

Richfield Parks & Recreation

Adult Softball Information

2019



Team captains are responsible to know and understand these rules and the attached Player Code of Conduct. Captains are responsible to ensure that their players abide by these rules.

GENERAL LEAGUE RULES

Rosters

1. A roster with names, addresses, signatures, and phone numbers of all players must be completed before the first game. Additions to rosters may be made until the 5th week of play. After the fifth week of play, if any changes need to be made to the roster, they must be approved by the Recreation Department prior to game time.
2. Participants may only be on the roster for one team per league. If player is caught playing for multiple teams, both team will forfeit that night of games.
3. Batting lineup cards are in the score booth. Lineups must be submitted to the scorekeeper prior to game time.

Eligibility

4. Participants must be at least 16 years old to play in any adult league. If a participant will turn 16 during the season, the birth date should be recorded on the roster and that player will be eligible to play upon their 16th birthday.
5. Teams should have matching jerseys with legible numbers on the backs of all players, in a color that contrasts with the color of the jersey.
6. Participants should play in at least six (6) of the scheduled league game to be eligible for the post-season tournament. **Only exception is if a player is injured or moves away.**

Safety

7. Players must wear shoes with closed toes and heels. Flip flops, sandals, or shoes with metal tab cleats are not allowed. All cleats must be made of rubber or plastic.
8. If a player is bleeding, has an open wound, or has an excessive amount of blood on their clothing, the player shall be removed from the game. In order for the player to return to the game, they must have the bleeding stopped, the wound covered, and clothing changed.
9. If poor weather or unsafe conditions occur, games may be postponed or cancelled. Almost all weather-based cancellations will occur on the field at game time. Always show up to play unless we call you ahead of time.
10. Children are not allowed in the dugouts or on the field of play.
11. All parking at the softball fields is at your own risk. Richfield City is not responsible for any damage caused to personal or work vehicles.
12. Richfield City does not provide property damage insurance for participants, spectators, houses, etc. Damages are the responsibility of the property owner.
13. Richfield City does not provide accident insurance for participants in its recreation programs. Players are encouraged to have adequate health insurance, and those who participate in these recreation leagues assume responsibility for any risk involved with participation in these leagues.

Player Conduct

14. Please refer to the attached Player Code of Conduct for details.
15. Any team that receives two code of conduct violations in a game will forfeit that game.
16. Any team that receives four code of conduct violations over the course of the season will be suspended for the remainder of the season. Suspended teams will not be included in the post-season tournament and will not receive a refund.
17. In addition to the rules stated in the Player Code of Conduct, any player that throws a bat will immediately be ejected from the game and placed on probation for the rest of the season.
18. Any player found using a banned bat or a modified bat will be ejected for the remainder of the season. For more information on bats, see "Legal and Illegal Bats" in the Game Rules section.

Season Standings, Post-Season Tournament, and Awards

19. Weekly statistics sheets will be provided to every team and will include league standings, individual player statistics, and the total number of games played by each player. This will also be available on the website.
20. League standings will be based on teams' win/loss records. The team with the highest win/loss record will be the League Champions.
21. If teams are tied with equal win/loss records, the tie will be broken by head-to-head results. If teams are tied head-to-head, the team that scored more runs head-to-head will be the higher seed in the post-season tournament.
22. The recreation department reserves the right to adjust seeding positions, or to move teams into different divisions to create a more competitive or fair arrangement.
23. The post-season tournament will be a true double-elimination tournament.
24. During tournament, the higher seeded team will be the home team for all winners' bracket games. The undefeated team is home in the championship game. A coin toss will determine home team for all losers' bracket games and the championship "if" game.
25. Championship games in tournament will not be timed. The flip-flop and mercy rules will still apply.
26. A maximum of 15 awards for men's teams and 16 awards for co-ed teams will be given to league and tournament champions, as well as tournament runners-up.

GAME RULES

In general, play will be governed by the current NSA or USSSA Slow Pitch rule book. Let's not go over the top on technicalities. The objective is to have fun and play fair.

The following additional rules and points of emphasis are in place for our recreational leagues.

MEN'S & COED LEAGUES

Home Team

1. During regular season games, home team will be determined by the team listed first on the schedule.

Game Time

2. The game clock will begin at the scheduled game time.
3. Games will consist of 7 innings or 55 minutes, whichever comes first. No new inning will be started after 55 minutes from the scheduled game time, unless the game is tied.
4. In the event that the game clock expires when the ball is live and in play, play will continue until the ball is dead.

