PARKS & REC. ADULT SOFTBALL LEAGUE RULES

TEAM ROSTERS

A. Adult leagues are open to anyone 16 years of age or older.

   1. The Recreation and Parks Commission reserves the right to place each team in its proper league, by taking into account team personnel and previous league standings.

B. Player rosters are limited to 18 active members per team. (The manager does not count unless he/she plays.)

C. Everyone who plays in competition must sign a player release form to release the Recreation and Parks Commission, team sponsors, and any other person connected with League Softball of any responsibility in case of an accident. **All rosters MUST be turned in to the Parks & Rec office prior to your team’s first game.** If a team plays a player who is not officially on the roster or the roster is not in the office, a forfeit will be declared if the other team protests before the last pitch of the game. $25.00 protest fee will be returned if protest is upheld. If player is not illegal, $25.00 is not refunded.

D. New players may be added to the roster anytime. **Rosters are not complete until the residence area is completed on the form.** (Designate whether you live in the city of Maryville, city of Alcoa or Blount County.)

E. Players will not be allowed to transfer to any other team in the league without the approval of the Recreation and Parks Commission. Players who wish to change must have their present coach come into the Parks & Rec office to release them and have the coach of the team to which the player wishes to transfer come into the office to verify the change is okay. If approved, there will be a 7-day waiting period from the time the request was received in the Recreation office before the transferred player will be eligible to play. The 7-day waiting period will be determined as stated above. Any person changing teams must pay an additional $5.00 fee at the time they sign the roster of the new team. **NO CHANGES WILL BE MADE OVER THE PHONE.**

   If a team disbands during season play, and the Recreation and Parks Commission rules that the reason for the team dropping from the league was legitimate, all players on the team are eligible to be signed by another team without a waiting period or an additional fee.

F. No player shall be allowed to play on more than 1 team within the Recreation and Parks Commission league.

G. Players must present ID upon request.

LEAGUE RULES

A. **TWO STRIKES WILL CONSTITUTE AN OUT (NOT 3). THE SECOND FOUL BALL (NOT 4) AFTER 1 STRIKE WILL CONSTITUTE AN OUT. THREE BALLS WILL CONSTITUTE A WALK.**

B. Reservations for field permits will **only be taken over the phone.** Beginning several weeks prior to the start of the season, reservations can be made each Thursday beginning at 8:00 a.m. Please call 983-9244 for more information. **Anyone practicing on fields that are too wet will lose their permit privileges.**
C. Teams will be divided into leagues of 5 to 10 teams, according to their strength and ability. After the first week of the season, if teams need to be changed from league to league, Parks & Rec. holds the right to move teams to a league where all teams can compete equally.

D. The season will be divided into 2 halves. If a team has been placed in a league that is either too high or too low, every effort will be made at the end of the first half to place them in the proper league. The decision of the Rules Committee on this matter will be final and teams must abide by their decision. First and second place trophies will be awarded for each half of season play.

E. **NO STEEL SPIKED SHOES ALLOWED. PLAYERS MUST WEAR MOLDED SOLE SHOES, TENNIS SHOES, OR SOFTBALL SHOES.** Everyone must wear some type of the above shoe. NO bare feet will be allowed. No football cleats will be allowed.

F. **No infield will be permitted before any game. NO ONE WILL BE PERMITTED ON THE INFIELD BEFORE AN UMPIRE CALLS “PLAY BALL”**.

   1. **No one is to be on the fields after they have been lined off for that night’s games.**

G. Each team must furnish 1 new ball per game stamped ASA approved on the cover. The ball must be a red stitched (for men) top grade, softball of any manufacturer and have an **MSP 52/300 stamp on it.** All balls must be presented to the umpire before they enter the game. Women must use an ASA approved red stitched 11-inch ball with a **GWSP-52/300 stamp on it.** Teams **MUST use optic yellow balls.** If your team doesn’t have a new ball to start the game, one can be purchased for $8.00 in the concession stand.

H. Titanium bats will **not** be allowed. Anyone caught using this type of bat will be ejected from the game and will draw a 2-game suspension. Double-wall, composite, and multi-wall bats will be allowed as approved by A.S.A, ISA, NSA, and USSSA.

