

# LEAGUE RULES

## Happy Hour & Corporate Division

### Season Details

The league consists of single, regular-season games, **with a 7-inning or 1-hour time limit**, whichever comes first (there are two extra innings during playoffs with international rules, and for the Finals, **international rules will apply in the 2nd extra inning**).

It's a slow, modified pitch game. No fastpitch or high arc is allowed. The umpire will notify a pitcher to slow down if necessary. The umpire will call out flat pitches. If the batter swings, there will be no penalty

This is a CO-ED league, meaning each team must have at least 3 women players on the field. **The maximum number of men on the field (defense) is 7**, and the minimum number of women on the field (if available) is 3. You can always use women in place of men and an unlimited number of women as Extra Hitters (EH).

### Game starting time & grace period

Teams will have no more than a 10-minute grace period to have the minimum number of players to start a game, which is 6 men and 2 women. At that point, the umpire will start the game, and the teams will play with whatever players are available. Umpires will let the teams know how much time is left to finish the games.

# Pre-game

**Both managers should ALWAYS discuss rules BEFORE the game.**

99% of the calls made by the umpires are JUDGMENT calls-**there is no arguing an umpire's judgment calls**. Sometimes, because of field conditions (and only field conditions), the umpire may need to tweak a rule that is permitted as long as both managers are notified and agree to it.

**Managers will exchange lineup cards and provide one to the umpire. Each card should contain the full names of each player, including bench players.**

# Scorebooks

**Each team MUST keep a scorebook for their team** and should keep a scorebook for the opposing team. If a team does not have proof of their scores to show the umpire, it will default to the umpire's scores. You can not argue lineup mistakes if you don't keep track of your team, your opponent's scorebooks or have their lineup card. So, it's crucial to keep track.

Managers, your role is pivotal. It is imperative that you announce all lineup changes BEFORE they happen, recording them in your scorebook and communicating them to the umpire and opposing manager. This ensures a smooth and fair game.

After each game, both managers must give the umpire a copy of their scorebook. The umpire will take a picture and send it to the league for the record.

# Rosters & lineups

**Rosters Max is 30 players**

- **\*\*Season rosters are due by the end of the fourth week.\*\***
  - **A deduction of \*\*two games\*\* per player will be applied for every week after this deadline if the roster is not submitted. \*\*NO EXCEPTIONS.\*\***
- **\*\*If a player is listed on multiple rosters within the same division,\*\* they must notify the league via email about which team they will represent during the season by the end of week four.**
  - **\*\*Failure to do so will result in ineligibility for playoffs.\*\* \*\*NO EXCEPTIONS.\*\***

**\*\*Switching teams is not permitted after the conclusion of week four.\*\***

**Playoff Eligibility**—All Players must play at least 3 regular-season games to qualify for the playoffs. A position player must have 2 plate appearances to count as an official game played. Pitchers who are not hitting must pitch 3 innings to count as a game; the Umpire must sign the scorebook to confirm they did so.

### **Player running late to game:**

**If a team begins with nine players, they may include a tenth player in the batting lineup at the 10th batting slot, provided they have not yet reached that position in the order (exception is when it's a female player that will be your 3<sup>rd</sup> girl in the lineup.)**

If a team plays with 7, 8, or 9 players with 3 women on the field, there will be no automatic out. Automatic outs will be enforced when less than 3 women are on the field.

**If a team loses a player during the game and no one is available to replace them in the batting order, that slot becomes an automatic out.** If the player is lost due to injury, it will be up to the opposing manager's discretion whether the "automatic out" rule goes into effect. An opposing manager may, out of generosity, allow this particular rule to be voided, depending on the situation, but she/he has no obligation to do so.

### **Female in the batting order**

**Female batter must bat after the 4th consecutive male batter in the lineup.**

For example, if the first 4 batters are male, the next batter must be a female hitter. Make sure your lineup is consistent throughout. **You cannot bat Five men in a row.**

Correct Batting- M-M-M-M-F-M-M-M-M-F-M-M-M-M-F

You can bat as many players as you want as long as you follow the batting rules

## Substitutions & re-entry

All substitutions must be announced to the umpire and opposing manager as they occur, not after.

### All players have one re-entry

and they **MUST bat in their original spot in the batting order**—the same goes for substitutes.

## Borrowed/Substitute Players

Borrowed players from other teams can only be **used during the Regular Season, not for Playoffs**. For Playoffs if your team needs to field 9, **you must ask the league** will provide the borrow players and there is no say on preference or skill. We cannot use this to enable bad sportsmanship.

