

GENERAL BY LAWS

This program is a RECREATION LEAGUE for the fun and enjoyment of those taking part. HAVE FUN!!

Except for the rules covered in these by-laws, Manhattan Parks & Recreation Department Adult Softball will be governed by the rules of the United States Specialty Sports Association (USSSA).

***NOTE: MPRD has the right to deny entry in our leagues based on previous behavior issues. ***

I. PLAYER ELIGIBILITY

1. To be eligible for Manhattan Parks and Recreation Department (MPRD) Adult Softball, a player must sign the official adult roster of the team he/she is playing on.
2. All team managers shall file a roster of players, giving their first and last names along with their phone number and signature. Players participating without having legally signed a team roster, are considered ineligible, and will be considered ineligible until either process is completed. The roster must be turned in before the **FIRST GAME**.
 - a. If a team has not turned in a roster before the first game, they will not be included in post-season play.
3. Players must be 18 years of age and out of high school to compete in the league.
4. Roster Additions: Roster additions can be made by the third (3rd) night of games of the season. Any player who is not on the team roster in an illegal player and any game they participate in will be a forfeit. Adding players can be completed in one of these two ways:
 - i. At Anthony Recreation Center during regular business hours (Monday through Friday, 8AM to 5PM).
 - ii. At Twin Oaks. See the Facility Supervisor on duty to have the player sign the roster form.
5. Players cannot play in multiple divisions. A player playing in the upper division cannot play in the lower division, or a player in the lower division cannot compete in the upper division. If a player is caught, then the team that player is on will forfeit that game.
6. Players wishing to switch teams after league play begins must first get approval from the Recreation Supervisor in charge of Adult Softball. Once approved, the player must sign the roster.
7. **Free Agent List:** We have provided a free agent list of players that are able to play or pick up. The purpose of this list is to prevent teams from either forfeiting or not finishing the season. There are two qualifications of using the Free Agents:
 - a. You are short players and need additional players in order to fill in for the night to play your game(s).
 - b. You can sign a free agent to your roster full-time. Let MPRD staff know so we can take the Free Agent off the list.

II. SCOREKEEPING

1. Before the games we will provide a single clipboard with the scoresheet. **HOME TEAM MUST PROVIDE SOMEONE TO KEEP SCORE FOR GAMES!** If home team cannot provide someone to keep score, then teams can keep score while they are at bat, switching the clipboard between teams.

III. PLAYER CONDUCT / DISCIPLINE

1. Any player found to be playing illegally after consulting the master roster sheet will be suspended for the remainder of the season, and the offending team will forfeit all games he/she participated in.



2. **Language:** Players using profane language at any point or displaying unsportsmanlike conduct shall be ejected from the game immediately. Depending on the severity, the player may be ejected for the remainder of the game.
3. **Assault:** Anyone assaulting a player, official, or MPRD representative will be banned from further league play and may be banned from participation of all recreational activities. Riley County Police will be notified, depending on the severity.
4. **Officials' Judgment:** Although captains are allowed to ask an official for a rule clarification, questioning an official's call will not be tolerated and is grounds for an ejection. Any other player or spectator doing so is subject to ejection.

Officials have the authority to call a game if the player's actions become disrespectful to the integrity of the game!

5. **EJECTION POLICY**

1st Ejection: Results in a suspension that starts immediately following the ejection and continues for seven (7) days following the date of the ejection. The player must meet with the Recreation Supervisor before returning to play. Suspension can carry over to the following season.

2nd Ejection: Results in a suspension that starts immediately following the ejection and continues for fourteen (14) days following the date of the second ejection. The player must meet with the Recreation Supervisor before returning to play. Suspension can carry over to the following season.

3rd Ejection: Results in a suspension that begins immediately following the ejection and continues for the rest of the season.

6. **Unsportsmanlike Behavior:** May result in penalties being imposed upon the offending individual, including coaches, participants, or spectators. Unsportsmanlike behavior may also result from teams/players intentionally hitting up the middle at opposing pitchers (As a hitter, ALWAYS apologize whenever your ball is hit close to or within reach of the opposing pitcher). Penalties may include banishment from further participation in Recreation Department activities.
7. **Alcohol / Smoking:** Alcoholic beverages are not permitted in any City of Manhattan parks. Smoking is prohibited in the playing area, including the dugouts, bleachers, or concession stands. "No Smoking" signage has been placed around the park to indicate where smoking is prohibited.
8. In the interest of safety, children will not be allowed in the dugout area.

