

LONG ISLAND SENIOR SOFTBALL ASSOCIATION INC.

PLAYING RULES

DATE OF INCORPORATION-July 13, 2007

Last updated 3/15/26

Approved: The signatures of the below named Executive Officers state that these Organizational Bylaws have been approved by more than a two-thirds majority of the Voting Members of the LISSA Board of Directors, as described herein.

PRESIDENT-Joe Pellechi _____

VICE PRESIDENT- Rich Coy _____

VICE PRESIDENT- Brian Edwards _____

EXECUTIVE SECRETARY-Mike Callahan _____

RECORDING SECRETARY-Jeff Steinberg _____

TREASURER-Jimmy Weilmann _____

SERGEANT AT ARMS-Sam Sapienza _____

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ARTICLE 1

DEFINITIONS

1. Base paths: set at 60 feet between bases.
2. Batter's box: a 7' x 3' area, or whatever the field provides, to which the batter is restricted when batting.
3. Commitment line: to be marked perpendicular to the foul line, 20 feet from home plate, towards 3rd base.
4. Double first base: to be used at first base. Base is 15" x 30" in size. Half the base (over fair territory) is white and half the base (over foul territory) is orange.
5. Pitcher's box: a box the width of the 24" pitching plate (rubber), 50 feet from home plate, and extending from the front of the pitcher's plate back 10 feet perpendicular to the pitcher's plate.
6. Scoring line: to be used only when neither team can supply a scoring plate.
7. Second home plate (scoring plate): to be placed 8 feet from the back tip of home plate on an extended line from first base.
8. Strike mat: a 17" by 24" mat-white or colored, that is placed in front of the tip of home plate between the batter's boxes. A legally pitched ball hitting home plate or the strike mat shall be called a strike.

ARTICLE 2

PLAYING FIELD

1. Home team responsibility for the preparation of the field, including:
 - a. Supply home plate and second home plate, strike mat, batter's box, double first base, pitching plate (rubber), foul lines and commitment line, where there items are not provided by the field.
 - b. Field must be ready for play by 10AM starting time, or a forfeit may be declared.

ARTICLE 3
EQUIPMENT

1. Uniforms: matching shirts with numbers are required during all league games.
 - a. To identify substitutes and courtesy runners, no players on the same team may wear identical numbers. Players without numbers on their shirts are not permitted to play.
 - b. Where possible, the home team should wear light colored shirts and the away team should wear dark colored shirts.
 - c. Team issued ball caps are optional for players. However, if worn, they must be worn properly.
2. Facemasks and faceguards are self-supplied and can be worn by any player.
3. Shoes with metal spikes are not permitted.
4. Bats: Steel, titanium, multi-wall, altered or painted bats, bats with composite barrels, and unmarked bats are not permitted in any league games or practices. Bats with burrs, cracks and flat spots are also not permitted. Bats must be single wall only.
 - a. Managers should review the LISSA approved bat list (in accordance with the USA approved single wall bat list website) with their players.
 - b. Every legal bat must have a LISSA bat label affixed to it. Without this label, bats cannot be in the bat-rack or put into league play, including warm-up and practice play.
 - c. Only the manager is permitted to affix the LISSA bat label to a player's bat. In doing so, the manager accepts responsibility for making sure each bat is proper and permitted.
 - d. Illegal bat is any bat that does not conform to the rules and regulations of LISSA (in accordance with the USA approved bat list website).
 - e. Altered bat is a bat that has been structurally changed or tampered with after its original manufacturing process.
 - f. Each season, it is the manager's responsibility to make sure all players are only using legal and approved bats.
 - g. If an illegal or altered bat is found in the bat-rack or put in league play, including warming up and practice play, it can be interpreted as "intent" to be used.

- h. The immediate penalty for using an illegal bat or an altered bat shall be as follows:
 - i. Player, and player's manager, upon using such bat is ejected from the game and from any additional games played that day.
 - ii. Player's team may forfeit game in which such bat was discovered.
 - i. All offenses will be reviewed by the Executive Board and will determine what additional penalty is appropriate, and who it should be applied to, under the circumstances.
 - i. It is possible that a player will be suspended from LISSA for one year for the 1st altered bat offense and will be banned for life for the 2nd altered bat offense.
5. Softballs: Home team will supply three (3) new softballs before each doubleheader.
- a. LISSA authorized ball shall be determined by the Board of Directors.
 - i. The league will purchase softballs, in bulk, before the start of the season to insure that all teams have access to a sufficient number of the required softballs.
 - b. Use of unauthorized softballs are prohibited in regular season and post season league games.
 - c. If authorized softballs are not provided by home team, the visiting team should loan the home team two (2) new softballs, or each team can put in two (2) good condition game-used softballs.
 - d. Each team should set aside two (2) good game-used softballs for use as backups whenever game balls go out of play or are lost.

