

CITY OF BROOKFIELD PARKS, RECREATION, AND FORESTRY DEPARTMENT

ADULT SOFTBALL LEAGUE RULES AND PROCEDURES

I. Facility Policies

- A. Umpires assigned by the Parks & Recreation Department are responsible for the total operation of the program facilities.
- B. Participants may not be in possession of, or consume, alcoholic beverages at any time during their scheduled game.
 - 1. This includes behind the bleachers, bench, or backstop.
 - 2. If a participant is identified as being under the influence of alcohol, that player will not be allowed to participate for the safety of them and the players involved in the game.
 - 3. If participants violate Policy I-B, they are automatically disqualified from participating in that game and the next scheduled game.
- C. No pre-game practice will be permitted between diamonds 1 and 2 as you enter the complex. Warm-up is permitted on the designated diamonds or in the designated grass area between diamonds 3 and 4. Teams may practice on open diamonds when available.
- D. No team batting practice in the complex or any general park area unless conducted on a designated diamond during scheduled practice times.
- E. Games will NOT be rescheduled to accommodate teams with players not available on scheduled dates.
- F. No dogs, animals, etc. allowed in the Wirth Athletic Complex or park area.

II. Equipment

- A. Uniforms
 - 1. Uniforms are optional.
 - 2. Metal cleats or cleats with any exposed metal are prohibited. If plastic cleats are worn down and the metal is showing, they will not be allowed.
- B. Bats
 - 1. Approved Bats and Banned Bats – the league will follow the ASA banned bat list and ASA approved bat list. All leagues use ASA legal bats, a list of legal equipment can be found on the USA Softball Website: [click here](#).
 - 2. When a bat does not meet specifications as defined, or if in the umpire's judgement, the bat has been tampered with, the umpire can prohibit the use of that bat.
- C. Balls
 - 1. Game ball: Dudley ASA Thunder SY HyCon52 COR 300 Compression
 - 2. Two game balls will be provided by the umpire.
 - 3. The balls will be given to the home team at the conclusion of the game.
- D. Bases
 - 1. Will be supplied, the double-wide safety base will be used at first base. The WHITE portion of the base will be positioned in fair territory. The ORANGE portion of the base will be positioned in foul territory.
 - a) On the initial throw to first base, the batter-runner must touch the orange portion of the base. The defensive player must always touch the white portion. This rule is in effect only on the initial play at first base and does not include:
 - (1) Returning to the base after over running.
 - (2) Running on a base hit to the outfield.

(3) Re-tag to advance on a fly ball.

EFFECT: If a baserunner uses the ORANGE portion at any time after the first attempt at first base and is not in contact with the WHITE portion, then they are considered off the base.

EXCEPTION: On an errant throw pulling the defense off the white portion of the base into foul ground, the defense and the runner can use either base.

APPEAL: If a team believes the runner or fielder utilized the bases incorrectly, that team must appeal the play once the ball is dead.

E. Jewelry-Casts

1. For safety and injury prevention, all exposed items that are judged to be hazardous or potentially dangerous by the umpire may not be worn during the game.
2. This includes, but is not limited to, casts, watches, large rings, bracelets, neck chains, or earrings that extend below the ear lobes.

III. Players and Substitutions

A. Line-Ups and Batting Orders

1. Prior to the start of the game, the manager must give the umpire the official line-up card with the names of the starting players by their respective positions.
2. Teams may begin and play a game with only nine (9) players. A team shall not be permitted to start or continue a game with less than nine (9) players. Result will be a forfeit.
 - a) The nine (9) players must occupy the first nine spots in the batting order.
 - b) If a tenth player arrives late, they must be added immediately to the line-up and bat in the tenth position.
 - c) If ten or more able players are present at the starting time, the team must list a minimum of ten (10) in the batting order.
3. All players on the official line-up sheet must be registered with THAT team. Players from other teams may NOT be added for the purpose of having sufficient players for the game.

