

TRMSL Rules – Aug 12, 2024 –

Spirit of the League

This is not a rule but please note that it is the spirit of the league that each team's players attending regular season and playoff games should participate in the field if able and at bat. The only exceptions would be injured players or players who in the Manager's opinion have not been active participants throughout the Season. The league highly discourages the practice of sitting players for the sole purpose of fielding a stronger team.

Conflict Resolution

1. Unless noted below, ASA slow pitch rules apply.
2. Any and all matters not covered in these rules and regulations will be dealt with in a fair and reasonable manner at the fall and spring meetings of all team representatives under a one vote per team format. During the season a rules committee will handle all issues concerning rules. Six coaches including the league chair will be on the committee. The league chair will only vote to break a tie. A person on the committee will not vote if his team is involved in the issue. All items worked on by the rules committee will be presented to the league at the league meetings.
3. Procedures for granting exceptions to the rules. The rules committee will handle all requests made after the spring meeting and before the end of the season.

Playing Rules

1. Slow pitch with a 6 - 12 foot arc as measured from the ground.
2. 60 foot bases
3. Pitcher's mound will be 50.6 feet from the plate.
4. Second foul ball after 2 strikes automatically out.
5. Plays at home plate:
 - If runner crosses the 20' "Commit Line" he cannot go back to 3rd base.
 - Play at the plate are force plays.
 - Catcher can use home plate and strike mat to stand on for the force play.
6. For plays at first base where the batter is running from home plate, the runner must touch the orange base (which is in foul territory) and the fielder must touch the white base (which is in fair territory). If there is no play at first base, the runner is permitted to touch the white base instead of the orange base as he takes the turn towards second. The team in the field must appeal to the umpire if they feel that this was not the case and if the umpire agrees the runner is out.
7. The runner should slide or veer when going from 1st to 2nd when there is a play from second to first. The runner is out if he does not do this.
8. No take out slides. The runner who does this is out and will be ejected from the game. If the take out slide is to prevent the fielder from making a play on another runner, that runner is out as well.

9. Note: We agreed to stay with the ASA rule for when a runner can leave the base. (i.e., when a pitched ball is batted, touches the plate, or reaches home plate)
10. Seven inning games. The batter begins with a 0-0 count.
11. We added an exemption to ASA rule. We will not follow the extra inning rule of starting the inning with a runner on 2nd.

Starting, Ending, Stopping and Games

1. In case the umpire doesn't show, the game will be played with the team at bat providing the umpire. Please notify league to report any instances where the umpire fails to show.
2. Game time is 6:15 PM. Forfeit is at 6:30 p.m. The game may be started with eight (8) players. A catcher will be supplied to that team by the opposing team, however, that catcher is not required to make a play at the plate. Teams who want to wait until 6:30 to get more than 8 players may do so provided the other team and the umpire agree to wait.
3. There is a 20 run mercy rule after 5 innings. This applies to the playoffs as well.

Entering/Leaving Games

1. If a player leaves a game early, say due to injury, his spot in the order is skipped. We do not record an out. However, he may not reenter.
2. If a player is ejected from a game, that player's spot in the batting order will be recorded as an out for the rest of the game.
3. A player who has not played can enter the game at any point. In that case, he is put at the bottom of the order. He does not take the position in the lineup of a player who left. If a player arrives after the start of a game but before it is his turn to bat he can keep his place in the batting order.

Pinch Runners

If a player runs for himself, he does not have to pinch run for another player if he is the last batted out. However, if a player decides to run for himself, if he advances to 2nd or 3rd base in a subsequent play, he cannot be taken out for a pinch runner unless he is injured.

The pinch runner is to be the batter who made the last out assuming that player is physically able to be a runner. If he is pinch running when it is his turn to bat he can leave the base for another pinch runner and can take his turn at bat.

Equipment

1. Home team is responsible for bases including a double first base.
2. Each team supplies a game ball (two new balls for the entire game).
3. Wood Bats: We will only use wood bats that appear on an approved wood bat list. No bamboo bats are permitted. Any bat not listed should be submitted to the league bat

inspector, to be researched and approved. A team can inspect another team's bats before a game and during the game.

- The batter is out and is ejected when he enters the batter's box with or is discovered using an illegal bat. He is also out and is ejected if he is discovered using an illegal bat after completing his turn at bat and before the next pitch.
- If the batter is ejected, the offending team plays a man short in the field for the rest of the game and his turn in the batting order is an out for the rest of the game. The offending team also forfeits game. However, the game is played to the finish since if appealed, the rules committee will decide if the game is forfeit or not.
- If it cannot be determined during the game that the bat is illegal a picture can be taken and submitted to the league bat inspector. The batter can continue to use the bat during the game. If the league bat inspector determines that the bat is illegal, the offending team forfeits game. They can appeal to the rules committee who will then decide if the game is forfeit or not.

