



## **Adult Softball League Rules**

### **1.00 Administrative Regulations and Information**

- 1.01** The following Adult Softball Leagues shall be played in accordance with the Official Slow Pitch Softball Rules as adopted by the Amateur Softball Association (ASA), except where amended by special league rules.
- a. Church Leagues
  - b. Men's Leagues
  - c. Coed Leagues
- 1.02** Qualification for participation in Adult Softball Leagues is based on the following criteria:
- a. League registration and entry fee completed.
  - b. Submission roster, signed by a designated team manager, which documents full legal name (no nicknames), signature, address, zip code, and telephone number for each player before the first game.
- 1.03** All rosters, roster changes, protests, or any other paperwork affecting the administration of this league will not be considered official unless the Recreation Supervisor is notified in writing. Papers sent by mail should be verified by telephone.
- 1.04** Tournament Play. At the conclusion of regular season play, leagues will have post-season tournaments scheduled.
- 1.05** Any question or situation not included in these rules or the official interpretation thereof, shall be referred to the Recreation Supervisor for final disposition.

### **2.00 Coaches/Managers**

- 2.01** The coach, manager, or his/her designee shall be the team representative.
- 2.02** The team representative shall be responsible for the following:
- a. Attending all league meetings.
  - b. Informing team members of the outcome of league meetings or protest review.
  - c. Knowing the league rules and informing team members as to their interpretation.
  - d. Distributing league materials to team members.
  - e. Controlling the language and conduct of his/her players and spectators.
  - f. Acting as liaison to the League Office.
  - g. Fees, rosters, protests, Code of Conduct, and any other league paperwork required.

### **3.00 Umpires**

- 3.01** Umpires shall be members of an approved association holding a current contract with Goodlettsville Parks and Recreation.
- 3.02** Umpires shall be assigned to games by the umpire's association commissioner.
- 3.03** Umpires shall be paid from entry fees held in trust by Goodlettsville Parks and Recreation.
- 3.04** If an umpire(s) fails to appear games must be played. If no umpire appears by the scheduled start time both managers must agree to appoint an umpire, or agree to play under some other remedy, and must make a notation of this agreement in each team's scorebook. If an umpire arrives after the start of a game, any prior arrangement

made between the coaches will cease and the umpire will take over, and the game will continue at the point of the umpire's arrival. Possible remedies include, but are not limited to, one of the following:

- a. Select someone who is not a rostered player of either team.
- b. The catcher of the defensive team makes ball, strike, fair and foul calls; base coaches of the offensive team makes out or safe calls at each base.
- c. Some other remedy as mutually agreed upon by both managers.
- d. Facility attendants are not allowed to umpire a game.

**3.05** At unlighted fields the fitness of the grounds for a game shall be decided solely by the plate umpire. At lighted fields the fitness of the grounds for a game shall be decided by the plate umpire and the facility attendant. Failure to abide by the umpire's or facility attendant's decision shall result in disciplinary action by the Recreation Supervisor. The intent of this rule is to prevent injury to players and protect fields from inappropriate usage.

**3.06** The home plate umpire shall keep the official time of the game.

**3.07** Umpires shall inspect all bats prior to the first game of a doubleheader.

**3.08** Umpires will notify Goodlettsville Parks and Recreation of **ALL** ejections within a 24-hour time period.

**3.09** Umpires shall notify Goodlettsville Parks and Recreation or facility attendants of any actions that threaten them bodily harm immediately.

**3.10** Goodlettsville Parks and Recreation will track team umpire complaints that are provided in writing (to include emails) and turn them over to the umpire association within a 7-day period.

**3.11** Goodlettsville Parks and Recreation has the right to request an umpire no longer work certain level games or games in general based on performance or after receiving a legitimate complaint.

#### **4.00 Entry Fees**

**4.01** The entry fee shall be an established amount to cover league expenses, including, but not limited to, the following:

- a. Umpires (where applicable).
- b. Registration and user fees.
- c. Awards. (all trophies and awards must be picked up no later than 30 days after the championship game)
- d. Administrative overhead (maintenance, lights, etc.).

**4.02** A team may request a full refund before game schedules have been released. After game schedules have been released, there will be a 20% administrative fee charged for a team refund. Once the first game has been played refunds will no longer be available.

#### **5.00 Player Eligibility**

**5.01** A player must be sixteen (16) years of age prior to playing in a game. All players must carry a driver's license or birth certificate and photo I.D. at all league games in the event of a roster protest.

**5.02** Players may participate on multiple teams so long as the teams aren't able to play each other in the regular season and/or tournament games. (Scheduling conflicts due to playing on multiple teams will not be considered when scheduling games or make-ups)

**5.03** All men's leagues are restricted for men only, and women's leagues restricted for females only.

**5.04** Any player suspended or barred from participation in these leagues by the Recreation Supervisor is ineligible to participate on any team in any league under Goodlettsville Parks and Recreation jurisdiction until the suspension is lifted. Suspended players must take the initiative to contact the Recreation Supervisor to apply for reinstatement of eligibility. (Participation includes coaching as well as playing).

