

# Hirsch Rules

## **HIRSCH RULES & SPN EXCEPTIONS** June 11, 2019

Game times 6:15 & 7:45

### **H1. PARTICIPATION**

Player participation will be at the Hirsch Coordinators discretion in discussion with the Team Leader.

### **H2. SPARE/ SUBSTITUTE PLAYERS**

2.1 Any player, duly registered with ESSPA in the Cuthbertson Division that is aged 60 or over in 2019 can be used as a spare for league play. They can play any position but must bat at the bottom of the order so Regular roster players receive the extra batting time.

2.2 Any Hirsch player can substitute. They can play any position but must bat at the bottom of the order so regular roster players get the extra batting time

2.3 Any Hansen player can be used as a substitute at any position but must bat at the bottom of the batting order so the regular roster players receive the extra batting time.

2.4 Spares are allowed in Playoffs if they are registered with ESSPA in a division other than Hirsch or Cuthbertson. No first line Hansen players allowed. Registered Spares are not allowed in Playoffs. Hirsch Coordinator to make a list of Ineligible Hansen players prior to the playoffs. Eligible Playoff Spares can play any position but must bat at the bottom of the order.

### **2.5 GUEST PLAYERS.**

This year there is no fee for a Guest Player to play a maximum of 2 games during the season. However, the player registration form must be completed and accepted by a Board Member well in advance of the game being played. Players who play Wednesday drop-in only are considered Guests, as they have not paid for full registration.

### **H3. TAGGING AT HOME**

SPN Rule 8 Section 14 D - NO tagging at home.

The Side home plate will be used to score at home, weather permitting. If wet a safe line will be drawn at the bottom of the plate parallel to the first base line from Home plate to the fence. Maintenance to re-establish the Side plate for diamond 1.

### **H4. BASERUNNING**

H4.1 There shall not be any sliding at 1st Base. There is a safe base for the batter to step on, therefore, no sliding is permitted.

H4.2 Players are reminded to incorporate safety considerations when base running. In double play situations it is the lead runner's responsibility to not interfere with the most likely line of path of the ensuing throw. If you are not sliding / diving, it is your responsibility to veer out of the way asap. It is not recommended that you 'stay tall'. Putting your hands in front of you to 'protect yourself' is likely an indication that you should have done something more respectful, much sooner.

See SPN Rule 8, Sec. 4J for consequences.

If this interference is an obvious attempt to prevent a double play, the base runner closest to home plate shall also be called out.

H4.3 There is no anticipation. If a runner leaves his base during a pitch and the batter does not make contact with the ball, the runner is out.

#### H5. **MINIMUM PLAYERS** Rule 5, SEC 1 & SEC 3A

In order for a game to be official a team can start or complete a game with a minimum of 6 roster players and 8 players in total. Otherwise the game is a forfeit and teams can use the time slot for practice or a scrimmage game

#### H6. **LINEUP CARD** Rule 5, SEC. 3 D

Although potential spares and substitutes would normally be included on the lineup card and score sheet, a spare's name can be added to the lineup card at any time if, in the umpire's opinion, it is not unduly delaying the game. For instance, trying to insert a Guest Player that was not properly registered before the game would be considered as unduly delaying.

Regular roster players whose names should always appear on the lineup card given to the umpire prior to the game may nonetheless be added at any time during the game to the bottom of the batting lineup or used as a substitute or courtesy runner. The designation of 'Substitute' or 'Adding to the bottom of the Batting Lineup' should be declared asap after a player arrives. Spare players retain their spot in the batting lineup when a roster player is added to the batting lineup.

#### H7. **GAME START** Rule 4, SEC. 3

THE START OF THE GAME is the point in time when the teams have exchanged lineups and the HOME team has declared 1st or 2nd bat. Home team is pre-determined for ALL games. No new innings to start after 7:35.

#### H8. **HOME RUN LIMIT**

There will be no limit for home runs on Diamond #1 or #2. The limit on Diamonds #3 and #4 will be 2 per team.

Over-the-fence home runs are walk offs. The batter and any baserunners do not have to proceed to the next base.

#### H9. **COURTESY RUNNERS**

9.1 A courtesy runner must be the last out or last available player in the lineup. Or in other words the courtesy runner must be the player furthest away from the batter in the lineup that is not on base.

9.3 If you are starting a game with an injury it must be reported to the other Team Leader before the game and a courtesy runner must be used for the entire game from Home plate. If you are injured during the game and require a courtesy runner then you must have a courtesy runner from Home for the remainder of the game. ***It is understood that that the intent of the rule is to allow a healing player to keep playing and minimize the chance of aggravating an injury.***

In the case of a runner from home plate the umpire will make a starting line 2 meters behind the extension of the 3rd base foul line and an "oops" line 20 feet towards first base. The batter is out if he touches or crosses the "oops" line. The batter is also out if the courtesy runner touches or crosses the starting line before the ball is hit. In either case, the defense has the option of choosing the result of the play or having the batter being called out and all runners returning to the base they held prior to the play. If the courtesy runner touches or crosses the starting line during a strike when the ball is not hit, the batter is out.

9.4 Any player that has received a courtesy runner cannot run for any other player in the game.

#### H10 **BAT TESTING**

Bats must have the USSSA Thumb Print 1.20 stamp. Otherwise known as the U-trip thumb print stamp.

10.1 Use of illegal bat - player and coach removed from the game being played only. The roster spot may be re-filled with sitting players or the roster is shortened, there are no automatic outs in Hirsch.

10.2 Use of altered bat - the player and the coach are suspended from the league for the remainder of the season as per the SPN rule book.

#### H11 **UMPIRE REMOVAL of Player or Coach**

The 1st time a player is ejected it will be for the remainder of the game being played. No additional discipline will be applied.

The 2nd time a player is ejected from a game it will be for the remainder of that game and an additional 3 league games. The player may appeal to the league committee (a team representative from each of the other teams. Minimum of 3 forms a quorum) only if the player's coach supports the player. The coach, the player and umpires(s) must submit a written statement to the Hirsch Division Coordinator within 2 league playing days. The committee must make a decision within 2 league playing days after receiving the appeal. If the Hirsch Coordinator's team is directly involved in the appeal, he is omitted from the decision process. If the appeal is denied the 3 game suspension is upheld.

#### **H12 MERCY RULE**

There is no Mercy Rule in the Hirsch Division.

#### **H13 GRACE PERIOD**

A team will forfeit a game by a score of 7-0 if it cannot field a team within 10 minutes of the scheduled starting time.

#### **H14: SLOW GAME**

No inning shall start within 10 minutes of the next scheduled game time.

*If there are any errors or omissions in the above, or for clarification, please contact:*

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