



City of Smithville Slow-Pitch Softball Rules

Administration:

Smithville Parks and Recreation Department supervises the Adult Softball program. Decisions that are rendered by the Parks and Recreation Department are final. A.S.A (Amateur Softball Associations) will be the governing body for rules unless stated in the specific adult softball rule book as set forth by this league.

Objective and Goals:

Smithville Parks and Recreation's, Adult Softball program is designed to give all participants of the community and those outside, the opportunity to take on the health benefits of recreation and improve socialization opportunities among players.

Captains:

The captain is the primary link between their team and league management. It is the captain's duty to obtain all information regarding league play at the park. Responsibilities include but are not limited to:

1. Reading rules and park policies prior to starting league play and informing the players of the rules.
2. Obtaining league information pertaining to registration deadlines, make-up schedules, league tournaments, league awards and tournament berths.
3. Submitting league information on time (registration forms, roster, and payment).
4. Informing league office of changes in his/her addresses and/or telephone numbers.
5. Having all players read and sign up for the team roster before playing and ascertain the eligibility of each player signing the roster.
6. Maintaining control over his/her players in all circumstances including disputes on the field. Umpires/Referees will discuss disputes on the field with captain only. Players are not to question a call or ruling.

Rules and Regulations:

MAKE-UP GAMES

- A. Four games that are cancelled during the regular season will be rescheduled regardless of team records. Games may be played on weekends, or as management deems necessary to complete the league.
- B. Should a softball game be called because of rain after the four (4) innings have been completed (3 ½ innings if home team is ahead), the game will be considered official and will not be made up.
- C. C. The team captain is responsible for obtaining make-up schedules when they become available.

FORFEITS

- A. You may be asked to pay a forfeit fee to cover umpire costs.
- B. In order to avoid being penalized, you must:
 - a. Give the office notice by 4:00 PM on the day of your game in order to contact the other team within reasonable amount of time.
 - b. Have at least six (6) players show up for the game and the rest of the team not show up. Those players will play **a non-officiated practice game** with the opposing team.
 - c. Smithville Parks & Recreation understands if your team needs to forfeit a game. If your team must forfeit a second game night, then your team may be removed for the league.
 - d. Any team forfeiting two game nights during a season without notifying Smithville Parks & Recreation before the fact could be dropped from the league, forfeiting all awards and berths won. No refunds of entry fees will be given. All remaining games will be recorded as losses.

ROSTERS

- A. All rosters must be completed and must include the player's name. Incomplete rosters will not be accepted. Teams will not be permitted to play without submitting a valid roster. The roster is not to exceed eighteen (18) players for softball.
- B. Roster Changes – Teams may make unlimited changes to the roster prior to the sixth week (last regular season game) of the season. Players may not switch teams within the same league during the same season. If a player signs two or more rosters with the same teams playing in the same league, the player is eligible only for the team he/she first participates with as a player.
- C. Players may participate in both men's and coed leagues.

GRACE PERIOD

A. Teams are required to be ready to play at least 15 minutes before game time. If, at game time, one team is short the required minimum number of players, the opposing team will choose one of the following options:

1. Accept forfeit at game time
2. Allow opposing team a grace period of ten (10) minutes to reach the minimum number of required players. **Grace period time will be deducted from the game time.**
3. For Double Header leagues, after first (10) minute grace period, another (10) minutes will be allowed for team to reach minimum number of required players. After (20) twenty minutes if a team does not have required number of players both games would result in forfeit. In the event both teams cannot field the minimum required number of players, there would be an automatic ten (10) minute grace period for both teams. Once both teams have reached the minimum number of required players, the game shall begin immediately. Games will not be delayed if a team has eight players.

B. Games will not be delayed due to team members playing on another team in another league on a different field. If your team has players playing in different leagues, the captain must notify the league office prior to the leagues being scheduled. If the league office is aware of possible conflicts, every effort will be made to keep problems to a minimum.

