

Kensington Valley Senior Softball League

55+ Softball By-Laws and Rule Modifications

PURPOSE AND JURISDICTION: The Kensington Valley Senior Softball League is organized to provide a softball league for the benefit and enjoyment of seniors who are 55 years old or older (with the exception of one 53 or 54 year old player per team) in the tri-county area of Wayne, Oakland and Livingston Counties.

ALL KENSINGTON VALLEY SENIOR SOFTBALL LEAGUE GAMES SHALL BE GOVERNED BY THE RULES OF THE USA SOFTBALL, EXCEPT WHERE MODIFIED BY THE KENSINGTON VALLEY SENIOR SOFTBALL LEAGUE COMMITTEE AND SET FORTH IN THIS DOCUMENT. THE KVSSL COMMITTEE RESERVES THE RIGHT TO STUDY AND INCUR DECISIONS ON ANY RULE, SITUATION OR CIRCUMSTANCES NOT EXPRESSLY COVERED BY THE RULES AND BY-LAWS, SUCH DECISIONS ARE FINAL.

By-Laws for Kensington Valley Senior Softball League and Committee

1. Risk/Liability: Due to the nature of the game, players run the risk of injury and should be aware of that prior to participation. The Kensington Valley Senior Softball League, it assigns, the sponsor, or the manager are not responsible for player injury in or resulting from participation in this program.

2. All USA SOFTBALL will be enforced except where modified herein.

3. The Kensington Valley Senior Softball League will be overseen by a representative from the City of Novi and Northville.

4. League Representative Responsibilities:

a. League Coordinators: The league coordinators will serve as the contact person for the community, players and clearinghouse for all the general information. The coordinators will be responsible for the directing of league meeting(s), directing annual pre-season players meeting, umpire scheduling and training, scheduling regular season and tournament games, rosters and player eligibility, promotion of league, and any other duties that pertain to organizing this league.

b. Standings: Clearing house for standings and responsibility for updated distribution on a weekly basis and posting on the internet.

5. League Schedules and updates will be communicated via e-mail and will be distributed in the following order: League Coordinator → Team Managers. Team managers may communicate with their players by whatever means they deem necessary.

LEAGUE FORMAT

1. **Age Requirement:** Players must turn 55 years old or older in the calendar year in order to participate in this league (example: For the calendar year 2020, individuals must turn at least 55 anytime during 2020 – from January 1st through December 31st, 2020).
2. **Age Exception:** Each team may have one player who is either 53 or 54 years old on the active roster.
2. **Game Guarantee:** Each team will be scheduled to play a minimum 12 game regular schedule followed by a tournament for the season finale. Teams are not obligated to play in the tournament.
3. **Game Times:** Games are played on Tuesdays mornings, unless excessive rain-outs, etc. dictate a change. Game time will be counted during any delay for late players, the clock starts at the scheduled game time.
 - a. All games will be 8 innings.
 - b. **Time Limit:** No new inning may start after 1 hour and 20 minutes.
 - c. First games are planned for 9:30 am, but may be moved to an earlier start time if weather or planning considerations dictate. Rain-outs and/or number of teams may result in double-headers being scheduled. Double-header games: The second game will begin directly following the first game. A break between games will be decided by the umpire in conjunction with the team managers. The break will be approximately 10 minutes and enforced by the umpire.
4. **Initial Team Rosters** must be turned in to your community's league coordinator no later than your first scheduled game. An official roster includes all player signatures and the signature of the League Coordinator. If a team plays in a game without having submitted an official roster, all games will be forfeited until the initial roster is turned in.
5. **Roster Changes:** Any and all roster changes (adding or dropping players) must be coordinated through the League Coordinator prior to the game a new player participates in. New players may be accepted at the field ONLY if prior arrangements are made.
6. **Adding Players:** Players may be added throughout the regular season by completing and signing the official team roster and submitting this to the site supervisor on-site prior to the start of the game. Players must choose either the American or National League.

7. Awards: Season winners will receive championship shirts, tournament winners a gift card to one of the local sponsors. There is no longer a “traveling” trophy awarded.

8. Standings: For the purpose of the standings, in the event of a tie for position in the standings, the tie breaking procedure is: a. Head to head competition between the teams. b. Difference in runs scored in head to head competition. c. Team that allows the least defensive runs in the same number of games. d. Coin toss.