Mercy Rule

5. The mercy rule is as follows: The game will be over if either team leads by 20 or more after completion of the 3rd inning, by 15 or more after completion of the 4th inning, or by 10 or more after completion of the 5th inning.

Forfeits

6. Teams with less than 8 players at game time will be given a 10-minute grace period before a forfeit will be declared. The game clock will begin at the regular scheduled game time, and if there are still not enough players when the clock reaches 45:00 the game will immediately be declared a forfeit (the game clock counts down from 55:00). After a forfeit has been declared, teams may scrimmage without officials.
7. Teams will forfeit if the number of players drops below 8 for any reason once a game has started.
8. Teams that forfeit two or more times during the regular season may be left out of the post-season tournament.
9. In the event that games run long, and the teams that are waiting to play in the next scheduled game have less than 8 players present, the 10-minute grace period will begin at their scheduled game time. If the long-running game extends beyond ten minutes past the next-scheduled game time, the waiting teams must be ready to play immediately upon completion of the current game with enough players, or a forfeit will be declared.
10. A reasonable amount of time is allowed for teams who must travel between games scheduled back-to-back at Lions and Rotary Parks. Adjustments will be made if necessary.
11. Umpires may not officiate forfeited games.

Batting, Batting Order and Substitutes

12. Batters come to the plate with a 1ball/1strike count. If you get to two strikes on you, the next batted ball must be fair or the batter is out.
13. Prior to game time, teams must submit a batting order to the scorekeeper including first and last names along with jersey numbers.
14. Teams may bat up to 16 players, as long as the submitted batting order is strictly followed and players are added to it before it has been batted through. Teams may not make changes to their batting order once it has been batted through, except as described below.
15. If a team starts a game with 8 or 9 players on the batting order, they may add a 10th player to the bottom of the batting order at any time. Teams may add late players to batting positions 11 and up as long as the batting order has not been batted through.
16. Once the batting order has been batted through, individuals who arrive late must enter the game as substitutes.
17. The scorekeeper must be notified of any substitution prior to the new player entering the game, whether the substituting player's team is at bat or in the field. Substitutes must tell the scorekeeper which player they are replacing on the batting order.
18. A player who has been substituted out of the game may neither bat nor play in the field.
19. Starting players that have been substituted out may re-enter the game, but only to their original batting position. Substitutes who are withdrawn may not re-enter the game.
20. Any player that is legally in the game (meaning on the batting order) may take the field and play defensively.
21. If a player leaves the game or is not present when it is their turn to bat, an out will be taken in their batting position. Players removed for injury will not have an out taken in their batting position. (This rule varies in the Co-ed league. See Co-ed Rules below.)

Home Run Rules

22. The "one up" rule will be used in all leagues. The "one-up" rule states: You may only hit one more home run than the other team. Example: Team A hits a home run, Team B may now hit 1 home run to be even or 2 home runs to be "one-up." All other home runs are considered outs.
23. A home team may go "one-up" after time has expired or in the bottom of the 7th to win the game.
24. Any over-the-fence home runs in addition to one-up will be an out.
25. Any fair fly ball touched by a defensive player which then goes over the fence in fair territory will be declared a "four base error." It will not affect the one-up rule and will not be counted as an over-the-fence home run.
26. On a home run ball, base runners are only required to touch the next consecutive base.
27. Over-the-fence home runs hit by women do not count toward the one-up rule. Swing away, ladies!

Courtesy Runners

28. Teams are allowed 2 courtesy runners per inning. Courtesy runners must be on the batting order.
29. Batters must reach base safely and the ball must be dead before a courtesy runner may be used.
30. Courtesy runners must be made before the next batter takes his or her first pitch.

Game Balls

31. Men will use a 12" ball and women will use an 11" ball.
32. The recreation department will supply a dozen game balls to each team to be used during season games.

Out of Play

33. When a live ball travels out of play, the umpire will declare a dead ball and base runners will be awarded the base they were going to plus one additional base.
34. If a fielder catches a batted or thrown ball and then carries it out of play, a dead ball will be declared and base runners will be awarded one base from where they were when the ball was carried out of play.

Pitching Rules

35. Pitches must be delivered from the pitching plate or the pitching area, which is the width of the pitching plate and up to six feet behind it.
36. Prior to the pitch, the pitcher must have an established pivot foot firmly in contact with the pitching plate or pitching area which must maintain contact until the ball is released.
37. The pitched ball must arc at least three feet upon leaving the pitcher's hand and must not rise above ten feet from the ground. Judgment of fairly and unfairly delivered pitches is up to the sole discretion of the umpire.
38. A rubber mat will be in place behind home plate to determine balls and strikes. A strike will be called if a fairly delivered ball strikes any part of either home plate or the mat.

