

City of Eaton Rapids

Adult Softball Rule Supplement

  

Official Rules of the Amateur Softball Association will govern all league play with the following local rule supplements and provisions.

## Park Rules

* **Howe Memorial Park is an Alcohol and Tobacco Free Park by City Ordinance**
* Consumption of alcoholic beverages at City Parks is prohibited. Alcoholic beverages are prohibited on all city, county, and Public Schools property.
* Smoking by team members and spectators is prohibited within the field of play during all scheduled league play, and all spectator areas.

## Roster Procedures

* Each team shall submit a roster with a minimum of ten (10) players, with a signed roster on or before the first scheduled game. No refund of league fee will be made
* Each team will have as many players on their league roster as they need. Players must be sixteen (16) years of age by May 1st of that calendar year and will only be allowed to play if they obtain a parents signature on the roster

**Adding Players:**

* Players must sign the Official Roster and pay player fee prior to appearing for a team.
* The final day to add players to the roster is the Last Friday of June in current year.
* Any additional players to be added past the last Friday in June need to be approved by the League Director. No additional players will be allowed for playoff games
* No deadline to add players for Fall league.
* Players may play in more than one division at the park, but no player may play on two teams in the same division. If detected the 2nd team that they played on will forfeit the game in question, and the player will receive a two game suspension for all leagues.
* Team managers are responsible for making sure their rosters are current at all times. Players not on the roster are ineligible players. If players are incorrectly registered or not registered at all and thus found ineligible, their team shall forfeit any games in which such ineligible players participated and will have to pay forfeit fees for all such games.
* Players signed with one team who wish to sign with another team must obtain a written release from their current manager prior to signing on their new team’s roster.

## Player Code of Conduct

* Team managers will be responsible for informing team members of the Code of Conduct policies. Umpires and Program Staff have the right to eject players, coaches or spectators from games or the playing area for the following reasons. THERE IS MANDATORY SUSPENSIONS FOR ALL EJECTIONS
* Unsportsmanlike Conduct - 1 week suspension (minimum) An unsportsmanlike act directed at another player, spectator, or program staff member including profanity or verbal abuse, throwing equipment or blatant disrespect of persons or property.
* Flagrant Misconduct - 3 week suspension (minimum) A flagrant unsportsmanlike act directed at another player, spectator, or program staff member that is a verbal threat, to another person or other violent acts displayed.
* **Any player ejected from a game shall be ineligible to play in next league game**. A player ejected from the first game of a double header is disqualified for the second game of that double header.
* Ejected players, managers or spectators must leave the immediate vicinity of the diamond immediately or face forfeiture of the game.

## Bat Testing and Certification

Effective the 2004 season, any bat manufactured before 2000 is legal; any new bat **MUST** have the A.S.A. logo stamped on the bat; must say “Official Softball” and must be clear of any dents or dings that may cause damage to a softball. Final decision on all bats will be left to the umpiring staff at the game site. If you are not sure a bat is legal, go to <http://www.teamusa.org/USA-Softball> or [www.masasoftball.org](http://www.masasoftball.org) and download the “unapproved” and bat list.

To play in the Eaton Rapids leagues your bat must have CLEARY READIBLE one of the following ASA Certification Marks:

  

ALSO

• On the ASA Certified Bat List

• Tested by a District ASA rep (Eaton Rapids, East Lansing, Lansing, Delta Township, Meridian Downship) and have a hologram sticker permanently affixed to the handle of the bat

District 11 ASA Rule now states:

1. Bat Testing (Refer to <http://www.teamusa.org/USA-Softball> for the non-approved bat list.)

a. Testing Information

i. All bats must be ASA approved and must have the ASA logo.

ii. All bats must be tested and have the league hologram sticker affixed to the bat.

iii. Bats may be spot tested at any time throughout the season by a Parks and Recreation office staff member.

b Penalty

i. Before the game: Any bat deemed illegal, altered or without a hologram, cannot be used and must be removed from the team area.

ii. Using a bat without the hologram sticker, will result in an automatic out, an ejection and a one game suspension.

**UMPIRES HAVE THE AUTHORITY TO REMOVE STICKERS FROM BATS THAT IN THEIR OPINION ARE OUT OF REGULATION OR HAVE BEEN ALTERED.**

Altered Bats are bats, which have 1. Had the surface of the barrel or the taper changed in any way such as by sandpapering or applying a solvent to the surface such as fingernail polish remover or by **any other means**. 2. Had the plug/end cap removed or replaced or changed in any way. 3. Had the knob removed/replaced or changed in any way, or 4. Had anything removed or added to the inside or outside of the bat other than tape at the handle or knob. Cracked, worn (paint/lettering wear is not a problem so long as the bat can be identified and has the appropriate BPF marking, but any wearing of the bat material or identifying paint or BPF wear will be cause for removal) or damaged bats **are not altered bats**, but will also be removed from play.