IV. PROTESTS & FORFEITS

1. The protest procedure in MPRD Adult Softball is as follows: When a team wishes to file a protest, MPRD staff on duty at the field must be notified by the manager at what point the protest is being made. The team filing the protest must submit a written account of the incident to the Recreation Supervisor before 5 p.m. of the next working day following the day of the incident. A \$25 fee must accompany all protest reports. If the protest is upheld, the \$25 will be returned. If the protest is denied, the fee is forfeited.
2. Judgment calls by the umpire (out/safe, strike/ball, fair/foul, etc.) are not grounds for protest. Only the acting manager may approach the umpire to discuss a call. All other players will be ignored; if they become abusive, they are subject to ejection from the game.



3. Situations involving player eligibility must be brought to the attention of MPRD staff, and the protest procedure followed (bylaw III-1 above). The game in question will be played.
4. During the post-season tourney, ***all protests involving player eligibility will be handled at the fields by MPRD staff after consulting the master roster sheet.*** These protests must be declared prior to the completion of the game. The decision of MPRD staff will be final.
5. ***Unannounced No-Shows:*** If a team is not able to play when scheduled, the team manager is encouraged to contact the MPRD office by 3:00 on the day of the game. MPRD administrative staff will then contact the opposing team manager.

NO CALL, NO SHOW = NO TOURNAMENT PLAY!

6. ***Forfeits:*** If your team must forfeit by not having enough players to play, **YOU MUST NOTIFY THE TEAM YOU ARE PLAYING AGAINST** via phone call, email, or text, along with contacting the MPRD. If you do not contact the MPRD prior to game time you forfeit all rights to play in the post season tournament for that season or lose the right to any awards if no post season play is scheduled.
 - a. The team that forfeits a scheduled game will lose that game by a score of 7-0.

V. EQUIPMENT

1. Bats will be legal for USSSA sanctioned play only if the bat is manufactured by an approved USSSA bat manufacturer on the USSSA approved bat manufacturer list and has the new USSSA mark on the taper of the bat. See page 5 of these bylaws for a replica of the USSSA mark, approved for league play.
2. Leagues will use only USSSA stamped, blue stitch softballs. **Men must use a Classic M or Classic Plus softball – 12". Women must use a Classic W – 11".**
3. No metal-tipped or steel cleats or spikes will be allowed to be worn during MPRD Adult Softball games. All cleats must be rubber or plastic or some other similar acceptable material. This rule has been adopted for injury prevention.
4. MPRD strongly recommends pitchers wear masks to help avoid injury.

VI. THE GAME

1. ***COIN TOSS:*** For all MPRD adult softball games, including tournament games, "Home" and "Visitor" is determined by a coin toss. The umpire will conduct the coin toss. The team that wins the toss has the option of choosing home or visitor (see V-4-b below).
2. ***+.5 RUN RULE:*** Visiting team will have a half run awarded to them before the game. If by the end of the game the score is tied, the visiting team has a .5 run for the win.
3. ***RUN RULE:*** MPRD Adult Softball games will be governed by "15 after 3" and "10 after 5" run-rule regulations.
4. ***TIME LIMIT:*** The time limit for games is 50-minutes. Once the time limit has expired, the home team has the chance to take the lead if tied. The umpire/scorekeeper shall be the official timekeepers in this situation. The time limit will start on the first pitch.



