



LEAGUE RULES, effective SPRING 2024
Additions and amendments are **highlighted in red**

DEFINITIONS

- **EDDIE (e) (coed only):** A female player (fe) 15 years of age or older. A male player (me) 52 years of age or older. A female/male player is considered of eddie status at the beginning of the softball year if she/he should turn 15/52 at any point during the calendar year.
- **DESIGNATED EDDIE (de) (coed only):** Any male eddie who can no longer play a position other than catcher can apply to the league for the status of designated eddie. A (de) can be used as a replacement for the mandatory 3rd female in the field at the catcher position only. This (de) status is applicable in any coed leagues in which the (de) plays. A (de) can never take the place of a female eddie in the batting line-up. Designated eddie status is reversible after 1 calendar year (3 full softball seasons).
- **SEASONAL DESIGNATED EDDIE (sde) (coed only):** Any male eddie who can no longer play a position other than catcher can apply to the league for the status of seasonal designated eddie. A (sde) can be used as a replacement for the mandatory 3rd female in the field at the catcher position only. This (sde) status is applicable in any coed leagues in which the (sde) plays. A (sde) can never take the place of a female eddie in the batting line-up. Seasonal Designated eddie status is reversible after 1 season, however, this option is available for use on a limited one-time basis. Once used, a (sde) will not be able to apply for (sde) status until 3 full softball seasons have passed.
- **CORE:** Any male player between the ages of 15 and 52.
- **ALL-STAR (*):** Any player who has achieved the ranking of an upper echelon player.
- **NON-ROSTER (sub):** Any individual who has not paid a league fee. A non-roster player is also considered such if he/she is a paid/registered member of another team.
- **PARENTAL CONSENT:** Players between the ages of 15 and 18 will require written parental consent via a signed ASA waiver form. This form is available through the league office.
- **BYLAWS:** League rules shall be reinforced by league bylaws. League bylaws are a collection of league rule amendments and clarifications. League bylaws can be found on the league message board in the forum entitled Important Announcements.

GAMES

- **SHORT-HANDED TEAMS:** Teams may not take the field with less than 8 players. A batting out must be taken for the missing 9th batter in the line-up. In this case, and for regular season games only, the opposing team is requested to supply a catcher to return the pitched ball to the pitcher. A 10-minute grace period will be observed if both teams have fewer than 8 players present (including subs). If one team has 8 or more and the other has fewer than 8, the short-handed team will become visitor, absent players will be dropped to the bottom of the line-up and play will begin on time. The short-handed grace period rules will apply equally to both regular and post season games.
- **TIME LIMIT:** No new inning shall begin within ten minutes of the start time of the next scheduled game or within 10 minutes of the 75-minute time limit. In the case of gray area or extenuating circumstances, the decision to stop or continue a game will be left to the umpire's unbiased discretion.
- **TIE GAMES** can occur if the time limit has been reached and the score is tied. Extra innings can occur if time permits. The tiebreaker rule will be used for all games except the championship finals where extra innings will be played in their entirety. Starting with the top of the eighth and every inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that ½ inning being place on 2B.
- **1-1 COUNT:** Every batter in every league shall begin their at-bat with a 1 ball and 1 strike count.
- **FLIP-FLOP RUN RULE:** If, at the end of the 3rd inning, the Home Team is losing by a margin of 20 or more runs, the Home Team and Visiting Team will 'flip-flop'. The Home Team will become the Visiting Team in the top of the 4th and the Visiting Team will become the Home Team. If, at the end of the 4th inning, the Home Team is losing by a margin of 15 or more runs, the Home Team and Visiting Team will 'flip-flop'. The Home Team will become the Visiting Team in the top of the 5th and the Visiting Team will become the Home Team. The league Run Rule will apply as normal if the home team is winning by 20 or more runs after 4 innings or 15 or more runs after 5 innings.
- **DOUBLE BAG (1B):** A batter/runner is required to use the outer bag at first base (foul territory) any time there is a play at first base. Failure to do so may result in the runner being called out, providing the play is appealed to the umpire before the next pitch is thrown.
- **BASE STEALING** is prohibited. Base runners cannot leave the base until the batter makes contact with the ball. If the base runner attempts to gain an advantage by leaving the base before batter contact, or on a check swing or miss, that runner will be called out. When multiple base runners leave early, only the lead runner leaving early shall be called out.
- **BUNTING:** Bunting is prohibited by any batter other than a female in the coed leagues. The defensive infield may position themselves anywhere on the field in anticipation of a bunt. The courtesy foul ball with 2 strikes will remain in effect for female eddies that foul off a bunt attempt with 2 strikes.
- **SLIDE OR SURRENDER: PLAY AT THE PLATE (COED LEAGUES ONLY)** - Umpires will call base runners out if they fail to slide or surrender when there is a play at the plate. 'Play at the plate' shall refer to any instance where a fielder is 'about to receive the ball' in the 'general vicinity' of home plate. 'About to receive the ball' shall refer to any instance where the ball arrives immediately before, at the same time, or immediately after the base runner reaches home plate. 'General vicinity' shall mean within a couple feet of the plate. 'Surrender' shall be described as slowing down to the point where the runner can 'hold the plate' without contacting the fielder. 'Holding the plate' shall mean being able to keep at least one foot on the plate without any overrun. If, during a 'play at the plate' the runner fails to slide or 'hold the plate' when not sliding, the runner will be immediately called out regardless of whether contact was, or was not, made with the fielder. 'Play at the plate', 'about to receive the ball', and 'general vicinity' shall remain judgment decisions by the umpire. Every effort will be made to ensure all umpires call the play in accordance with the guidelines as set forth above and on as consistent a basis as possible. Judgment calls are not grounds for protest. Incessant arguing of judgment calls shall remain grounds for ejection. The ball/strike mat shall now be considered an extension of home plate. Touching the ball/strike mat will be considered the same as touching home plate.