9. Defensive Requirements: Teams must field at least eight (8) and not more than eleven (11) players.

10. Catcher Option for Short-Handed Team: A team may offer to provide a catcher to the other team, if that team is only able to field 9 players. This catcher would catch and return the ball to the pitcher, but would not be responsible for any plays. The defensive team would be responsible for the play at the plate.

11. Borrowing Players:

a. borrowing of players between the American Lg and the National Lg is not allowed.

b. Teams short may borrow a player/s from another team within their league, but only up to fielding a team of 10, not 11.

c. teams cannot borrow the same players each week....borrowed players are only allowed to take the position first as catcher, then right field, then 1st base. Borrowed players will only be added to the end of the batting line up.

* the only exception would be the pitcher, if the team has no one that can pitch a consistent game, then a pitcher may be borrowed to provide a fair game and not one of walks.

13. Batting Line-Up: Rosters are limited to eighteen (18) players. All non-injured, rostered players present at a game will bat in the line-up.

14. COURTESY RUNNERS: are for those with a health condition or if an injury occurred in play.

All courtesy runners will be the last out, from home plate or on base, in the case of that player being unable to do so for health reasons the previous out to the last.

a. A player that has run as a courtesy runner cannot then ask for a courtesy runner, unless an injury has occurred.

b. Courtesy runners are allowed to obtain whatever base/s possible, no restrictions.

15. Injury: If a player is injured during the game and cannot continue to play, USA SOFTBALL substitution rules will be in effect.

16. Ejection: If any player/coach/manager is ejected from a game by an umpire or a league coordinator there will be an additional one game suspension for the next scheduled game. If there is a second suspension, the player will be suspended for the rest of the season for all regular and tournament season games. There will be no refund. Any person ejected from a game may not remain at the park or adjacent areas. Ejected individuals have two (2) minutes to be “out-of-sight,

out-of-sound". Failure to exit the area will result in suspension for the remainder of the season, and will lead to a forfeit loss. An out shall be declared for each turn at bat for a player leaving the game, only when the player leaves the game due to an ejection. An inning or the game can end with an automatic out.

17. Eligibility for Play-Offs: Players must play in at least 1 regular season game to be eligible to play in the season finale tournament.

18. Protective Gear: All players have the option to wear protective gear. (Shin guards, face mask, etc.) Umpires may ask a player to remove any gear that they deem to present a hazard for other players or an unfair advantage.

19. Line-Up: Before the game, managers must present a line-up to the home plate umpire and the opposing team that includes a first and last name of each player.

20. Roster Responsibilities: Each manager/coach must have their updated roster present at every game and available for the umpire or any league representative.

21. Blood Rule (Rule 4 – Section 9): A game participant or umpire who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire's judgment. The umpire shall: a. Stop the game and immediately, call a coach, trainer or other authorized person to the injured player and allow treatment. b. Apply the rules of the game regarding substitution, short-handed rule and re-entry if necessary.

22. First Aid: Teams are responsible for providing their own ice packs and other first aid supplies.

THE GAME

1. Umpires: The League Coordinator for the field being played upon will be responsible for scheduling an USA SOFTBALL certified official. In the case of an umpire not showing for a game, the site supervisor will officiate the game .

2. Tie-Breaker: If there is a tie after a regulation game, starting at the top of the next inning, the offensive team shall begin its turn at bat with the player who made the last out being placed on second base, allowing three (3) outs to complete the inning. There shall only be one overtime inning, and the team with the most runs in the overtime inning is the winner. If the score is still tied, it will remain a tie.

3. Pitcher Regulation: The pitcher must have at least 1 foot on or behind the pitching rubber within the parameters of the pitching rubber which extends from the rubber back 6 feet. The arc remains the same (6-foot minimum and 12- foot maximum) and the ball must still hit the strike mat to count as a strike.

4. Base running: At 1ST base the runner must always go to the orange (attached safety) base if there is a play and the fielder to the white base. If the runner interferes by touching the white base, no appeal is needed for the umpire to call the runner out.

5. Scoring Line/Strike Mat: To score the base runner must have a foot down on or beyond the scoring line before a defensive player in possession of the ball touches the strike mat. Runners do not go to home plate. Runners are not allowed to slide or dive over the scoring line and will be called out if this occurs. Home plate/strike mat belongs entirely to the defensive player, if a runner runs through or touches home plate/strike mat or the batter's box while attempting to score, runner is out.