ARTICLE 4

TEAM ROSTERS AND PLAYERS

- 1. Team managers must have copy of their current roster available for review at all games. If the manager does not have such roster in his possession, the other team may protest the game, based on the use of eligible players, to be determined afterwards.
 - a. To be considered to be a member of LISSA, a player must be signed on to a team roster.

2. Team rosters:

- a. Rosters for the season are submitted to the league in April.
- b. Rosters become effective at the start of the season.
- c. A player cannot change teams after the start of the season without the approval of the manager of the team losing the player and the Executive Board.
 - i. If the manager refuses to release the player, the player may present an appeal to the Executive Board.
 - ii. Player cannot play or practice with their new team until the transfer process has been completed.
 - iii. Player may not change teams more than once during a season.
- d. Rosters are limited to 25 players and 3 non-playing manager/coaches (such manager/non-playing coaches can only play if their team is short players and would otherwise forfeit the game).
- e. Rosters are frozen at the midway point of the season and cannot be modified once the playing season resumes after the all-star game break.
- f. Player movement-a limit of two (2) players from any one team can go to any one other team per season.

3. New players:

- a. Must be signed on to a team roster no later than when the playing season resumes after the all-star break.
- b. Must submit a completed and signed "New player/Try out application and registration form" and a colored copy of their New York State driver's license to the team's manager, who should review the information for accuracy, and then submit it to the league for validation and approval.
- c. May practice with the team the same day they complete their paperwork but cannot play in a regular season game until such forms are received and approved by the league. Player cannot practice or play without first completing and providing paperwork to team manager.
- d. Will be part of team they initially signed up with for two consecutive playing seasons.
 - i. If a player wants to leave his team before the two-year rule is completed, he can appeal in writing to the Executive Board, who will make the final decision.
 - ii. Player's team selection becomes official once the regular season starts.

4. Age eligibility violation-If a player is found to be illegal (including being under the age of 60 by the end of his first year in the league), he will be barred from playing in the league for two years from the later of reaching age 60 or the time of discovery.
5. Position players:
 - a. Eleven (11) position players are considered to be a full team.
 - b. Failure to have nine (9) position players at the start of the game, or at any time during a game, will result in a forfeit.
 - c. A team starting a game with nine (9) or ten (10) position players may add a position player or two after the start of the game-not to exceed a total of eleven (11) position players. Such added players must be added to the end of the batting order.
 - d. Non-playing manager/coach can play if they are the 10th or 11th player. Once such non-playing manager/coach is inserted in game, he may (but is not required to) complete that game should additional team players arrive afterwards.
6. Extra hitter (“EH”):
 - a. At the start of a game, EH may be designated at any position in the batting order.
 - b. Once the game has started, an EH cannot be added to original batting order.
 - c. EH may be inserted into the game on defense at any time but their place in batting order must remain the same.
 - d. There is no limit to the number of EHs that can be used in a game.
7. Designated fielder (“DF”):
 - a. At the start of a game, an unlimited number of DFs may be included in lineup. Such players should be listed at the bottom of the lineup and clearly noted as a DF.
 - b. To use a DF, either one (1) or two (2), a team must bat a minimum of twelve (12) players in batting order. Therefore, a team must have, at least, thirteen (13) players in the game to have one (1) DF, and, at least, fourteen (14) players in the game to have two (2) DFs.
 - c. DF cannot bat that game under any circumstances.
 - d. DF status applies to that particular game only.
 - e. DF can play any position, may change positions, or may not play in the field. Positions can change at any time during the game.
 - f. DF may be replaced in the game by a player who is not already in the game and such new player will assume DF status.

8. Re-entry:

- a. Starting players may be substituted for or replaced and re-entered once.
- b. After a starting player has been substituted for once, he can re-enter the game one time. He must remain in his original batting position.
- c. Starting players and their substitutes may not be in the game at the same time.
- d. If a player re-enters a second time, or a player re-enters the game in a position in the batting order other than their original starting position, this is considered an illegal re-entry.