- **SLIDE OR SURRENDER: PLAY AT THE PLATE (MEN'S/OPEN LEAGUES ONLY)** - The Slide or Surrender rule has been rescinded for all men's/open leagues. Runners will still need to make a serious attempt to avoid contact. Any blatant contact by the runner with the player covering home plate will result in an out call and possible game ejection. The ball/strike mat shall now be considered an extension of home plate. Touching the ball/strike mat will be considered the same as touching home plate.
- **PLAY AT 2ND OR 3RD BASE** - Because base runners naturally slow down (surrender) when running to 2nd or 3rd base so as to not overrun the bag, being called out for failure to slide will be based on the current ASA 'if contact is made' guidelines. However, any base runner that fails to slide or get out of the way on a double play will be immediately called out and the double play automatically awarded.
- **BLOCKING:** The intentional blocking of any base or plate is prohibited - with or without the ball. The catcher or fielder covering a play at the base/plate shall allow the runner room to slide.
- **FAKE TAGS** are prohibited. A fielder attempting to decoy a base runner by employing a false motion shall be dealt with at the discretion of the umpire, which may result in an ejection from the game.
- **PITCHERS** must make contact with the pitching rubber upon release of the ball for every pitch. Failure to do so will result in an automatic called ball. Any pitch (umpire's judgment) thrown outside the 6'-14' requirement will be called an illegal pitch. Pitchers may have 5 warm-up pitches prior to the start of the game. A relief pitcher may have the same at his/her point of entry into the game. There shall be no warm-up pitches between innings.
- **COURTESY RUNNERS:** A team at bat may use a courtesy runner for a player in need providing that player bats for him/herself and reaches base safely. Any batter using a courtesy runner cannot legally advance beyond 1B on any batted ball other than an over-the fence home run, ground-rule double, or out of play situation where extra bases are awarded by the umpire. If the batter/runner rounds 1B or attempts to move on to another base, that batter/runner shall be liable to be put out. Any successful advance beyond 1B will be nullified and the batter/runner will be returned to 1B. Managers must specify on their line-up card before the start of the game which player(s) will need courtesy runners. If a courtesy runner is used, then one must be used for that player for the remainder of the game. Players 60 years of age or beyond need not be courtesy runners if that is their choice; however, this must also be declared on the line-up card before the start of the game. The courtesy runner will be the last player to make an out, regardless of their status, whether as a result of an at-bat or on the base paths. Teams shall be limited to 2 courtesy runners (2 players for the entire game). If an injury to a player occurs during a game and a courtesy runner is needed over the limit of 2, a manager may petition the umpire for exception to the limit. Any player using a courtesy runner may not play a position in the field other than 1st, 3rd, pitcher, or catcher.
- **OFFICIAL GAMES** become such once 4 innings are completed, 3½ if the home team is winning.
- **COIN FLIPS** will determine home/visiting team. Any Softball America league official may conduct the coin flip. The coin flip winner will have the choice to be home or visiting team. If 2 teams face one another more than once, home team for each game will be noted on the scheduled.
- **RESCHEDULING OF GAMES:** The first week of rainouts will be rescheduled for the first (league day) following the regular season. Additional rainout weeks will be rescheduled for the second Saturday (if available) following the date of the actual rainout. A rainout on the final week of the regular season will be rescheduled for the very next available Saturday. The first playoff or 2/3 rain out will be rescheduled for the next (league day). Additional playoff or 2/3 rainouts will be rescheduled for the very next available Saturday following the date of the actual rainout. Softball America will make every effort to schedule games on the days/nights and at the times teams sign up for; however, we reserve the right to schedule games to the contrary when presented with extenuating circumstances. This may or may not include Fridays and Mondays of holiday weekends.
- **GROUND RULES** at all ball fields will conform to ASA official ground rules with the following exceptions; Quarry: any ball hitting off the angled side fence remains in play unless the ball rolls beyond an imaginary line from the end of the angled fence to the start of the 6' fence. Cedar Hill and Luken's Park: Fair balls that reach the outfield brush or tree line shall remain in play.
- **RE-ESTABLISH RULE** allows for a base runner on either first or third base to petition the umpire for permission to stand in foul territory prior to and while the pitch is thrown so as to avoid being hit by a line drive while on the bag. The runner MUST retouch (re-establish) the base before running to the next base.