\*Teams intending to use borrowed players must follow a specific approval process. This involves getting approval from the league.

\*\*Please provide league with 48hr notice. prior to your game, if a substitute player(s) are needed.

- The players you borrow cannot replace players from your team. Borrowed players can
- **only be used if a team has eight (8) players or less** and needs to field ten players. If the team's players show up during the game, they must replace the borrowed players at the end of the half-inning being played. If the team can only field nine players or less,
- they will only have an automatic out if they are missing women. (7 men 2 women = 1 automatic out, or 7 men 1 woman = 2 automatic outs). **No women will result in a forfeit.**
- **If and when roster players arrive, they must replace borrowed players.** Men for men and women for women. Unless the borrowing team has four or more women, a roster man can replace the 4th(or 5th) woman.

## Post-game

After the game is completed, each manager must clean the bench and leave the dugout immediately so the next team can set up for their game. Any fines received by the parks department will be the team's responsibility if they do not follow the park's department rules.

# Equipment

**Jerseys/Shirts** Teams must have jerseys/shirts by 3rd week of league play.

**Note:** Provided Pawsome softball T-shirts are acceptable replacements.

**Anything with other leagues on shirts, example Volo, Zog Sports, player starts with a strike.**

If a team plays two games in one week, the shirt rule does not apply to the second game.

## Community bat rule

**All Association bats are approved for play (ASA, USSSA, ISA, NSA and WBSC)**

All bats are made available to all players in the game. If you do not want other players using your bat, leave it home.

## Bat Handling Rules and Regulations

- Throwing the bat during your follow-through results in an automatic out – dead ball. If this occurs a second time, the player will be prohibited from hitting for the remainder of that game.
- If you intentionally slam the bat on the ground, throw it after your swing, toss it to the on-deck batter or gate, or use it in any manner other than swinging to make contact with the ball and it breaks, you will be financially responsible to the bat's owner.
- **\*\*Illegally rolled or shaved bats are strictly prohibited; there are NOEXCEPTIONS.\*\***
- If a player is found using a shaved bat (as determined by the umpire), they will be ejected and suspended for the next game.
- The umpire is responsible for checking all bats prior to the game. Should an illegal bat be discovered in use during a game, a player, manager, or umpire must remove it from play immediately.

If a batter achieves a hit with an illegal bat, they are out. Any batter in the batter's box using an illegal bat can be declared out by the umpire or upon appeal by the opposing manager.

## Cleats

Turf, rubber, or plastic molded cleats are approved. **Metal spikes are not allowed.**

## Catcher's mask

Masks **MUST** be worn by all catchers. **NO EXCEPTIONS.**

## Ground rules

This section of the rules is intended to prevent injuries to players. The umpire will decide whether these rules have been followed on any specific play and rule accordingly.

Before each game, the umpire will discuss the fence, tree, and out-of-play rules.

## Batted balls

Batted balls that hit a fielder which ends up going out of bounds (outside of fielded play), the batter and runners get the base they were going to from when the ball went out of bounds-plus one base.

## Trees

Batted balls that hit any parts of a tree (branch/twig/leaf) and is caught is an out.

## Overthrows

When thrown balls travel past the designated line, over the fences, or into benches the batter and/or runners will be awarded the base they were headed to at the time the ball was thrown, plus an additional base (if thrown from the outfield.) The bases awarded are determined by the runner's intended destination when the **fielder released the ball.**

**Bases** There will be two bases at first base. The outside bag is the runner's base, and the batter must run to that bag. The inside bag is the fielder's base, and the fielder must tag that bag to record an out. **If the fielder touches the runner's bag, it is not considered an out.**

**If the batter runs to the inside bag,** the umpire will call them out even if he beats the throw. A runner who gets on base safely and turns towards second base must use the inside base, and a runner diving back to first base must also use the inside base. The outside bag is considered "safe" for a runner only when running down the line towards first base from the batter's box, not once they have passed first base.

**Leading off a base** **There is no leading.** Runners must wait for the ball to be hit before leaving the base. **The umpire will call them out if anyone is caught leading.** Only on a swing and miss will we make an exception and not call the runner out for leaving the base.