B. Extra Player Rule

1. The purpose of this rule is to provide participation and enjoyment for all players in attendance. Managers are encouraged to follow the spirit and intent of the rule.
2. The use of the "Extra Player Rule" is optional, and the manager must declare its use at the time they turn in the line-up card. Once declared, it must be used for the entire game.
3. Extra players of any number from ten (10) through the entire team roster may be listed in the team's starting batting order on the line-up card.
4. The team must have all players present in the dugout area at the start of the game who have been listed in the starting batting order.
5. Once the game begins, no further additions to the starting line-up may be made with the following exceptions:
 - a) III-A-2-b
 - b) If a team has listed all their players in the starting line-up, they may at their option add late arriving players to the end of the batting order at anytime during the game.
6. The batting order must always be maintained. Once a player is listed in the batting order they remain in that spot for the entire game unless substituted for (see III-D).
7. Teams are allowed to use a courtesy runner for any player one time per inning. The courtesy runner must be the player who made the last out. Teams are encouraged

to use this wisely. If an injury to a player occurs after a courtesy runner has been used in a specific inning the team would have the following options:

- a) Leave the injured player in the game.
 - b) Substitute a player not in the existing line up for the injured player. The injured player must be removed from the line up for the remainder of the game.
 - c) If no substitute is available, an out will be assessed immediately and the first time that the injured player's name comes up in the batting order, an out will be assessed. The injured player must be removed from the line up for the remainder of the game.
8. If a player, other than a baserunner, is injured, ejected from the game, etc., and there is no eligible substitute available, the first time that the player's name comes up in the batting order, an out will be assessed. After that, the batting order will be closed and no out will be assessed.
 9. Any violation of the "Extra Player Rule" will cause forfeiture of the game.
- C. Fielding Position
1. There is total free substitution of players in the field on defense. However, there can never be more than ten (10) players on the field at any one time.
 2. This rule applies only to those players who are listed in the batting order at the time of the substitution. Any player listed in the batting order, regardless of the number, may play any position in the field at any time.
 3. Players not listed in the batting order must follow the substitution procedures outline in III-D.
- D. Substitutions
1. A starter is defined as anyone listed in the original batting order at the start of the game or a late arriving player who has been added to the batting order as in III-A-2-b or III-B-5-b.
 2. If all players available are not listed in the batting order, a starter who is listed in the batting order, may be replaced by a substitute who then assumes the starter's position in the batting order.
 3. The starter may re-enter the game later but must return to the same spot in the batting order.
 4. The substitute must come out of the game and cannot re-enter under any circumstances.
 5. If a starter has re-entered once, that player may be substituted for again, but cannot re-enter a second time under any circumstances.
 6. All substitutions should be reported to the plate umpire to be announced. However, whether announced or unannounced, any play made by or on the substitute player shall be legal.
 7. A violation of the re-entry rule will result in the ejection of both the manager and the illegal player.

IV. The Game

- A. Start of the Game
1. The umpire shall have final authority in determining the amount of pre-game practice to be permitted.
 2. Teams shall be prepared to start games at the designated time.

3. There is a five (5) minute grace period for the start of a game, however, a minimum number of nine (9) players must be on the field or bench once the five (5) minute grace period expires.
 4. If a forfeit is called due to a lack of players, teams are welcome to play a game without umpires. Any forfeited games will not be umpired.
- B. Length of Game
1. All league games will be seven (7) innings, a fifty (50) minute time limit or completed based on the 15-run rule. No new innings shall be started after the time limit expires unless the game is tied.
 - a) The time limit begins at the scheduled start time. If a team is not ready to play at the official start time the 50-minute time limit will begin. The umpire's watch shall be the "official time."
 - b) If a team utilizes the grace period, the time limit will begin at exactly 5 minutes from the original start time.
 - c) If a team is schedule to play the second, third, or fourth game and the first game runs five or more minutes past the designated start time, the grace period will not be available to use.
 - d) If the visiting team is batting when the time limit expires, they must finish the half inning. If the visitors are then leading, the home team must bat.
 2. Tie Games
 - a) Extra innings will be played if the game is tied, and the 50-minute time limit has expired.
 - b) Upon reaching the 50-minute time limit, regardless of the inning, and the game is tied, a maximum of one (1) additional complete inning will be played.
 - c) If at the end of the additional inning the game is still tied, or if an official game is called to inclement weather or darkness with the score tied, the game will be recorded as a tie.
 3. 15 Run Rule
 - a) If the leading team is ahead by 15 runs or more at the end of the 50-minute time limit, the game will end, and the score will stand regardless of the number of innings that have been completed and regardless of which team is at bat.
 4. Regulation Game
 - a) A game called will be regulation if the losing team has completed a minimum of four innings at bat. Games tied at four or more innings, will also be regulation. If the time limit expires before four innings have been completed, the game will be considered complete.
- C. General
1. Cancellations, Postponements, Inclement Weather

If there is any doubt as to whether the diamond(s) are in playable condition, it is the manager's responsibility to use the following procedure:

 - a) The Parks & Rec Dept will cancel games by 4:30pm.
 - b) The status of games will be posted on the the Ball Diamond Conditions report on the City of Brookfield Website and on the leagues home page on TeamSideline.
 - c) If the games have not been called prior to 4:30pm, teams must appear at their game location and the umpires will make the final decision.