6. Commitment Line: The commitment line will be drawn halfway between 3rd and home plate. Once the runners' foot touches the ground on or past this line, the runner may not return to 3rd base. Result: The runner is out.

7. Interference: Interference is the act of an offensive player or team member, umpire or spectator that impedes, hinders, or confuses a defensive player attempting to execute a play. Contact is not necessary. If intentional interference is ruled, the runner is out.

8. Obstruction: Obstruction is the act of a fielder not in possession of the ball or not in the act of fielding a batted ball, obstructing the progress of a runner or batter-runner. When obstruction occurs a delayed dead ball is ruled. The obstructed runner and all other runners shall be awarded the base or bases which would have been reached, in the umpire's judgment, had there not been obstruction.

9. Stealing/Leading Off: There is no stealing or leading off. USA SOFTBALL Rule/Note: When the runner fails to keep contact with the base to which they are entitled until a pitched ball is batted, touches the ground, or reaches home plate. EFFECT: The ball is dead. The runner is out. All runners must return to the last base touches.

10. Forced Play: Runners must give themselves up by sliding or running out of the base path if the runner is already out.

11. Batter's Count: (new 2018) batter assumes a 1 / 1 count with 1 to waste, foul on the after batter is out.

12. Official Score: The winning team score book is the official recording of the score. The losing manager/coach must sign the book to confirm the score along with the umpire.

13. Outfield placement requirement: Refer to the "specific" rules for each division.

14. Mercy and Run Rules – Maximum of 5 runs per inning for each team in innings 1-7. In the 8th inning it is "all you can" score. The 20-run rule applies beginning in the 6th inning. If after the 6th inning (5 1/2 innings if home team is up by 20 or more) is completed and a team leads by 20 runs the game will end.

UMPIRES

- 1. Scheduling:** The home community is responsible for scheduling an USA SOFTBALL (Amateur Softball Association) umpire for each home game. League Coordinators are responsible for their home umpires receiving training on the Kensington Valley Senior Softball policies and rule modifications. The league is committed to the games being called consistently at all locations throughout the season.
- 2. Meeting Requirement:** All umpires will be required to attend a league rules meeting hosted by their League Coordinator before the start of the season. This meeting will emphasize the modifications to the USA SOFTBALL rules as well as interpretation of such rules. If an umpire does not attend they may or may not be allowed to umpire in this league.
- 3. Evaluations:** Umpires will be evaluated and schedule accordingly by their community leader. The league committee may evaluate umpires at any time during the season and will evaluate at the end of the year. Upon committee review, an umpire may be removed for a designated time or indefinitely for unsafe procedures, lack of knowledge of the rules or disrespectful attitude toward the game and its players.
- 4. Fee and Forfeit:** The umpire fee is \$15 per team to be paid in cash at the field. If a team forfeits a game and does not pay the umpire at the field, the entire umpire wage of \$30 must be paid to the community representative within 24 hours to be eligible to play in the next game. Two forfeits will subject a team to removal from the league upon review by KVSSL Committee.

EQUIPMENT

Approved Balls: All balls will be 12" and must be stamped ASA or USA SOFTBALL Certified and be 52/300.

Mat: Legal pitches striking mat will be called strikes. The mat will be approximately 2' x 3" and will cover home plate starting at the front edge. The mats provided by the league will be consistent.

Bats: ONLY approved/certified by the Amateur Softball Association (A.S.A.) or USA Softball. Unidentifiable bats will be considered illegal. Bats on the most current A.S.A. Non-Approved Bat list are not allowed to be used in league play. **SENIOR "HOT BATS" ARE NOT ALLOWED.**

Metro Detroit USA SOFTBALL provides this list on their website: www.metrodetroitasa.org.

The umpire may allow a bat that he/she feels was made prior to 2000 or is constructed of wood or metal. Prior to each game during the pre-game conference at the plate, the plate umpire should require from each manager the assurance that no illegal, altered or non-approved bat will be utilized. The plate umpire will make an effort to advise any batter before entering the batting box if a bat is illegal and may ask to inspect any bat. **THE FINAL RESPONSIBILITY OF USING ONLY LEGAL/UNALTERED /APPROVED BATS LIES WITH THE TEAM.**

IF AN ILLEGAL, ALTERED OR NON-APPROVED BAT IS USED; THE BATTER WILL BE EJECTED FROM THE GAME AND SUSPENDED FOR ONE ADDITIONAL GAME. Updated 12/11/2017

ANY BAT IN QUESTION WILL BE TAKEN OUT OF THE GAME.