MISCELLANEOUS

- **LEAGUE RULES** are intended to be clear and concise; however, if a rule becomes subject to interpretation, the decision by league officials as to the spirit with which the rule was designed shall be adhered to. General league rules will conform to ASA official rules unless otherwise posted herein.
- **AWARDS:** To qualify for offensive statistical awards, core/all-stars must have a minimum of 21 at-bats; eddies 18 at-bats.
- **LEAGUE FEES** are non-refundable and non-transferable after game 2 of any season. League fees must be remitted before a player can take the field in Week 1. Any player who plays a game without having remitted a league fee will put his/her team's game in jeopardy of forfeit. Any member that plays for a team in an official game using a league fee credit will be obligated to that team for the remainder of the season. Failure to do so will result in forfeiture of the league fee credit.
- **ALCOHOL:** Consumption of while playing or on the player's bench is strictly prohibited. Umpires will warn, then eject.
- **SCOREKEEPERS:** The scorekeeper shall inform team managers of any roster infractions or errant scoring, however, the scorekeeper shall not be held responsible for any infraction unintentionally overlooked. Ultimately, the responsibility lies with the team manager. Once the game officially ends, the book is closed and the final score stands as recorded. Scorekeepers shall have the right to assist the umpire in calls regarding the timing of runs-scored and courtesy runner infractions.

EQUIPMENT

- The use of any bat other than a straight single material/single wall is strictly prohibited by other than male/female eddies.
- Male players over 51 but under 65 (eddie) shall be restricted to the use of a limited number of non-composite multi-wall bats as certified by the ASA and Softball America. A female player of any age (eddie) and any male player 65 years or older (eddie) shall be restricted to any bat listed as certified by the ASA. Any bat not legal for use by male eddies but legal for use by female and 65+ males shall be deemed a HOT BAT. Questionable bats should be removed from the game without penalty when in the hands of a qualified batter in the batter's box.
- **ILLEGAL BATS:** Any non-conforming bat as outlined by Softball America bat restriction policies shall be removed from the game without penalty. If the batter reaches base, the batter shall called out if the illegal bat used is discovered before the next pitch is thrown. Any and all base runners shall return.
- **ALTERED BATS:** A batter shall be called out when entering the batter's box with or is discovered using an altered, doctored, or loaded bat. Additionally, the batter shall be disqualified from the game and suspended from any further play in all of Softball America for the balance of the season plus 2 additional seasons thereafter. Any and all league fees will be forfeited.

- METAL CLEATS may be worn on defense and in the outfield only. Any player found using metal cleats on offense will be called out; if on defense in the infield, removed from the game for the remainder of the ½ inning.