### **Base running**

- **A runner must slide or give themselves up when a fielder is attempting to field a throw or has the ball and will make a tag play.** "Barreling in," "running over," or any other intentional physical contact by the runner will immediately result in ejection from the game and possible suspension from league play.
- Similarly, **a fielder cannot block a base when he does not have the ball, or he has no chance of making a play.** In addition, a fielder may not "**phantom tag,**" as this can cause a runner to be injured.
- **Double plays.** A runner must either give themselves up and get out of the way to allow the fielder to make a throw.

**You will be called out if you run standing up on a close double play.**

## Defending home plate



Any plays coming to the plate, the catcher cannot be directly behind or on home plate.

### To avoid collisions:

- Catchers must be in front of home plate (**see image above**)
- Catchers can not have a foot on home plate except on force plays, which they are only allowed one foot on the plate on their half of the plate (no two feet blocking the entire plate)
- If the pitcher is making the tag at home, the same rules applies to them, and the catcher must be on either backstop side but not directly behind home plate.
- Runners will have the left half of home plate (Runners Path)
- Runners must give themselves up on close plays, if they continue to run when the catcher has possession of the ball and right to make a tag in the runners path. If they decide to run standing up into the catcher in this situation, they will be called out.

## Women specific rules



Only when the ball exits the bat,  
can outfielders start running in &  
infielders can move back.

**Outfield Line:** The outfielders must be behind the **second cones** in the outfield, which are **80 feet beyond the first, second, and third base**. **Only when the ball exits the bat can**

**outfielders start running in & infielders can move back.** The area between the bases and the Outfield Line is designated as the **Female Line Zone**. The zone distance is 80ft from the bases.

**It's important to note that infielders cannot play on the grass or beyond the marked area for BOTH genders.** This rule is essential for maintaining the game's structure and ensuring fair play.

**Don't be that player who tries to time it; the result will be a hit.**

You **cannot** play 5 infielders and/or rover versus female batters.

There must be at least 3 females on the field. In the event that you only have 2, you can only play with 9 fielders.

**When a man is batting in front of a female in the batting order, and he is walked on three consecutive balls, he will be awarded second base, and the female player has to hit.**

Men can substitute bat/run/field for men by hitting, fielding, or running unless more than three females are playing, in which case female can replace a man.

**Courtesy foul ball** Each Batter starts with a 1-1 count and gets only one courtesy foul ball after two strikes.

**Scenario 1:** If the 2nd strike results from a ball going foul, they can foul a ball once more, and then on the next swing, the ball must be in fair play.

**Scenario 2:** If the Batter gets called looking on the second strike, they can only foul the ball once, and the next swing of the ball must be in fair play. Umpires will have backup balls to keep the game moving.

Another critical item is **interference from a source outside of our game**. Unfortunately, we play in an area with limited space; while our games are going on, other games and activities are happening on the same fields. Therefore, if the ball hits a player or person on another field, it is considered a live ball and in play. If a fielder is going after a ball on the ground and is touched by a bystander, the play will be ruled dead and advancement of bases is up to the umpire's discretion.

**Courtesy runners** Each team may use 2 Courtesy Runners per game, 1 for Men and 1 for Women. If a position player is injured, they can get a courtesy runner.

However, they must be replaced by a bench player on the field for at least 2 innings. If you have less than 10 players at the game, you must play with one less player on the field. For safety and liability reasons, please do not put your players at risk to win a game.

Suppose you subject your player to continue playing while injured. In that case, you will be held accountable for any related medical expenses the player incurred and subject to a ban from the league.

**The league will not be held liable for any physical detriment to the players due to the manager's or player's decision to continue playing while hurt.**

**Pitching** Pitchers must throw a lob pitch **with a slight arc**; there are no flat pitches. The ball must be pitched underhand in an arch, **no lower than 5 feet and no higher than 8 feet, with adjustment for height of hitter, not hitter's stance.**

If the umpire calls the pitch flat, and the hitter makes contact, it will result from the contact with the ball and not be deemed a re-do. **At least one foot must start and finish on the rubber.**

The **strike zone** will vary with the height of the pitch as well as the height of the batter. Where the batter stands in the box does not affect the strike zone.

PS SOFTBALL rules define the zone as the front knee/back shoulder while the batter stands adjacent to the plate. If a batter is not standing adjacent to the plate, the umpire must make a mental adjustment by taking the batter's size and visualizing them adjacent to the plate. If any part of the ball crosses any white portion of the plate, it is a strike. A pitch can land in an area wide of the plate and still be a legitimate strike.

**See Appendix for Pitching Illustration.**

**On-deck batter** Please have only one on-deck batter near the entrance towards home plate. Other players must be far away from the on-deck batter so as not to create confusion. The on-deck batter must be visible to the defensive team and umpire.

