

**Newton Parks and Recreation Department  
Men's Twilight Softball League  
Rules and Regulations**

**Article I – Purpose**

The purpose of the league is to provide softball competition and foster good sportsmanship the men of Newton.

**Article II – Rules**

The ASA Rule Book shall govern play in the Newton Men's Twilight League. Any exception to said rules, which are contained herein, have been sanctioned by the Greater Boston Commission of the ASA.

**Article III – Eligibility Requirements**

1. Must be a legal resident of Newton. A legal resident may play for any one team in the League.
2. All Players, when names appear on industrial rosters must be a bona-fide, full time (minimum 32 hours per week) employee of the company which they represent, and in the Newton Plant Only. Players can play for the plant team only and no other Newton Team.
3. Players who work for a Newton sponsoring business team must work full time (minimum 32 hours per week) and roster must be signed by the owner of the business. Players can play for this business only.
4. Full time City employees (minimum 32 hours per week) can play for any one team. This includes full time school department personnel when working the full school year.
5. Those non-residents who played in the league prior to and including the 1985 season will be allowed to play in that league only, provided a fee of \$20.00 (twenty dollars) is paid at the time of the roster submission.
6. Any legal resident who is on a team roster and moves out of the City can finish the season and that season only.
7. Resident and non-resident players must note correct resident address on rosters.
8. Any team that has an illegal player must forfeit all games in which that illegal player participated. It is the responsibility of the player who is questioned on his/her eligibility to prove to the league director that he/she is eligible.
9. Beginning in 1986 those non-residents whose parents are property tax paying residents of the City of Newton will be allowed to play in the league providing a fee of \$10.00 (ten dollars) per player, with a maximum of \$50.00 (fifty dollars) per team is paid at the time of roster submission.

Player Eligibility Check – It is up to each manager to prove his players are legal residents. Determination and verification of residence will be done in the following manner

1. Voter Registration (poll book)
2. City Directory (census book)
3. A utility bill in the player's name and address
4. Non-resident full time employees must be willing to provide five (5) consecutive payroll stubs to prove employment.

## **Article IV – Roster Sheets**

1. Each team will be allowed a squad of (20) players who meet the requirements of article III
2. Your first roster must be on file at the Parks and Recreation Department Office no later than the Friday following your first game of the season. Any changes made between your first roster and that following the fifth game must be in writing and have the approval of the league director before the player is eligible. The league director shall have the final approval of rosters submitted and may bar from play individuals who may be detrimental to the program. Telephone calls will not be accepted in lieu of roster sheets or changes to roster sheets.
3. Teams will be notified of players considered ineligible, proper proof of residency must be supplied to the Parks and Recreation department by the manager.
4. Proof of residency of new players on the final roster must be approved at the time it is submitted.
5. Players can not switch from one team to another once their team has played five (5) games. A Player may only transfer once per season. No changes may be made after the fifth game of the season.
6. Rosters should be checked by every manager for ineligible players before the season begins, and he must report them to the league director. No player will be subject to review after the fifth game of the season.
7. Players must list eligibility number that they are playing under.
8. All players must be at least eighteen (18) years of age.

## **Article V – League Games**

1. The official length of a game is seven (7) innings. However, under unusual circumstances such as rain or darkness, three and one half innings constitute a game if the home team is ahead. Also, if any game consumes ninety (90) minutes, minimum, from the starting time and above innings have not been played, the game will become official if the umpire deems it is necessary to call the game due to unusual circumstances. The schedule is binding and all games must be played, if possible with the final decision resting with the umpire.
2. Twilight league play games will start at 6:15 PM regular season and 6:00 PM during the playoffs.
3. In case of a tie score after four (4) innings of play, and further play is deemed impossible by the umpires, one (1) point will be awarded each team in the standings. Two (2) points will be given to a team for a win.
4. Courtesy Rule - A team must wait fifteen minutes after the schedule starting time, but this is only a courtesy rule extended for the purpose of delays in emergency cases. There will be no batting or infield practice allowed by the umpire in charge of the game after the scheduled starting time.
5. Forfeits - A team forfeiting two (2) games for any reason will at the discretion of the league director, be dropped from further play and will be designated as a new team for entry status the following year. If any team knows in advance that they will have to forfeit, both the league director and opposing team manager must be notified prior to the game.
6. Home made warm-up bats will be allowed as long as they have a knob on the grip and are considered safe by the umpire.
7. Teams will be allowed to use an extra hitter (EH). The EH can be substituted for, he can not play in the field for any reason. If you begin the game with an EH you must continue with

- one for the entire game.
8. All players ejected from a game must sit out the following game. A failure to comply with this rule will result in a forfeit of the game and a suspension of the player from the league play for a minimum of three (3) games
  9. Playoff games will start at 6:00 PM.