LEAGUE STANDINGS

B. League standings will be available on Team Sideline. Please report and mistakes found on the standings.

C. The regular season will decide seeding for the tournament.

- a. Seeding will be based on team record.
- b. In case of a tie, seeding will then be based on run differential. If necessary, total runs scored.
- c. The team who wins the tournament at the end of the league will be declared the champion.

D. In the event there is not end of season tournament the team with the best record will be declared the champion. If two (2) or more teams end in a tie for first place at the end of the season the following criteria will determine a champion.

1. Head-to-Head records of all tied teams
2. Run differential between tying teams only (runs scored vs. runs given up).
3. Total runs scored by teams tied
4. Flip of the coin

AWARDS

A. Awards for leagues:

1. One trophy will be awarded out to the winning team at the end of the tournament.

REQUIRED NUMBER OF PLAYERS

A. Men's Leagues

- a. The required number of players per team is ten (10). If the team plays with only 8 or 9 players, there will be no outs assessed when those positions come to bat.
- b. The maximum number of batters allowed is eleven (11)
- c. If the team does not have 8 players then the game will be considered a forfeit.

B. Coed Leagues

- a. A team must have at least 8 players to start and continue an official game (4 women and 4 men). The maximum number of players on defense is 10.
- b. A team can play with five (5) women and four (4) men but it cannot play with four (4) women and five (5) men. In other words, teams cannot play with more men than women. No more than two men can ever bat consecutively.
- c. Teams may bat a total of twelve (12) batters, six (6) women and six (6) men but may not field more than ten (10) players, five (5) women and five (5) men.
- d. Teams must alternate women and men in the batting order. Example: Woman, Man, Woman, Man, etc.
- e. Men and women are permitted to play any defensive position they wish.
- f. If a male player is walked (intentionally or unintentionally) the female player batting behind him has the option of batting or taking an intentional walk.
- g. When a male is walked, intentionally or unintentionally, the male automatically advances to second base.

REGULATION / OFFICIAL GAMES

- A. A regulation game is seven (7) innings or sixty (60) minutes, whichever occurs first. No extra innings until the tournament. If tied at the end of a regular season game, it will remain a tie. No new inning shall start after the (50) minute mark.
- B. The umpire's watch will be the official clock. After the time limit has expired, the current inning shall be completed and game ended unless tied, in which case play will continue until game is decided. If home team is batting and is ahead, the game will end immediately. If the game ends in a tie the international tie breaking rule will be in effect: the last batter of the previous inning will start the new inning on second base. The game will continue until one team out scores the other.
- C. Should a game be called because of rain after four (4) innings have been completed (3 ½ innings if home team is ahead), the game is official and will not be made up.
- D. Each player will have a one and one count for each turn at bat.
- E. The game will be played under a foul ball on strike three rules.
- F. All decisions regarding rain delays will be made within forty-five (45) minutes from the time the teams have been pulled from the field. The umpire will make an announcement at that time.

RUN RULE

- A. If at the end of five (5) full innings of play, one team is ten (10) or more runs ahead, the game will be considered complete.
- B. If at the end of three (3) full innings of play, one team is fifteen (15) runs ahead, the game will be considered complete.

FAKE TAG

Motion of making a tag without the ball. A player who does this is guilty of obstruction and may be ejected, based on umpire's judgment.

PITCHING PRELIMINARIES

The pitcher must deliver the ball toward home plate on the first forward swing of the pitching arm. 6ft-12ft height limit!

STEALING

- A. Stealing is not allowed in league play.

HOME-RUNS

- A. A home-run is defined as a fair ball hit over the fence. These rules do not apply to inside the park home runs.
- B. Each team is allowed 4 homeruns a game
- C. All Divisions: If a team hits additional home-runs beyond the amount allowed (4) it will be considered an out.