39. Base runners and catchers must use home plate for any play occurring at home. The mat is not part of home plate.

Safety Base and Home Plate

40. A safety base will be used at first base. On the initial play to first base, runners must touch the orange right-hand portion of the base. If a runner is rounding first on the initial play he may touch either the orange or white portion of the base. For all plays thereafter only the white portion of the base is used.
41. Defensive players may never block the base path, a base, or home plate—except in cases where they have fully established possession of the ball. **If there is going to be a close play, defensive players are required to position themselves so as to leave the base path, base, or home plate clear for the runner.**
42. At the sole discretion of the umpire, if a defensive player is positioned so as to block the base path, base, or home plate without established possession of the ball, the runner will be called safe for any resulting play.
43. Likewise, at the sole discretion of the umpire, any runner who initiates contact with a defensive player may be called out, and possibly ejected from the game.

Legal and Illegal Bats

44. Please refer to the NSA rules (www.playnsa.com) for altered and illegal bat information. All bats MUST have the official 2012 NSA stamp on them.
 - a. Any bat used in the adult softball leagues must be inspected by a Richfield Parks and Recreation Employee. Any bat with a barrel over 2 ¼", senior league bats, bats not stamped with the "USSSA" approved logo or other logos, shaved or otherwise modified bats (including rolled bats), cracked or dented bats, or bats whose markings are illegible, are all illegal bats.
 - b. Any player found using an illegal bat will be ejected immediately along with the owner of the bat (if a different person) for the remainder of the season.
 - c. If you have questions regarding the legality of any bat, whether on your team or another team, please speak with the recreation supervisor.
 - d. If you have a modified bat or banned bat, do not even bring it to the ballpark. They are deadly.

CO-ED LEAGUE

The Co-ed League will follow the preceding rules with the following additions:

Game Balls

1. Men will bat with a 12" ball and women will bat with an 11" ball.

Players

2. Teams must have at least 8 players to begin a game.
3. Teams may never play with more men than women.
4. In certain situations, teams may play with more women than men, but a penalty will be affixed (see "Batting Order" below).
5. The minimum number of men and women required to begin a game is 3 men and 5 women.

Batting Order

6. The batting order must alternate between men and women.
7. Two women may bat back-to-back without penalty in the instance that the first and the last batters on the line-up are both women.
8. If teams have fewer male players, an out must be written in on the batting order and be taken where a man should be batting between two female batters (except as noted below). If male players arrive late, they may be inserted in the batting order in the vacant "out" positions at any time.
9. Male players may never bat back-to-back, and teams may never have more men than women on the field or on the batting order. Ever.
10. Batting order examples: 1W,2M,3W,4M,5W,6M,7W,8M,9W,10M,11W. This is okay because there is a woman at the beginning and a woman at the end. If a team has only eight (8) players (4 men and 4 women), the batting order can be set up like this: 1W,2M,3W,4M,5W,6M,7W,8M with the option of adding a 9th and 10th player W and M respectively. 1M,2W,3M,4W,5M,6W,7M,8W with the option of adding a 9th and 10th player with the 9th spot an out and the 10th spot a woman, if there is a chance another man is coming to play. If there isn't a man coming, the 9th spot can be a woman without penalty. If a team has 5 women and 3 men the batting

order needs to look like this: 1W,2M,3W,4M,5W,6M,7W,8M OUT,9W with the option of adding the man in the 8th spot when he gets to the game.

11. If a female player leaves the game for whatever reason resulting in a batting order with more men than women, the man on the batting order immediately following the woman who left the game becomes ineligible and also must leave the game. He is no longer on the batting order, and may no longer play the field. If the order has been batted through, outs will be taken in their vacant positions unless the female left the game for a legitimate injury. The man may reenter the game as a substitute by taking the place on the batting order of some other man, according to the substitution rule.

Substitutions

12. Players may only substitute for their same gender.
13. The scorekeeper must be notified of any substitution prior to the new player entering the game, whether the substituting player's team is at bat, or in the field.
14. If a team is found using players in the field that have not legally substituted in on the batting order, are not on the batting order or are on another team's roster, the game will be declared a forfeit.