4. Note: We agreed to stay with the ASA rule, No metal spikes or metal tipped cleats.

Roster

1. A draft roster is due by the 1st game. Last year's roster will be used if a new one is not submitted. The final roster is due by July 1. Teams will receive a copy of their entire roster and must make the changes to that copy and submit it to the person in charge of the web site (cc the league commissioner). He will post the final roster to the web site by July 8th. After July 1, no changes will be accepted. A player may play in a game only if he is on the submitted roster.
2. **Roster size.** An unlimited roster is allowed. However, all players must be on your roster. Playing someone not on your roster is subject to the penalties shown below.
3. **Age restrictions:** All players must be at least 40 years old by June 1st of the year that they wish to play. **If players turn 40 during the season when they want to play they can play starting on their birthdays. They must be placed on the team roster (final due July 1) with a note as to when they can start to play.**
4. **In town and out of town players.**
 - In town players are people who live in your town while they are playing on your team. Working in town or for the town does not qualify someone as being "in town". Living in your town at some point in their lives but never having played on your team does not qualify them as being in town either.
 - There is a limit of 4 out of town players per team. The exceptions are as follows.
 - Once an out of town player is over 60 he can play on the team that he has played on in the past without counting against the max number of out of town players. **To qualify players must be over 60 by June 1st of the year that they wish to play. If players turn 60 during the season they can play starting on their birthdays without counting against the**

max number of out of town players. They must be placed on the team roster (final due July 1) with a note as to when they turn 60.

- Out of town players who were on a roster in 1996 for a team that exceeded the 3 out of town limit are grand fathered in for future years. However, if a team still has these players then any players added to their roster after 1996 must be in town players as long as the team remains at or exceeds the 4 person limit
- The league can vote to let a specific out of town individual play on a specific team without counting against the 4 player limit.
- If a player who lives in town is on a team's roster for at least two seasons and then moves out of town, he is given expatriate status. This means that he can continue to play on the team and not be included in the 3 person out of town limit. He should be noted on the roster as being an expatriate.

5. Proof of Age and Residence

- It was decided that starting in 2016, any players who have been added to a team's roster will need to provide a copy of their driver's license. Teams will keep the copy of the new player's driver's license. They will send it to the rules committee only if the player's age/residence is questioned by another team. Other info such as the driver's license number can be scratched off.

6. Penalties. A player's info can be checked by the league. (A team and the player(s) that violates these rules shall be penalized as follows

- First Offense: Team is out of playoffs. All games at and prior to occurrence are forfeit. Will apply forfeits only if the violation is confirmed by Friday of the makeup game week. Player(s) is banned from league next two seasons or two seasons upon first year of eligibility. No exceptions.
- Second Offense: Team is out of league. All games at and prior to occurrence are forfeit. Will apply forfeits only if the violation is confirmed by Friday of the makeup game week. Player(s) is banned from league next two seasons or two seasons upon first year of eligibility. No exceptions.

Rainouts

1. The umpire will decide if a game is to be postponed due to weather. In the case of inclement weather on the day of the game, home team manager is required to text (preferred) or call the umpire assigner by 4:00 to call off the game. No players are to call the umpire assigner to find out if their game is on. This is the responsibility of the managers.

Postponement Rule

1. A team can postpone a game on its own provided it is done by 8:00 PM the night before the said game. The team must notify its opponent by phone and send the league scheduler an e-mail so that the umpires can be notified (text preferred). If the coach cannot be reached, leave a message to confirm the time.
2. Each team will be permitted to postpone a regularly scheduled game only once during the season. A team may not postpone a game that is scheduled to be played during the

week before the playoffs unless notification is given prior to that week and an agreed to make up date can be set.

Rescheduling Games

1. All rained-out and postponed games must be rescheduled by the affected teams. The dates for these new games must be e-mailed to the league so that umpires can be arranged (text preferred).
2. Remember to check your schedules! The last date to make up a game is noted on the schedule.
3. Teams that do not complete their schedules will be given a forfeit for each game not played. If both teams could not agree on a date, both teams get a loss.
4. Exceptions to this rule are as follows:
 - If a game is rained out 2 times or more and cannot be rescheduled, the teams will not be assigned losses.
 - If any scheduled game (including a game that was previously rained out) is rained out in the make-up week and cannot be rescheduled, the teams will not be assigned losses
 - In the case of an exception, standings will be determined by won/loss percentage.
 - If one team is willing to reschedule but the other team is not, then the team that is willing to play can appeal to the league in an attempt to avoid the forfeit. Conflict Resolution procedures will be used if necessary to resolve the issue.