- d) Rescheduled games will be added after the last scheduled week of games and will be updated on TeamSideline.
- 2. Official Scorebook
 - a) There is no official scorebook, each team is encouraged to provide its own book and scorer.
 - b) The umpire is the official scorer, and scores should be periodically checked with the umpire.
- 3. Team Bench
 - a) The team bench is restricted to players, managers, one scorekeeper, and one batboy who is at least 10 years of age and conducts themselves in a responsible manner.
 - b) The dugout area will not be used as a childcare area and will be enforced by the umpire.
 - c) No alcoholic beverages or smoking is permitted on the team bench.

V. General Playing Rules

- A. Pitching
 - 1. After assuming the pitching position, the pitcher must present the ball in the front of their body (for at least on second) in either one or both hands, before starting the delivery motions.
 - 2. The ball must be delivered at a moderate speed underhand, below the hip, with a perceptible arch (from the time it leaves the pitcher's hand) of at least six (6) feet and not more than twelve (12) feet from the ground. Speed and height are left entirely to the judgement of the umpire. The umpire shall warn a pitcher delivering a pitch with excessive speed after which the pitcher may be removed from the pitching position for a subsequent violation.
 - 3. A strike mat will be used for all games. A legally pitched ball that hits home plate or the mat will be ruled a strike. The 6-12' arc limits remain in effect.
 - 4. The pitcher shall not attempt a quick return of the ball before the batter has taken their position or is off balance because of the pitch.
 - 5. The catcher must be in and remain within the boundaries of the catcher's box at the umpire's discretion until a pitched ball has reached or passed home plate or is batted. He must also return each pitch not hit immediately to the pitcher, except after a strike out.
 - 6. EFFECT: #1-5 above. Any infractions of #1-5 above will be declared an "illegal pitch." A ball shall be called on the batter. Illegal pitches will be called by the umpire by using both verbal and a hand signal. If called illegal, the runners may not advance. If a batter swings at any illegal pitch, it is nullified and all play stands.
- B. Strikes and Balls
 - 1. Three (3) called balls shall be a walk.
 - 2. A strike-out will consist of any combination of two (2) strikes; a swinging strike or a foul ball will not be an out unless it is the second strike.
- C. Baserunning
 - 1. No "courtesy step" will be permitted to base runners. Base runners must keep contact with their base and may leave it only when a pitched ball touches the ground, reaches home plate, or is batted. Result: the base runner will be declared out.
 - 2. Base runners may advance at their own risk, after tagging up when a foul ball is caught in the air.

3. Base runners can score from third base when a batted ball is hit into fair territory, a foul ball is caught, or when the runner is “forced in” by a walk.
 4. Sliding shall be permitted but it is not required at all bases and home plate.
 5. To prevent injury and protect the defensive player attempting to make a play on a runner, the runner must be called out if he remains on his feet and deliberately, with great force, crashes into a defensive player holding the ball and waiting to apply a tag. To prevent a deliberate crash ruling, the runner can slide, jump over the top of the defender holding the ball, go around the defender (if outside the three-foot lane, the runner will be called out), or return to the previous base touched. NOTE: If the act is determined to be flagrant, the offender will be ejected. A runner may slide into the fielder.
 6. No stealing will be permitted.
- D. Bunting or Chopping
1. No bunting or chopping will be allowed.
- E. Intentional Walk
1. If the pitcher desires to walk a batter intentionally, he may do so by notifying the plate umpire who shall award the batter first base.
- F. Injury, Bleeding, or Open Wound
1. A player/substitute, manager, coach, batboy, or other team member or Umpire who is bleeding or has an open wound shall be prohibited from participating further in the game until the bleeding is stopped and the wound is covered. See ASA Rule 4, Section 9 for additional information.

VI. Protests

- A. See “Adult Team Sport Programs, Policies, and Procedures”

VII. Umpires

- A. The game umpire is officially in charge of each game and will have complete and final authority.
- B. Umpires are empowered to eject players and managers from games for violations of official rules and regulations or unsportsmanlike conduct.

VIII. Any circumstances arising that are not covered by the ASA Rule Book, or the “Softball League Rules and Procedures” will be left to the discretion of the Adult Softball Committee and the Brookfield Parks & Recreation Department. The Parks, Recreation, and Forestry Department reserves the right to assign ALL teams to leagues to equalize competition within each league and over the entire program.