

## **HARLINGEN CHURCH SOFTBALL LEAGUE - 2020**

### League and Team Rules

1. All games will be at the Harlingen Sports Complex on Wilson Rd and will be administered by the Harlingen Parks and Rec. Dept. All players will play at their own risk, as the League is not liable.

2. Only those who attend services of the sponsoring church may be placed on that team's roster. Each coach is responsible for controlling his own team. No one may play in the post-season tournament unless they have played on that church team during the season.

3. Since there are a limited number of fields, there will be a limited number of teams. Those teams that played in the previous years Spring season will have preference if their entry fee is received by the due date. All entry fees for the 2020 spring season must be in by 5:00pm, Friday, February 14, 2020 to the Harlingen Parks & Recreation office. If there are open slots, they will be filled on a first-paid, first-served basis.

4. Teams will be placed in Divisions of comparable ability, based on the previous seasons' standings and the discretion of the League officers and coaches. If at the midseason mark a team is obviously in the wrong division, and an equitable switch is available, the League officers and those coaches will consider moving teams into more appropriate divisions.

5. All fees are payable at the Harlingen Parks and Recreation Dept. located at 502 E. Tyler. Make checks payable to the City of Harlingen or can be paid in cash. The fee will be \$150 for team entry. Each team will pay \$10 at the plate per game. Each team will have to purchase softballs at \$7.00 each at the complex with league officials and only this ball may be played. Churches may go together to form a team. Players must still meet the attendance rules (#2) and the League officers must be informed at registration, in writing, when churches go together to form a team.

6. An unlimited number of players may be placed on a roster. Rosters must be submitted by the first game and will include the player's full name. Rosters may be updated until end of preseason. Participants must be 14 years old before the start of the season.

7. Teams must have similar shirts with unique, printed on numbers on them. Shirts are required for league play. All players must be in the team shirt by the third scheduled game to be able to play. Players will not wear clothes advertising alcohol, tobacco or drugs or which have inappropriate language.

8. Lineups must be turned in to the Scorekeepers five (5) minutes before game time. If a player arrives late, he/she must be added to the bottom of the lineup. Starting times for all games will be 7,8,9, & 10 if needed. Only 12 players will be allowed to be on the batting lineup at one time. There will be unlimited substitutions BUT players can only substitute and/or re-enter for the same person. This will allow players to stay in the same batting order but can play anywhere on the field.

9. A team may start with as few as eight players, but must have eight on the field to play. No steel cleats are allowed.

10. Free substitution will be allowed at all fielding positions. Unlimited courtesy runners with one exception: first courtesy runner must be the last OUT. Both players may remain in the game. The intent is to allow players incapable of running bases to stay in the game.

11. Everyone who is going to play in the game must be put into the batting lineup. Everyone MUST bat, whether they play in the field or not. Batting IS NOT optional, fielding is. It is the League's intent, however, that all players have some fielding time. A person may coach without playing. Only players and coaches are allowed in the dugout.

12. NEW Homerun Rule: There will be 1 HR allowed per inning in the JOHN Division, any HR after that will be an OUT. Any HR in the LUKE Division will be an out.

13. The duration of each game shall be 7 innings or 55 minutes. **There is RUN RULE: If a team is 20 runs ahead at the end of the 5<sup>th</sup> inning the game is ended.** Game cannot end in a tie! There must be a winner. The church league will use the same tie-breaker rule the city leagues in Harlingen are currently using. **\*Women's division run rule of 10 runs per inning. After the 10<sup>th</sup> run is scored, a 3<sup>rd</sup> out will be called and the game will continue as normal from there with the scoring team taking the field!**

14. Umpires may eject a player for inappropriate behavior. If a player is ejected from a game, he will receive a reprimand. A second ejection may result in the player being suspended for one or more games pending investigation by a review board consisting of the League officers and both coaches. The review board will receive statements from the umpire and the ejected player. Any breach of rules may subject a team to forfeiture of games or future participation.

15. Game Protests: A game may be protested/appealed for player eligibility only, if the coach notifies the League within 24 hours of the game, in writing. During play, a rule interpretation (protest) must be brought to the plate umpire BEFORE the next pitch to be considered. A protest may not be based on the judgment call of an umpire, but on a rule infraction only. All eligibility protests will be handled by the League officers. It is not the goal of these rules to address every problem or concern that may arise during a season. All disputes concerning League rules will be settled by the League officers and not the umpires.

16. League games will be scheduled for Friday nights beginning February 28<sup>th</sup>. There will be no games on Good Friday. Make-ups for rainouts will be scheduled if they are needed and dates and times will be announced so teams can make necessary arrangements. If your church has scheduled church activity that creates a conflict with a game date, you must notify the League in writing WHEN THE ENTRY FEE IS PAID. We will attempt to schedule around the conflict but once published the schedule cannot be changed.

17. In case of rain, Harlingen Parks has a Game Hotline at 216-5956; it is updated after 3pm.