



RULES 2017

LASL RULES 2017

GENERAL

The League

- ❖ **The London Advertising Softball League is a recreational, mixed, slow pitch league run for members of the Advertising Industry. i.e. Advertising, Media, Design, Marketing, Sales Promotion, Public Relations or associated businesses.**

Team Composition

- ❖ **Teams consist of 10 players, rosters are unlimited**
- ❖ **No less than four of either sex to a team**
- ❖ **If your company fields a team you must play for them and not another team**
- ❖ **No player may play for more than one team during the season unless they change employer or become unemployed. At this time they must play for their new team or stay with their current team only if it has reached the knock-out stages**
- ❖ **Anyone unemployed within the Industry will be considered part of the Industry until such time as they take up employment elsewhere [out of the Industry] at which time they will become ineligible.**

Composite Teams and Ringers

- ❖ **'Ringers': Individuals within the Advertising Industry, who work for themselves or a company too small to field a team may either:**
 - a. Register as a full time player on another team roster.
Each team is allowed two 'ringers'.
These can be one of either sex or two females. Two male 'ringers' in one team is not a permitted combination. Ringers must be registered for the team at the beginning of the season.**
 - b. Form a composite team of individuals working in up to four small Advertising Industry companies. No ringers are allowed on composite teams.**

NOTE

These rules are purposefully designed to allow softball players within the industry the opportunity to play in the league. It is not for the purpose of forming "Superstar Teams".

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Eligibility

- ❖ **LASL consider it to be the responsibility of the team captains to ensure the eligibility of their team members. Complaints brought to the attention of the committee may result in disqualification [without refund] from the league.**

Umpires

- ❖ **Every team should ensure that at least one member is able to act as umpire.**

Head injuries

- ❖ **LASL strongly recommends that ALL head injuries, no matter how trivial they might seem, are taken to A&E.**

Lightning

- ❖ **At the first sign of nearby lightning the game should be halted and all players take shelter inside a building if available.**
- ❖ **If after 15 minutes there is no further lightning, then the game can resume.**
- ❖ **If after 30 minutes there is still lightning, the game will be abandoned, resulting in a rain out draw.**
- ❖ **If 5 or more innings have been played, then the game is deemed to be a regulation game and the result at the end of the last completed innings will stand.**

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SPECIFIC

A] THE GAME

- ❖ **Games are scheduled to start at 6.30pm. Latest start time is 7.00pm. Teams arriving after 7.00pm will forfeit the game [scored as a 'no show']. Where possible the game should still be played as run difference may count in your end of season placing.**
- ❖ **Scheduled games have allocated pitches and scheduled home and away teams. Please liaise with the opposing Captain prior to your game to ensure that both teams are clear as to the pitch number on which the game is taking place and at what time you are aiming to start. Home teams are responsible for bringing bases.**
- ❖ **If you are unable to play a game you must inform the opposing team captain 26 hours before the game is scheduled, i.e. before 4.30pm on the day prior to the fixture. Penalty: 'no show', forfeit game 5 points to -1 [minus 1] point, score 10-0. *[See match results points system, Section B].***
- ❖ **If you cannot raise enough team members but still wish to play the game, you may use non company members. Inform the opposing team captain and the score of the game will stand but the points will be awarded to the opposition as a 'no show' i.e. 5 points to -1 [minus 1] point.**
- ❖ **If you are up to 2 players short to start your game you may begin including the absent team members in the batting order. When it is their turn to bat you take an 'automatic out' then continue through the batting order as normal.**
- ❖ **Games consist of seven innings. If the light is fading, use your judgement. If it is decided to play only five innings this must be agreed by both Captains before the start of the fourth inning. An inning ends when three players are out on each team.**
- ❖ **Unlimited substitutions are allowed. Substitutions must go into the batting order in the position of the player substituted and may only enter at the start of an inning. Players must play a complete inning i.e. they must both bat and field. The only exception is in the case of an injury.**

