





ADMINISTRATIVE & OPERATIONAL PROCEDURES FOR CONDUCTING

White Sands Missile Range – Softball League Tuesdays and Thursdays in April

1. **REFERENCES:** a. AR 215-1, Non-appropriated Fund Instrumentalities and,

Morale, Welfare and Recreation Activities, 24 September 2010.

b. 2019/2020 USSSA Official Slow Pitch Playing Rules & By-

Laws.

https://usssa.com/docs/2020/USSSA_SPRB_20_121919_rev.pdf

2. **WHAT:** Bell Gymnasium's – Spring Softball League

3. **IMPORTANT**

DATES: Registration Deadline......31 March, Bell Gym, COB

- Games will be played Tuesdays and Thursdays, with length of league and playoff date to be determined by the number of

teams registered.

4. **WHERE:** Goddard Field

Crozier St. located behind Bell Gym (bldg. 236)

White Sands Missile Range, NM 88002

5. **ELIGIBLITY:** a. Open to the public 18+ and older. Players must present a picture

ID prior to their scheduled games. Lack of proper ID will result in

player being ineligible to play in the league.

b. Team rosters will be limited to 15 players, and one non-playing

coach. Rosters must be filled out and turned in to Bell Gym by 31 March. The roster must consist of a team captain POC, and First/Last name, email, and contact number of each player. All

roster updates must be made prior to a scheduled game.

6. **REGRISTRATION:** \$50 per team – Register at Bell Gym by 31 March 2020. **Payment**

is to be made in <u>full</u> with team roster filled out and signed by **Team POC**, at the time you register, or last day of registration, by close of business day. Failure to make a payment in full will result

in the team being dropped from the league.

7. COACHES MEETING: A coaches meeting will be held on 2 April 2020, 1730, at Goddard

Field. Meeting is mandatory for all coaches (or team POC); players

are encouraged to attend.

8. LEAGUE PLAY:

Play will be conducted in accordance with the 2019/2020 USSSA Rules unless otherwise covered by these by-laws:

- a. The duration of the game will be 55 minutes, with the inning in progress to be completed.
- b. Each batter will assume a one ball and one strike count, and will be allowed one courtesy foul ball after two strikes.
- c. If the score is tied at the end of seven innings or 55 minutes, a tie-breaker rule will be put into effect as follows:
 - (1) The visiting team will place the last batter of the previous inning on second base and the game will continue from that point with the same batting order until three outs are made and the inning is completed.
 - (2) The home team will use the same procedure as described above.
 - (3) The above procedure will be used for the remainder of the game until a winner is determined.
- d. A 20-run rule will be in effect after three innings, 15-run rule will be in effect after four innings and a 10-run rule will be in effect after five innings.
- e. Complete innings must be played unless the home team scores the run ahead limit while at bat. Whenever the visiting team reaches the limit in the fourth or fifth inning, the home team must have their opportunity to bat in the bottom half of the inning.
- f. In the event of a homerun, the batter can choice to run the bases or not, including the runners on base. This eliminates any appeal play.
- g. No base stealing or leading off is allowed. Baserunner will be called out if he/she is leading off before ball in play.
- h. Any player found to be using an illegal bat will be suspended for the remainder of the League.
- i. A team can start the game with a minimum of 8 players.
- j. The lineup or batting order can have up to 11 hitters but must finish the game with 11.
- k. The home run limitation is five.

9. **FORFEITS**:

a. A forfeit will be declared if a team is not prepared to play at the scheduled time. No exceptions, be warmed up and prepared to play at your scheduled start time with your full team ready to go.

10. **EQUIPMENT:**

- a. All bats must be USSSA approved. Softball gloves, Bats, and Softballs will be provided by MWR if needed. If you have your own gear it will need to be approved before game time.
- b. The home team is responsible for keeping game statistics.
- c. Leg/arm braces must be wrapped in tape (No metal showing).
- d. If a cap is worn, it will be worn properly, same with sunglasses.
- e. Only tennis shoes and all rubber cleats are acceptable.
- f. No jewelry is allowed. NO EXCEPTIONS.

11. PROTESTS:

A protest concerning **eligibility** will be addressed immediately and ID cards will be checked to match the signed Team Roster Form.

12. **POSTPONEMENTS:**

Inclement weather postponements will be determined by WSMR Bell Gym staff on site.

13. **SPORTSMANSHIP:**

Swearing and abusive remarks directed towards opponents, officials, fans or supervisors are behaviors which casts a negative atmosphere over intramural play and may lead to more serious problems. Officials will penalize such behavior and all cussing with an ejection.

The <u>first</u> unsportsmanlike conduct received by a player will result in an ejection from the game and a warning being filed. The <u>second</u> ejection in the game will result in a meeting with the Tournament Director for a possible suspension. The <u>third</u> ejection will result in an automatic ejection from the tournament. Team member, captain, coach, spectator or the entire team may be asked to leave the playing area if displaying unsportsmanlike conduct or abusive language. Any contest may be forfeited by the official and/or supervisor of the activity when a team, a team participant, captain or coach exhibits unsportsmanlike conduct or disruptive behavior during the contest. Team captains or coaches may be warned prior to forfeiting the contests; however, it will be at the discretion of the officials to forfeit that contest if deemed necessary to avoid a violent confrontation.

- 14. <u>DRINKING/SMOKING/</u> Alcohol, smoking or use of chewing tobacco is <u>NOT</u> permitted on the playing field or in the dugouts. Any player or coach under the influence of alcohol will not be permitted to enter the playing area. There is absolutely never to be alcohol in the dugouts. Glass bottles are completely prohibited from the Sports Complex area.
- 15. **RESPONSIBILITIES:** During games, the manager or coach is responsible for ensuring that:
 - (1) All members of the team are familiar with the contents of this MOI.
 - (2) The team is fully equipped and properly attired.
 - (3) The conduct of the team is in accordance with this MOI.
 - (4) No illegal players are entered on roster or participate in games.
- 16. **COMMANDERS CUP**

POINTS:

1st team to register = 5 points and #1 seed Each additional team to register = 1 point Forfeit or drop out before competition = -1 or -5

Placement Points: 1^{st} place = 15 points

 2^{nd} place = 10 points 3^{rd} place = 5 points

17. **LEAUGE POC**:

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