the umpire and each team's acting captain for the game will discuss the interpretation of the rules. The umpire's decision is final and no appeals will be heard. Unnecessary roughness will not be tolerated. The umpire has the right to eject anyone from the game.

12. Home team will be determined by a coin toss or similar method.
13. The visiting team MAY be allowed infield practice 10 minutes prior to the scheduled game. The home team may take over the field five minutes prior to the scheduled game. It is up to the captains to initiate the start of warm-up, not the umpires. Warm-up may not be allowed at all, if the umpire feels there is not enough time. NOTE: Warm-up is prohibited in the parking areas.
14. A team may play a game with any number of players not exceeding 10 (on the field, you may bat your entire team) and not less than 8. Teams playing with less than 10 will **NOT** have automatic outs for missing players. When an injury or emergency occurs and the player must leave the game, if subs are available they must take the absent players batting position. If no subs are available, the player is skipped in the batting order. THIS IS NOT CONSIDERED AN OUT!!!
15. A 10 minute grace period from the official start of each game is allowed for a team to field at least 8 players. This grace period **will be included** as part of the 60 minutes for the game (refer to rule #20). If at the end of the grace period, said team cannot field a team of 8, the game will be forfeited. If both teams fail to meet the above requirements, both forfeit and both will be credited with a loss. If a team only has 9 players, they will supply a catcher. If a team has 8 players, the other team can provide a "catcher" who will only be available to stop pitched balls. The provided catcher is expected to protect herself from pitched or foul tipped balls. If the supplied catcher does happen to catch a foul tip, it will not be counted as an out. However, the supplied catcher is also expected to get out of the way of the opposing team. Failure to do so may result in an interference call. Any plays at home plate will be handled by one of the players of the 8 person team.
16. There may be unlimited substitution as long as the withdrawn player has been out of the game for at least an inning. If a team starts with less than 10, players who arrive after the game starts may be added at anytime until a full team is in the lineup. These players must be added to the end of the lineup and the umpire and opposing team notified of the addition.
17. Courtesy runners are **NOT** permitted subject to the following 2 exceptions: 1) If a player is injured during the game; 2) if the umpire and opposing team are notified prior to the start of the game that a player needs a courtesy runner due to injury or health related causes. In only these cases, a courtesy runner may be used for that player. Whenever the player reaches base safely, the captain will replace her at the conclusion of the play with a player **NOT CURRENTLY IN THE GAME**. However, if a substitute player is **NOT** available, the courtesy runner must be the player who made the most recent out.
18. No games may be postponed. The only valid reason for postponement will be a Company activity that will affect the entire league.
19. If your team knows in advance that it will not be able to field a team of 8 or more, then please contact the League Officers as soon as possible, but before 2:30 so they can let the other team know.
20. A 60 minute time limit on each game will be enforced. No inning will be started after the 60 minutes. All innings started will be completed. Time called for an injury to a player is included in the 60 minute time limit. A game may result in a tie score at the end of the time limit. Each team will receive one half win and one half loss.