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A] THE GAME continued

- ❖ **Teams may bat with 12 people as long as the extra batters are one of each sex (ie 7 and 5 or 6 and 6).**
- ❖ **No more than 2 batters of one sex may bat consecutively. e.g. M, F, M, M, F, M, M, F.**
- ❖ **Batting order:**
10 players (6 males, 4 females): M, F, M, F, M, M, F, M, F, M
12 players (7 males, 5 females): M, F, M, F, M, M, F, M, F, M, F, M
- ❖ **At least one female member of the squad has to play in the outfield.**
- ❖ **Substitute runners of the same sex may be used for injured players, with the agreement of both Captains. The runner must stand behind the Umpire, they must not move until the ball is hit. Ideally, the runner should substitute for the batter once 1st base has been reached.**
- ❖ **Mercy rule. If your team is more than ten runs behind after five complete innings you may elect to finish ("call") the game.**
- ❖ **Gamesmanship is illegal, deliberate verbal abuse, time wasting, offensive chanting and shouting, or unnecessary physical contact may result in expulsion of an individual from the game and possibly the team from the league.**
- ❖ **Metal studs are illegal, moulded plastic studded cleats or football boots are allowed.**

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B] POINTS SYSTEM

Match results are scored as follows:

- ❖ **Fixture played as normal**
 - ❖ **Win** **5 points**
 - ❖ **Loss** **3 points**
 - ❖ **A tie** **4 points for each team**

- ❖ **Fixture cancelled less than 26 hours before is a no show**
 - ❖ **Team responsible** **-1 point [minus]**
 - ❖ **Team not responsible** **+5 points**
 - ❖ **Score** **10 – 0**

- ❖ **Ringer violation**
 - ❖ **Team responsible** **-1 point [minus]**
 - ❖ **Team not responsible** **+5 points**
 - ❖ **Score** **10 – 0**

- ❖ **Injury**
 - ❖ **A fixture called off due to an injury during the game will result in a 10-10 draw.**

NOTE

- ❖ **Where both parties are equally responsible for the cancellation and this is agreed in writing with your League Keeper, the points will be 4 for each team. The score will be 10 - 10.**
- ❖ **Reschedule**

Games may not be rescheduled from their original fixture date. The reason for this that every game scheduled has an allocated pitch.
- ❖ **Torrential Rain**

Captains to agree between themselves unless instructed by the league keeper or their representative. This must be done by 5.30pm and Captains must agree in writing/e-mail & c.c.'d to your league keeper.

 - ❖ **There are no pitches allocated to re-schedule rain out games. LASL pitches may be empty due to cancellation, this is the responsibility of the team captains.**
 - ❖ **Rain out games not played will be scored as a fixture cancelled, joint responsibility, points per team 4, score 10-10.**
 - ❖ **If there is a dispute between Captains, on the possibility of play your league keeper should be notified the same or next day. A decision will be made and you will be informed ASAP.**

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C] PLAYING THE GAME

1. PITCHING [see diagram A]

- ❖ **The Pitcher must be in foot contact with the Pitching plate when releasing the ball, the pitcher may take one step only to or from the plate.**
- ❖ **The ball must be pitched slowly, underarm with an arc whose apex is a minimum of 6 foot and maximum 15 foot.**
- ❖ **A pitch without the correct arc, or with the pitchers foot not in contact with the plate is illegal and counts as a ball.**
- ❖ **The Fixed Strike Zone [FSZ] is the black/orange mat AND home plate.**
- ❖ **A pitch which does not land on the FSZ [Fixed Strike Zone] is a ball.**
- ❖ **A strike is the opposite i.e. it lands on the FSZ with the correct arc.**
- ❖ **Captains may agree not to use a FSZ. In this scenario a strike is a pitch with the correct arc coming over the plate between the shoulder and back knee of the batter. Called by the Umpire. However, if one Captain wishes to use a FSZ then it must be used.**

NOTE

- ❖ **Where the FSZ is not used, a pitch landing on the Home Plate is not a strike but a ball.**

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C] PLAYING THE GAME continued

