

# ADULT SOFTBALL RULES: 2017 SPRING/SUMMER

\*new or important rules are highlighted

## Please Note:

1. Unless otherwise noted, ALL games will be played according to the Rules of A.S.A. The league will allow bats approved for use in G.S.L., U.S.S.S.A., A.S.A. and N.S.A., however bats used in those Senior leagues are not permitted.
2. Managers are directly responsible for seeing that all rules are followed by every team member or related party.

## RULE 1: USE OF CITY OF DUBLIN PARK PROPERTY

- A. This is a Dublin City park. **NO ALCOHOLIC BEVERAGES** are permitted on the bench or in the park. **IF ALCOHOL IS NOT REMOVED YOU WILL BE EJECTED!**
- B. Only persons directly connected with the team shall be allowed on the playing field. The managers are responsible to make certain that only players on their team use the player's bench. The ONLY exception will be the scorer and an equipment attendant.
- C. There shall be no food or smoking permitted on the playing field.
- D. Water and water containers shall be allowed on the bench, **NO ALCOHOLIC BEVERAGES!**
- E. The City of Dublin and the Dublin Recreation Services are NOT responsible for any accidents or articles lost or stolen.
- F. Any player abusing any of the park facilities will be subject to appropriate disciplinary action, to be determined by Dublin Recreation Services.

## RULE 2: TEAM ROSTERS AND ELIGIBILITY

### Section 1: TEAM ROSTERS AND RELEASE FORMS

- A. Each roster shall have no more than 30 players.
- B. Roster is DUE at the manager's meeting. First and Last Name, address\* and e-mail address must be on the Roster Sheet. \*Address applies to resident teams only. Rosters must be finalized by June 1<sup>st</sup>.
- C. Additions may be made before, not during, a game.
- D. Every player on the roster must sign the online waiver form prior to playing his or her first game.  
<https://dublinohio.wufoo.com/forms/city-of-dublin-adult-sports-league-waiver/>
- E. Players must be listed on the roster and have played in 50% of the games to be eligible for the Champ of Champs tournament. For regular season forfeits, all players listed on the roster will be credited one game. Players will be required to sign in for each game. Teams Photo identification will be required for all players in the Champ of Champs Tournament.

### Section 2: PLAYER ELIGIBILITY

- A. A player cannot play on two teams in the same league (i.e. same league night).
- B. All team members must be 18 years of age or older and out of high school - this is an adult only league.
- C. Offenders of any section of Rule #2 shall be removed from the roster immediately. All games in which the offender is reported (which the offender participated in) shall be forfeited.



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- D. We will continue to ask that each team have no more than four total premier/elite/major players (two Premier max per team) and no A/B players on their roster. For this reason it will be important to list accurate information on your roster form. Premier, Elite, Major players are not allowed to play in our Men's Recreational or Co-Rec leagues. We will be checking with the Columbus listings for player status.
- E. Only men can play in men's leagues.
- F. No players from a Men's competitive league team can play on a Men's recreation team and vice versa.
- G. The City of Dublin softball staff are NOT permitted to play on nights that they are working. They are not permitted to be on a team's roster, nor are they permitted to sub or fill in temporarily on nights when they are working.

## **RULE 3: SCHEDULES, CHAMP OF CHAMPS TOURNAMENT, GRACE PERIODS, AND FORFEITURES**

### **Section 1: SCHEDULES**

- A. Game Times are 6:20, 7:20, 8:20 & 9:20 p.m. (Monday-Friday). Sunday game start times are 1:30 & 2:30 & 3:30 p.m.
- B. The team with the best overall record will be the league champion. In the event that all 14 games are not able to be played due to weather conditions, and the efforts were exhausted to make up the games, then the team standings will be determined by overall winning percentage.
  - a. Team trophies will be awarded for First and Second place only. T-Shirts will be awarded to First Place Team Members. (Maximum 20)
  - b. In the case of a tie in the regular season (example: if two teams have a 5-1 record for first place), the first tiebreaker will be based on a head to head record, the second tiebreaker will be run differential between the tied teams during their regular season games, the third tie-breaker will be overall run differential.
- C. Schedule requests must be submitted at the time of registration.
- D. All games shall be played as scheduled unless prior arrangements are made with the league supervisor.
- E. All rain-out games will be made up on rain make-up dates.  
**NOTE:** Games may have to be made up on Fridays or weekends.
- F. In case of rain, please call the **Sports Hotline at 614-410-4560**. It is updated around 4:30pm during the week and by 11am on Sundays.

### **Section 2: CHAMP OF CHAMPS TOURNAMENT**

- A. Post Season Champ of Champs Tournament: Champ of Champs winners will each receive their choice of a tournament prize which varies from year to year. Team trophies will be awarded for first and second place.
- B. For the Recreation Champ of Champs Tournament, no players that participated on a competitive team will be allowed to play in the Recreation Tournament. If any teams play with any players from a competitive roster the result of the game will be a forfeit loss.
- C. **There will be no time limit for the Semi-Finals and Championship Game.**

### **Section 3: GRACE PERIODS**

- A. No Grace Period will be allowed. Game time is forfeit time unless league supervisor rules otherwise.