Attempting to deceive the defensive team of “Who’s On Deck Batter?” will be considered unsportsmanlike and negate the automatic two-base walk to the male batter following three consecutive balls.

**\*The male batter will only be able to take first base.**

**Note: This is a judgment call by the umpire.**

Managers need to clearly announce to the umpire and the other team who the on-deck batter is. Pitchers should stop the game and ask the umpire to ask the batting team’s manager to announce loudly to both teams on deck.

## Mercy Rule

The “Mercy Rule” is 15 runs after four innings or 10 runs after five innings. The home team always gets a chance to bat if the Away team goes ahead by mercy amount (innings 4, 5, 6, or 7).

**The “Mercy Rule” is in effect for the entire Playoffs**

## Playoffs

The order of finish will be determined as follows:

1. Winning Percentage
2. Head to Head (In Case of Tie)
3. Runs Allowed/Defensed (In Case of head to head not played or played but resulted in a tie score)

**Any tie-in record will go to the next tie-breaker and so on down the list.**

If the opposing manager questions the use of non-roster players during the playoffs, a valid US or NYS government-issued ID must be shown.

# Rain & suspended games

Due to rainouts or cancellations, teams may have to play make-up games to be announced. Game Day rainout decisions will be made no later than 1 hour before game time.

If a game is canceled before the start of the 4th inning, a rescheduled game will start as a new game.

If a game is canceled after the completion of the 4th inning, it is considered an official game.

**In case of rain or any other occurrence causing a game suspension, that game will be completed later from the same point and situation as when the suspension occurred.**

## Umpires

**Fees** Regular season games and Post Season games are included in your league fee.

Extra innings pay is \$5 per half inning. Each team must pay the umpire at the field at the end of the game. **Extra innings only applies in playoffs.**

## Disputes

**Only Managers and Assistant Managers** may discuss calls/rules with the umpire for a brief period. Teams should move forward once the umpire says it's time to stop arguing and play ball.

**Managers**, you are responsible for your player's actions. Please set a good example.

## Forfeits

Any team that forfeits more than four games during the regular season will be disqualified from future league play.

## Drugs & alcohol

Drinking alcoholic beverages and/or using drugs during games—including between games—is illegal and prohibited and violates the NYC Park Department permit rules. **If you are found to be in violation of this rule, you will be ejected and suspended for one game.**

The NYC Parks Department is very strict with the rules in Central Park.

## Player conduct

We want all our participants to set an excellent example for our organization and the league by promoting sportsmanship and fair play. Although competition may become intense, we expect our participants to maintain good sportsmanship throughout the game and the season.

**Violations of code of conduct** Any player who commits the offense of **Abusive Behavior Level 1** is ejected from the game and receives a 1-game suspension. **2nd offense will result in an ejection and suspension from the league.**

- Vulgar, abusive, sexist, racist, discriminatory comments or gestures towards an opponent, umpire or spectator.
- Verbal threat of violence towards an opponent, umpire, or spectator.
- Throwing equipment in anger at the ground, bleachers, or fence.
- Excessive arguing over judgment calls.
- Intentionally tripping a player.

Any player who commits the offense of **Abusive Behavior Level 2** will receive a league suspension and may be subject to criminal prosecution.

- Attempting to punch, kick, or strike an opponent, umpire or spectator.
- Attempting to maliciously strike an opponent, umpire, or spectator with a ball, glove, or bat.
- Brandishing/Displaying any weapon (including equipment) in a menacing/threatening manner.
- Charging/Confronting another individual in a combative/threatening manner
- Sexual harassment of any players in any form.
- Spitting on an opponent, umpire, or spectator.

These rules are our own and will be used as a supplement to the official ASA rules. Each team manager should keep the rulebook with them at every game so there is no question about a call or rule. Protests will be lodged with the league's commissioner and managers in official ASA fashion, or they will be dismissed. Remember, almost all the calls by the umpire are **JUDGMENT** calls and, therefore, cannot be protested.

Ejected players have 5 minutes to leave the game area, leave the permitted field immediately, and must be 300 feet or more away.