2. BATTING

- ❖ **'Bunting' is not allowed i.e. a full swing must be made at the ball. Bunted balls will be called dead and counted as a strike.**
- ❖ **Failing to hit 3 strikes renders the batter out.**
- ❖ **A swing and a miss, even at a ball counts as a strike.**
- ❖ **A pitch hit 'foul' [Diagram B] also counts as a strike, including the 3rd strike which renders the batter out.**
- ❖ **A batter delivered 4 balls walks to first base.**
- ❖ **Except a MALE batter having had no opportunity to hit, [i.e. a 4 & 1 count with the 1& 1 rule] walks to second base [touching first en-route]. Base runners advance accordingly provided this scores one run only [i.e. if 1st, 2nd and 3rd bases have runners on , then the batter would walk to first scoring only one run].**
- ❖ **If there are two outs and the next batter is female she may elect to walk to 1st base. At all other times the next batter [male or female] has to bat.**

Amendment – Appendix to Rules

❖ 1 & 1 Rule

Simply means that when a batter steps up to the plate they already have a 'count' of 1 strike and 1 ball, so they have 2 more strikes and out or 3 more balls and walk.

This will not effect the 2 base walk rule. *See Playing the Game / 2. Batting*

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C] PLAYING THE GAME continued

2. BATTING continued

- ❖ **A “foul ball” is any ball having been hit: [See Diagram B].**
 - **flies directly into foul territory beyond 1st and 3rd and remains there.**
 - **Starts out fair, but rolls into foul territory before reaching 1st/3rd base.**
- ❖ **A “fair ball” therefore could**
 - **Start out foul and spin back into fair territory before reaching 1st/3rd base.**
- ❖ **Bases count as fair territory therefore a ball bouncing directly over them is a fair ball.**
- ❖ **If a ball is caught in foul territory the batter is out and the play is live i.e. the base runners may advance provided they have tagged up correctly. [See 4 Balls hit in the air].**
- ❖ **Balls caught in the “dead ball zone” [see diagram C] do not count as outs.**
- ❖ **If a player touches, but does not catch the ball in foul territory, the call is a “foul ball” and the play is dead, even if it’s knocked into fair territory. Equally a ball touched in fair territory is a fair ball and live, even if it’s then knocked into foul [until it goes into the ‘dead’ ball zone].**
- ❖ **When the ball is hit into fair territory the batter is forced to run to first base.**
- ❖ **When a foul ball is called the batter returns to home plate and bats again, assuming it is not the third strike, in which case they are out.**

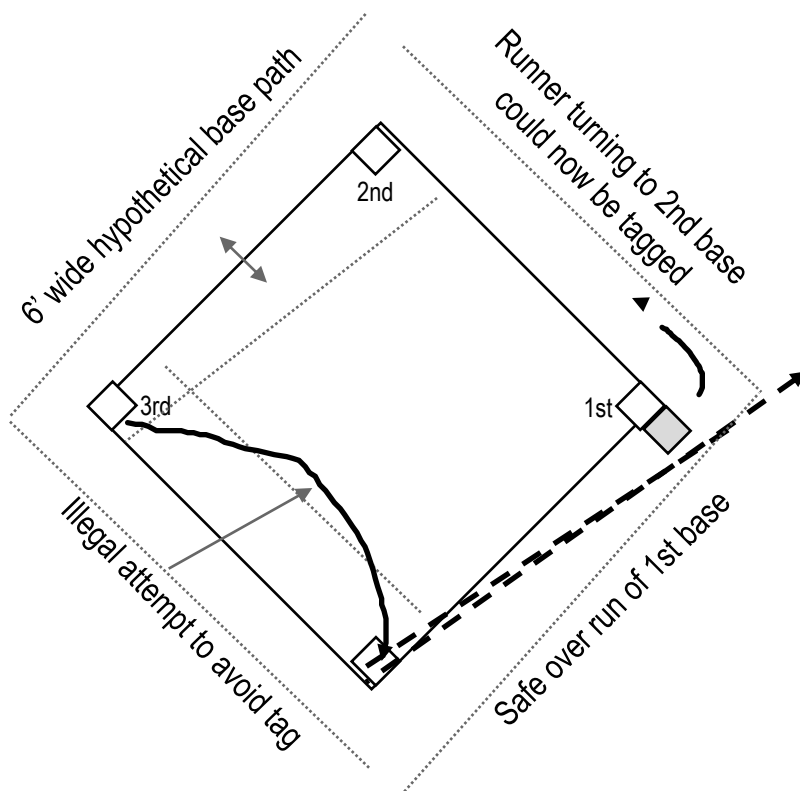
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C] PLAYING THE GAME continued