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## **Section 4: FORFEITURE**

- A. Each team must have no less than eight players PRESENT to start and CONTINUE the game. Teams with less than eight players shall forfeit the game.
- B. If both teams have less than eight players, a double forfeit shall be declared and both teams receive a loss.
- C. A player shall be considered present when he/she is inside the outfield fence line.
- D. Teams will not be penalized with an out for playing with 8 or 9 players. If a team starts with 8 players, NO OUT in the 9<sup>th</sup> and 10<sup>th</sup> spots. If a team starts with 9 players, NO OUT in the 10<sup>th</sup> spot. If a team starts with 10 players and drops to 9 players due to an injury, there will be no out accessed in the 10<sup>th</sup> spot. If a team starts with 10 and drops to 9 players due to an ejection or non-injury, the team MUST take an out in the 10<sup>th</sup> spot. These rules apply to Men's Leagues only, for Co-Rec version go to Co-Rec rules.
- E. Any team which forfeits two or more games in any single season OR which forfeits their last two games of the season shall automatically be dropped from the league. NO EXCEPTIONS!
- F. If a team drops out, or is removed from the league before completion of the season, all games played will be forfeited. If a season is completed, all games played count.
- G. The score of a forfeited game will result in a 7-0 score.
- H. If a team forfeits prior to a scheduled game and the scheduled game is cancelled due to weather, etc. then the game will be rescheduled and not counted as a forfeit.

## **RULE 4: GENERAL PLAYING**

- A. The league will provide a new softball and 1 backup ball for each game. We ask that teams designate someone to assist with retrieving home run and foul balls.
- B. The umpire shall be provided. In the event a regular appointed umpire is not present, the League Supervisor shall appoint an umpire.
- C. The Umpire will be responsible for keeping the official score of the game; each team will check the book immediately following each inning and at the end of the game to eliminate any problems. Teams need to make any corrections within that same inning. Teams are encouraged to keep their own book.
- D. No new inning will start after 60 minutes, unless the game is tied. Tie games will not exceed 9 innings. \*tie games will only happen during regular season.
- E. No music shall be permitted during games; this includes in between bats.
- F. The use of steel spikes is prohibited.
- G. Practice area is available for teams waiting to play.
- H. The pitcher may pitch from the pitching rubber or from the pitching area, an area the width of the plate and up to two steps behind the pitcher's rubber. A pitched ball must rise above 6 feet but no higher than 12 feet.
- I. **If a team is ahead by 12 runs after the fifth inning the game, the game will be called under a MERCY rule.**
- J. **Flop Rule:** In the inning when the run rule is exceeded and the home team is losing, the home team will remain at bat and become the visiting team. If the team (new visiting team) does not score enough runs to reduce the run difference below the run rule, the game is over. If they reduce the run difference to below the run rule then the new



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home team will bat. If they subsequently score enough runs to exceed the run rule, the game will be over; if they do not, the game will continue under that format.

Run Rule	Flop
12 after 5	After 4 <sup>th</sup>

- K. Each batter starts with a **one (1) ball and one (1) strike count**. One free foul will be awarded after two strikes. The ball is live if the batter is called out on a foul ball (example: if the batter has been called out due to excessive foul balls and the defense catches the foul the ball the runner's may advance.)
- L. The International tie-break rule will be in effect in extra innings and each batter will start with a 2-2 count in the 1<sup>st</sup> extra inning, the 2<sup>nd</sup> extra inning all batters will start with a 3-2 count (regular season only). The 2<sup>nd</sup> extra inning is one pitch, with one free foul ball per batter. No new inning will start after the 2<sup>nd</sup> extra inning (regular season only). The last batter from the previous inning will start at second base.
- M. The Homerun rule will be enforced:
- Competitive Leagues: Each team is allowed five homeruns hit over the fence per game. After five homeruns each fair ball hit over the fence will result in an out.
  - Recreational Leagues: Any fair homerun ball hit over the fence will result in an out.
  - Co-Rec Leagues: Each team is allowed one homerun from a male, and one homerun from a female over the fence. After one homerun each fair ball hit over the fence will result in an out.
  - Homeruns will not be required to run all the bases to help keep the game moving at a steady pace. If a player chooses to touch all the bases he or she may.
  - Any fair fly ball touched by a defensive player which then goes over the fence in fair territory will be declared a four base award and is not to be included in the total of over the fence home runs.