A player in the batters box or having used an altered bat during a City of Eaton Rapids game will be Ejected from the game immediately, and will be suspended for their next two (2) games in all Leagues. The second offense by the player will result in a suspension for the remainder of the current season. Third offense is a suspension from leagues for one (1) year from the date of the third offense.

## League Format

**Collecting League Fees:**

* All league fees will be established by the City of Eaton Rapids. Fees will cover administrative costs, field maintenance, game balls, insurance, ASA Registration, scorekeepers, awards and other fees associated with league management.
* Team entry fees are due no later than the posted Entry Deadline. Rosters and player fees are due no later than the first scheduled game.
* Forfeit fees are due at the time of registration and will be sued to offset costs for umpires and scorekeepers should a forfeit arise. Once a team has spent their forfeit fee allotment, a reimbursement shall be made before their next scheduled game.

**Determining League Champions:**

* Team trophies are awarded to first place teams and second place teams.
* Should two (2) or more teams tie for first place (same win, lose record), there will be a single elimination game to determine first and second place. The game will be scheduled on the next league date available. Umpires will be paid by the City.
* Should two (2) or more teams tie for second place, head to head records, runs allowed, runs scored in head to head games will determine second place.

**Uniforms:**

* All teams are urged to dress alike, however it is not required
* All players must have a 6” Number on the back of their jersey. No fractions, decimals or partial numbers.
* Metal spikes are not allowed for Coed Leagues

## Rain Outs and Severe Weather

* Prior to 4:00 p.m. – Rain outs will be determined by the League Director based upon the playability of game fields and the safety of all players and staff involved
* After 4:00 p.m. – Rain outs will be determined by umpires and other game personnel based upon the playability of the game fields and safety of all players and staff involved
* Game canceled due to weather conditions will be rescheduled, if possible. Games determining league champions will be given priority.

## Playing Rules – Game Play

* Games to be seven (7) innings and played under the rules as published by theASA
* A game call by the umpire shall be regulation after 5 innings or 4 ½ if the home team is leading.
* Games will start at the scheduled time; there will be NO grace period. A team may play with a minimum of eight (8) players in men’s and women’s slow pitch. Teams with less than the minimum will forfeit their game. For coed teams, when playing with less than 10 players all open spots are considered an automatic out.

**Balls:**

Will be supplied by the League

* Worth 12” .52 COR / 300 COMP for all Men’s Leagues and Coed Male batters
* Worth 11” .44 COR/375 COMP for all Women’s leagues and Coed Female batters

**Home Team:**

In all games, the home team will use the first base dugout. In Double Header Leagues, the team listed first on the schedule for Game 1 will assume first base dugout for both Games.

**Mercy Rule:**

A slow pitch game will be terminated and official if: a) A team has a twenty (20) run lead anytime after three innings or; (b) fifteen (15) run lead anytime after four innings or; c) A team has a ten (10) run lead after the completion of five and any succeeding inning. If the home team is trailing they get their last at bat.

**Time Limits:**

Slow pitch-Games shall not exceed 1 hour and ten minutes (1 hour for Fall Ball).

* A new inning may not start after time limit has expired. However, if time limit expires after a new inning begins, it will be completed.
* A new inning begins immediately following 3rd out of the previous inning.
* Games called due to time shall constitute a game regardless of number of innings played.
* When an umpire delays the game because of rain, the duration of “Time” called by the umpire will be added to game time. This added time shall not exceed 15 minutes.

**Tie Games:**

If the game is tied after seven (7) innings or less and the time limit has expired, one extra inning will be allowed. If the game has progressed at least eight (8) innings during the time limit, no new inning will be allowed to start.

**Courtesy Runner:**

Any eligible player on the official line-up including available substitutes may be used as a courtesy runner. One courtesy runner only may be used per inning. Coed - once per inning for a female (female CR) and once per inning for a male (male CR). Other rules pertaining to the CR are covered in Rule 8, Section 9C.

**Home Run Limit (Slow Pitch):**

All balls hit “over the fence” by a team in excess of each classification will be ruled as follows: ***3 Up Rule*** for all leagues

* Batter ruled out for any in excess
* Players and base runners are not required to run out home run balls over the fence.