#### **Article VI – Cancelled Games**

1. The league reserves the right to cancel games in the event of an emergency or rain if it is in the best interest of the league. All cancellations by the league director will take place prior to 5 PM on the game date. If there is a question about cancellation call the hot line number at 781-893-7572.
2. If a game is not cancelled prior to 5 PM it is the umpire's decision to play or cancel the game. Any team not having enough players between 6:15 and 6:30 when the game has not been cancelled by the league director, will forfeit the game.
3. The league director will then re-schedule the game and the dates set will be binding to both teams.
4. If the game has stopped, the plate umpire is to determine if the game is to be continued or stopped.

#### **Article VII – Score**

1. The home team will have the official score book and keep the official score. However it is recommended that the visiting team also keep a score as a measure to reinforce the official scorebook. A scorer may be a person on or off the roster.
2. The winning team should contact Fred Beaumont at 781-893-7572 immediately after the game so we can keep on top of standings.

#### **Article VIII – League Standings**

1. A team will receive two (2) points for a win and one (1) point for a tie. This point system will be used to decide the league standings for playoff positions.
2. We will put league standings onto our City web page at [www.ci.newton.ma.us/parksrec](http://www.ci.newton.ma.us/parksrec) it will be available and changed weekly as you give scores to Fred

#### **Article IX – Uniforms**

1. Complete uniforms would be preferred, but a jersey and softball cap of identical colors are required. Umpires will enforce the uniform rules. If you have ordered uniforms, you have until the fifth game of the season to get them.
2. There is a total ban on metal spikes in the "B" division, "A" division will be allowed to use metal spikes until banned by ASA play. When playing across divisions, B league may use spikes when playing an "A" division team.
3. Sweat pants may be substituted for full uniform pants. However, all teams electing to have sweatpants must have identical colors, gray or navy. These may not be mixed. Shorts and tank tops will not be allowed.
4. ASA Rule, Section 29 (Helmet) A helmet must be worn by the batter and base runner. It shall

be the type which has safety features equal to or greater than those provided by the full plastic cap with padding on the inside. The liner type helmet does not meet the rules specifications. All teams in each division must meet the helmet rule by the first game.

5. All adult fast pitch and Junior Olympic fast and slow pitch offensive players must properly wear batting helmets of similar color and with ear flaps that have been approved by the National Operating Committee of Standards for athletic Equipment.
6. Penalty – Failure to wear the batting helmet when ordered to do so by the umpire shall cause said player to be declared out. Deliberately wearing the helmet improperly or deliberately removing the helmet during a live ball and seen by the umpire as a deliberate act, shall cause the violator to be declared out immediately. The ball remains live.

## **Article X – Team Conduct**

***Any member or members of any team who may act in a manner to reflect discredit upon the league will be subject to league disciplinary action. Principal areas of misconduct will be Fighting, Drinking before, During or after a game and Harassment of an umpire or a league Official.***

- A. Any manager or player pushing or hitting an umpire or league official or fist fighting with another player, will be suspended for one (1) year from all leagues run by the Newton Parks and Recreation Department. Penalty for ejection from a game will result in the following:

First Offense....Ejection from a game and the next game. If offense occurs after the game the player will be subject to a two game suspension.

Second Offense....Suspension from the Softball league for one full year.

- B. Any incident of a player or players on one team verbally harassing or razzing a player or players on another team will result in the following at the discretion of the game officials:
  - i. A warning will be given for the first offense
  - ii. After the first warning any incident will result in the ejection of the offending player or players.
  - iii. A third incident will result in the ejection of the offending player or players and the team manager.
  - iv. Immediate forfeiture of the game will be the result of any additional incidents. The league rule for ejection from the game resulting in suspension from the next game will be in effect.
- A. An aggressor is in physical confrontation before, during, or after a game as determined by the league director will be suspended for a minimum of nine (9) games, and will be subject to probation for himself and his team.
- B. A second offense of any nature will result in suspension for life, and the players; **team** will be subject to an automatic five (5) point reduction in final league standings for that season.
- C. **Alcohol Consumption – The ordinance prohibiting drinking alcoholic beverages on Parks and Recreation Department fields will be strictly enforced.**

- **The consumption of alcoholic beverages by an individual player or team, before, during or after a game will not be tolerated.**
- **Penalty for consumption of Alcoholic beverages before, during, or after a game will result in the suspension of the whole team from the softball league for the remainder of the season.**
- **Re-entry status the following year will be as a new team.**
- **Managers are responsible for all team personnel knowing and adhering to this rule.**
- **Managers must report to the league director any player or players on their teams ejected from a game for any reason.**
- **Failure to do so will result in the forfeiture of all games that the ejected player or players participated in after being ejected.**

## **Article XI – Protests**

A protest on umpire rulings will be taken under advisement, but never on umpire’s judgement calls.