3. BASE RUNNING

- ❖ When the batter reaches first base they become a base runner.
- ❖ If there is a runner already on first that runner becomes forced to run to second as would the runner on second be forced to third etc.
- ❖ If there is a runner on second and not first, the runner on second is not forced to run to third.
- ❖ Runners are only forced if there are runners behind them and they have no option but to run forward.
- ❖ When a runner is forced to the next base, the base needs only to be touched by the fielder holding the ball in order to render the base runner out. [See forced play diagram in 6 Fielding]. **NOTE TO FIELDERS:** Standing on the base invites collision. Once you have made the play, or if there is no play at your base move/stand away from the base.



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C] PLAYING THE GAME continued

3. BASE RUNNING continued

- ❖ **Runners must run directly between bases, there is an imaginary base path 3 feet wide along which the runner runs. Leaving the line to avoid a tag renders the runner out.**
- ❖ **Runners must stay on their bases until the moment the ball is hit. There is no leading off as in baseball. [If you are not in contact with the base when the ball is hit you may be called out on an appeal].**
- ❖ **When running to first base you may overrun the base as long as no attempt at second is made and you touch the base as you run over it. Returning to first should be done in foul territory. If a turn towards second is made the runner can be tagged out. LASL rules prohibit sliding into first base, running is quicker and sliding is unnecessary. Penalty: runner is out.**
- ❖ **Players can slide into 2nd, 3rd and home base at any time.**
- ❖ **When running to second or third the base runner must remain in contact with the base. If the base is overrun the base runner can be tagged out.**

NOTE:

- ❖ **If you are running from say first to third base, you need only make contact with 2nd base as you pass over it.**
- ❖ **In order for a run to score a runner must complete a circuit touching all three bases and finally the home plate not the F5Z. Unlike rounders the circuit does not have to be completed in one go.**
- ❖ **Except the run only counts on the 3rd out if it is an unforced out and the runner crosses the plate before the out is made.
e.g. If the third out is a base runner forced out, the run does not count.**

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C] PLAYING THE GAME continued

4. BALLS HIT IN THE AIR

- ❖ **If a ball is hit in the air [fly ball] and is subsequently caught, in fair or foul territory, the batter is out and runners on base who left their base before the ball was caught must return to the base they were on when the ball was hit.**

NOTES

- ❖ **If there is a runner on first base and they run to second when the ball is hit, and the ball is caught they have to return to first base.**
- ❖ **Throwing the ball to first base with the ball reaching a fielder who tags the base while in control of the ball, before the runner returns will result in a “double play” [as both batter and base runner are out]. In this situation the 1st base fielder needs only to touch the base while in control of the ball. Tagging the player is not necessary as they are forced back to the base.**
- ❖ **Once they have returned to base [tagged up] if there is still time they may continue to run, as they are now unforced runners.**
- ❖ **Sensibly a runner would take a few steps off the base once the ball is hit, then they can tag up quickly if the ball is caught or have a lead off advantage if the ball is dropped.**

5. OVERTHROWS

- ❖ **If a ball is thrown beyond the dead ball line [approximately 10 yards past the foul ball line-see diagram] then an “overthrow” is called. Each base runner is awarded an extra base on top of the one they were running to when the ball was thrown and no further outs can be made as the ball is now dead. i.e. Two bases from the time the ball was released.**

