

## **Willamalane Adult Softball League Rules and Regulations**

All leagues will abide by the current year's USA Softball Rule Book unless stated otherwise in this document. Willamalane's Adult Rec Sports staff reserves the right to modify these rules and regulations in the best interest of the program.

### **Purpose Statement**

The purpose of the Willamalane Adult Rec Sports leagues is to offer our adult community the opportunity to pursue, through athletics, the physical, mental, and emotional benefits of team and individual recreational sports. We believe in all adults having access to both casual and competitive outlets and expect that all participants conduct themselves within the Willamalane Adult Rec Sports Code of Conduct, and adhere to all additional District facility and program rules and regulations.

### **Code of Conduct and Player Agreement**

- I understand that my participation in Willamalane Rec Sports, and my presence on Willamalane property, is governed by [Ordinance 100](#). I agree to adhere to all aspects of Ord. 100 throughout my participation, and understand that, should my decisions break Ord. 100, I will be subject to disciplinary action from the District, up to and including being excluded from all Willamalane programs and facilities.
- I will demonstrate good sportsmanship at all times, to all players, officials, program staff, and spectators.
- I understand that I am allowed to participate on only one team at a time per sport offered, and as such, may only identify myself under one consistent name during registration.
- I will uphold all District rules, regulations, and ordinances, and understand that I am liable for any violations of these agreements.
- I will remember that these are recreational sports leagues and that I am here to have fun and compete in a positive, public environment.
- I will treat all players, officials, program staff, and spectators with respect regardless of race, gender, sexuality, creed, or ability.
- I will remember that my participation in Willamalane Rec Sports is an opportunity and privilege, not a right, and will conduct myself appropriately at all times.

- I have reviewed and understand all league rules and regulations related to the program for which I am registered.
- I understand that there may be consequences for my actions while participating in Willamalane Rec Sports, and have read and understand the following:
- Any player receiving a disciplinary foul (technical foul, yellow card, or similar) for inappropriate conduct will be disqualified from play for the remainder of the current duration of play. Example: a soccer player receives a yellow card in the 35:00 minute of play for inappropriate conduct; they will be required to sit out the remainder of that half of play.
- Any player receiving ejected in the same contest will be disqualified from play for the remainder of that contest, as well as the next scheduled contest in the same season. Players are not allowed in the gym during scheduled games when they have been ejected or suspended.
- After any player's third ejection, regardless of the timeline, the player will be excluded from league play for the remainder of the current season as well as a minimum of one full Willamalane Rec Sports season. Exclusion must be fulfilled before that player will be allowed to participate in any Willamalane Rec Sports again. In cases of exclusions, an in-person meeting with league administrators will be required.
- The general management of all players, spectators and teams involved in each of Willamalane's Rec Sports leagues shall be the responsibility of league administrators. Final authority on any matter pertaining to the program will be determined by the Adult Athletics staff.

### **Good Teammate Golden Rules**

- Don't assume the skill level and ability of your teammates AND treat them with respect no matter their skill level and ability.
- Always ask before coaching or providing feedback/advice to a teammate. If they don't want feedback, don't take it personally.
- Make sure all players on the roster have an opportunity to play, and when in the game, are involved in game action (i.e. pass everyone the ball).
- Creating an atmosphere where your teammates feel respected, valued, and empowered to contribute will always be more important than how well you play.

### **League Placement and Rosters**

Teams who register for any skill level may be moved to a different skill level on the same night if league enrollment dictates the need. The Athletics staff has full authority to move teams between divisions in an attempt to create a balance among all the leagues.

### **Fees and Refunds**

- Individual players and free agents will only be refunded if the request is made at least one week (7 days) before the league's registration closing date.
- Once a team captain registers a team, players on the team will not be issued refunds if their withdrawal results in their team not having enough players to participate in the program, regardless of when the request is submitted.
- If a team captain would like to request an individual withdrawal for themselves, they can transfer the team to a new captain by contacting the adult athletics office and telling which registered player will be the new captain.
- No full team refunds will be issued after a team has been registered.
- Teams cannot be registered late. Fees for individual players being added to existing teams will be automatically prorated if they register after the start of the season.