9. Substitutions

- a. For a baserunner is not permitted. However, if an injury to a batter/runner or runner prevents them from proceeding to an awarded base, and the ball is dead, a substitution for the injured player may be made. This is not a courtesy runner but a legal substitution. The injured player may not return to the game.
- b. Courtesy runner is officially put into game when reported by the batting team's manager and the new runner steps on the base. Once a pitch (legal or illegal) is thrown to the next batter, no courtesy runner may be inserted in the game.
 - i. There is no limit to how many courtesy runners can be used in any one inning.
 - ii. A courtesy runner can only be inserted once in an inning.
 - iii. A runner who is replaced by a courtesy runner may not be used as a courtesy runner himself for the remainder of that inning.
 - iv. A courtesy runner may not be inserted for an existing courtesy runner except for an injury. In the event of such injury, the injured runner must then be permanently removed from the game.
 - v. A courtesy runner whose turn at bat comes while he is on base will be called out. The courtesy runner is removed from the base and will come to bat. A second runner cannot be substituted at this time.
 - vi. An appeal of an illegal courtesy runner must be made before the next pitch (legal or illegal).
- c. If a defensive player is removed due to an injury, the injured player may be replaced temporarily by a player not in the batting order or he can be removed from the game and may not be re-inserted as a re-entry for the remainder of the game. The substitute will remain in the game.

ARTICLE 5**THE GAME**

1. Fitness of the grounds shall be decided by the home team manager. Once the game has started, it is up to the umpire to decide if the game can continue.
2. Regulation game shall consist of seven (7) innings. A full seven (7) innings need not be played if the team that bats last scores more runs in six-and-one half innings (6 ½) or before the third out in the last of the seventh inning.
 - a. A game that is tied at the end of seven (7) innings shall be continued until one team has scored more runs than the other at the end of a complete inning or until the team batting last has scored more runs in their half of the inning before the third out in the last of that extra inning.
 - b. A game called by the umpire shall be regulation (considered to be complete) if five (5) or more complete innings have been played, or if the team batting last has scored more runs in four or more innings than the other team has scored in five or more innings.
 - c. At the end of an incomplete game, both managers shall have the umpire sign their scorebooks to ensure that the same lineups are used for the scheduled completion of the incomplete game. Game shall be resumed from the exact point from where it was stopped. Substitutions to those line-ups are allowed.
3. Early notice-by 7:45AM on game day, the home field manager should notify the visiting team manager if a game is questionable due to adverse existing weather or field conditions.
 - a. A confirming call must be made no later than 8AM, advising the visiting team manager of the status of playing the scheduled game.
 - b. The home team manager must notify the Chief Umpire no later than 8AM of any cancellations or postponement.
 - c. If timely notification is not given to cancel the game, the home team is obligated to pay the assigned umpire a travel fee.
 - d. If either team cancels the game that morning, the canceling team would be obligated to pay the assigned umpire a travel/penalty fee.
4. Lineups-Team lineups must be entered into the official scorebook of each team by the scorekeepers and made available to both managers and umpire before the start

of each game. The lineups must contain the name of each player and their uniform number.

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5. Regular season game start time is 10AM. A team having nine (9), ten (10) or eleven (11) eligible players on the bench cannot wait for other players to arrive before starting play.
 - a. Game starting time may be extended up 30 minutes if the either team experiences traffic conditions beyond their control and places a call to the other team's manager.
6. Forfeited game-Teams must be ready to start play at game time with a full lineup (nine, ten or eleven players) or suffer a forfeit loss as follows:
 - a. Forfeit time for the first game is 10:15AM. Second game is 10:30AM.
 - b. If a team employs tactics that are noticeably designed to delay the start of the game, a forfeit will be declared by the umpire.
 - c. The score of a forfeited game shall be 7-0.
 - d. A forfeiting team shall pay a forfeit fee to the league, at the next monthly Board of Director's meeting, as follows:
 - i. \$100 for the first occurrence.
 - ii. \$200 for the second occurrence.
 - iii. \$300 for the third occurrence. In addition, the team manager will be subject to suspension, as determined by the Executive Board.
 - e. The forfeiting team is responsible for the umpire fee and/or umpire travel fee.
7. Mercy rule-a fifteen (15) run mercy rule will be in effect after five (5) innings (four and one-half if the home team is ahead), or a twenty (20) run mercy rule will be in effect after four innings (4) innings (three and one-half if home team is ahead), thus ending the game. This rule applies to all LISSA games, including year-end tournament games.
8. 5 run rule-a team may not score more than five (5) runs in any one inning, other than the last inning of the game, or any extra innings played.
9. Home team-when teams are scheduled to play against each other an uneven number of doybleheaders during the regular season, or during a "position round doubleheader", each team will take a turn batting last, as follows:
 - a. The home (host) team will bat last in the first game and the visiting team will bat last in the second game.
 - b. The home (host) team will be responsible for paying the umpire for both games.

