

**BATESVILLE PARKS AND RECREATION DEPARTMENT
2018 ADULT SOFTBALL LEAGUES
GENERAL RULES AND REGULATIONS**



I. ELIGIBILITY

Players listed on the team roster are eligible to participate in the league playoffs and the district/state tournaments as long as they are on the roster before it is frozen and play in one regular season game. Please note that during the playoffs; at least one team per playoff division may be randomly selected to show player eligibility. Prior to playing. Teams that are unable to prove their team's eligibility will forfeit, and they will be dropped from the playoffs. All participants must be at least 18 years of age unless waiver consent is filed.

II. STANDINGS

The program manager will keep league standings. They can be viewed at www.batesvilleparks.com

Final standings are based on USSSA National format:

- A. Winning Percentage
- B. Number Wins, Number Loses
- C. Tied teams (vs. each other) Winning Percentage
- D. Average Runs Allowed then Average Run Differential if still tied.

III. POST SEASON PLAY

All league participants are eligible for post-season play. A participant is defined as a player that is on the roster and has played in one regular season game.

IV. TEAM ROSTER

All teams shall have a maximum of twenty players including the manager and a minimum of ten players listed on the roster. Rosters are due before the first game and can be managed throughout the season until rosters are frozen and no more can be added. Teams who fail to turn in their roster before the first game run the risk of forfeiting their first game and may be suspended from the league. Changes to the roster will be allowed up until the roster deadline. Changes to the roster can be done by email. All players must be at least 18 years of age to be eligible to play in any adult softball league. Each player's name must be on the team roster and approved by the league administrator in order for the player to be eligible to play. Managers or players who falsify any information on the roster may be suspended from softball leagues at the discretion of the Program Coordinator.

V. CLASSIFICATIONS

Teams may determine their classifications, however the program manager reserves the right to make changes to any team classification. All league/tournament winners are subject to play an automatic higher classification for the next participating season and in some cases league tournaments.

VI. PARK REGULATIONS

All City of Batesville park regulations will be enforced during league play. Rules are posted at park entrances.

VII. EQUIPMENT

A. Accessories

1. Metal cleats are not allowed in any league game.

B. Uniforms

1. For league play, matching colored shirts are recommended. For post-season play, USSSA requires matching colored shirts.

C. Softballs

1. Official softball for Men will be the YELLOW Worth Extreme (Blue Stamp)
2. Official softball for Women will be the YELLOW Worth Classic W (Blue Stamp)

D. Bases

1. Saf-T-Slide bases are currently not being used in league/tournament play. (Orange Safety Bag)

E. Bats

1. All bats used in league play must have all USSSA and BPF markings (USSSA Stamp), must be permanent and not applied as a decal or anything easily removed.
2. An illegal bat is one that does not meet the requirements/specifications of Rule 2, Section 2 in the USSSA Rulebook. Effect: The penalty for using an altered or illegal bat is as follows: If the batter hits the ball with an altered or illegal bat, the ball is dead, the batter is out, ejected from the game and/or tournament, and immediately reported to the program manager for consideration of Disbarment proceedings. 3. To determine if a bat you currently own or one you are considering buying meets the minimum standards, please find it on the legal bat list posted on the USSSA website: <http://www.ussa.com/ussa/ussageneral/LegalBats.asp> .There is no illegal bat list available for distribution.

VIII. SAFETY

A. No Warning Tracks

1. Warning tracks are NOT set up at the softball facility. Please make sure players are aware of this and use caution on the field.

B. Blood

1. A player is prohibited from playing if they are bleeding and must come out of the game until the bleeding has stopped and the wound is covered.

IX. THE FIELD

A. Pitching Screens

1. Pitching screens are available on site.

2. Use of these pitching screens are optional but highly encouraged. If a pitcher decides not to use the pitching screen, he or she will be required to wear a facemask. If a facemask is not available, the pitcher will be required to use the pitching screen. No exceptions.

3. Placement of the screens must meet the following criteria:

a. One (1) to four (4) feet in front of the pitching rubber.

b. No more than six (6) inches to the left or right of the pitching rubber.

c. Pitchers are free to adjust the screen between each half inning, but the adjustments must meet the aforementioned criteria.

4. Pitching screens are considered part of the field. If a batted ball strikes the pitching screen, it will be ruled as a FOUL. If a thrown ball strikes the pitching screen, it is still considered a LIVE ball. Under no circumstances will a player be allowed to knock over the pitching screen. Doing so will result in a DEAD ball, and all offensive players will advance one (1) base.

5. After assuming the pitching position, the pitcher must present the ball in FRONT OF HIS BODY (for at least 1 second) before starting the delivery.

B. Base Distance

1. Games are played with 70' base paths.

X. GAME PREPARATION

A. Official Score Book

1. Official scorekeeper is official scorebook and final say. This is important when protests occur, when games are halted for official review, when score disputes arise or when batting line-ups are questioned.

B. Number of Players

1. A team can start a game with eight players and can finish with eight players. Players must be on the playing field. A game cannot start or proceed with less than eight players. Late players can be added to the bottom of the batting order. If a player leaves the lineup without replacement it is an automatic out.

C. Bench/Dugout Rules

1. Only Players, Managers or Coaches listed on the team roster will be allowed in the team bench area or on the field of play.

2. Dugout Rule: OFFENSE & DEFENSE

There will be no more than two (2) players (on-deck/in-the hole) outside of the dugout or on the field of play at one time for Offense and does not apply to the base coaches. While on Defense, you may not have any player outside the dugout area. It is the managers or coaches responsibility to ensure every player, coach, or manager stays inside the dugout area during the game. You

will receive an explanation of this rule during the Pre-Game Managers Meeting and then YOU WILL GET ONE (1) ADDITIONAL WARNING.