### **Participation and Eligibility**

- Age Requirement: Players must be 18 years old by the time of the first game.
- Rosters: All players on a team must be paid and on the roster before playing in a game. All games in which an ineligible player participates will be forfeited and the ineligible player will be suspended for the remainder of the season.
- A player can be registered with only one team per sport per season.
- Changing teams: Players cannot change teams during a season.
- Substitutes: If you have been invited by a team to substitute for any of Willamalane's adult sports leagues, you must sign up on Activenet or at the Bob Keefer Center as a single-game sub before the start of your game. Substitutes must register separately for each game in which they plan to participate. Single-game substitutes can participate on only one team, in only one league at a time per sport offered. Substitutes can not change to a different team/league once they have played for a team that season. To sub for the playoffs, a player must have also played in at least 1 regular season game for the same team.
- Player Identification: All players will be required to provide a photo identification at their first game (even if their first game is after the start of the season). The I.D. should match the name used to register. Team managers or the Athletics

staff may inquire about an opposing player's eligibility before or during any game by approaching the official and requesting an I.D. check. All players should be advised to have some form of I.D. present at all games.

- Insurance: All players are responsible for their own insurance. Players also understand that there are inherent risks of recreational sports and they must assume those risks.
- For seasons/sports where only "mens" and/or "womens" leagues are available, we encourage folks who do not identify as either male or female to select the league in which they feel most comfortable participating.

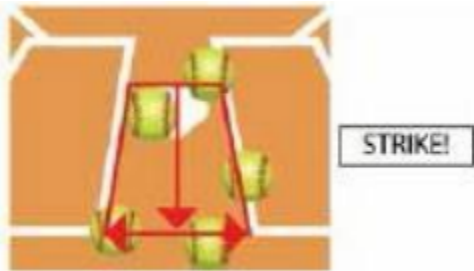
### **Equipment and Uniforms**

- Game Ball: Two game balls are provided by the umpire. Women's leagues play with the (.52 cor) 11" softball. All coed leagues play with both (.52 cor) 11" and (.52 cor) 12" softballs. Teams must provide their own backup balls. Men's leagues play with (.52 cor) 12" softball. At the end of the game, the home team receives the balls.
- Teams are to supply their own equipment. Catcher's gear is optional. Protective helmets and faceguards are allowed.
- Shoes: Shoes must be worn by all players. Metal, polyurethane, or hard plastic cleats are illegal in all leagues. The penalty for wearing metal cleats is ejection.
- Legal Bats: All bats must bear either the ASA or USA-approved 2000, 2004, or 2013 certification mark and must not be listed on an ASA/USA non-approved list and OR must be included on a list of approved bat models published by the USA National Office, OR must, in the sole opinion and discretion of the umpire, have been manufactured before 2000 and if tested, would comply with the USA bat performance standards currently in effect. The manager and/or a team representative is required to present all bats to the umpire and opposing team representative at the pre-game plate talk before the start of each game. Any late-arriving bats must be declared to the umpire and opposing team representative for approval before being used.

Approved Bat List:

<https://www.teamusa.org/usa-softball/certified-equipment/equipment-bats>

- Strike Zone./Mat : Strike Mats are used for all levels. A legally pitched ball with a 7'- 12' that hits any part of the turf/plate between the line formed by the top of the home plate, the batters boxes and the line formed by the back of the batters boxes



- Jewelry: Exposed jewelry which is judged by the umpire to be dangerous must be removed.
- All players must wear a numbered shirt or uniform. T-shirts, jerseys, tank tops, and sweatshirts are acceptable. The number must be visible and can be on either the front or back, or both; shirt colors do not have to match. Numbers cannot be duplicated. Players without a number will be called “out” each time they come up to bat. Players must announce their number before batting if over-clothing is worn during cold weather. Softball Jerseys can be purchased at local sporting good stores, thrift stores or [online](#).
- Scorebook and Lineup Cards: Scoresheets are available in the concessions area. The home team is responsible for keeping the official scorebook. Home team scorekeepers should check with the visiting scorekeeper every inning to confirm the score. Before each game begins, all starting players must be listed by first and last names on the lineup card in the correct batting order. First and last names will be recorded in the home team scorebook as listed on the lineup card.
- Substitutes must also be listed on the lineup card. Substitutes' names may be added any time during the game without penalty. Before entering the game, substitutes must be officially and properly entered in the home team scorebook.
- Scorekeepers will get the official starting time of the game from the umpire when the game begins and record it on the lineup card.
- Lineup cards must be completed by the scorekeeper and returned to the umpire after the game.

## Game Timing

- **Game Time:** Game times are listed on the schedule. A forfeit shall be called if a team does not have eight players ready to play at game time. Additional players can be added to the score sheet if they arrive late to the game.
- If, after the game has started, a team has fewer than eight eligible players remaining, the game may continue as long as it continues to be competitive in the judgment of the officials.
- **Length of Game:** All games are seven innings or one hour and 10 minutes in length from the starting time. Time begins with the three warm-up pitches of the home team. No new inning will start after one hour from starting time unless the game is tied. The umpire's watch is the official time. The actual start time is to be written on the line-up card.
- **Tied Games:** Starting with the top of the inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base (e.g., if the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base. An eligible substitute may be inserted for the runner).