ILLEGAL BATS

- A. Must bear either the ASA approved 2000 certification mark or the ASA 2004 or the new 2013 certification mark as shown below, and must not be listed on an ASA non approved list, And must be included on a list of approved bat models published by the ASA National Office; or must, in the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and if tested, would comply with the ASA bat performance standards then in effect.
- B. NEW 2017 - Any bat that is stamped with 1.20 bpf will be legal in league play.

PLAYER / CAPTAIN EJECTION RULE

- A. The Park Director, Manager, Staff and/or umpire reserve the right to eject a player from the park, if necessary. The amount of time will be determined by the severity of the act.
- B. A player or captain ejected from a game for misconduct will be subject to the following:
 - a. First ejection – Suspension from the remainder of the game and player must leave the park for the night.
 - b. Second ejection – Fourteen (14) day suspension from all league and tournament play with any team at the park and must leave the park for the night.

c. Third ejection – Thirty (30) day suspension from all league and tournament play with any team at the park and must leave the park for the night.

* If a player(s) get ejected during the game, that team will have to take an out when he/she is up in the batting order

NOTE: A player of captain may appeal the fourteen (14) and thirty (30) day suspension to a board consisting of the Recreation Manager, A.S.A. representative, Umpire representative, Player representative and park representative. The board will meet within 72 hours of the appeal. The player's suspension will begin at the time of the ejection, regardless of appeal. If a suspended player participates in a game during suspension, the player will be suspended for one year and the team will forfeit that game. In addition, the team may be subject to a one-year suspension from the league and tournament play at the park without a refund.

C. Any person making verbal assaults and/or physical contact with the intent to bring harm to an umpire, employee, league director, spectator or other player, will be asked to leave the park and will be suspended for a period of one year from the time of the incident. In addition, if conditions warrant, criminal charges will be brought against said person, and he/she could be barred from participating at any other Smithville Parks and Recreation program.

D. Fighting will not be tolerated. Any fighting in a game will result in a one-year suspension.

EXTRA PLAYER (EP)

As rules state, an extra player is permitted at the captain's option at the start of the game. The batting order must remain constant. However, a men's line up of eleven (11) players or a coed team of twelve (12) players can take the ten (10) defensive positions throughout the game. A team using the EP must finish the game with the same number of players they started with. If a player leaves the game and no substitutes are available, an out will be recorded each time that player's position in the batting order comes up. Remember this is an appeal play by the defensive team. The defense must inform the umpire each time the batting position comes up.

A. An extra player may be used by a team provided it is made known to the umpire prior to the start of the game and his name and uniform number is indicated on the lineup sheet.

B. The EP must remain in the same position in the batting order for the entire game.

C. The EP may play defense at any time without his status being affected. He may go in and out of the defensive lineup as often as needed as long as his position in the official batting order is not altered.

D. The EP may be substituted for at any time with the substitute becoming the new EP. The substitute must be a player who has not been in the game.

SUBSTITUTIONS

All substitutions must be reported to the umpire. Failure to report a substitution to the umpire will result in the ejection of the illegal player, when brought to the attention of the umpire by the opposing captain.

One player will be allowed a pinch runner once per inning. The pinch runner will always be the last batted out. The pinch runner will be substituted either at first base or the base ran during the initial hit.

RE-ENTRY RULE

Any of the starting players may withdraw and re-enter once, providing he/she occupies the same place in the batting order. A substitute who is withdrawn may not re-enter. All substitutions must be reported to the umpire.

FOUL BALL ON STRIKE THREE

The batter is out if after the second strike he/she has already fouled one pitch off and fouls a second pitch off. Ball is dead and no advancement of base runners is permitted.

UNIFORMS

League teams are encouraged to wear like uniforms. However, there is no mandatory uniform rule for leagues. Shirts and athletic shoes/cleats must be worn at all times. SHOES no metal spikes are to be worn in league or tournament play. A player wearing metal spikes will be ejected by the umpire and given a one game suspension.