Reporting Results

1. The home team reports game results to the league. There is a \$10 per day fine for not reporting scores (after 48 hours and a first offense warning).

Playoffs/Standings

1. A team is not eligible for the playoffs if they forfeit 3 games. Forfeits are given when a team fails to show up at a game with at least 8 players by 6:30 PM. Forfeits also occur when a team calls to cancel a game unless the game is played at a later date at the discretion of the other coach or unless they are using their one time option to reschedule a game. Games not made up at the end of the season due to rainouts, etc. are not counted as forfeits for the purpose of determining eligibility for the playoffs even though losses may be assigned.
2. **There is no league championship game..**
3. Seeding.
 - The playoff brackets are (the Shrewsbury division is show below. The Navesink is the same)
 - The first round of the playoffs will be S1-S8, S2-S7, S3-S6, S4-S5 with the 4-5 games **and the 3-6 games** being played on Mon and the other games on Tue.

- **The division semi-finals will be 3 games.** The winner of the S1 game plays the winner of the S4 game and the winner of the S2 game plays the winner of the S3 game.
 - The last two teams in each division play in the 3 game division championship.
 - No reseeding
 - The final standings are based on best record (1st), head to head (2nd), best record in division (3rd), least runs allowed between teams involved in head-head tie-breakers (4th), finally a coin-flip (5th). Standings will be determined by won/loss percentage. A regular season game may end in a tie. An additional tie breaker, “Prior record from last year”, has been added ahead of the coin flip to determine the order of finish to be used in the playoffs (not the standings for next year).
 - The home team in the playoffs is the team with the highest seed (1st) (except that the home team for the league championship game will be decided by a coin flip).
4. The League reserves the right to move playoffs games to another field or another night in order to resolve field availability issues. However games will be moved to another night only if both teams want to. They have the option to play on the scheduled night if any field is available.
 5. A scheduled playoff game may be moved only if both teams agree. A playoff game scheduled for Monday and rained out would be played Tuesday. A playoff game scheduled for Tuesday and rained out would be played Wednesday. A playoff game scheduled for Thursday and rained out would be played the following Tuesday.
 6. The league and division championship games will be played, if possible, in Little Silver Boro Hall and Library Fields. If not possible, they should be played on the field of the home team if it is a softball field. If not then the home team will have their choice of available softball fields in the league. If the best of three playoff games are being played in Little Silver and one of those games cannot be played there then that game will be played at a neutral softball field and not at the home team's field. If a best of three playoff game is being played in Little Silver and two of those games cannot be played there then those games will be played at the home team's field provided it's a softball field. If not then the home team will have their choice of available softball fields in the league. The games can be played on a hardball field if both teams agree.
 7. Playoff games will start at the regular season time (6:15 PM).

Suspended games.

1. For all Regular Season games, a game that goes 4 1/2 (home team ahead) or 5 full innings (visitors ahead) is official. If a game is stopped before it becomes official, it will be replayed from the beginning.
2. For all Playoff games, a game that goes 5 1/2 (home team ahead) or 6 innings (visitors ahead) is official.
3. If a Playoff game is stopped before it becomes official the game is to be continued on the next "league night (Mon-Thu)" at the point in the game where it was suspended.
4. For Playoff games that are continued after a suspension any missing players are skipped in the batting order without outs being charged. Any added players are to be placed at the bottom of the batting order.

Alignment of teams

1. There are two divisions, the Shrewsbury and the Navesink. Each division has two groups (A-B). At the start of the season, the teams are placed in a division and group as follows. In the Navesink division, the team with the best record in the previous year in group B moves up to group A and the team with the worst record in group A moves down to group B. The same procedure is followed for the Shrewsbury Division. Also, the team with the best record in group A of the Navesink Division moves up to group B in the Shrewsbury Division and the team with the worst record in group B of the Shrewsbury Division moves down to group A of the Navesink Division. Exception: a team will not move up if their record is worse than or the same as the team that would be moving down. A team's record in the playoffs will be added to the regular season record in determining who moves up and down.

League Meetings

There are two meetings, one in the spring before the start of the season and one in the fall after the end of the season. A \$50 fee for missing a meeting will be charged at the fall meeting if a team missed the spring meeting as well. The \$50 will be added to their league fee