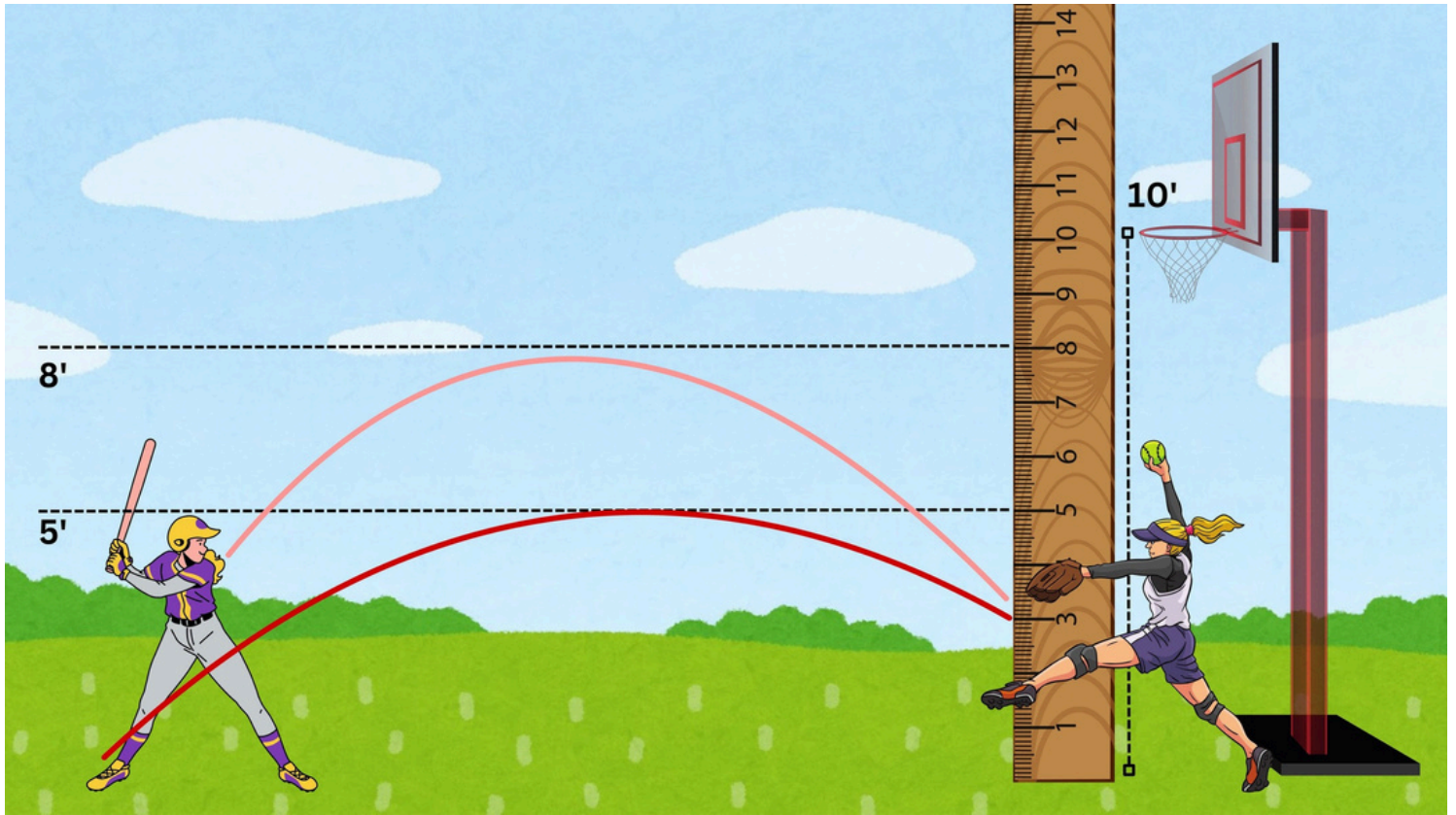
**Finally, we are doing this for FUN and A GREAT CAUSE!**

Any antisocial behavior, such as excessive arguing, cursing, verbal threats, disrespecting players on opposing teams and/or the umpires, overly aggressive play, or physical violence of any type, is strictly prohibited and will result in suspensions and/or banishment from further league play.

PS Softball “Official Rules” are in addition to or amendments to the ASA 2025 rulebook, which are the official basic rules of the league

## Appendix

### Pitching Illustration



### Legal Pitch

For a pitch to be considered a strike, it must travel in an arc, reaching a minimum height of 5 feet with a maximum height of 8 feet, adjusted for hitter's height.

### Strike Zone

The ball must cross some part of the plate between the batter's front shoulder and back knee, assuming they are standing in line with the plate. Any pitch that hits any portion of the plate as it descends to the ground is a ball, even if it passes through the strike zone.