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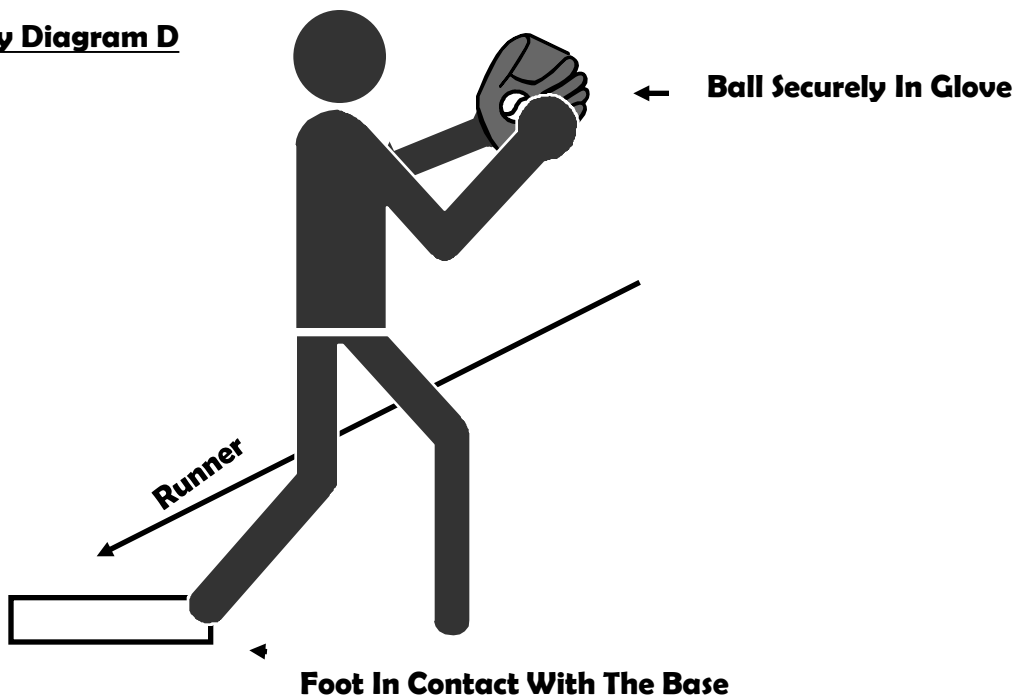
SPECIFIC

C] PLAYING THE GAME continued

6. FIELDING

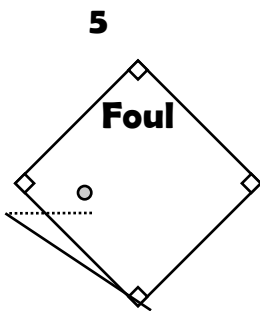
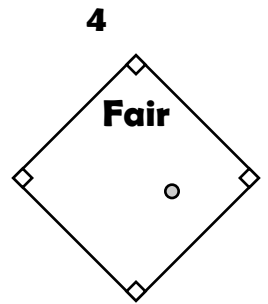
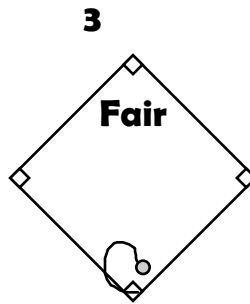
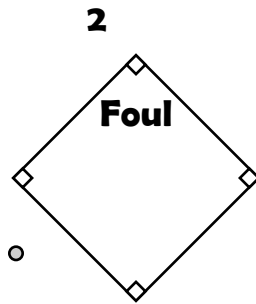
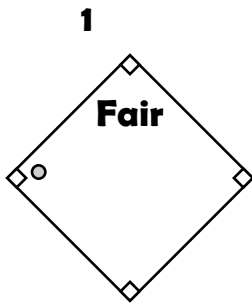
- ❖ Suggested fielding positions are shown on the field diagram [Diagram C].
- ❖ Outfielders must stand behind an imaginary line of 150 feet when women are up to bat. They can move in past the 150 line once the ball is hit.

Forced Play Diagram D

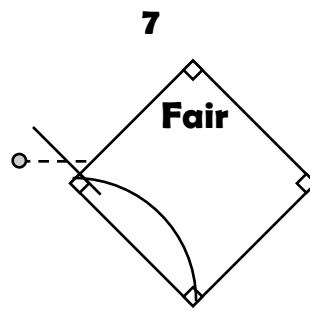
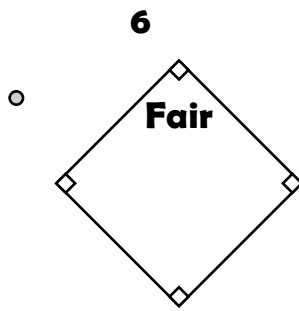


- ❖ If a runner is not forced to run they then have to be “tagged out”. Tagging involves touching [not hitting] the runner with the glove/hand holding the ball. You must keep control of the ball i.e. not fumble or drop it. It does not count if you touch the runner with your glove hand and have the ball in the other.
- ❖ An unforced runner can return to their base if it’s vacant and they have not been tagged. Therefore, a runner between bases can be tagged anywhere between bases, no matter which direction they are running.
- ❖ A runner off their base can be tagged out whether or not they are forced as long as play is live.
- ❖ See Diagram C.