ROSTERS / LINE-UPS / SUBS

- LINE-UPS (ALL): Managers for each team must present their line-ups to the scorekeeper at least 5 minutes prior to the start of their game and must specify which players will need courtesy runners (cr). Grace periods, line-up changes, or any unwritten courtesies will be ignored if line-ups are not submitted in this timely manner. All roster players are eligible to bat; however, not more than 10 players may play the field at one time.
- LINE-UPS (COED): Managers must specify on their line-up card which players are male eddies (me) and which players are female eddies (fe). All coed teams must adhere to the 4-4-3 rule. The 4-4-3 rule states 4 eddies must be in the batting line-up and 4 eddies must be in the field at all times. BATTING: At least 3 of the 4 batting eddies must be female. Failure to comply will result in a batting out for each infraction (maximum of 2). A team cannot pinch-hit for an eddie if doing so will put the line-up in default of eddie requirements. FIELDING: At least 3 of the 4 fielding eddies must be female. If a coed team fails to meet eddie fielding requirements, no eddie will be permitted to play the position of catcher (except in the case of a designated eddie) and the team may play with not more than 9 fielders. A batting out should not be invoked for being in default of eddie fielding requirements unless the fielding default could have been avoided as outlined in our league ROSTER DEFAULT rule. A coed team cannot take the field with less than 2 females.
- NON-ROSTER PLAYERS (SUBS): A men's or open league team may sub with up to 4 non-roster players. A batting out need NOT be taken when using up to 4 subs that are NOT listed as all-stars. A batting out will be taken if a team uses an all-star as a sub. In any instance, a team using any kind of sub can play with not more than 9 players in the field. Coed teams may sub with up to 4 non-roster players. A batting out need NOT be taken when using up to 4 subs that are NOT listed as all-stars. A batting out will be taken if a team uses an all-star as a sub. In any instance, a team using any kind of sub can play with not more than a total of 9 players. **Men's, Open, and coed league teams may not use more than 1 all-star as a sub.** A coed sub shall not play the field in place of an available roster player unless that sub is needed to meet eddie fielding requirements. When a sub of any kind is used, the coed team can field not more than 9 players (more than 9 may bat, but not more than 9 can take the field).

The following is applicable in both men's and coed leagues. In the event roster players become available, non-roster players (subs) must immediately surrender their positions. If more than 1 sub is being used, a late-arriving roster player must immediately take the place of the uppermost sub in the batting line-up. All non-roster players must bat at the bottom of the batting order. Any sub in the line-up not present when their time at bat arises must be removed from the game and a batting out is to be taken in that spot. Under no circumstances can a manager add a sub to the line-up once the game begins.

- SUB ELIGIBILITY: A non-roster player who is not a registered member of Softball America may sub up to 2 games per team in a season and not more than 5 games per season. A non-roster player who is a member of Softball America may play unlimited games as a sub in any league in which he/she is a member.
- ALL-STAR CAP (MENS): Not more than 7 all-stars are permitted in a men's league batting line-up at any given time. Not more than 5 all-stars are permitted in an open league batting line-up at any given time. If at any point before a team's next game, a team is discovered to have been over the all-star limit in their last game, that team will forfeit the game in which the infraction occurred. Any men's league player listed as an all-star whose all-star status was derived strictly from B league numbers shall NOT be considered an all-star in the men's A league. Any coed league player listed as an all-star whose all-star status was derived strictly from B league numbers shall NOT be considered an all-star in the coed A league. This will NOT HOLD TRUE for men's B league all-stars playing in the coed league. Any men's B league all-star shall be considered a coed all-star in any coed league. All-stars are determined by the league and shall be adjusted yearly. Softball America shall reserve the right to change a new member's status from season to season if, in the judgment of the league, that member is of obvious all-star ranking.
- LATE ARRIVING ROSTER PLAYERS: Before the start of the game, a manager may place an absent player anywhere in the line-up. If the player's batting slot comes up and he/she has not arrived, the manager can: 1) take a batting out and leave the player in the line-up in anticipation of that player arriving, 2) drop the player to the bottom of the line-up, 3) remove the player (at any time) from the batting order and take no batting out as long as all other roster requirements have been met. Late-arriving roster players may be added to the bottom of the batting order providing the batting line-up has not turned over.
- FROZEN ROSTERS: After week 2 of any season, or the team's 2nd game of any season (whichever comes first), all rosters shall be frozen with respect to league fee transfers. A new player can be added to a roster at any time during the regular season providing a league fee for that new player is remitted.