10. End of regular season tie-a one game playoff shall be played whenever there is a tie for any monetary award. The game will be played at the field of the team with the better head-to-head record and such team will bat last. If the head-to-head record is a tie, then the game will be played on a neutral field, to be determined by the Executive Board, and a coin toss will determine the team batting last. The league will be responsible for the umpire fee for the game.
 - a. If a tie results in a non-monetary award situation, the head-to-head record will determine the final standings. If there is a tie in the head-to-head record, then the run differential in head-to-head games will be the determining factor.
11. Year-end tournament games:
 - a. Games will be played at the field of the team with the better record.
 - b. In a best of three (3) game match, the home team (team with the better record) shall bat last in games one (1) and three (3). The visiting team will be bat last in game two (2).
 - c. Game dates will be determined by the Executive Board once league and divisional standings are determined.
 - d. Players must have played in twenty (20) regular season games to be eligible to participate.
 - i. In the event that a player injury prevents said player from reaching twenty (20) games, team manager may request an exception from the Executive Board, who will then consider the specific circumstances and make the final decision. Exception should be requested at the time of the injury.
 - e. Umpire fees for year-end tournament games will be paid by the league.
 - f. Roster changes for post season play must be submitted prior to the resumption of play following the all-star break. If a team is in violation of this rule, they will forfeit each game that an ineligible player participated in, and the manager of the forfeiting team will be subject to suspension, as determined by the Executive Board.

ARTICLE 6**PITCHING**

1. Balls and strikes:
 - a. Each batter will start with a one (1) ball and one (1) strike count in all games.
 - b. A foul ball as the third (3rd) strike will result in an out. There is no additional allowance for foul tips or foul balls on the third (3rd) strike.
 - c. A called strike must be between six (6) and twelve (12) feet high and land on the home plate or the accompanying mat.
2. Pitcher's delivery:
 - a. Pitcher must take a position with both feet firmly on the ground and with one or both feet in contact with the pitcher's line or within the pitcher's box.
 - b. The pitcher's box is a rectangular box, the width of the pitching rubber (24 inches), extending from the front of the pitcher's line (50 feet from home plate) and extending back ten (10) feet perpendicular to the pitcher's line.
 - c. Pitcher must come to a full and complete stop with the ball in front of his body. This position must be maintained for at least one (1) second before starting the delivery.
 - d. Pitcher must deliver the ball towards home plate on the first swing of the pitching arm past the hip with an underhand motion.
 - e. One foot must remain in contact with the pitcher's line or within the pitcher's box until the pitched ball leaves the pitcher's hand.
 - f. A running delivery is illegal and the pitcher must be facing the batter when delivering the pitch.
 - g. The pitched ball must be delivered with a perceptible arc and reach a height of at least six (6) feet from the ground, while not exceeding a maximum height of twelve (12) feet from the ground.
 - h. The pitcher has ten (10) seconds to release the pitch after the umpire indicates "play ball" or after receiving the ball. Upon violation, the umpire may call a ball.
3. Illegal delivery-the umpire must identify any illegally delivered pitch by shouting "illegal" immediately when recognized. Such a pitch is an automatic ball.
 - a. A "crow hop" or "leap" pitch or running delivery are illegal pitches.

- b. A pitch that is less than six (6) feet high or more than twelve (12) feet high are illegal pitches.

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- c. If a batter swings at an illegal pitch, the illegal call is nullified, and the pitch is in play.

ARTICLE 7

BATTING

1. Team lineup:

- a. Must be exchanged prior to the start of the game.
- b. Must be entered in the official league scorebook.
- c. Must include first and last name of player, and player uniform number.
- d. Batting order must be followed throughout the entire game, unless a player is replaced by a substitute who takes the place of a removed player.
- e. Unless a team has started the game shorthanded, no player may be added to the batting order once the game has started.
- f. Designated fielder (1 or 2)-shall be listed at the bottom of the lineup and clearly marked as “DF” so that the other team knows that such player will not bat.
- g. Batting out of order- If batting out of order is discovered and appealed while the incorrect batter is at bat:
 - i. The correct batter must take the batter’s position and assume the balls and strikes count. There is no penalty whether discovered by the team at bat or the team in the field.
 - ii. If discovered after the incorrect batter has completed his turn at bat and before the next pitch is thrown, the player who should have batted is out.
 - iii. Any advance of runners and runs scored is negated. All runner-outs made stand.
 - iv. The next batter is the player who follows the incorrect batter.
 - v. If the batter declared out is the third out, the correct batter to lead off the next inning is the player who would have come to bat had the player been put out by ordinary play.
 - vi. If not discovered before the next pitch is thrown after the incorrect batter has completed his turn at bat, there is no penalty.