Field Positions

15. If a full team of 10 players takes the field, the pitcher and catcher positions must be occupied by a male in one position and a female in the other, with two men and two women in both the infield and outfield, respectively.
16. Any player that is legally in the game (meaning on the batting order) may take the field and play defensively, assuming that men and women take the field in legal numbers and positions. Teams may never have more men than women on the playing field (just like the batting order).
17. No more than two men are allowed to be positioned in the outfield, and no more than 2 men are allowed to be positioned in the infield (not including pitcher and catcher positions).
18. Outfield players must remain behind the 200-foot line until the ball is hit for both male and female batters.
19. Infielder players must remain on the dirt until the ball is hit for female batters. Infielders may step back a few steps (10feet or so) into the grass for the male batters in the interest of safety.

Base on Balls

20. When a male player receives a base on balls, he will be awarded first and second base. The woman following him MUST take her turn at bat. **If there are two outs, then she will have the option to either walk or bat.**

Courtesy Runners

21. Two courtesy runners may be used per inning, but may only run for a player of their same gender.
22. There is no requirement for how many males or females must be used for courtesy runners per inning.

Commitment Line and Scoring Line

23. The commitment line is marked on the ground halfway between 3rd base and home plate, running perpendicular to the 3rd base line.
24. The scoring line is an extension of the 1st base line behind home plate, running perpendicular to the 3rd base line.
25. Once a runner has made contact with the commitment line or touched ground beyond the commitment line, they are obligated to go all the way home where it is a force out situation. **They may not return to 3rd base for any reason. i.e. If the runner on 3rd takes off on a fly ball, if they cross the commitment line and see the ball is caught, they may not go back to tag up. In this situation, the batter would be out and the runner would be out.**
26. In order to score, runners must make contact with the scoring line or the ground beyond the line before a defensive player in possession of the ball touches home plate.
27. Plays at home will always be a force out situation. Defensive players must touch home plate while in possession of the ball to get the out. If the runner coming home is tagged by the catcher or defensive player, they will be called safe. Likewise, if the runner coming home touches home plate, they will be called out. Sliding is not necessary, but it is not illegal.

Richfield Parks & Recreation
PLAYER CODE OF CONDUCT

It is each captain's responsibility to ensure that all of their players adhere to this code of conduct.
All Code of Conduct rules are enforced before, during, and after games.

Players shall not at any time lay a hand upon, shove, strike, threaten to, or be guilty of any physical attack as an aggressor or in retaliation upon any official, player, or spectator anywhere on the premises. Officials shall immediately eject player from game, and that player is suspended from further play until his case has been considered.

Minimum Penalty: Suspension from two league games and placed on probation.

Maximum Penalty: Placed on suspension permanently, possible assault charges filed.

Players shall not be guilty of verbally abusive behavior, using profanity or swearing.

Minimum Penalty: Warning, possible ejection from game and probation.

Maximum Penalty: Suspension for two league games and placed on probation.

Players shall not be guilty of using unnecessarily rough tactics against an opposing player.

Minimum Penalty: Warning, possible ejection from the game and placed on probation.

Maximum Penalty: Suspension for two league games and placed on probation.

Players shall not discuss with an official in any manner the decisions reached by the official other than the coach or captain, or be guilty of intimidating behavior or objectionable demonstration of dissent at an official's decision, or refuse to abide by officials' decisions.

Minimum Penalty: Warning, possible ejection from game and probation.

Maximum Penalty: Suspension for two league games and placed on probation.

Players and spectators shall not use drugs or alcohol anywhere on school property or any recreation playing area. Individuals who appear to have been drinking alcohol or using illegal drugs during or prior to arriving at a game (in the opinion of the officials, site supervisor or director), will be ejected from the game.

Minimum Penalty: Ejection from facility or playing area and probation.

Maximum Penalty: Suspension for two league games and placed on probation.

Games may be stopped at any time by the officials, site supervisor, director or program management staff if they feel the situation warrants.

Teams are responsible for the conduct of their spectators. Failure to control disruptive spectators may result in forfeiture of the game.

Any player who is ejected from a game must leave the facility immediately and is placed on probation. Failure to do so will carry a suspension for the remainder of the season and forfeiture of the game.

Any player placed on probation and reported again for violating the Code of Conduct may be suspended for the remainder of the season.

Additional rules regarding player conduct are included in sport-specific rule books that are handed out at the captain's meetings.

The Richfield Parks and Recreation Director reserves the right to make all final decisions and subsequent penalties regarding all city recreation programs.