ANY BAT FOUND TO BE ILLEGAL OR ALTERED WILL BE CONFISCATED, SUBMITTED TO THE LEAGUE COORDINATOR AND WILL BECOME PROPERTY OF THE COMMUNITY IN WHICH THE GAME WAS PLAYED.

FIELD PREPARATION AND RULES

1. Scoring Line when possible will be 8 feet in length, aligned with and beginning at least 3 feet from the front corner of home plate (point closest to 3rd base).

2. Commitment Line will be drawn halfway from 3rd base to home, when possible 8 feet in length, starting at least 3 feet from the 3rd base foul line.

3. Bases must be anchored. A safety first base shall be used at first base. The orange side of the base is for the runner and the white side of the base is for the fielder. If there is a play on the batter going to first base, the batter must touch the ORANGE portion of the base. Failure to do so will result in the runner being called OUT.

RAIN-OUTS

1. Official Game shall become official after it reaches 4 innings. If the game has not reached the above circumstances, the entire game must be replayed.

2. Rain-Out Decisions will be reached at the field by the umpire in conjunction with the managers and/or the League Coordinator if present.

3. Rain-out Hotlines may be used by communities and indicated on schedules or the community representative may choose to contact their opponent if a game is rained out.

4. Manager Responsibilities: All managers are responsible for contacting team players of rain-out.

5. League Coordinators are responsible for re-scheduling rain-outs. New schedules will be posted on both websites within 48 hours of the rainout. Rainouts will be moved to the end of the season.

PROTESTS

1. Protest Procedure: A protest is a formal request to review the decision of an umpire's rule interpretation or the eligibility of a player. NO PROTEST WILL BE ACCEPTED CONCERNING AN UMPIRE'S JUDGMENT (examples of judgment calls include: balls and strikes, out and safe, fair and foul, missing or touching the bases, etc.) Rule interpretation protest intentions must be duly recorded prior to the next pitch. Player eligibility protests must be duly recorded prior to the final out of the game. Failure to do so at the proper time, cancels all right to protest. All protests must be made known to the plate umpire, Field Supervisor/League representative and the manager of the other team before the next pitch or before the last out of the ballgame, as appropriate. The protest must be duly recorded by the League

Updated 5/14/2018

Representative. Following the above, manager/team representative must fill out the proper league protest form and submit a \$20 protest fee to the appropriate League Coordinator by the next business day (The fee may also be submitted to the Field Supervisor/League representative and formal protest emailed to the appropriate League Coordinator (see last page for contact information). Verbal or email contact must be made on the next business day. The League Coordinator shall have full power to determine the case. An appointed Protest Committee meeting will be called if the League Coordinators deem that it is advisable. Updated 5/14/2018

Protest Committee shall include at least two outside representatives (at least one being on the MDUSA SOFTBALL Board – USA Softball of Metro Detroit) and the League Coordinators.

2. Protest Fee: A \$20.00 protest fee must accompany all protests. This fee may be submitted to the Field Supervisor/League Representative or accompany the protest form submitted to the

League Coordinator. Rule interpretation protests must include the specifics of the USA SOFTBALL or KVSS rule, including the rule designation specifics. This fee will be returned if the protest is upheld. If the protest is denied, the fee will become property of appropriate Department.

3. Admissibility: Home video tape, film, photographs or recording devices are not admissible in protests as evidence.

4. Protest Decisions: Protests will be acted upon by the League Coordinator and when deemed necessary with the appropriate KVSSL committee members and MDUSA SOFTBALL representative(s). Decision will be made within 2-3 days.

Kensington Valley Senior Softball League

LEAGUE COORDINATORS

Charlie Gabbeart, Northville Parks and Recreation
Athletic Supervisor
Hillside Recreation Center
775 North Center Street
Northville, MI 48167
248.349-0203, 248.449.9947
cgabbeart@twp.northville.mi.us

Greg Morris, Novi Parks and Rec
Recreation Supervisor
45175 Ten Mile Road
Novi, MI 48375
249-735-5646
gmorris@cityofnovi.org