5. **GAME TIME IS FORFEIT TIME:** Teams must have at least nine eligible players present (in full view of the umpire) WHEN IT TAKES THE FIELD, or a forfeit will result.
 - a. If neither team has nine players present at game time, a double forfeit will result.
 - b. If one team doesn't have at least nine players present and in view of the umpire at game time, and the opposing team does have the minimum of nine players present and in view of the umpire at game time, the legal team with nine players will have two options presented by the umpire during the pre-game meeting:
 - Option 1 - choose Visitors and win by forfeit, or;
 - Option 2 - choose Home and allow game to start.
 - If the team with 9 players chooses Option 2, the other team will take their turn at bat (top 1st inning). When that at bat is over, the visiting team must have 9 players present (in view of umpire) to take the field or a forfeit will result.
 - c. Late-arriving players may enter game defensively after any dead ball or assume their position in batting order.
6. **HIT & SIT:** A batter who hits a home run over the fence does not need to touch first base, nor run the bases. He/She can return to the dugout. Any baserunners who were on base at the time of the over-the-fence home run do not need to touch home plate, nor run the bases. Such baserunners will return to their dugout.
7. **COURTESY RUNNERS:** USSSA Courtesy Runner rule will be used.
 - a. One courtesy runner per inning (one time) may be used. The courtesy runner can be any player in the lineup. If the courtesy runner is still on base when his/her turn at bat comes up, that spot in the batting order will be an out.
8. **AUTOMATIC OUTS:** If a team starts a game with ten, eleven, or twelve players, and has no available eligible substitutes, they may lose down to nine players and still play the game. Empty spots in the batting order will be counted as automatic outs each time that spot is due to bat. A team must have nine eligible players available to continue playing, or a forfeit will result.

NOTE: Players listed on the game line-up card shall consist of ONLY players present to play.
9. **RE-ENTRY / AH:** The "additional hitter" and "re-entry" rules will be used in MPRD Adult Softball. Consult the USSSA rule book for details. **NOTE:** An extra additional hitter may be used (teams can hit twelve players).
10. **WARM-UP PITCHES:** At the beginning of an inning or when a pitcher relieves another pitcher, one minute may be used to deliver not more than three practice pitches to the catcher or some other teammate. Teams may not take any batted infield practice before or during any game. Batting practice from the infield is prohibited.
11. **HOME RUN LIMIT / 1-UP RULE:** 5 Homerun + 1 Up Rule will be used.
 - a. For any homeruns hit in excess of 5 (or in excess of the "1 homerun up" rule), the batter is ruled out.
 - b. The "1 Up" Homerun Rule will be in effect.
 - i. Both teams start with limit of 5 homeruns.
 - ii. If one team hits 5 homeruns, they have to wait on the other team to hit 5 or 6 homeruns before they can hit another. From there on, it is "1 homerun up".
 - iii. After time has expired or the game has reached the bottom of 7th inning (including extra innings), the HOME team can only tie opposing team but may not go one up.



VII. CO-REC RULES

In MPRD Co-Rec softball, the following rules will be in effect:

1. A team may begin play with 8, 9, 10, or 12 players, as long as there is an even number of males and females (see rule VI-6 below).
2. The batting order must always alternate male and female.
3. A team can lose down to eight players if it starts the game with more as long as there are never more male defensive players than female. Any number of players less than ten will be automatic outs in the batting order.
4. Once a game has begun, a team that loses players and does not have eligible subs will be charged with an automatic out for empty spots in the batting order.
5. A team may play with 9 players with following stipulation:
 - a. If there are 5 males and 4 females present, the males must lead off and occupy the 1, 3, 5, 7 & 9 batting spots.
 - b. Only eight players may be allowed to play defense unless the 9th player is female (the 5th male will NOT be able to play defense, however the 5th female CAN play defense).
 - c. The 10th spot in the batting order will be an automatic out in any scenario.
6. If a male is walked, the female that is due up next has the choice of taking a walk or hitting. The male will automatically be awarded second base in either instance. **NOTE:** The batter can go straight to second.
7. Women will bat with an 11" softball and the men will bat with a 12" softball.
 - a. It is an appeal play when the wrong ball is pitched to a batter.
 - b. If the appeal is allowed, then the batter returns to bat with the same ball and strike count he/she had at the time of the pitch. Also, any base runners must return to the base occupied at the time of the pitch.
8. When a courtesy runner is used, a female must replace a female and a male must replace a male. Both a male and female player may opt for a courtesy runner in each inning.

VIII. TIE-BREAKERS

Tie-breaker procedure (for determining league standings and tournament seeds):

1. Head-to-head competition.
2. Fewest runs allowed (all games)
3. Most runs scored (all games).
4. Coin flip by Recreation Supervisor.

MPRD USSSA SOFTBALL BAT APPROVED STAMP

