

Smoky Mountain Social

Men's Softball Rules

1/22/2020

SMS TriStar Rule

This rule is the most important. Everyone is here to have fun, meet new people, play sports, and partake in events. Be respectful and conscious of your actions. We take this rule very seriously, as members of SMS we expect fun and inviting games full of sportsmanship and good will. Anyone found to be harassing, threatening, or otherwise a detriment to the TriStar Rule, will be removed from the game immediately, and further discipline will be enacted post game to the extent of suspensions or league banishment. Any player that is suspended or removed from the league will not receive compensations for games not played. Players may request a review of their status after season's end for the upcoming seasons.

Harassing, threatening, or attitude detrimental to the TriStar Rule includes, but is not limited to unnecessary roughness, fighting, verbal confrontations, threatening harm, and excessive arguing causing play stoppage. Officials have the discretion to determine if any of the above or other situations might violate the TriStar Rule

General

We play 1 hour games or 7 innings, whichever comes first. No new innings will begin after the 55 minute mark.

Regular season games can end in a tie.

All games will start promptly at the designated time. There will be no allowance for players on their way, or away from the field. The players that are on the field at game time will be permitted to play the start of the game, and players causing a delay of the start of a game will not be allowed in the game until the home team's at bat.

Any stoppage in play due to official call review/discussion will not be taken out of time of play.

Any stoppage of play that is caused by players will act on a continuous clock.

No metal cleats

Bats and balls will be provided. Gloves and other equipment will be at the responsibility of the player and team.

All bats must have an ASA certified sticker, and in this league men can use singlewall or composite bats. Any player found using a USSSA or non-ASA bat will be called out.

Players

Each game will be played 10 vs 10 with each team fielding 4 outfielders, 4 infielders, a pitcher, and a catcher.

6 is the minimum requirement to play with for an actual game.

If there are less than 6 people, the game is a forfeit, but we will still play for fun.

Each team is allowed to play an alternate player, as long as that player has signed up to be an alternate for that game prior to the start of the day of the game. No alternates will be allowed for the final game of the season or playoffs.

Alternates must fill out a waiver if they are not registered for the league they are subbing in.

If a team attempts to begin a game with players that aren't on the team roster or listed as alternates for the game, the players in question will be removed from the game along with the team captain upon first violation. Upon second violation, players will be removed, and the captain will be removed from the team roster for the remainder of that game and the following game. Third violation will see players in question removed, and the captain removed from the roster for the remainder of the season.

Batting

Everyone starts with one strike and one ball.

No bunting is allowed.

Any ball that hits the plate or strike plate behind home plate will be considered a strike.

Not everyone has to play in the field, but everyone must bat.

Create a batting order at the beginning of the game, and you should maintain it throughout.

In order to file a complaint with the official about batting order, lineups must be exchanged prior to the game. Without an exchange for lineups, complaints about batting out of order will not be heard, and play will continue.

In the event you have less than 10 players each spot less than 10 in the batting lineup will have a "shadow out" at the place in which the missing player is in the batting order. In addition, you will also be short that many players in the field.

Example: Your team has only 9 players. Then one spot in the batting lineup each time around will be an automatic out. Additionally, you will be short a fielder each time out in the field.

All players are allowed foul balls. However, players will only be allowed two foul balls after the 2nd strike. The third foul ball after the 2nd strike will be an automatic out.

There is no homerun limit.

Mercy Rule/Survival Rule is set at 20 runs. If your team falls behind by 20 runs prior to the 40 minute mark, then the game will be called using the mercy rule. However, if your team makes it past the 40 minute mark, the Survival Rule comes into play.

Each team is given a maximum of 2 out of the park home runs on fields under 280 feet, and a maximum of 3 on fields over 280 feet.

Innings 1-6 will have a 6 run limit per inning without regard to the out total. If your team falls behind by 20 runs prior to the 50 minute mark, the game will be called using the Mercy Rule. This rule will be applied at the end of each inning, allowing the home team to bat. However, if your team makes it past the 50 minute mark, the Survival Rule comes into play. The final 10 minutes will have no run limit to allow for epic comebacks that will go down in SMS Lore forever! Doesn't that make things exciting!!!

A player who steps on the plate, or over, in an effort to swing will be called for an automatic out.

Fielding

Infield Fly Rule is in effect. If the team batting has less than 2 outs and has base runners, and the ball is a hit as a pop fly to the infield in fair territory. Then the umpire will likely call Infield Fly meaning the batter is automatically out whether or not the ball is caught or not. If the ball is caught then the runners would have to tag up to advance just like any other fly ball, but if the ball hits the ground the force is taken off the runners.

Balls thrown out of bounds will initiate a stoppage in play, and will be considered an automatic double for the player. All other runners will advance 1 base.

Pitchers must not pass the plate line with their feet in the performance of their pitch. Pitchers will be given a warning on first offense, an automatic ball on second offense, and a walk on exceeding offenses.

Pitches must hit the strike plate or home plate to be considered a strike, and the ball be pitched between 6ft and 12ft high. All flat or high pitches will be called balls at the umpire's discretion.

Defensive substitutions are permitted.

Running

The Tag Up rule is in effect.

No stealing or leading off.

No head first sliding will be allowed due to safety issues. At the referees' discretion, all slides that are considered to be an attempt to initiate contact with another player, and not a legitimate move toward the base, will be deemed outs.

Any player found to initiate unnecessary contact will be called out, and possibly ejected from the game under the TriStar Rule for unnecessary roughness.

Runners running through first base must use the safety base to the right of the bag.

One player per team may request a pinch runner. It should be the last player who got out batting. Refs should be notified before the game starts of the pinch runner.

Other Policies

* All players will be notified if there is a rainout or games are called off due to extenuating circumstances. These games will be made up prior to the end of the season and before playoffs start. Make up games could include doubleheaders if time permits. Any game not made up will be refunded. SMS will refund you a prorated amount that will be equivalent to the amount of missed games.

* Any player injured to the point where they are removed from active play on offense is not permitted to return to that game.