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21. Rainouts, prior to start of game: League officers will notify the captains of each team between 3:00 and 3:30 p.m. (starting with early shift people first). For rainouts after work, please call the Sports Hotline # 766-1699. Rainouts will usually be made up on the next available scheduled rainout day. The rescheduled game will not be changed unless the League Officers feel the circumstances warrant the exception.
22. **Rainouts, during play:** The game will be considered complete if five or more innings have been played. If rained out in the middle of an inning, the final score will be that of the last inning completed (if five or more). Note that the final score may be a tie. If so, each team will receive one half win and one half loss. If five innings have not been played, the game will be rescheduled and played from the last completed inning and finish to a completion of game (7 innings) or time limit. The time will be documented on the scorecard. The time remaining from the original 60 minutes is the amount of time left to finish the suspended game. Example: if 45 minutes are used before the game is suspended, the game will have 15 minutes left when game resumes. A game may still remain in a tie after completion.
Rainouts, prior to play: If a team forfeits, and later all games are officially called due to rain, then the forfeit will be considered a rain out and will be rescheduled.
23. All teams will start with a count of 1 & 1. **A mat will be used in all of the divisions.**
24. The batter will be called out when a third strike is called; including the 2nd uncaught foul ball that is hit after 2 strikes.
25. Overrunning first - the base runner is not out if she overruns first base after touching it and returns directly to the base. To be legally tagged out, the base runner must attempt to run to second and then be tagged. It is the umpire's judgment as to what is to be considered an attempt to second base.
26. If one team is ahead by a margin of 15 or more runs after 3 innings, or 10 or more runs after 5 innings, then the game is finished. Anytime after the 3rd inning the LOSING team may elect to end the game, with the score being final at the end of that inning.
27. If a game has started and a premature finish is agreed upon by both captains, the score at the end of the last completed inning will hold.
- ~~28. At the pre-season captains' meeting, playoffs will be discussed and decided upon by the captains and league officers. Playoffs will be scheduled after all regular season games have been played. The playoffs will have a format as follows: The top 4 teams from each division will qualify for the playoffs. If a tie occurs for a position in the top 4 positions, it will be resolved in the following manner: (a) 2-way tie - direct competition between the 2 teams during the season; (b) 3-way tie - direct competition between teams; if still tied, then total number of runs scored; (c) 4-way tie - same as 3-way tie, etc. A tie CANNOT hold a team out of the playoffs.~~
- ~~The playoffs will be single elimination. The playoffs will be double elimination if they begin by August 14th. If after that date, they will be single elimination. Highest seed will play the lowest seed (ie: 1 vs. 4, 3 vs. 2). An alternative to this playoff structure may be instituted by the League officers to accommodate the number of teams in a division. The alternative structure must be agreed to by the team captains.~~
- ~~The higher seed in each bracket will be home team with the exception of games when the winners bracket winner plays the losers bracket winner. In this case, the winners bracket winner is the home team. If there is a second game between the winners of the two brackets, a coin toss will determine home team.~~
29. ALL rules apply to tournament play except the 60 minute time limit.
30. Awards will be given to 1st in Season team in each division provided the budget will allow the necessary expenditures. 1st in Season for each division will be the team that has the most

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wins within their own divisional play. Each team is allowed \$17 per each full time player (max 18 players). If the budget allows, the 2nd place team in the season will be awarded. The 2nd place team is allowed \$15 per each full time player (max of 18 players) Awards must be ordered by October 31st.

In the event of a tie in a division, the following steps will followed to determine the winner:

- Winning Percentage
- Head to head record among teams tied
- Winning percentage of teams tied
- Run differential between teams tied (Runs Scored - Runs Allowed)
- Runs allowed among teams tied
- Runs scored among teams tied

If a winner still cannot be determined, a tie will be declared and the two teams will share the championship for that division.

31. Move Up Policy - At the beginning of the season, the team captains in the Rec and Intermediate leagues will vote to determine if the 1st place season winner will be required to move up to the next highest division. The league officers will provide a season and playoff summary of the teams voted upon and any extenuating circumstances involved (e.g. forfeits, etc.). If the teams involved state that they will move up, no vote will be taken. The teams not involved will cast one vote for the team under consideration from their division. The teams under consideration will NOT be allowed to vote. However, the captains of those teams may state their cases before the vote is taken.
32. Officers will consist of a President and one Vice-President and must be State Farm employees. Officers will have a two-year term. **The VP will become president and a new vice-president will be selected in September 2009 from the 1st place recreational winner, and in September 2010 from the 1st place intermediate/competitive winner, and in September 2011 from the 1st place recreational winner.**
33. Balls will be ordered by the SFEA Board Director with input from the Officers. All games will be played with 11" softballs. A new ball will be supplied each night in the field's bag provided by park maintenance. Extra balls will be in the bag to use for foul situations and warm up balls.
34. The Park staff will be responsible for getting and putting away the softball equipment.
35. NO ALCOHOLIC BEVERAGES ARE ALLOWED ON PARK PREMISES.
36. All plays at home plate **will be force outs.**
 - An alternate home plate will be used for all SFEA softball games in order to increase safety for those playing. The alternate home plate is for the use of runners only.
 - Runners must touch the alternate home plate located adjacent to the right-handed batters box in order to be safe at home.
 - The defensive player **MUST** use the original home plate on plays at home. **The defensive player cannot use the alternate home plate as a base.**
 - If the catcher solely uses the alternate home plate as a base, the base runner will be safe regardless of whether the ball reaches the alternate home plate prior to the runner.
 - Should a defensive player touch the alternate home plate and still touch the original home plate before the runner reaches the alternate home plate, the runner would be out.