After the first warning during the game, the manager or coach will be ejected from the field of play. If the DUGOUT RULE continues to be a problem and it continues, the player(s), coach(s), or manager(s) outside the dugout (with the exception of the "on-deck" and "in-the-hole") will be ejected from the remainder of the game.

D. Batting Line-ups

1. Batting line-up length may be eight to twelve. Any drop in the original batting line-up length may result in an automatic out. There is no automatic forfeiture unless a team drops from eight to seven players. Teams must announce their batting line-up length to the opposing team and umpire at the beginning of the game. Any of (and only) the players listed in the batting line-up may play the ten defensive positions.

2. When a continuous line-up drops a player it is an automatic out.

3. A team can play with eight players and not be penalized, and can add to the tenth spot. But once that team

adds the ninth player then the out will be enforced in the tenth spot.

E. Grace Periods

1. Their first game of the evening has a 5-minute grace period which if used is taken off the game times. All other games do not have grace periods.

F. Forfeit Policy

1. The official score of a forfeited game is 7-0

G. Game Times

1. Games will begin at 7:00 PM and are scheduled on the hour.

H. Game Time Limits

1. The home team is leading after the visiting team has batted in the seventh inning.

2. A game is tied after seven innings and the 55 minute time limit has not been reached allowing for extra inning(s) to be played.

3. The 55 minute time limit prevents the start of a new inning as no new inning may start after 55 minutes has elapsed from the start of the game.

4. A game is called by an umpire and four full innings have been played or the home team is leading after the visiting team has batted for four full innings.

5. The umpire is empowered to call the game at any time because of rain, darkness, lightning, bad sportsmanship, or any other cause which puts the umpire, players or patrons at risk.

I. Home Team

1. The choice of first or last bat in the inning will be decided by a coin toss.

J. Designated Manager

1. The designated manager is the person meeting with the umpire prior to the start of the game. Any discussions with the umpire during the remainder of the game should only involve the designated manager.

XI. PLAYING RULES

A. Count

1. Each batter will start with a 0 ball, 0 strike count, with NO courtesy foul. The rule book states with two strikes you are out and with three balls you walk.

B. Tie Score

1. Games cannot end in a tie. Extra innings will be played and will convert to one pitch play at the start of the following inning.

C. Innings

1. Official game length in 7 innings
2. A game stopped by an umpire is complete if 4 innings are completed (3 ½ if home team has the lead)
3. If a regulation game is called and one (1) or more innings has been completed beyond four (4) innings, the score will revert back to last completed inning, or last completed half inning if the home team leads but back no further than the fourth (4th) inning (example: game is stopped top of the 6th inning, home team did not bat the official score will revert back to the 5th inning).

D. Run Rule

1. If a team has a run lead of 15 runs after 3 innings or 10 runs after 4 innings.

E. Courtesy Runner

1. Courtesy Runner will be allowed one per inning and can be any player in the line-up. Must match gender for gender. Batter is out if runner comes up to plate and on base.

G. The following home run rules will be used: Upper League 4, & Lower League 2 Once a home run is hit, the batter and base runners can return to the dugout. There is no requirement for the batter or base runners to touch any base. All home runs beyond league limit is an out.

H. The USSSA flip flop rule will not be used in league play.

1. In coed play, a team may not have more men in the lineup, or on the field than women, but can have more women than men. Men can never bat back-to-back. Coed teams can also bat with twelve, and play any five men and five women in the field. There is no restriction where women and men can play defense.

XII. PROTESTS

A. USSSA Rule

1. Managers can only protest rule interpretations. Managers cannot protest judgment calls.

B. Procedure

1. See USSSA rulebook, Rule 4, Section 11 (eleven) to determine whether a call is eligible for protest and how to protest. Any protest not done accordingly will be nullified. Umpires may not instruct teams on how to file a protest.
2. Rule interpretation protests must be received by the program manager, in writing, within 2 working days after the scheduled game. Failure to do so makes the protest "null and void".
3. Managers may initiate "player eligibility" checks of opposing teams before the third inning of play. The designated manager must report roster check to the game umpire. The park staff will check the entire rosters of both teams, must

teams must have id's in hand before roster check. If roster verification cannot be done immediately, the game will continue under eligibility protest. The umpire must report the protest to the league staff member immediately by obtaining the protest. If the protest is upheld the game will be declared a forfeit and the next game will begin.

C. Ruling

1. Any player that is ruled to be ineligible will be suspended for a minimum of one game.

XIII.WEATHER POLICY

A. To determine

1. The decision to cancel a game will be made by 3:30PM.

B. At the Field

1. ALL umpires will meet and discuss the weather situation. In the event that a decision is made to suspend games, all managers and umpires will wait for 15 minutes and meet back to discuss whether to cancel games or resume games.

2. If severe weather develops, all patrons, staff, and umpires should seek shelter immediately. Umpires or parks personnel will attempt to notify everyone as soon as possible of inclement weather.

3. All team managers are allowed to inform the umpire that they do not feel comfortable playing in the current conditions without any penalty towards them or their team. If you choose to suspend play, the game will be stopped and resume per Rule XI.

C. Storm Warning Sirens

1. Games are immediately suspended when the sirens sounds for dangerous weather.

D. Makeup Games

1. Rainouts will be rescheduled on regular game nights.

XIV.BEHAVIOR POLICY

1. There will be a no tolerance policy for unsportsmanlike conduct.
2. If there is a physical confrontation, any person who initiates physical contact with another person will be ejected from that contest.
3. Any ejection will result in an automatic one-week suspension. Depending upon the severity of the altercation, a more length penalty could result from the league director.
4. If there is a punch thrown, the entire team will be ejected from the league with no refund.