1. Please note both ASA and league rules must be followed completely if protest is even to be considered. Our league rules take precedence over ASA rules if they conflict. Read and follow both carefully.
2. The plate umpire and opposing manager must be notified of the intent to protest immediately before the next pitch. The manager or acting manager that the game is being played under protest. Protest must be listed as such on official line-up card.
3. All interested parties should note the conditions surrounding the ruling which lead to the protest. The protest must contain the following information:
  - a. ASA Rule ii Section 6 formal protest could contain the following information:
    1. The date, time and place of the game
    2. The names of the umpires and the scorers
    3. The rule and section of the official rules or local rules under which the protest is made
    4. The decision and conditions surrounding the making of the protest
    5. All essential facts involved in the matter protested.
1. Written protests must be received at the Newton Parks and Recreation department Office, 70 Crescent street Auburndale, MA 02466 no later than the end of the first business day after the game has been played
2. A \$20.00 protest fee is sue with all protests. Checks should be made payable to the Newton Twilight League. Fee will be returned if the protest is upheld.

## **Article XII – Playoffs**

Players must have played in at least one third (5) games of their teams regular season games to be eligible for playoffs. Extra games that are played to determine final standings for playoffs do not count toward playoff eligibility. Regular season games that are postponed during the season that have a bearing on the standings of the playoff’s must be played prior to playoffs beginning.

Playoffs will take place as soon as possible following the termination of League Play.

During playoffs, you may be asked to play each evening as the season draws to a close. Be prepared to play each night. The regular season champion in each division will be given a 1 game bye, the 2<sup>nd</sup> and 3<sup>rd</sup> place finishers will then play a 1 game playoff to get into the championships. Finals will be best 3 of 5 games. In event of regular season tie for first place those two teams will play as finals.

Ties for 3<sup>rd</sup> will be a single game playoff for the #3 position.

### **Article XIII – Playing Divisions**

1. Any team winning their regular season division (at the discretion of the league director) will be required to move to the next higher division until reaching A division. This move is mandatory if teams are needed. If no vacancy exists teams may not be required to change divisions.
2. Any team wishing the opportunity will be allowed to enter a division higher than the one they are currently in. No more than a 2 division increase will be allowed in a year.
3. Any team not competitive in a division as agreed upon by the league council will be lowered one division until they reach a level they are competitive.
4. If 2 teams are needed in a division, first and second place finishers may be moved at the discretion of the league director

### **Article XIV – Responsibilities of Team Managers**

1. Ensure that all members of his team know and obey all league rules and regulations
2. Entry fee paid and rosters submitted by announced deadline. List full name address, phone number and eligibility of each player.
3. Notify his team regarding time, place and date of all games scheduled.
4. Keep his team informed on eligibility rules and abide by them.
5. Keep in close contact with the league director
6. Represent the team at all meetings and protest negotiations.
7. It is the responsibility of the team manager to keep in touch with the league director on inclement weather days, and to contact the director for re-scheduling of all postponed games.
8. Make sure that none of your players participate in the Newton Parks and Recreation Department's National Baseball League. Penalty for playing in both leagues is forfeiture of all games played in by that player in both leagues.
9. Control your players from using foul language.

### **Article XV – Responsibilities of League Director**

In areas of misconduct not explicitly covered by subsection I-3 above and in particular egregious cases as determined by the parks and recreation Commission whether or not covered in subsection I-3 above, the Commissioner or his/her appointed designee shall be empowered to impose disciplinary sanctions similar to or greater than those provided.

## **Article XVI – Fees**

Fees are to be determined on an annual basis and include all umpiring costs, softball costs and field use fees as associated with this league and determined by the league director.  
Umpiring fees are to be paid nightly at the field, prior to the game beginning.

## **Article XVII – Payment Schedule**

1. First Payment non – refundable deposit \$300 due by April 13
2. Second Payment \$300 due by May 4

All umpiring fees are to be paid at the field directly. Forfeit fees will be paid by the league to the umpires assigned that evening from the refundable forfeit fee paid by each team.

Best of luck to all teams

Tom Cahill, League Coordinator  
Fred Beaumont, Assistant Treasurer and Umpire in chief  
Scott Bere, President Newton Men's Twilight League Inc.

Hot Line Number for information – **781-893-7572**

**Submit results via e-mail to Tom Cahill at**

**[tcahill@newtonma.gov](mailto:tcahill@newtonma.gov)**

**I will try my best to keep up with standings and post on the recreation web page for the league.  
you can also find schedules there as well as cancellations.**