ARTICLE 8**BATTER-RUNNER/RUNNER**

1. Batter-runner: the batter becomes a batter-runner as soon as the batter hits a fair ball or when four balls have been called by the umpire and the batter is awarded first base, in which case the ball is dead and runners may not advance unless forced.
 - a. Each batter-runner must reach first base on his own.
 - b. Whenever a play is being made on the batter-runner, the defense must use the white portion of first base and the batter-runner must use the colored portion of first base.
 - c. The batter-runner is out when there is a play being made at first base and the batter-runner touches only the white portion of the base. This is treated as missing the base, except that it is an automatic out and not an appeal play. (This is an exception to the ASA/USA rule).
 - d. On any put out attempt from the foul side of first base, or on an errant throw that pulls the defensive player off the base into foul ground, the defensive player and the batter-runner can use either the white or the colored portion of the base.
 - i. On balls hit to the outfield with no play on the batter-runner advancing to first base, the batter-runner may touch the white or the colored portion.
 - ii. On any ball hit-regardless of where-and there is a play on the batter-runner, the batter-runner may return to either base, white or colored.
 - iii. On plays at first base when the batter-runner touches only the white portion and collides with the fielder who is about to catch a thrown ball while on the white portion, interference shall be called by the umpire, the batter-runner is out, and any runners must return to the last base they occupied at the time of interference.
 - e. The double base rule applies whenever the batter-runner is advancing to first base, regardless of where the ball was hit (infield or outfield). This allows the batter-runner to return to either white or colored portion after they missed a base. If done so, no appeal can be made.
2. Contact-in compliance with USA and LISSA safety rules, runners shall be called out for contact with a defensive player if, in the umpire's judgment:

- a. The contact was deliberate on the runner's part, or the runner could have reasonably, under the circumstances, have attempted to minimize or avoid contact, and failed to do so.
 - i. Veering off is optional. It is not required.
- b. If the umpire rules "deliberate/deliverable contact" or "obstruction" on the part of the defensive player, the runner shall be called safe.
3. Sliding-sliding or diving into a base is not permitted and such players will be called out.
 - a. A runner may dive, in the hands first position only, when returning to a base.
4. Overrun-a runner is not permitted to overrun second or third base without being subject to a "tag" putout.
5. Courtesy runner-now part of TEAM ROSTERS AND PLAYERS section.
6. Commitment line-located 20 feet from the scoring (home) plate.
 - a. Once a runner, attempting to score, touches or goes beyond the commitment line, he cannot return to third base. The runner must continue to the scoring plate. He cannot be tagged out.
 - i. If in going back toward third base the runner makes contact with, or goes past the commitment line, the runner will be called out. The ball remains live.
7. Second home plate (scoring plate)-located adjacent to the right-handed batter's box, runners must touch this plate in order to be safe at home.
 - a. A runner who has passed the commitment line but has not yet reached and touches the second home plate shall be called out if a defensive player in possession of the ball touches the regular home plate (not the strike mat).
 - b. If a defensive player touches the second home plate and then touches the regular home plate before the runner touches the scoring plate, the runner is out.
 - c. If runner touches the regular home plate, the runner is out and the ball remains live.
 - d. There is no tag play permitted at home plate. A runner who passes the commitment line cannot be tagged out or interfered with when running towards the scoring plate. If interfered with, the runner will be awarded the second home plate (called safe).
 - e. If a runner passes the commitment line and continues running along the original foul line, even if there is no play or interference called on the runner, the runner is out and play ceases (dead ball).

ARTICLE 9

PROTEST PROCEDURES

Protests will not be accepted or considered if based solely on a decision involving the accuracy of judgment on the part of the umpire. Protests may involve misinterpretation of a playing rule.