### **Forfeits**

- It is the responsibility of each team to be on time. A forfeit shall be called if a team does not have eight players ready to play at the scheduled game time. In case of a forfeit, all available players can choose to use the remaining time to play pickup games or for batting practice until 10 minutes before the start of the following game.
- Forfeited games will not be rescheduled under any circumstance. Team captains/managers knowing in advance that they are unable to field a team are responsible for emailing [adultsports@willamalane.org](mailto:adultsports@willamalane.org)
- Forfeits will be recorded as a 7-0 score.
- A forfeit shall be called if a team does not have eight (8) players on the field and ready to play at game time. Additional players can be added to the lineup if they arrive late to the game. The umpire's watch is the official time. Forfeits are recorded as a 7-0 score. If a team is reduced to fewer than eight (8) eligible players during the game, a forfeit will be declared.

- Teams must start and play with at least eight (8) players. If nine (9) or ten (10) players are present, all must play. If a men's or women's team starts and plays with fewer than ten (10) players, an out is not called for the missing player(s). If the 9th or 10th player arrives; s/he will be added to the bottom of the batting order.

### **Rainouts**

- Any scheduled game canceled due to weather or other uncontrollable circumstances will be decided by 4:00 p.m. the day of the game and posted on the home page of teamsideline. No news is good news.
- If games are announced to be "on" and the weather conditions change, teams must report to the field. The umpire will decide if the game will be played. If one game is canceled, all subsequent games on that field are also canceled.
- Games called because of weather that has not progressed for 4 full innings or more shall be a "no game" and be replayed if possible.
- Makeup games will be scheduled by the Athletics staff after the completion of the regular season whenever possible. Team managers will be notified as to the time and location.

### **General Rules**

- Count: All batters will start their at-bat with a 1-1 count
- Third Strike Foul Ball: Whether caught or not, the batter is out on the second foul ball after the second strike. The ball is dead and the runner may not advance.
- Courtesy Runner Rule: One (1) injured player per team may request a courtesy runner any time before or during the game. Additional courtesy runners (beyond one) may be allowed for injured players only by the approval of the opposing team manager. The player who made the preceding out must be used as the courtesy runner.
- Mercy Rule: If a team is behind by 15 or more runs after one hour of play, the game is over.

- Over-The-Fence Home Run Rule: All Teams shall be allowed two home runs, then progressive home runs (“one up”). The batter is ruled out for any home run over this amount. Any fair fly ball touched by a defensive player that goes over the fence in fair territory should be declared a four-base award and shall not be included in the total of over-the-fence home runs. Any time the batter is ruled out because of the excessive home run rule, the ball is dead and no runners can advance.
- Bob Artz Over the Net Rule (Field 1): Any ball hit over the net is considered an out, the hit does not count and no runs are scored. If a player hits it over the net more than once in the same game, they are ejected for the remainder of the game.
- Warm-Up Pitches: A pitcher may have three warm-up pitches before the start of any inning; a relief pitcher is also allowed three warm-up pitches.
- Batting Lineup: Teams have the option of batting all rostered players. Teams must declare the number of batters before the start of the game. (Examples: “We will bat 10 players,” “We will bat 12 players,” “We will bat all players who show up ...”). Once the batting lineup is declared, it remains the same throughout the game unless a team has an eligible substitute. All players listed in the batting line-up or as a listed substitute may substitute freely on defense, and they may be added to the bottom of the lineup if they arrive late.
- Injured Player: If an injury reduces a team to fewer eligible players than they started with, the batting lineup remains the same; an out is not called for the missing batter(s).
- Ejection: If an ejection reduces a men’s/women’s team to fewer eligible players than they started with, the batting lineup remains the same; an out is called for the missing player each turn at bat.
- Warning Out: The umpire has the authority to issue an out at any time for players demonstrating unsportsmanlike behavior. If issued while the team is playing the field, the out will take place at the beginning of the next inning. The umpire has full discretion to eject a player without issuing a warning out.
- Intentional Delay of Game: Should a team intentionally stall or slow down a game, it will first receive a warning from the umpire; on the second occurrence, the game will be forfeited.
- Any player accumulating three warnings out and or ejections during the season will be suspended as outlined in our program's code of conduct.



