

League Coordinator: Michael Locke | 425-556-2379 | mplocke@redmond.gov

Redmond Parks and Recreation Softball League rules will be consistent with current USA rules except for the following modifications and clarifications. Any situations that arise during a game that are not covered in the League rules are at the discretion of the game umpire.

WET BAG RULE

'When weather causes the field conditions to change/become unsafe, if both managers and the umpire agree then a 'wet bag rule' will be put in place. This means that a runner does not have to make physical contact with 1st, 2nd, 3rd base, or home plate after a batted ball. The runners' body however, must cross the vertical plane of the base. The team on defense still has to make physical contact with the base on a force out. If the team on defense chooses to challenge a play that involves a player advancing on the base path, it is an appeal play with the umpire, similar to a player leaving too early on a fly ball out. It is the managers' responsibility to communicate with their team when the 'wet bag rule' is in effect.

I. EQUIPMENT

- a. No metal spikes are allowed.
- b. Teams are recommended to provide players alike colored shirts with #'s on the back.
- c. The home team is responsible for the official scorebook and providing the umpire with a new 11" and 12" game ball. The visiting team is responsible for a good 11" and 12" back up ball at the start of the game.
- d. An 11" ball shall be used when a female is batting and a 12" ball when a male bats.
- e. Redmond Parks and Recreation's bat rule is consistent with USA Championship play. If there is a question about a bat, the bat must be approved by the game umpire.
- f. If a player brings a banned bat into the batter's box during a game the umpire is required to award the defensive team an out and eject the player from the game.
- g. If a player brings a bat that is suspected of being altered into the batter's box during a game, the bat in question will be confiscated by the umpire and turned over to the League Coordinator. The player is not ejected in this situation.
 - i. Failure to turn over the suspected bat to the game umpire will result in the game being forfeited to the opposing team. The team in possession of the suspected bat will not be allowed to continue with the season until meeting with the League Coordinator of Redmond.
 - ii. The League Coordinator will then work with USA to confirm whether the bat has been altered.
 - iii. If the bat is found to have been altered, the player will be suspended from play in Redmond Adult Softball Leagues for a five (5) year period. Also, the game in which the bat was confiscated will be scored as a forfeit by the team in possession of the altered bat.
 - iv. If the bat is found to have been altered it will not be returned to the player. If the bat is not found to have been altered, the bat or a replacement bat will be returned.
 - v. Altered bat information will be shared with the Seattle Tacoma USA commissioner.

II. LEAGUE PARTICIPATION

- a. Players must be at least 18 years old to participate.
- b. All players must register with Redmond Parks & Recreation and accept the **Participant Code of Conduct** in order to play in the league. You can find out more about the **Participant Code of Conduct** at www.redmond.gov/sports. Rosters must be on file with the League Coordinator prior to participation. Changes to the roster can be made until the roster deadline set by the League Coordinator (2nd to last week of the season).
- c. Players may participate on more than one team as long as:

- i. The teams are not in the same division of play
 - 1. To avoid forfeits you can borrow 1-2 players from another team with the approval of the opposing manager.
- ii. They are on each teams' official league roster that is on file at the Recreation Office.
- d. Players not on your teams' official roster on file with the Recreation Office are ineligible to participate. "Fill-in" players are not allowed.

III. PARTICIPATION & SUBSTITUTIONS

- a. Teams may elect to bat through their entire roster. You must notify the opposing team if you will be batting through the entire roster, or if you will be using a standard 10 player batting order with substitutions. Please note if you are batting only 10 players you must comply with USA substitution rules.
- b. Teams must have at least 8 players present to start and finish a game. There will be **no** "automatic out" for teams with fewer than 10 players present. If a team has fewer than 8 players present, the game will be considered a forfeit.
- c. If a team begins with fewer than 10 players and then the 9th, 9th and 10th player arrive, they may be added to the bottom of the batting order.
- d. If you are batting through the entire roster and a player gets hurt, or needs to leave during the course of a game, they may be dropped from the batting order with no penalty (assuming the team still has 8 present), however they cannot re-enter the game if they have missed a turn at-bat.
- e. If a team is only batting 10 players, any player (starting or non-starting) may substitute in and out of the game no more than twice. They must retain their original spot in the batting order when they re-enter.
- f. If a player is ejected from a game leaving a team with fewer than 10 players, an automatic out will be charged when it is that person's turn in the batting order.
- g. If a team is batting through their entire roster, they may substitute freely on defense with no re-entry restrictions.
- h. Courtesy runners are allowed with consent of the umpire and must be requested immediately after the batter reaches base. The courtesy runner must be either 1) the last player to make an out, 2) the furthest player away from the current batter in the batting order that does not require a courtesy runner. If one of those players is not available to be a courtesy runner then no courtesy runner may be used.