1. Notification-the manager or designated representative of the protesting team shall immediately notify the umpire that the game is being played under protest. The umpire shall then notify the opposing team manager or designated representative. All interested parties shall take notice of the information, details and conditions pertinent to the decision to protest.
2. Time limit-An official protest must be filed with the LISSA President or Vice President within 48 hours of said event, informing them of related details.
3. League Protest Form-a written protest must be addressed to the LISSA President or Vice President, and include the following information.
 - a. Date, time, game number, opponent and location of the game being protested.
 - b. Name of the umpire of the game being protested.
 - c. The rule and section of the LISSA Playing rules or ASA/USA rules under which the protest is being made.
 - d. All essential facts involved in the matter being protested.
4. Hearing-upon receipt of the protest, the President will convene a hearing or meeting of the Executive Board. Once a decision is reached, it will be final, and a written response will be sent to both teams involved.
 - a. If a member of the Executive Board has a direct interest in the protest (his team was one of the two teams involved), he shall recuse himself of participating in the decision.

ARTICLE 10

UMPIRES

1. Responsibilities-Umpires cannot alter or make changes to any "LISSA Playing Rules" or modify ASA/USA rules.

- a. All assigned umpires shall be provided with the latest playing rules and be prepared to enforce them.
2. Power and duties-Umpires are representatives of the league or organization by which they have been assigned to a particular game and, as such, they are authorized and required to enforce each section of these rules. They have the power to order a player, coach, or manager to carry out or to omit any act which, in their judgment, is necessary to give force and effect to one or all of these rules, and to impose penalties as herein prescribed.
3. Umpire's judgment-there will be no protest on any decision involving the accuracy of judgment. Teams may not request a change of umpires during a game. If there is a concern that an umpire is incapacitated or unable to fulfill his official duties at a game, the Umpire-in-chief should be contacted immediately.
4. Suspension of play-an umpire may suspend play when, in their judgment, conditions justify such action.
 - a. During live ball situations when a player becomes injured and requires immediate attention.
 - b. Weather conditions make play unsafe or when lightning is heard or seen in the vicinity.

ARTICLE 11

RAINOOTS, POSTPONEMENTS AND RESCHEDULING

1. Rain date/postponement coordinator-The LISSA President shall appoint a "rain date/postponement coordinator".
2. Rainout/postponement policy-All teams are required to make up postponed games.
 - a. A Monday or Tuesday game that is postponed should be made up on the next available Monday, unless there is a common bye date available.
 - b. A Thursday game that is postponed should be made up on the second available Monday, unless there is a common bye date available.
 - c. With the permission of the rain date/postponement coordinator or the President, such postponed game may be otherwise re-scheduled. Managers may not set the game to be played on a date other than the regular re-schedule date without such permission.

- d. Promptly following a postponement, the home team manager should re-schedule the game with the visiting team manager. He should then inform the rainout/postponement coordinator, the schedule coordinator and the Chief Umpire.
 - e. If a team is unwilling or unable to play on the re-scheduled date, a forfeit can be declared by the rain date/postponement coordinator or LISSA President. It is possible that both teams could be declared to have forfeited such game.
 - i. Valid reasons for alternative postponement play dates are:
 - 1. A team would play more than three (3) times in a week.
 - 2. Home field is not available for reasons beyond the team's control. Game may be played at the visiting team's field or at another available field with original home team batting last. Teams may also agree to "swap" home fields with a future scheduled game.
 - ii. Invalid reasons for alternative postponement play dates are:
 - 1. Players are ill, injured, or not available.
 - 2. Players are on vacation.
 - 3. Players are involved in tournament play.
3. Rescheduling options-with the league's approval, a rescheduled game can be changed for any of the following reasons:
- a. Field conditions or weather-related issues.
 - b. A distressing situation beyond the team's control (accident, death, etc.).
 - c. When both managers agree to play in advance of the rescheduled date.
 - i. Home field manager must inform the rainout/postponement coordinator, the schedule coordinator and the Chief Umpire.
 - ii. If games are not played on the agreed upon re-scheduled date, the team(s) not ready to play will be charged with a forfeit.
4. Cancellations-if the league cancels the entire schedule for a given date or dates, the games will be rescheduled on the next available rain/postponement date or at a later available regular play day at the end of the season.
5. Incomplete games-games that are not considered regulation shall be resumed from the exact point where they were stopped.
- a. Incomplete first games of a doubleheader, as called by the umpire, shall be rescheduled in accordance with the rainout/postponement policy described above.