- Double first bases will be used in all leagues. If there is a play at 1st base; the batter/runner must touch the orange part of the base, and the defense must use the white part of the base. If a play is made at 1st base and the runner touches the white portion of 1st base, the umpire will call the runner out. If there is no play at 1st base, or if a collision is imminent between the runner and the fielder covering 1st base, the batter/runner may touch either the white or the orange part of the base.
- For all leagues not labeled(competitive) a second home plate shall be placed 8 feet from the back tip of home plate on an extended line from 3rd base. Runners must reach the scoring (second) plate before the ball reaches the catcher at home plate. The catcher must be touching the (batter's) home plate. If runners touch the batter's home plate, they will be out and the ball will remain live. A no-return line shall be placed 20 feet from home base. Runners passing the no-return line must continue their forward run to home plate. Runners tagged inside the 20 foot no-return line will be ruled safe.
- Any legal substitute may play in the field and not bat if the team has at least 10 batters. The player may substitute for another batter in the lineup at any time
- 1st and 3rd Base Safe Runner Rule: Runners on first and third may choose to stand up to 3ft outside of the foul line to avoid incoming line drives. Runners must reestablish (touch) their current base before progressing to the next base. The runner is out if the ball is hit directly to the first or third and the baseman makes the catch while the runner is not established.

### **Additional Coed League Rules**

- Teams may never play with more than half+1 of the total players being the same gender( example: teams with 10 players (Max of 5 of the same gender), 9 total players (Max of 5 of the same gender), 8 total players ( Max of 4 of the same gender)
- Teams may not bat two players of the same gender identity consecutively. If this occurs, an out will be called for the missing player each time the player comes up in the batting order (9, 11, 13, 15 ... players).
- Defensive positions must consist of no more than two of the same gender identity in the outfield, and three players of the same gender identity in the infield.

- Injury: If an injury reduces a coed team to fewer eligible players than they started with, the batting lineup remains the same; an out is called only if there is an uneven number of men and women in the batting lineup
- Creep Line: A creep line 150 feet from home plate will be used in all Mixed leagues. All four outfielders must stand behind the line until the pitched ball crosses the plate. If fielders are in violation, the umpire will signal a delayed dead ball. The batter is guaranteed a single if called “out” at first base (all runners advance one base if forced) but may advance further at their own risk. If the creep line is not visible, the outfield lights on either side of the field (~150ft from the plate) should be used to estimate the arc of the creep line.
- Overplay is not allowed. Any overplayed ball is declared dead, the batter is awarded first base and all runners advance one (1) base. Overplay will be the judgment of the umpire.

### **Additional Senior League Rules**

- Senior Expanded Courtesy Runner Rule: Unlimited courtesy runners are allowed each inning. Any player on the official line-up card, including available substitutes may be used as a courtesy runner. A courtesy runner whose turn at bat comes while he is on base will be out. He will be removed from the base and come to bat. A second courtesy runner cannot be substituted at this time. A player may be a courtesy runner only once per inning. A courtesy runner may not run for an existing runner except for an injury. A runner who is replaced with a courtesy runner may not be used as a courtesy runner for the remainder of the inning. Courtesy runner for batter: The player who made the preceding out must be used as the courtesy runner. The courtesy runner must start from a designated spot at the backstop and cannot move until the batter makes contact with the ball. The courtesy runner cannot advance beyond 1st base for the batted ball play unless an over-the-fence ground rule double or over-the-fence home run is hit. Then the pinch runner shall advance
- There is a five (5) run limit per inning except during the 7th inning in which there is no run limit.
- Creep Line: A creep line 150 feet from home plate will be used in all senior men’s games. If the creep line is not visible, the outfield lights on either side of the fields at Bob Artz (~150ft from the plate) should be used to estimate the arc of the creep line. All four outfielders must stand behind the line until the pitched ball crosses the plate. If fielders are in violation, the umpire will signal a delayed dead ball. The batter is guaranteed a single if called “out” at first base

(all runners advance one base, if forced), but may advance further at their own risk.

### **Officials, Feedback, and Protests**

- All officials' decisions are final. Although we do not retroactively change the calls, we do value your feedback and encourage you to submit feedback about our program, officials, facilities, etc. [HERE](#). This feedback helps us improve our programs!
- The official has full authority to take any action or remove any player or spectator from the playing area if, in his/her judgment, this action is necessary to maintain proper playing conditions.
- We do not overturn the results of a game unless they were input incorrectly on our part and we can verify the correct information.

### **Standings**

League standing will be decided by the number of games won.

In the event of a tie (two, three, or four-way) in the final standings, places will be decided by the following process:

1. Head-to-head results of games between the teams involved in the tie.
2. The average run spread of games between the teams involved in the tie.
3. The average run spread of all games played by each team.
4. Coin flip
5. Healthy debate or a feat of strength

### **Team Captains**

- Team captains are responsible for the conduct of their players and spectators.
- Team captains should be the primary point of contact with the Adult Sports staff and Referees. Players should ask their manager to contact the office or speak to officials on their behalf.
- All players will receive an opportunity to provide written feedback via survey at the end of each season.

History: Updated for Summer 2024