I. If your team hits a ball out of play and it does not come back in or is ruled unplayable by the umpire, it is your team’s responsibility to throw in another playable ball which conforms to the standards stated in Rule G. Each team should be ready to act **quickly** when throwing a ball in when the above situation occurs.

J. Teams can throw a “new” ball in only between innings or when a ball has been hit out of play.

K. No more than 2 coaches per team shall be on the field and only 1 manager and designated team captain may confer with the umpire. Only managers and coaches whose names are on the official roster are to be on the field or in the dugout at anytime during or after a game. Anyone who is not on a roster and is on the field or in the dugout could cause your team to forfeit the game.

L. After 1 hour and 5 minutes of actual playing time, no new inning can be started. The only exception will be in the case of a tied game. If this is the case, the game will continue until 1 team is 1 or more runs ahead after a complete inning of play.

M. 1. After 3 complete innings of play, if a team is 20 runs ahead, the game will be called.
   2. After 4 complete innings of play, if a team is 15 runs ahead, the game will be called.
   3. After 5 complete innings of play, if a team is 10 runs ahead, the game will be called.
Stealing is not permitted in men’s or women’s leagues.

N. A written, legible line-up must be given to the official scorer prior to game time along with a designated team captain. Changes in your line-up will be permitted until game time. Teams may bat 12. Line-up must include first initial, last name, and number. Do NOT put a player in the line-up if they are not physically present on the field.

O. Team shirts do not have to match. Each player must have a non-duplicating number. Numbers cannot be taped or handwritten. Shirts should be in good taste and players presentable. Number must be a single or double digit whole number (0-99).

P. In the first inning, pitchers will be allowed 5 warm-up pitches; after the first inning, the pitcher shall deliver 1 warm-up pitch. Anytime a team changes pitchers, he/she will be awarded 5 warm-up pitches for their first inning of play.

Q. Games shall be scheduled at the discretion of the Recreation and Parks Commission. No games will be rescheduled because of individual team conflicts. The only games rescheduled will be those caused by weather or field conflicts and scheduling conflicts as determined by the Commission.

R. For rain out games, teams are required to call the Recreation and Parks Commission office at 983-9244 after 4:00 p.m. to find out if games will be played. No decision will be made until this time, so DO NOT CALL BEFORE 4:00 P.M. If rain occurs after closing time, which is 5:00 p.m., report to the playing field where the umpire will make the decision. Cancellations will be posted on the Parks & Rec website as soon as decisions are made. Please visit www.parksrec.com. Look at the news section and also Team Schedules and Scores/ Adult Softball.

S. In the event of rain during a game, it is each team’s responsibility to make sure that the umpire has officially called the game before they leave the park.

T. Leagues will be governed by the playing rules of the current ASA Softball Guide. If an unusual situation is not covered in the Softball Guide, the Official Baseball Rule Book’s Interpretation will be used.

SPECIAL LEAGUE RULE

In Men’s and Women’s Leagues, a team will be allowed to start the game with 8 players. The team with 8 players must be the visiting team. If the ninth player does not show up before his/her turn to bat or if the team gets 3 outs before the ninth player arrives, the team with 8 players will forfeit the game. If a team has 9 players, the tenth player may enter the game at any time upon arrival.

A.S.A. RULES WORTH NOTING

A. Extra Player Rule (Rule 4, Section 4 of A.S.A. Rule Book) - An extra player, referred to as an “EP” is optional, but if 1 is used, it must be made known prior to the start of the game. Failure to complete the game with 12 batters as a result of an ejected player results in a forfeiture of the game. The EP must remain in the same position in the batting order for the entire game. If an EP is used, all 12 must bat and any 10 may play defense. Defensive positions may be changed, but the batting order must remain the same. The EP may be substituted for at anytime. The substitute must be a player who has not yet been in the game. The starting EP may re-enter.
B. **Re-Entry Rule (Rule 4, Section 5 of A.S.A. Rule Book)** - Any players, including the EP, may be withdrawn and re-entered once, provided players occupy the same batting positions whenever in the line-up.

