

Sun and Fun Senior Softball League

League Rules

League Operation

Member communities in the Sun and Fun Senior Softball League must share in the cost of league operations. When a community elects not to share in those costs they will be removed from the League pending a review by the Operations Committee and a majority vote of the Executive Board.

Member Communities must have a representative present at scheduled League or special meetings called by the President.

Section I: Game Schedules and Times:

- 1.1** Regularly scheduled League games are played on Tuesdays and Fridays at 10:00 am. When two or more games are scheduled on the same field the start times are **9:30 am, 11:00 am, and 12:30 pm.**
 - a.** The highest division team will play the first game, and each succeeding lower division team will play games accordingly based on the scheduled start times.
- 1.2** Makeup games due to inclement weather will automatically be rescheduled to the next available makeup date and become official once posted.
- 1.3** A decision to postpone a game because of inclement weather should be made, **if possible**, on the morning of the scheduled game day unless approved by the divisional representative. Games postponed will be reported to the webmaster for rescheduling to the next available makeup date. **Scheduled games will have priority over makeup game dates.**
- 1.4** When a team leaves the field prior to or during a scheduled game without just cause, that community is subject to a \$50.00 fine and manager suspension for (2) two games. All fines and suspensions related to **(1.4)** are subject to appeal and review by the division representative and Operations Committee if needed.
- 1.5** Team(s) failing to show for a scheduled game without prior notification to the divisional representative and opposing manager, will be fined \$25.00, subject to appeal to the divisional representative and Operations Committee if needed within 48 hours of the scheduled game.
- 1.6** Teams dropping from the league without justifiable cause during the scheduled playing season will be subject to a \$100.00 fine, which is reviewable by the Executive Board, and will be placed back into the same division the next playing season if they apply for reinstatement.
- 1.7** Team(s) forfeiting a game must have the manager notify their divisional representative with reason and cause prior to the scheduled game in question. Team(s) forfeiting multiple games **(two or more)** in a scheduled season will be subject to a review by the Operations Committee for reason and cause.

Section II: Rosters:

- 2.1** The Sun and Fun is mandating that each community in the league conduct an annual pre-season draft requiring that every player in each community must be placed on an appropriate team within that community with the highest rated skilled player(s) assigned to the highest competing team in each division in the Sun and Fun.
- 2.2** There is no limit to the number of players allowed on a team roster as long as the players meet the requirements listed herein. The penalty for violating **2.1** will be forfeiture of any game(s) won during that violation period.
- 2.3** Players must be residents of a Member Community, Sister Community, Grandfathered from a Membered Community, or player(s) from outside a Community whom the Executive Board has approved. If a player(s) moves from one Membered Community to another Membered Community they have the option to complete the season with the current Community. The same holds true with player(s) moving to a Non-Membered Community. Player(s) living in one Membered Community may not play for another Membered Community team.
- a. Grandfathered Player:** Is defined as a past resident who lived in a Membered Community for a minimum of three years before moving from that Membered Community to a Non-Membered Community. The Executive Board must approve this request which will be in effect until that player stops playing softball in the Sun and Fun or moves back into a Membered Community. Approved Grandfathered player(s) do not need approval on an annual basis.
 - b. Sister Community:** A Community(s) not having a team in the Sun and Fun league, but have player(s) that could provide a Membered Community sufficient player(s) to field a team competing in the Sun and Fun. These Communities and its players must be approved by the Executive Board on an annual basis.
 - c. Outside Player(s):** Are player(s) not from a Sister Community, not Grandfathered from a Membered Community, but random player(s) that could help a Membered Community field a team competing in the Sun and Fun. These player(s) must be approved by the Executive Board on an annual basis.
- 2.3** Player(s) must be 55 years of age during the calendar year the season ends. **The following Exemption is allowed.** A team in a Membered Community is allowed to carry up to Two (2) player(s) living in that community, and must be 50 years of age when they begin play.
- 2.4** New player(s) may be added to a roster anytime during the season as follows:
- a.** The divisional representative is notified prior to that player(s) beginning play.
 - b. A signed Sun and Fun League Contract** is sent to the divisional representative prior to that player(s) beginning play.
 - c. A signed Sun and Fun Release Liability Waiver** is sent to the Vice President prior to that player(s) beginning play.