IV. GAME STRUCTURE

- a. Games are scheduled **1 hour and 15 minutes apart. No new inning may begin 1 hour and 5 minutes after the SCHEDULED start time of the game.** If a game starts before its scheduled start time there will be no new inning after **1 hour and 5 minutes of the ACTUAL start time.**
- b. There is a 10-minute grace period for the first game of each scheduled doubleheader. Teams not ready to begin play 10 minutes after the scheduled start time will forfeit their first game. **THE GRACE PERIOD WILL EXTEND TO 15 MINUTES FOR GAMES AT PERRIGO PARK.** The second game of a double-header will be forfeited if a team is not ready to play 30 minutes after the scheduled start time of the first game.
- c. Each game will be scheduled for 7 innings
- d. If a team is ahead by 10 or more runs at the end of 5 or more innings (15 or more for the Tune-Up season) then the game is over. (4½ if the home team leads)
- e. Incomplete games of less than 4 innings will be rescheduled and must start from the beginning of the game. Games of 4 innings or more that end in a tie will not be rescheduled.
- f. Games will be played with a standard 4 ball/3 strike count (**batters will start with a 1 ball, 1 strike count**)
- g. **Batters will get one courtesy foul ball if they have 2 strikes. If they hit a second foul ball the batter will be out.**
- h. Stealing bases is not allowed
- i. For safety purposes, a pitcher may elect to pitch from a distance up to 10' behind the standard 50' pitching rubber. The pitcher must be directly behind the pitching rubber and all regular pitching rules including pitch height still apply with the exception of the pitcher's foot being in contact with the rubber.
- j. The pitcher will establish the pitching distance on the first pitch of each at-bat. The pitcher must remain at that distance throughout the entire at-bat. Switching distances during an at-bat is not allowed.
- k. **The umpire shall automatically apply a "Dead Ball Out" ruling when a dangerously hit (not routine play) batted ball is hit up the middle within the width of the Pitchers Plate (plus 12 inches on each side and up to a height of 8ft from the ground,**

essentially within an arm's length of a person who reaches to either side or reaches up). This rule applies to line drives and sharply hit short hops (based on umpires best judgement). The dead ball out occurs whether the ball hits the pitcher or not. This rule applies whether the pitcher elects to pitch from the Pitcher's Plate or up to 10 feet behind the rubber.

V. FORFEITS/PROTESTS

- a. If a team forfeits two double-headers during the course of one season, they will automatically be dropped from the remainder of the schedule. They will also lose their "returning team" status for the following season and paid league fees.
 - b. **For forfeits/cancellations teams must notify League Coordinator no later than 6:00pm the day before the scheduled game.** This will give the League Coordinator time to communicate with the umpire's association so that the league does not get charged for a last-minute cancellation.
- c. All games that are umpired by an USA or USSSA umpire will be considered official contests. If no umpire is present but the teams elect to play, the results are not official.
- d. Intent to protest must be made by the team manager immediately after the questioned incident. The umpire(s), and the opposing coach or manager must be formally notified, and the intent to protest must be written in the official scorebook.
- d. Teams may not protest judgment calls.

VI. GENERAL GROUND RULES

- a. **Home Run Rule** – A progressive Home Run rule will be in effect for over-the-fence home runs. This means that once teams reach their limit of ONE over-the-fence home run (not home run hitters), no team may be more than one home run ahead of the other team. A dead-ball out will be the penalty for any untouched over-the-fence home run that puts a team 2 home runs ahead of their opponent.
- b. Any fair ball that is hit over a permanent or temporary fencing structure on the fly will be considered an over-the-fence home run. **A fair ball hit into netting above a fence on the fly without clearing the net will be considered a live ball.**
- c. If a fair ball enters another field of play in the air or on the ground it will be considered a live ball. If a player or spectator interferes with the ball or the play, the umpire will use their judgment to award bases to the best of their ability.
- d. Unless there are designated out-of-play lines, the out of-play area will be an imaginary line that extends even with the 1st and 3^d base fence lines.
- e. If a fair batted ball enters the soccer nets located in the corner of the outfield it will be ruled a dead-ball ground-rule double.
- f. Please be cautious of other park users

VII. PARK & CONDUCT RULES

- a. Physical or verbal abuse of umpires will not be tolerated. Physical abuse will result in the offending player and/or coach being suspended from the league pending a hearing. **SEE PARTICIPANT CODE OF CONDUCT.**
- b. An ejection will result in a player being ineligible for the remainder of the current game, as well as the next scheduled game. The offending player must be out of sight and sound of the field.
- c. There are **NO ALCOHOLIC BEVERAGES ALLOWED ON PARK PREMISES**
- d. **Sunflower seeds, tobacco, and gum are not allowed on the field or in the dugout of the turf ball fields.** Teams and players that violate this rule are subject to fines, ejection, or removal from the league as decided by the league administrator.
- e. Rainout information will be available after 3:30pm on weeknights, at 9:00am on Saturdays and at Noon on Sundays. The rainout information is: 425-200-0076 or www.redmond.gov/weather
- f. The winning team is responsible for reporting the scores to the League Coordinator either by phone 425-556-2379 or email at mplocke@redmond.gov or the Auto Score Feature.
- g. Manager's/Coaches are responsible for communicating the league rules and the code of conduct to their players and spectators. Please take a copy of the league rules and the **Participant Code of Conduct** to your games.