- b. Incomplete second games of a doubleheader of four (4) innings or less, as called by the umpire, shall be rescheduled for completion on the next scheduled meeting date between the two (2) teams at the field of the home team. If there is no scheduled meeting date remaining at the home team's field, the game should be completed at the next scheduled meeting date at the field of the visiting team, with the original home team batting last for that game.
 - c. Incomplete games must be played first before the regularly scheduled games.
 - d. If the teams involved are not scheduled to play each other for the remainder of the season, the game will be rescheduled for the home team's next available make-up date in accordance with the rainout/postponement policy described above.
 - e. The original home team is responsible for any additional umpire fees.
6. If both teams feel that a make-up game has no bearing on the regular season standings and they don't want to play the game, they can request permission from the President to not play the game or to move the game to the end of the season, where it may be canceled, if circumstances exist and permission is granted.
7. Forfeit rule-a forfeited game shall be declared by the umpire, in favor of the team not at fault, in the following cases:
- a. An umpire is physically attacked or threatened by any team member or spectator.
 - b. If a team fails to appear on the field, or being on the field, refuses to begin a scheduled or rescheduled game, within the time set for forfeitures by the league.
 - c. If one team refuses to continue play after the game has begun, unless the game has been suspended or terminated by the umpire or by Town officials.
 - d. If after a warning by the umpire, any rules of the game are willfully violated.
 - e. If the ejection of a player or players from a game results in fewer than the required number of players to continue the game.
 - f. If an injury or illness of a player or players from a game results in fewer than the required number of players to continue the game.
 - g. If an ejected member of a team refuses to leave the playing area.

ARTICLE 12

USE OF USA AND LISSA PLAYING RULES

USA Softball Playing Rules and LISSA Playing Rules shall apply to all league games included preseason, regular season, year-end tournament, snowflake and other league sanctioned games or events.

USA shall not be responsible for any injury (including death) or property loss to any person in connection with the use and implementation of its official playing rules.

ARTICLE 13

ALIGNMENT FOR NEXT SEASON

1. Alignment structure:
 - a. Managers will be asked to submit alignment proposals to the league's Executive Board, who may submit their own alignment proposal.
 - b. The following items should be considered when determining alignment:
 - i. Records of the teams involved.
 - ii. Strengths of the teams in both Intra-division and Inter-division competition.
 - iii. Overall balance of the remainder of the teams in each division.
 - c. Teams may request to move up to a higher division or move down to a lower division if they feel that they are better suited for increased or lesser competition.
2. The starting point for end-of-season re-alignment is for the teams with the lowest performance in each division to move down to the next lower division, and the teams with the best performance in each division to move up to the next higher division.
3. At the discretion of the Executive Board, handicaps (which might include runs, additional fielders or other options) can be considered to address imbalances as a result of alignment decisions, or in consideration of the relative strength of the affected teams.

ARTICLE 14

MANAGER DUTIES, RESPONSIBILITIES AND TEAM VOTE

1. Duties-Must enforce all LISSA and ASA/USA Playing Rules and regulations at all times. They shall not conspire or agree with the opposing team manager to change or circumvent any established rules or regulations. A violation will result in a DOUBLE FORFEIT being assessed.
2. Responsibilities:
 - a. Must have the latest copy of LISSA and USA Playing Rules at all games.
 - b. Must timely report all rule violations to the league President or Vice President.
 - c. Must not knowingly play a game or compete with any team having ineligible or suspended players.
 - d. Must not approach players on other LISSA teams in an attempt to entice them to switch teams (no poaching). They are not allowed to have their coaches, players or anyone else do so on their behalf.
 - e. Must not submit checks for any reason that cannot be negotiated for proper payment.
3. Team vote-Managers are required to inform the league of the results of their team's vote on decisions related to issues being discussed or voted on.

ARTICLE 15

PLAYER CODE OF CONDUCT

In accordance with the league's purpose being to develop, direct and promote the sport of softball for age eligible seniors, to encourage maximum participation and ensure the safety of all members:

1. No player shall:
 - a. Use physical violence or unnecessary rough tactics against the body of an opposing player, shove or lay a hand upon another player, umpire, league official or spectator, or in any way cause deliberate injury to any individual at any time before, during or immediately following a game.