d. A signed Sun and Fun Pitcher Liability Waiver for each pitcher and must be kept by their manager or acting manager and shown to the umpire if requested by the opposing team's manager or acting manager prior to that player pitching a game. **Section VII: Uniforms and Protective Equipment 7.2 defines this rule.**

2.5 Each team must submit a roster for distribution at the October meeting listing each rostered player to their divisional representative and every manager in their division, including the league Vice President.

a. Once the rosters are submitted at the October meeting the rosters are frozen. Movement of player(s) beyond that meeting will follow the league Player movement rules. **(3.1)**

b. Team rosters are frozen on March 1st of each season, with no player(s) being added after this date.

Section III: Player Movement

3.1 Movement of a player(s) to a lower division during the playing season will require the following:

a. A request from the community to move the player(s) to a lower division and the reason.

b. The approval of both impacted divisional representatives.

c. Approval of the League President

d. Approval of a majority of the Executive Board members.

3.2 Movement of a player(s) to a higher division during the playing season will require the following:

a. Player(s) moving upward must be approved by the division representative receiving the player(s) prior to that player(s) game participation.

b. The movement to a higher division is per game (1) unless approved by the division representative receiving the player(s).

c. The player(s) moving up must be the eleventh (11) player to fill out the lineup and must be in the offense lineup (bat).

d. An exception to **3.2 (c)** if made for a community's team requesting a pitcher when the requesting team needs one to play a scheduled game. This pitcher will be the twelfth (12) player and must be in the offense lineup (bat).

Section IV: Team Movement Seasonal:

4.1 When it becomes necessary to reposition a team(s) into another division (higher-lower) the Operations Committee will meet and make a recommendation to the Executive Board which must approve the recommendation by majority vote.

Section V: Team Alignment Process:

5.1 The Operations Committee has the responsibility to align divisions and teams within those divisions using the following criteria as a guideline:

- a. Each divisional winner based on season record, including tie breakers **(5.2)** moves up one division.
- b. The team finishing last within a division moves down one division.
- c. A community team finishing first in consecutive years playing in the highest division must split into two separate teams within that division and those teams will play in that division the following season. A community without multiple teams (one team) will not be held to this standard.
- d. The rules governing the alignment process listed above are the standard for team movement. Appeals can be made by communities to the Operations Committee during the alignment process.

5.2 Tie Breaker Process for Determining First Place:

- a. First tie breaker: Head to Head competition
- b. Second tie breaker: Fewest runs allowed in head to head competition
- c. Third tie breaker: Coin flip

Section VI: Equality:

All communities, teams, and players within the Sun and Fun Senior Softball League will be shown equality regardless of what division they are playing in. Divisions are rated in progression from D1 being the highest skilled to D6 being the less skilled based on safety and ability

Section VII: Uniforms and Protective Equipment:

- 7.1** Teams are required to wear a matching shirt and hat. The shirt must have a number on the back that is at least 6" high with no duplicate numbers. The hat must be worn with the bill worn forward at all times, with an exemption given to all players deciding to wear protective head equipment.
- 7.2** Protective safety equipment comprised of head, face and legs should be worn by pitchers. When a pitcher decides not to use this protection they must sign a **Sun and Fun Pitchers Liability Waiver** prior to pitching in a scheduled Sun and Fun game. This waiver must be in the possession of their manager or acting manager at scheduled games for review if requested by the Umpire.
- 7.3** Pitchers using the pitching screen and deciding not to use protective equipment must also sign a **Sun and Fun Pitchers Liability Waiver** prior to pitching in the Sun and Fun.
- 7.4** Failure to follow required uniform rules outlined will result in a warning by the umpire and if not followed, could result in a violation of the Conduct and Sportsmanship Guideline.

Section VIII: Protests:

8.1 Misinterpretation of a Sun and Fun rule:

- a. Must be made prior to the next pitch or if on the last play of the game before the umpire(s) leave the playing field. The protest must be made by the team manager, or acting manager.

8.2 Illegal Substitution(s)

- a. Must be made while the player is in the game and before the umpire(s) leave the field after the game ends.