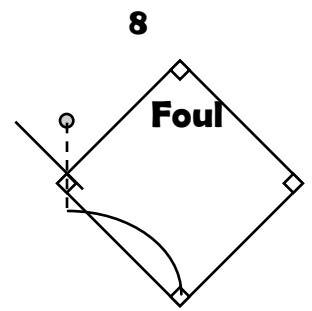
SITUATIONS: Fair or Foul? (Diagram B)



Ball hits player in foul
and then lands in fair
= foul



(If travelled into foul
past 3rd base)



Indicates Point Where Ball Ends Up (Comes To Rest)

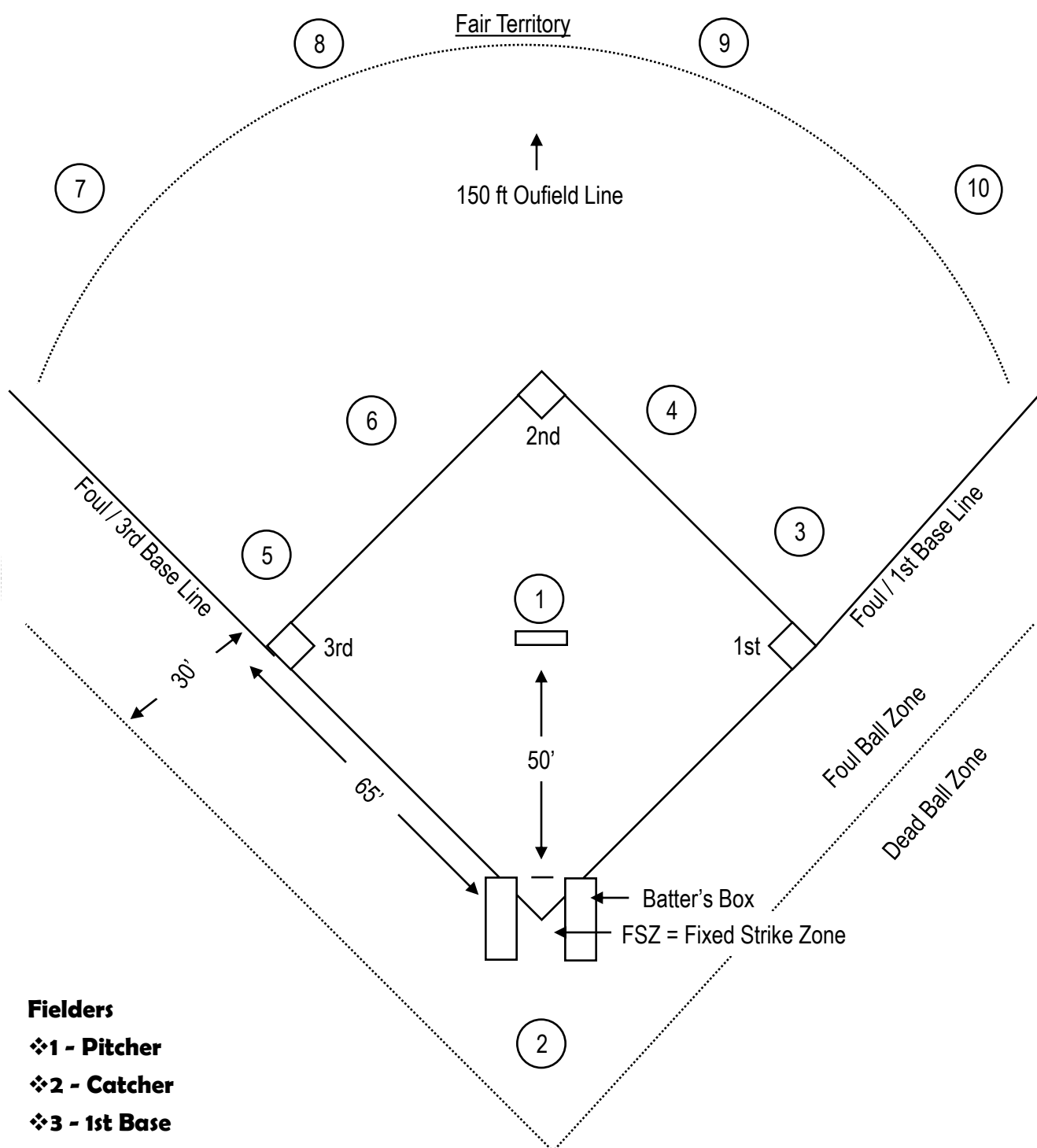


Indicates A Ball Hit In The Air



Indicates Ball's Path On The Ground

The Diamond and Fielding Positions (Diagram C)



Fielders

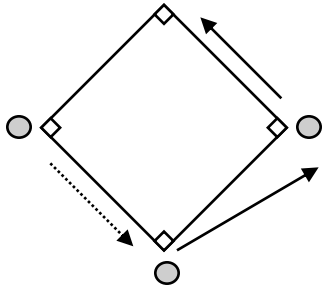
- ❖ 1 - Pitcher
- ❖ 2 - Catcher
- ❖ 3 - 1st Base
- ❖ 4 - 2nd Base
- ❖ 5 - 3rd Base
- ❖ 6 - Short Stop
- ❖ 7 - Left Field
- ❖ 8 - Left Centre Field
- ❖ 9 - Right Centre Field
- ❖ 10 - Right Field

N.B.

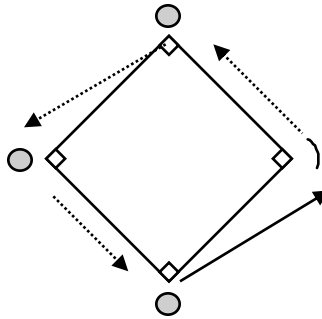
Base players do not stand on base when the Batter is up. The fielding position indicated enables them to cover most of the playing area, thereby making it difficult for Batters to hit through to the outfield.