**BALLS HIT OVER THE FENCE WILL BE RETRIEVED BY THE TEAM THAT HIT THE BALL BEFORE THEIR TEAMS NEXT AT BAT.**

**Pitching Regulations/The Count:**

* First inning – five (5) warm-up pitches.
* Second inning to completion of game – one (1) warm-up pitch.
* Relief pitcher shall have five (5) warm-up pitches their first inning and one (1) warm-up pitch per inning thereafter.
* A.S.A. rules state, the pitching arc will be between six (6) and ten (10) feet.
* ALL LEAGUES: Batters will start with a 1 and 1 count, 1 grace foul ball.
* FALL BALL: Batters will start with 1 and 1 count, NO GRACE FOUL BALL.
* Pitchers will be allowed to pitch from a lane starting from the pitchers rubber back 6 feet toward second base. The lane is the width of the pitching rubber.

**Stealing:**

Effective the 2008 season, in Men’s Slow Pitch, runners may advance when the ball reaches home plate, or if the pitcher has the ball and is not in the vicinity of the pitchers plate.

* If a runner stops or is clearly not advancing when the catcher releases the ball to the pitcher (who is in the vicinity of the pitcher’s plate) and the pitcher catches the ball, the play is ruled dead and all runner(s) are returned to the last base legally touched.
* If the pitcher does not catch the ball or have possession of the ball while in the vicinity of the pitcher’s plate, the ball remains live and the runner(s) may advance.
* Runners may not advance if the pitched ball hits the batter, the ground before reaching the front edge of home plate, or home plate. The ball is dead and a ball is awarded to the batter.
* The pitcher may cover any base on an attempted put out and if a play is being made on a runner off the base, the ball remains live.
* The above will supply apply for both legal and illegal pitches.
* A pitched ball that hits behind home plate and strikes the umpire, or a thrown ball by the catcher that hits the umpire, remains live and runners may advance.

## Playing Rules – The Line Up

Line-ups are to be in the umpire’s/scorekeeper’s hand at the scheduled game time or that game will be declared a forfeit. Line–up cards, for listing the team’s official batting order will be provided and should be used for all league games. All line-up cards must have first and last names of all players participating.

* A team may play with a minimum of eight (8) players in men’s and coed slow pitch. Teams with less than the minimum will forfeit their game.
* You may list your entire roster in the line-up, they can bat and play defense without informing the umpire. They must be listed on your line-up card that is given to the umpire at the pre-game conference. Late arriving players are added to the end of the lineup
* **If you are injured in the first game of the night you are not going to be allowed to play for the rest of the day/night.**
* An extra player (EP) can be utilized with the following modifications: a team must maintain a minimum of eight players throughout the game. In coed only: you will take an out in the order when you do not start with ten. When dropping from 10, 11, or 12 to 8 you will have outs in the order where the player or players left.

**Automatic Out:**

If a player is removed from the batting order for any reason, and that batting position is unable to be filled by an eligible player, the batting position shall be an automatic “out” each time that batting position is to bat. Any time a team has less than the minimum to play, the game shall be forfeited.

**Coed Specific:**

Fielding positions; Pitcher, catcher must be male/female. Infield and outfield must have two male, two female at any positions. *Coed defensive lineup CANNOT exceed 5 males and/or 5 females.* Batting order must be male/female.

* Males will hit “12” ball, females will hit “11” ball. Penalty for hitting wrong ball: Manager of offensive team has option of taking the result of the play or having last batter re-bat and assume the ball and strike count prior to the wrong ball being discovered.
* A walk to a male batter will result in a two base award. The next batter (a female) shall bat. Exception: with two outs, the female has the option to walk or bat.
* Rolling Lineup Procedure:
* All lineups over 10 players may have a rolling lineup where all present players are listed on the lineup card and can bat without utilizing the ASA Substitution Rule.
* For example, a team has 7 male batters and 5 female batters:

1. Male #1 7. Male #4 13. Male #7

2. Female #1 8. Female #4 14. Female #2

3. Male #2 9. Male #5 15. Male #1

4. Female #2 10 .Female #5 16. Female #3

5. Male #3 11. Male #6

6. Female #3 12. Female #1

## Protests

* Managers who wish to protest an official’s interpretation of rules must register their intent to protest, immediately following the official’s ruling, by notifying the game official and scorekeeper that the remainder of the game is being played “under protest”. Upon notification of protest from a manager, the scorekeeper must note the protest reason and game situation the score sheet
* The manager must file a written protest by submitting a ($20.00) twenty-dollar protest fee and completing a form provided by the City of Eaton Rapids Parks and Recreation Department. Protest forms shall be submitted within 24 hours (excluding weekends and holidays) of the completion of the game.
* City of Eaton Rapids, Quality of Life Director shall sit in judgment of all protests filed with the Office.
* If the protest is ruled valid, ($20.00) twenty dollars will be returned to the manager and the game will be rescheduled to resume at the point of misinterpretation. If the protest is not allowed, the money is forfeited and the game will stand as played.