VALID PROTEST

No “judgment” call can be protested. Protests are considered valid with regard to player eligibility and rule interpretations only.

PLAYER ELIGIBILITY PROTEST

Protests concerning player eligibility must be made to the umpire or official before the 4th inning has been completed. You must submit the name of the player(s) in question and the umpire will rule upon the protest. For protest involving ineligible players(s), the team in question must have a valid roster on file in the book. Captains should also make sure team members have proof of positive identification with them at all times as the umpire will check the picture identification of the player in question. If a player is unable to provide positive identification, any protest against him/her will be automatically upheld.

RULE INTERPRETATION PROTEST

For a valid rule interpretation protest, the following steps must be taken:

- A. Any protest must be announced verbally to the umpire when the contested action occurs and BEFORE the next pitch.
- B. If a protest occurs, the umpire must look at the rules he/she is provided. If he/she needs further assistance he/she will attempt to contact the program director for immediate ruling on the protest. If he/she is unable to contact the program director, the game will continue and the protest will be ruled upon the next day by the program director.
- C. A \$50.00 protest fee must accompany the protest that night.

FIELD CONDITIONS

When weather conditions warrant, the status of games will be available after 3:30pm (If games are cancelled, an email will be sent to the captain they provided on the registration form. Do not call Smithville City Hall.

GAME BALLS

Each team is responsible for providing game balls for league play. Game balls will be Optic Yellow, A.S.A stamped, red-stitched, core .52 softballs, 300 compression. The Men's Softball is a 12 inch ball and the Women's is an 11 inch ball. The team batting is responsible for retrieving game balls when hit out of play. Failure to retrieve a game ball that results in a delay of the game can result in the umpire forfeiting the game. Men and women will use the 52/300 Optic Yellow Softball.

VULGAR AND OBSCENE LANGUAGE

Obscene language will not be tolerated. Umpires have been instructed to eject violators. Recreation management may eject any individual using obscene and vulgar language from the park.

ALCOHOLIC BEVERAGES

Alcoholic beverages are NOT allowed in the park.

HERITAGE PARK RULES

Smithville Parks & Recreation reserves the right to interpret any and all rules and situations. Further, Smithville Parks & Recreation reserves the right to insert, delete, or change rules at any time and make decisions retroactive should it be deemed necessary for the benefits of the leagues. Sportsmanship: Team members, coaches, and spectators shall exhibit appropriate behavior towards other players, officials, and spectators. Unsportsmanlike conduct from team members and/or associates including spectators will result in being carded accordingly and action taken such as:

1. Player or coach ejection from the game.
2. Player or coach ejection from the league.
3. Player or coach suspension.
4. Forfeit of game.

* An official should not directly interact with a fan that is being unsportsmanlike. Every effort to control the fan should go through that team's captain. If cooperation does not take place from that captain then the official may take action such as head coach ejection and then if the fan continues, a forfeit of the game is well within the rules. During the game, the officials do have the authority to eject players. The Smithville Parks & Recreation department has the final authority on determining the duration of the suspension or other penalty. Any player or coach ejected from the game must leave the playing area. Failure to do so may result in forfeiture of the game.

Weather Policy:

The official/supervisor has final say on whether a game will be temporarily suspended or postponed due to weather conditions or poor field conditions – once he or she arrives on the field. If lightening is in the immediate area, the game shall be suspended immediately. Everyone should be instructed to take shelter and the official can monitor the situation and determine whether the game should play on. In case of heavy rain, play should be suspended and possibly postponed due to the amount of rain. If field conditions become extremely poor and participants are at risk of injury, then play should be postponed. If the playing weather is horrible such as cold, rain, mud, high winds, tornado warnings etc... then play should be postponed. Finally, if the weather is warm and there is a light to moderate rain falling, it is possible to keep playing. Remember, this decision to play or not to play rests with the official/supervisor working the game and his or her call can NOT be disputed. The official/supervisor will always have the safety of the participants in mind when making their decision.