RULES PERTAINING TO THE AMERICAN LEAGUE

1. 6 – 12ft pitching arc, 52 /300 USA Softball approved synthetic 'yellow' 12" softball.
2. BATS – BATS – USA / ASA approved only.
3. **SENIOR "HOT" BATS ARE NOT LEGAL FOR RECREATIONAL PLAY !**
4. **BASES - Defensively players cannot play inside the base lines until the ball has been batted.** (est 2017)
5. **INNINGS - 8 inning games / 1hr 20 min time limit, no new inning may start after 1 hr 20 minutes. Catch up rule no longer applies, having been decided by the managers for teams to score "all you can" in the 8th inning of a regulation game. Any game to end before regulation play due to time, the umpire will make the decision concerning what will be the last inning and only that inning will be "all you can get"**
6. **GAME TIMES - will rotate each week, one week 9:30 the next 11am. The clock starts at 9:30am and goes against playing time if having to wait for late arrivals. 9:30 start time is subject to change depending on the weather.**
7. **BORROWING PLAYERS:**
 - a. **No longer allowed**, borrowing of players between the American Lg and the National Lg.
 - b. Teams short may borrow a player/s from another team within their league but only up to fielding a team of 10, not 11.
 - c. teams cannot borrow the same players each week....borrowed players **are only allowed** to take the position first as catcher, then right field, then 1st base. Borrowed players will only be added to the end of the batting line up.

* the only exception would be the pitcher, if the team has no one that can pitch a consistent game, then a pitcher may be borrowed to provide a fair game and not one of walks.
8. **BATTING – batters begin with a 1 / 1 count with one to waste on the 3rd strike, if resulting in a foul ball the batter is then out.**
- 9.. **BASE RUNNING.....No allowed over runs at 2nd and 3rd.**
 - a. Runners going to 1st base are subject to being thrown out from anywhere on the field.
10. **COURTESY RUNNERS: are for those with a health condition or if an injury occurred in play. All courtesy runners will be the last out, from home plate or on base, in the case of that player being unable to do so for health reasons the previous out to the last.**
 - a. **A player that has run as a courtesy runner cannot then ask for a courtesy runner, unless an injury has occurred.**
 - b. **Courtesy runners are allowed to obtain whatever base/s possible, no restrictions.**

RULES PERTAINING TO THE NATIONAL LEAGUE

1. National Lg games will rotate between Northville and Novi. **PLEASE STAY OFF OTHER FIELDS PREPPED FOR EVENING GAMES.**
2. BATS – USA / ASA approved **only**.
3. **ASA SENIOR “HOT” BATS ARE NOT LEGAL FOR RECREATIONAL PLAY !**
4. BASES - Defensively players cannot play inside the base lines until the ball has been batted (Est 2017).
5. **INNINGS** - 8 inning games / 1hr 20 min time limit. Catch up rule no longer applies, having been decided by the managers for teams to score “all you can” in the 8th inning of a regulation game. Any game to end before regulation play due to time, the umpire will make the decision concerning what will be the last inning and only that inning will be “all you can get”.
6. **GAME TIMES** - will rotate each week, one week 9:30 the next 11am. **The clock starts at 9:30am and goes against playing time if having to wait for late arrivals.** If weather dictates games times will be moved up.
7. **BORROWING PLAYERS:**
 - a. **borrowing of players between the American Lg and the National Lg is not allowed.**
 - b. Teams short may borrow a player/s from another team within their league, **but only up to fielding a team of 10, not 11.**
 - c. **teams cannot borrow the same players each week...borrowed players are only allowed to take the position first as catcher, then right field, then 1st base. Borrowed players will only be added to the end of the batting line up.**
** the only exception would be the pitcher, if the team has no one that can pitch a consistent game, then a pitcher may be borrowed to provide a fair game and not one of walks.*
8. **BATTING** – batters begin with a 1 / 1 count with one to waste on the 3rd strike, if resulting in a foul ball the batter is then out.
9. **OUTFIELD / ROVER** – **for 2019, may take up a position anywhere on the outfield.**
 - a. **fielders may attempt to throw any runner out at any base, at the risk of a throwing error allowing runners to advance.**
10. **BASE RUNNING.....No allowed over runs at 2nd and 3rd.**
11. **COURTESY RUNNERS:** **are for those with a health condition or if an injury occurred in play. All courtesy runners will be the last out, from home plate or on base, in the case of that player being unable to do so for health reasons the previous out to the last.**
 - a. **A player that has run as a courtesy runner cannot then ask for a courtesy runner, unless an injury has occurred.**
 - b. **Courtesy runners are allowed to obtain whatever base/s possible, no restrictions.**