SPECIAL CONDITIONS

- A 2ND FOUL BALL with 2 strikes is an out for all eddies. A foul ball with 2 strikes is an out for all core/all-star players.
- EDDIE WALK RULE: Any base on balls issued to a core/all-star player batting ahead of an eddie with 2 outs (5th inning and beyond), whether intentional or not, will give the eddie's manager the option of batting that eddie or awarding the eddie first base. If there is a batting out (in other than the last inning of the game) in-between the walked core player and the eddie, the out shall be recorded as such and the inning shall end. The manager's right to exercise said option is forfeited by the batting out.
- OUTFIELD EDDIE MARKERS: Outfielders must remain behind an imaginary line starting **40 paces** from 1st and 3rd base down the foul lines then following an arc along the infield dirt line when an eddie is at bat and until contact is made with the ball. Managers may object to the umpire any time an eddie is in the batter's box. If, in the umpire's judgment, the fielder(s) are in violation of this rule, the offending fielder(s) will move behind the **40-pace mark** for the eddie batter, then be required to move back to his/her/their position(s) in the field where the violation occurred for the next non-eddie batter, be it in the same or next inning. Manager objections cannot be made once the eddie batter hits a fair ball.
- ROSTER DEFAULT: If while a game is in progress, a team is found to be in default of any roster requirement, the defaulting team must take immediate remedial action and shall start their next inning with 1 out; recorded as a team out not affecting the batting order. A roster default can only apply when the default of the roster requirement was avoidable.
- ON-DECK BATTER: Coed league teams will be required to have the on-deck batter be visible to the opposing team at all times. This will enable the defense to see at a glance if an eddie or non-eddie batter is up next which will help the defense strategize as to how they want to deal with the current batter.

BATTING OUTS

- BATTING OUTS may be used for eddies, but cannot be used as eddies. Any batting out must be placed before any subs in the line-up. A batting out shall be taken for each player fewer than 9 and/or for each failure to meet eddie requirements. Late-arriving roster players may (manager's discretion) enter the game to replace a line-up batting out at any time. Roster players must replace non-roster players immediately. Not more than 2 batting outs shall be taken in any one batting line-up.

- **ENDING THE GAME:** A batting out shall not be taken if it is the last out of the last inning (top or bottom) that will cause the game to end. In that instance, the batting is passed over without penalty. **EXCEPTION 1:** The batting out is a result of an ejection or a player leaving the game for any reason other than injury. **EXCEPTION 2:** The batting out comes up in extra innings. **EXCEPTION 3:** The score is tied.

EJECTIONS / PLAYER INJURY / LEAVING THE GAME

- **EJECTIONS:** An umpire may eject a player before, during, or after a game for conduct deemed unbecoming of the league. Ejected players must leave the grounds immediately (umpire discretion). Any individual ejected from a game shall receive an automatic suspension for the following game. The umpire has the right to add game suspensions (not to exceed 2 games) if an ejected player refuses to cooperate. An ejected player may be substituted for with only an available roster player. If a non-roster player or coach is ejected from a game, any resulting suspension is to be served by the team manager. Any manager using a non-roster player under false pretenses will receive a suspension as determined by the league. If the game was properly protested, any win or tie will be overturned. An individual receiving a second ejection in the same season may be subject to suspension from all leagues for the remainder of the current season. Any and all league fees will be forfeited. If an ejection is the result of a physical altercation, not less than a 2-game suspension shall be served. A 2nd ejection of this nature during any calendar year will result in no less than a league ban of the player/players for the remainder of the current season, (all leagues), plus the following two seasons. Any and all league fees will be forfeited. Any individual ejected 3 times during the softball calendar year may receive a league ban for the remainder of the current season, (all leagues), plus the following season. Any and all league fees will be forfeited.
- **CONTACT:** A player who intentionally makes contact with a player from another team and, in the umpire's judgment, uses excessive or inappropriate force, that player may, at the umpire's discretion, be called out and/or ejected from the game.
- **BRAWLS:** Any individual, be it a team member or fan of the team, who joins in any physical altercation shall be ejected from the grounds and banned from the league for a period of time to be determined by the league. Additionally, the game shall terminate as a single or double forfeit as determined by the umpire in charge.
- **PLAYER INJURY:** If a team has chosen to start all roster players leaving no roster subs on the bench and one of the players gets hurt to the point where he/she obviously can't continue, that player and any player needed to assist that player shall be passed over in the batting line-up without penalty as long as all roster requirements are met.
- **LEAVING THE GAME:** If a team has chosen to start all roster players leaving no roster subs on the bench, and one of its players leaves the game or is ejected from the game, that player shall NOT be passed over in the batting line-up. If a player in the line-up leaves the game due to an injury that is not obvious without being substituted for or notifying the umpire or scorekeeper in person, that player's absence will result in a batting out for each of the player's remaining at-bats. In either of these instances this batting out CAN end the game.