8.3 Ineligible Player(s)

- a. Can be made anytime during or after the game has been completed to the umpire(s) opposing manager or acting manager and to the divisional representative within 48 hours.
- b. When the divisional representative is not able to resolve the protest the manager of the protesting team must notify the league Vice President who chairs the protest committee in writing or by email detailing the reason for the protest.
- c. A league fee of \$20.00 will be paid to the league for any and all protests refundable if the committee upholds the protest.
- d. A protest committee member who is also a member of the team filing the protest, he/she will be replaced by the protest committee chairperson.

Section IX: Rules Violations:

9.1 Violation of league rules may result in forfeiture of games(s) and if not resolved in a timely manner could result in removal from the Sun and Fun Senior Softball League.

9.2 When an umpire removes a player(s) from a game, the manager of that team must notify his/her division representative within 48 hours. The division representative must contact the manager of each team. When the divisional representative cannot resolve the violation in question he/she will notify the President of the League within 24 hours.

Section X: Summer League:

10.1 The Sun and Fun will support a summer league and provide scheduling if needed. Summer League play will commence in May and end in August. The Operations Committee will oversee summer league play. The President will appoint a summer league chairperson.

Section XI: Field Layout:

11.1 Community fields and those communities using public facilities must be laid out in accordance with the Sun and Fun League Field diagram found on the league's website.

- a. The runner's line will be 8' behind the line from **3rd base** to the **home plate** when field configurations allow. Fields that do not have sufficient room to allow for the configuration must place the runner's line as far back as possible.

Section XII: Reporting Guidelines:

- 12.1** The home team is responsible for reporting game results by email only to the Webmaster at marybub@ssoftball.net on game day no later than 6:00 pm. Include in the report the score, game stats for the home and visiting teams and team sponsors where applicable.
 - a. The visiting team must provide the home team their game stats immediately following the conclusion of the game.

Sportsmanship (Fair Play): The ability of a player(s) to win or lose graciously.

Section XIII: Conduct and Sportsmanship Guidelines:

- 13.1** Softball played under the rules of the Sun and Fun Senior Softball League must be played in a manner that is enjoyable for all players, umpires, and fans at all games scheduled by the Sun and Fun League. Unfortunately at times there are lapses in good sportsmanship that detract from the game and fan experience this League was created to provide. Inappropriate behavior will not be tolerated and the following sections of this guideline will be strictly enforced.
- 13.2** A player(s) shall not make insulting remarks or actions to or about members of his own team, another team, umpires or spectators. This includes, but not limited to; taunting, inappropriate gestures, inappropriate language to or about another player(s) or team(s), vulgar language, temper flare-ups, combative displays, prolonged arguments with umpires, players or spectators, and other acts not covered in this guideline but still considered poor sportsmanship that reflects negatively on the Sun and Fun Senior Softball League.
- 13.3** Any and all disagreements with an umpire(s) decision will be handled through the team manager or acting manager who is also subject to these guidelines. A player(s) who does not adhere to this guideline can be removed from the game and suspended from playing **Three (3) Consecutive Games**. The player(s) may not appear in uniform at the field nor sit with the team in the dugout during the suspension.
- 13.4** When a player(s) is suspended a second time in a playing season for violating these guidelines the player(s) will be suspended from playing **Fourteen (14) Consecutive Games** and possibly the remainder of the season. Game suspensions carry over to the next playing season if not completed.
- 13.5** It is the responsibility of the community representative, manager, or acting manager to insure these guidelines are reviewed and followed by each team member prior to each playing season.

13.6 When a team manager or acting manager fails to take necessary and immediate action to insure these guidelines are followed it will be the community representative responsibility to insure the guidelines are followed.

13.7 All suspensions are subject to review by the Operations Committee within 7 days.

Section XIV: Home Field Ground Rules:

14.1 The home team sets the ground rules for their field.

14.2 Public Fields used by communities may have special requirements or rules that need to be followed.

14.3 Pitcher protection nets will be provided to the visiting team for batting practice.

14.4 Scoreboards must be provided by the home team. When an electronic scoreboard is not available or inoperable the umpire and scorekeeper for the home team in conjunction will keep the score.

14.5 Bat racks with a minimum of fourteen (14) slots must be provided by the home team.

Revised and Approved

April 5, 2018

Jim Milligan, Secretary