Outfielders are allowed no closer than 150' until after the ball is hit.

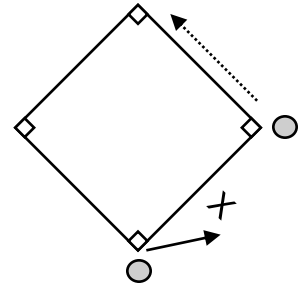
Game Situations (Diagram D)



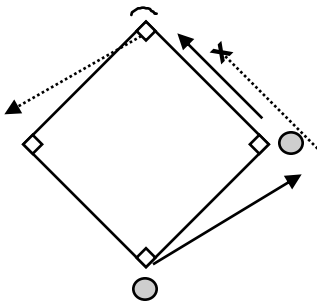
Force Out at 2 and 1.
Tag at Home. 3 does not have to run.



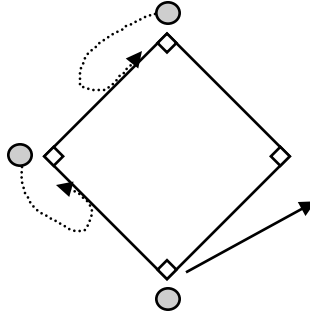
Force out at 1. Tag at 2, 3 and Home.
Batter **did not** have to run to 2, similarly runners on 2 and 3 did not have to run so all plays = tags.



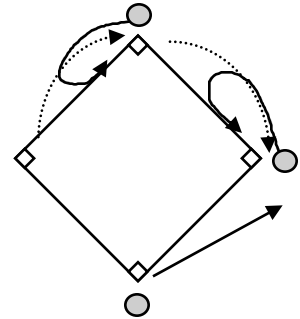
Batter out. All runners now Unforced.



Batter tagged out going to 2: Runner forced to 2 and Unforced to 3



Batter Forced to 1. 2 and 3 return to Base. Both Unforced



Batter caught. 1 and 2 Forced back to Base. **Can** then run, so now **Unforced**.

x Indicates Out
 ————— Indicates Forced Play
 Indicates Unforced Play