- i. Umpires are required to immediately eject the player from further play that day and report the player to league officials.
 - 1. Unless appealed, said player will remain suspended until the Executive Board investigates the situation and makes a determination of the penalty to be assessed.
 - 2. The penalty for the 1st offense will be a minimum of ten (10) games for such infraction.
 - 3. The penalty of the 2nd offense will be banned indefinitely for such infraction.
- b. Use vulgarity towards or verbally abuse or threaten another player, umpire, league official or spectator, at any time before, during or immediately following a game.
 - i. Umpires are required to immediately eject the player from further play that day and report the player to league officials.
 - 1. Unless appealed, said player will remain suspended until the Executive Board investigates the situation and makes a determination of the penalty to be assessed.
 - 2. The penalty for such infraction will be a minimum of two (2) games for such infraction.
- c. Refuse to abide by umpire's decision, or be guilty of demonstration of unsportsmanlike conduct such as throwing of balls, bats, gloves or any other objects.
 - i. Umpires are required to immediately eject the player from further play that day and report the player to league officials.
 - 1. Unless appealed, said player will remain suspended until the Executive Board investigates the situation and makes a determination of the penalty to be assessed.
 - 2. The penalty for such infraction will be a suspension of up to six (6) games.
- d. Appear on the field of play under the influence of alcohol or drugs, or be in violation of the USA substance abuse policies at any time.
 - i. Umpires are required to immediately eject the player from further play that day and report the player to league officials.
 - 1. Unless appealed, said player will remain suspended until the Executive Board investigates the situation and makes a determination of the penalty to be assessed.

- e. Play under another individual's name, submit or falsify any information requested on LISSA roster forms or documents.
 - f. Play on more than one LISSA team, or sign on to more than one roster at the same time, or play in any other Senior Softball League within the operational area of this league that plays during the daytime.
 - i. This rule does not apply to LISSA players who also play in an older age group league that plays on different dates (over 70 league).
 - g. Damage or deface League, town or village property, or be guilty of manipulating or tampering with any league official records or protocols.
 - h. All penalties for violations will be determined by the Executive Board.
2. An ejected player may be replaced in the batting order without penalty. If team does not have available players to replaced ejected player, or chooses not to replace such player, this would result in an out each time the ejected player's spot comes up in the batter order.

ARTICLE 16

EJECTIONS AND SUSPENSIONS

1. A LISSA member who is ejected and suspended for violating league rules is not permitted to be on the field of play or:
 - a. Participate in pre-game activities, games, practices or team drills.
 - b. Be in the dugout during official league games.
 - c. Be involved in advising or coaching players or acting as a base coach.
2. Any team found having a member under suspension participating in a game will forfeit any and all games that such player participated in.
3. A suspended member is only permitted to sit in the stands as a spectator.
4. If an umpire or league official determines that the suspended member is attempting to be involved in the game, or harasses the umpire or players, they may ask the member to vacate the field and the spectator area.
 - a. If such member refuses to abide by said directive, their team will forfeit the game and the manager will face suspension.
5. All penalties for violations will be determined by the Executive Board.

ARTICLE 17

CONTRACT OF UNDERSTANDING

In order to insure understanding and compliance with league rules and regulations, managers are encouraged to share a copy of such with their team members or refer them to the league website where they are posted.

Members are responsible for knowledge of the league rules and regulations.

Refer to Article 15 for Player Code of Conduct.

ARTICLE 18

ENFORCEMENT PROCEDURES

1. Once a violation report is received by the Executive Board:
 - a. The member who is suspended has the right of an appeal, in writing, to the Executive Board.
 - i. Appeal must be made within 72 hours.
 - ii. Member or member's manager must request to appear before the Executive Board to present facts and evidence of case.
 - iii. If a suspension has been applied, such suspension will be delayed, until appeal is resolved.
 - iv. Executive Board will meet with member and/or member's manager on an expedited basis.
2. All penalties for violations will be determined by the Executive Board.
3. Membership in LISSA may be terminated, for just cause, by a majority of the Board of Directors at a regular or special meeting. Refer to Article 3 of Organizational Bylaws.

ARTICLE 19
RULE CHANGES

1. No changes to the LISSA Playing Rules can be made, once the season has begun, unless there is a two-thirds majority vote of the Board of Directors at a regular or special meeting.
2. Where LISSA Playing Rules do not address a specific rule or regulation, the USA rules shall be the reference point.
3. Precedent shall prevail where there is no clear interpretation in LISSA Playing Rules or USA rules.
4. Rules that modify or change existing rules or procedures must first be accepted by:
 - a. the Rules Committee
 - b. the Executive Board and
 - c. by a two-thirds majority vote of the Board of Directors at a regular or special meeting for rule changes during the regular season.
 - d. By a majority vote of the Board of Directors at a regular or special meeting for the rule changes during the off-season.
 - i. Rule changes should be voted on after managers have an opportunity to review and discuss them with their members.