## **RULE 5: UNSPORTSMANLIKE CONDUCT**

- Any manager, player or other person connected with a team, causing a direct or indirect attack on an umpire, supervisor or any other official or use of abusive language at any time will subject himself/herself to indefinite suspension from all league activities conducted by the Dublin Recreation Services. The League Supervisor, or if needed, the Recreation Services Department will act upon persons exhibiting such behavior.
- If a player or manager is ejected by an umpire, for the first offense, the player or manager must sit out for the period of one game. For a second offense, the League Supervisor shall determine the length of suspension. If the first offense is considered to be a major infraction and more severe correction is warranted, the League Supervisor reserves the right to hand down a stiffer penalty than the one game suspension.
- No swearing of any kind will be tolerated. First offense constitutes a warning. **Second offense results in an automatic out to the team of the offending player. If at bat the batter is out, if in the field the first batter will be out.** Third offense by a member of that team means disqualification of the offending player.
- Use of Illegal Bats will not be tolerated. First offense, player will be ejected for one full year from the date of the offense. Second offense for that player, that player will be banned for life. If another player from that same team attempts to use an illegal bat in that same game, they will be ejected for one full year and the team will automatically forfeit the game.
  - Bats will be tested using the official USSSA bat tester. Players may have their bat tested prior to the start of any game with no repercussions. If the bat is illegal, it will be removed from play and the player may still compete using a legal bat.
  - If during the game, a bat is found to be illegal, it will be removed from play and the player who used that bat will be ejected and banned for one year from the date of the offense.
  - If the opposing team wants to protest a bat used in play, it must be protested immediately. See Rule 6, Part C.



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- d. Supervisors will randomly test bats during the game. Any illegal bat found will be removed from the game. Players may redeem that bat at the end of the game, but will not be permitted to play with it at any time.

## **RULE 6: PROTESTS**

- A. Protests based upon the official's judgment in calling plays will not be accepted.
- B. Protests based upon misrepresentation of a rule or the application of the wrong rule to a given situation will be accepted.
- C. In order for a protest to be valid, the manager must register his protest immediately with the officials and opposing coach before the ball is put back in play after the incident in question. This will enable the umpire and the opposing team to take notice of the conditions surrounding the making of the decision. The manager must clearly state to the umpire his/her precise intent to protest and must employ the word "PROTEST" in the statement expressing his/her intent. Protests will be ruled upon by the supervisor on site.

### **Section 1:**

- A. Protests involving the eligibility of a player or team will be resolved by the league Supervisor or Program Coordinator on the basis of records on file in the Recreation Services office.

### **Section 2:**

- A. In case the ineligibility of a player is sustained, all games in which that player has participated will be forfeited to the opponents.

## **RULE 7: FRANCHISE**

- A. The Dublin Recreation Services Department considers that the franchise of a team belongs to 1). The manager; 2). The sponsor or sponsors of the team; 3). The team members; and that the manager has final authority in any question that might arise between the team and the Recreation Services Department. Any attempt to manipulate a franchise or registration form to gain a spot in our league will result in the dismissal of the team from the league.

## **RULE 8: RE-STRUCTURE LEAGUES**

- A. The Recreation Services Department reserves the right to MOVE teams from one league to another in order to help balance the leagues and the level of completion. This will only happen at the beginning and prior to a new season.

## **RULE 9: WAIVE OF RULES**

- A. Experience has proven that it is impossible to anticipate problems which may arise when rules are formulated and adopted. Therefore, the Recreation Services Department reserves the right to waive any rule governing play in any league under the jurisdiction of the Recreation Services Department when, in its judgment, the application of said rule will result on gross unfairness or unreasonable hardship.

## **RULE 10: CO-REC SPECIFIC RULES**

- A. Teams must alternate male female in the batting order
- B. All leagues will use 12" softballs. Women will bat with an 11" softball.
- C. Teams can play with eight, but you will have to take an out for the 9<sup>th</sup> and 10<sup>th</sup> batter if you have an uneven number of males and females (if a team has 4 males and 4 females, then no outs will be taken). Teams cannot have two women or two men bat in a row without an out in between.
  - a. Ex: If a team has 5 men and 3 women, they must take an out in the 8<sup>th</sup> and 10<sup>th</sup> spots of the order.
- D. Players may position themselves anywhere in the field. If there are 10 players in the field, then teams must have an equal number of men and women (5 men, 5 women). If you have less than 10 players, then any ratio of men to women is acceptable and they can play anywhere in the field.



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- E. Teams with more than 10 players can bat everyone, provided they alternate male-female in the batting order. Any 10 players may go into the field.
- F. If a male walks with no strikes pitched to him he will be awarded second base whether the female next in the batting order elects to hit or not. If a male walks with two strikes he is only awarded first base and the female must hit.
- G. The Homerun rule will be enforced. Each team is allowed one homerun per male and one per female over the fence per game. Once teams have reached their homerun limit all fair balls hit over the fence will be an out. Homerun hitters will not be required to run all the bases to help keep the game moving at a steady pace. If a player chooses to touch all the bases he or she may.

## **RULE 11: COURTESY RUNNER/INJURED PLAYERS**

- A. The courtesy runner will be permitted. The courtesy runner should be the last batter before the injured player that is not on base. For Co-Rec, only a male may substitute for a male, and female for a female. Courtesy runners can only be used for a player that is injured during the game or informs the umpire prior to the game that he or she needs a courtesy runner. That should be announced to the opposing manager, so both teams are aware. Exception; handicapped players shall be allowed to have a courtesy runner for the whole game.
- B. If a player is injured during the game, and there is no legal substitute remaining on the bench, any bench player can sub in for the injured player.

Please check out our website for schedule updates and standings: <http://dublinohiousa.gov/recreation-services/leagues/>

