

# Kemmeter's Softball League and Tournament Rules

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## I. Policies

1. Umpires assigned by Kemmeter's are responsible for total operation of program facilities.
2. Sponsor fee is due upon turning in the roster or can be paid online at <http://www.kemmetercorners.com/>. We refuse to accept personal checks.
3. **Absolutely no carry-ins or pets are allowed on the premises. Failure to abide by this rule may result in a forfeiture or ejection of a player or team from a game, season, or tournament without refund.**
4. Children must be accompanied and supervised by an adult at all times. Kemmeter's cannot and will not be held responsible for any and all injuries that anyone may incur.
5. Glass and/or glass containers are strictly forbidden within the sports areas.
6. If a rule is not specified here, it should be assumed that the corresponding ASA rule applies.

## II. Equipment

1. Uniforms
  - a. Any type of hat, headband, scarf, or visor is permissible as long as it is not deemed offensive by Kemmeter's management staff, but is not required.
  - b. Shorts are allowed.
  - c. Shirts must be worn by all participants whether currently playing or not.
  - d. Shoes must be worn by all players and coaches.
  - e. **Footwear with metal spikes are strictly prohibited!**
2. Bats
  - a. Only official bats as outline in the ASA rule book are allowed.
  - b. Titanium-alloy type bats are not allowed.
3. Balls
  - a. Kemmeter's will furnish all game balls.
4. Jewelry
  - a. For safety and injury prevention, casts, exposed jewelry such as wristwatches, bracelets, large or loop earrings, and neck chains, or other items deemed dangerous by the umpire must not be worn during the game.
  - b. Jewelry that cannot be removed should be covered with tape.

## III. Players and Substitutes

1. Batting Orders
  - a. Teams may begin and play a game with only eight players.
  - b. If a ninth player arrives late, they must bat in the ninth position
  - c. If ten or more able players are present at the starting time, the team must list a minimum of ten in the batting order.

- d. Each team may bat up to 12 batters in their original line up.
  - e. The ASA designated hitter rule will not apply. Instead, any number of players may be included in a team's batting order provided that they are present at the start of the game.
    - i. When a player bats, it establishes his/her position in the lineup for the entire game.
    - ii. If a player is injured or must leave the game for a valid reason, and no substitute is available, no penalty will be assessed.
    - iii. If a player is ejected with no substitute to replace that player, an out will be recorded each time that player was to bat after the ejection.
  - f. Once the lineup is listed on the scorebook and the game begins, no further additions may be made.
  - g. If a team playing with eight players has a player ejected from the game, that team will forfeit the game.
2. Fielding Positions
- a. There will be total free substitution of players in the field of defense. However, there can never be more than ten players fielding at any one time.
  - b. This rule applies only to those players who are listed in the batting order. Any player listed in the batting order, regardless of the number, may play any position in the field, at any time.
  - c. Players not listed in the batting order must follow the substitution procedures outlined in Section 3 (following).
3. Substitutions
- a. A starter is defined as anyone listed in the original batting order.
  - b. If all players available are not listed in the batting order, a starter who is listed in the batting order may be replaced by a substitute.
  - c. The starter may reenter at a later time but must return to the same spot in the batting order. The substitute must come out of the game and cannot reenter under any circumstances.
  - d. If a starter has reentered once, that player may be substituted for again but cannot reenter a second time under any circumstances.
  - e. One courtesy runner per inning is allowed.
4. Suspensions
- a. Any player, manager, or coach ejected from the game under any circumstances is automatically suspended from the next game played by their team.
    - i. Umpires do not have the authority to waive this suspension in any case.
    - ii. It is the team manager's responsibility to control this suspension, and upon proven violations that team will forfeit the game concerned with the violation.

## IV. The Game

### 1. General

- a. Games will begin at the scheduled starting time. NO GRACE PERIOD
  - i. The diamond will be cleared by all participants after 55 minutes.
  - ii. There will be no infield practice before games.
  - iii. There will be five minutes between games to allow umpires to prepare for the next game.
  - iv. If a game is completed more than five minutes before the time limit, the next game may begin before the schedule starting time, if both teams agree.
  - v. If the preceding game runs late, forfeit time is five minutes after the completion of that game.
- b. Teams listed first on the schedule are the home team and will occupy the third base bench.

### 2. Playing the Game

- a. Games will be seven innings long with a 55-minute time limit. No new inning will begin after the time limit expires unless the game is tied, in which case the game will be played to completion.
  - i. A new inning begins immediately after the third out of the previous inning has been made.
  - ii. If the home team is batting and leading in score when the time limit expires, the game is over immediately.
  - iii. If the visiting team is batting when the time limit expires, they must finish the half inning. If the visitors are then leading, the home team must bat.
- b. There is a ten run rule in effect after five innings.
- c. Only three home runs are allowed per team per game. Any home runs thereafter count as a ground rule double.
- d. Three balls will constitute a base on balls. A strike out will consist of any combination of two strikes:
  - i. Two called.
  - ii. One called and one swing-and-miss.
  - iii. One called and one fouled.
  - iv. Two fouled balls.
  - v. One swing-and-miss and one foul ball.
  - vi. Two swinging misses.
- e. The mat and plate will be used for calling strikes.
- f. ASA arc limits will apply. A minimum of six feet from the ground and a maximum of twelve feet will be enforced over the plate and mat.
- g. All games must have completed a minimum of four innings to be official. If after 3 ½ innings, the home team is ahead and the game is called, it is a complete game.
- h. Any ball that rolls past the outfield fence, but not out of play, is a double.
- i. Any ball that rolls under the outfield fence is a double.

- j. No protests will be accepted under any circumstances. The umpires have sole control of the game and will make all final decisions. Kemmeter's promotes strictly positive recreational experiences and protests are not considered a part of this atmosphere.

## **V. Local Rules, Rosters, and Regulations**

1. Pitching
  - a. There is no one second stop rule applied to pitching. The pitcher will only need to come to a complete stop and address the hitter with hands together in front of the body. One foot must be on the pitching rubber.
2. Batting
  - a. Throwing the bat as part of the completion of a swing will result in one team warning per game. The second violation will result in the batter being called out and the ball being declared dead at the time of the pitch.
3. Operating Regulations
  - a. The entry fee and roster sheet must be turned into Kemmeter's.
4. Rosters
  - a. Rosters are limited to 15 players per team and each player must be legal drinking age.
  - b. Players may be added and removed from the roster during the season. A player added to the roster must be done by the Friday prior to the first game that player is eligible to participate in. No additions to the roster can be made for any playoff or championship games.
  - c. Once the player is removed from a roster, the player may not play for that team or any other team for the remainder of the season.
5. Eligibility
  - a. Kemmeter's and its appointed umpires will investigate any complaints concerning ineligible players and will act on it immediately. Complaints must be registered in person at Kemmeter's.
  - b. Any player found to be violating the eligibility rules will cause his/her team to forfeit any games that they have played in up to the time of detection.

**Any circumstances arising that are not covered by the ASA rule book or local rules will be left to the discretion of Kemmeter's.**

**FINAL NOTE: KEMMETER'S WILL NOT BE HELD RESPONSIBLE FOR ANY AND ALL INJURIES, DAMAGES, ACCIDENTS OR THEFT OF PROPERTY OR MONEY THAT MAY OCCUR BEFORE, DURING, OR AFTER GAME TIME. PLEASE DO NOT BRING VALUABLES INTO THE SPORTS AREA.**

**Thank you for your patronage and good luck to all of the participating teams!  
From all of us at Kemmeter's and KC Subs & Pizza**