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- A white chalk line approximately eight feet in length will bisect both the third base and alternate home plate lines perpendicularly at a point 20 feet from home plate. Once a runner crosses this line, the defensive player must touch home plate while in possession of the ball and activate the force out. **The runner cannot be tagged out once they cross the line.**
- If the runner crosses the line and then makes a move back to third, he will be immediately called out. However, **the ball will remain live** until time is called.
- If the runner crosses the line, continues to run the original foul line, and interferes with the fielder taking the throw at, and in contact with, the original home plate, a dead ball shall be declared and the runner is out.
- If a runner has not crossed the line he may retreat to third base at his own risk.
- The runner cannot at anytime use the original home plate. If the runner touches the original home plate, the runner will be out and the ball will remain live.

37. No metal spikes of any kind may be worn.

The following are some ASA rules added for clarity.

1. Infield Fly Rule – If runners are on 1st and 2nd, or 1st, 2nd, and 3rd, and there are less than 2 outs, and the ball is “catchable” by an infielder, the batter is out. “Catchable” is up to the umpires discretion.
2. Safety Bag at First – Runners must use the outside bag if there is a possible play at first base. If you are rounding first and heading for second, you may use the inside bag. The umpire can call you out if he feels the play was at first and you used the inside bag.
3. If a foul ball is caught in foul territory but inside the playing field (i.e. not in dead ball territory) the batter is out, but the ball remains in play and the runners may advance at their own risk. If a foul ball is not caught, the batter is out (only if this is the 2nd foul ball after 2 strikes), the ball is dead, and no runners may advance.
4. To comply with ASA rules regarding substitutions, a player must return in the same spot in the line up.

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SFEA Sportsmanship Policy

General Expectations for Participants

State Farm Employees Association (SFEA) is a separate entity from State Farm Insurance Companies. The SFEA Sports Leagues exist for the recreation of the SFEA membership. Only State Farm employees, retirees, and SFEA family members are eligible to participate in SFEA Sports Leagues.

Because of the number of participants, the SFEA Sports Leagues may use community facilities for their activities. The community does not always make the distinction between SFEA Sports Leagues and State Farm Insurance Companies. It is expected that participants in SFEA Sports Leagues will represent the professionalism and Good Neighbor attitude that is synonymous with State Farm Insurance Companies.

Since participation in SFEA Sports Leagues, is limited to State Farm employees, retirees, or SFEA family members, it is in the best interest of each participant to conduct themselves in a manner consistent with the standards set forth in the State Farm Code of Conduct and Human Resource Policies. We all have a responsibility to exercise good judgment, honesty, and integrity when participating in programs sponsored by our employer.

SFEA Sportsmanship League Rules

Each SFEA Sports League is responsible to set the rules of play for that sport. Violations of those rules are to be dealt with by the league officials. Should misconduct by any player warrant, the following rules will apply to all SFEA Sports Leagues:

1st incident - a player is given a warning (player may be immediately ejected if action warrants)

2nd incident - by same player; the player is ejected from the match
- by another player; a warning is given

3rd incident - by any player on that same team; player is ejected
- may warrant a team forfeiture unless covered by specific league rules

1st Ejection of a player - Ejection from an SFEA League game/match will result in a one-game/match suspension in addition to the current game/match. This suspension will take place the next time the team actually plays. If that player still plays the next game/match, the team will

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automatically forfeit that game/match and that player will be suspended for the rest of that season.

2nd Ejection of the same player within the same season - Second ejection results in the player's suspension from that league for the rest of the season.

Captains should be the only players to address the officials.

A captain of the team (or acting team captain) is required to divulge the name of a team member if an official asks them.

Unsportsmanlike conduct includes, but is not limited to:

- Cursing, swearing, using profanity or profane signs for any reason
- Taunting or baiting an opponent
- Fighting or threatening an opponent or game official
- Breach of rules not within the spirit of fair play (e.g. spiking a ball after the official has blown the whistle declaring a dead ball)
- Being disrespectful to any game official

Threats and violent behavior are strictly prohibited while on or using State Farm's property (e.g. the Park).

If any unsportsmanlike behavior is observed and an official does not address it or there is no official present (Bowling, Golf, Tennis, etc), an individual participant should report this to the League President.

If an official or player feels threatened by another's actions, they should report the incident to their team captain, the Official's Coordinator or the League President. This will be forwarded to the SFEA Board of Directors and the Human Resources Department for immediate investigation. Actions taken may include:

- Dismissal from the league
- Dismissal from all sports leagues
- Having your SFEA membership cancelled (family members included)

02/07