*NOTE:* The starting player and the substitutes may not be in the line-up at the same time. If a manager removes a substitute from the game and re-enters the same substitute later in the game, this is considered an illegal re-entry.

C. If a team begins play with 11 or 12 players, that team may continue a game with 1 less player than it starts with, whenever a player leaves the game for any reason other than ejection. If the player leaving the game is a base runner, he/she shall be declared out. Whenever the player who has left the game under this exception is scheduled to bat, an out shall be declared. The player who has left the game under this exception cannot return to the line-up.

**SUSPENSIONS AND PROTESTS**

A. If a player, coach, or manager is ejected from a game, he/she automatically draws a 2-game suspension. They are also placed on probation for the remainder of the season and if ejected again, the Recreation and Parks Commission and the Rules Committee must reinstate them. **THE SECOND SUSPENSION WILL DRAW AN AUTOMATIC SUSPENSION OF 4 GAMES TO A MAXIMUM OF 12 MONTHS SUSPENSION.**

When an umpire ejects a player from a game, he/she must leave the field and the general area around the field. The general area is described as a 100º radius around the entire field. Failure of an ejected player to leave will result in his/her team forfeiting the ball game.

The authority of the umpire starts when he/she enters the Parks & Rec facility. This includes the parking area, grounds, and playing area. The authority ends when the official leaves the facility.

At no time should this official be harassed or verbally abused by players or team fans before, during, or after any game. Any kind of harassment by a player would result in that player being ejected from the game and suspended from playing. This could happen on any part of the Parks & Rec facility.

B. Cursing of any type or the use foul language will not be permitted at anytime. Any team member heard using foul language will be ejected from the game and will draw an automatic 2 game suspension and will not be allowed on Parks & Rec. premises while these games are being played.

C. Any person found guilty of gross and willful misconduct at any activity sponsored by the Recreation and Parks Commission will be **SUSPENDED INDEFINITELY** from any further activities sponsored by the Commission; provided, however, such person shall be entitled to a hearing on the charges against him before the Commission.

D. **EACH TEAM IS RESPONSIBLE FOR THEIR FANS’ ACTIONS.**

E. If a player steps into the batter’s box with an illegal bat, that player will be disqualified for that game. The player will have to leave the general area around the field.

F. Any team found guilty of tampering or adjusting any equipment must automatically forfeit that ball game. **THE TEAM MUST FORFEIT THE FOLLOWING GAME AND WILL BE PLACED ON PROBATION FOR THE REMAINDER OF THE SEASON.**
G. Illegal player protest must be made prior to final pitch of the game. Refundable protest fee of $25 must be presented to the umpire. If it is discovered that an illegal player has been used by the opposing team, a forfeit will be declared and fee refunded. If the player is not illegal the fee is not returned.

H. In all tournaments sponsored by Recreation and Parks Commission, the protest must be filed before the final pitch of the game. Rule E pertains to league games, but not Special League Tournaments or other league sponsored tournaments.

I. Any protest concerning rule interpretation must be filed in writing with the Recreation and Parks Superintendent of Athletics before 5:00 p.m. the following working day. An umpire’s judgment decision cannot be protested. When making a protest, you must notify the umpire and official scorer before the next pitch. You will also be required to give the official scorer a $25.00 protest fee when you notify him of your intent to protest. If you win, your protest fee will be returned. If you lose the protest or it is not a valid protest, you must forfeit your fee.

J. The Recreation and Parks Commission or a special appointed Rules Committee will handle all protests and rule interpretations.

TIE BREAKER RULE

A. If at the end of the regular season of play 2 or more teams are tied, the Recreation and Parks Commission will first look at head to head competition. If still tied, the following will hold:

If 2 teams are tied and their record is 1-1 in head to head competition, the team with the largest winning margin will be the first place team. If still tied, the team who has allowed the least number of runs in games during the half will be the winner.

If 3 teams are tied, the team who has allowed the least number of runs in games involving the 3 teams will be declared the winner. If still tied, the team who has allowed the least amount runs in games during the half will be the winner.

If there is still a tie after all the above, then a coin flip will decide the winner.