PROTESTS

- **PROTOCOL:** If as manager you feel that the umpire has made an error with respect to ASA or SBA rules during your game, you have the option to protest the game. You must, at the point of infraction (before the next pitch), notify the umpire and the scorekeeper of the call in question and your intent to protest. Judgment calls are not grounds for protest. In order to lodge a protest, the protesting manager must: 1) write an explanation of the protest in the scorebook along with his/her signature, 2) have the umpire and opposing manager sign the scorebook, 3) be prepared to post a \$25.00 protest bond to have your case heard. If the protest is dismissed, the \$25.00 bond will be forfeited. If the protest is upheld, the \$25.00 bond will be returned and the game will be replayed from the point of the infraction. **Venmo has been approved for use to remit the \$25.00 protest bond. You can Venmo the scorekeeper or game umpire.**
- **SUSPENDED GAMES:** At least 80% of each team's players from the original game must be used and a manager must keep his line-up as close to the original as possible. Players in the original line-up not in attendance for the continuation may be subbed for with another roster player or passed over without penalty as in the case of injury. Successfully protested games may have to be replayed on a day of the week other than the one it was originally played.

PLAYOFFS AND CHAMPIONSHIP PLAY

- **TIEBREAKERS:** In the event of a 2-way tie in the final standings, head to head play will be the 1st tiebreaker. If head to head play is a split, seasonal runs-against will be used as the 2nd tiebreaker with head to head runs-against as the 3rd tiebreaker. In the event of a 3 or more way tie in the final standings, head to head will be the 1st tiebreaker. If a clear-cut result cannot be obtained using head to head, as in the case of teams beating one another (Team A beat Team B, Team B beat Team C, and Team C beat Team A), seasonal runs against will be used. If seasonal runs against are the same, head to head play is the 2nd tiebreaker. If the listed tiebreakers fail to produce clear results, a coin toss or reasonable facsimile will take place.
- **POST SEASON ELIGIBILITY:** All players must have played in at least 1/3 of the team's regular season games (3 or more in an 8-game season) to qualify for the post season. Additionally, they must be paid members. Regular season refers to regularly scheduled games and not the playoffs. If a player is unable to attend a regular season game, or has fewer than needed for playoff eligibility, the team may receive a game credit for that player in any regular season game by taking a batting out for that player through the entire game. The manager must make this known to the scorekeeper before the game begins. The use of the batting out to qualify a player shall be limited to 1 time per team, per season. Teams receiving a forfeit will receive full roster game credits. Teams doing the forfeiting will receive game credits for only the players in attendance.
- **DISABLED LIST:** If a roster member becomes unable to play due to injury, that player may be placed on the disabled list and receive game credits for playoff eligibility provided the player, 1) is a paid member, 2) the scorekeeper is notified of the intent to use the DL before the next game, 3) the player placed on the DL attends the game and makes his/her presence known to the scorekeeper. A player placed on the DL for any game is not eligible to enter that game under any circumstances.
- **HOME/VISITOR:** The higher seeds will be home team for all playoff games and the 1st and 3rd games in the 2/3 championship series.
- **SUSPENDED PLAY:** Post season games suspended for any reason shall be resumed at the point of the suspension.
- **TIME LIMIT:** If, in any playoff game, 2 teams are at 5 runs or less of each other and the time limit should come into effect, the game would then be extended by 1 inning from that point – providing teams are timely with respect to the start of the game. If one team is not timely (for any reason), that team will forfeit their option to extend the game 1 inning. A league official must make the offending team aware of this fact before the start of the game. There shall be no time limit for the 2/3 championship games only. There will be no more than a 15-minute interval between championship games regardless of the posted start times.
- **NON-ROSTER PLAYERS** are ineligible for any post-season game. Courtesy catchers are prohibited. The catcher position must be occupied.