**5.05** A team playing an ineligible player shall automatically forfeit all games in which this player participated. Participation is defined as playing, coaching, or serving as a player-coach.

**5.06** Any player using an assumed name shall be permanently barred from these leagues.

### **6.00 Team Rosters**

**6.01** Team rosters must be submitted to the Recreation Supervisor prior to playing the first game. Rosters must be typed or printed on the roster form provided by Goodlettsville Parks and Recreation in original form. Rosters must list the full legal name (no nicknames), signature, address, zip code, and cell phone number for each player, manager or coach. Incomplete rosters will not be accepted. Team rosters must be available at all games along with player identification. If you are requested by Parks and Rec. employee or game officials to show your roster, or ID and do not or can not comply, the game or games for that night will result in forfeits.

**6.02** All roster changes, (i.e., additions, deletions, etc.), must be made in writing on the roster/waiver form and filed with the Recreation Supervisor prior to that player's participation in league games. Added players must sign roster/waiver form and the Athletic Code of Conduct.

**6.03** Roster changes will be allowed up to 4:30pm the day of each team's ninth game scheduled. A request for an emergency roster change after the deadline will be adjudged by the Recreation Supervisor, whose decision will be final. Once rosters are finalized a copy from the Recreation Supervisor will be distributed to each team and must be on hand at all remaining regular season and playoff games.

**6.04** A player who is dropped from a team may not be reinstated to that same team during the same season. That player may not be added to a team within the same division during that season.

**6.05** A "returning team" is defined as a team having played the previous season, which, for the current season, is comprised of 33% of the previous season's rostered players. (Team does not have to play under the same team or sponsor's name).

**6.06** If it is determined that a team roster is falsified the team representative shall be suspended from participation in the Goodlettsville Parks and Recreation Adult Softball League for the remainder of the season plus one additional year.

**6.07** Each roster will be limited to a maximum of 20 players.

**6.08** Playoff eligibility will be as follows:

- a. Spring/summer leagues - All players on the final roster as of the changes deadline.
- b. Fall leagues - All players on the final roster as of the changes deadline.
- c. Church leagues - All players on the final roster as of the changes deadline.

### **7.00 Uniforms and Equipment**

**7.01** Uniforms shirts will consist of same or like-colored jersey with a minimal six-inch number on the back and are required to play. Caps are optional. Handkerchiefs cannot be worn around the neck or head.

**7.02** For safety and injury prevention, casts, jewelry, or any other item deemed dangerous by the umpire may not be worn during the game. Players wearing glasses must have shatterproof lenses or eyeglass protectors.

**7.03** Men's, Church, and Coed Leagues: Any optic yellow ASA approved twelve (12) inch COR .52 with a maximum compression of 300lbs. or less ball must be used league play.

#### **THE BALL MUST HAVE AN ASA LOGO**

- a) **In the case a team does not have the correct equipment to play (ASA bat, ASA .52 core balls, fielding gloves etc.), the team will be required to forfeit.**
- b) **It is the pitcher's responsibility to check each ball before the pitch. If the pitcher throws an illegal**

**ball, the hit will stand as recorded.**

- 7.04** Each team is to furnish a new ball and a playable ball acceptable to the umpire prior to the game. Teams are required to hit their own balls. The team at bat furnishes the ball thereafter in instances involving lost balls e.g. foul balls, home runs, etc.
- 7.05** Acceptable bats must not be banned by the Amateur Softball Association in Championship League Play (referred to as the banned bat list) and must be approved by the Amateur Softball Association (referred to the approved bat list) in order to be used in all Goodlettsville Parks and Recreation Softball Leagues. When in doubt, consult the Recreation Supervisor.
- 7.06** Metal spikes shall not be worn by any player, manager, or coach. Penalty: Ejection from the game.

**8.00 Forfeiture**

- \*8.01** If the required number of players (8) has not been met by the scheduled starting time, the team having the required number shall win by forfeit. A possible exception to this rule may be if Team "A" has more players than the required number of players, and Team "B" does not, Team "A" MAY LEND team "B" no more than two (2) players. (Team "A" determines who they will lend), In order to get the game started. When Team "B" players show up, the loaned players will return to team "A". It will be Team "A" decision to either lend the players to Team "B", or win by Forfeit. This determination, must be made before the start of each game. If both teams fail to have the required number of players, the game shall be declared a double forfeit and will not be rescheduled.
- 8.02** A team forfeiting four league games because of failure to have the required number of players risk the possibility of being dropped from further participation until their case is reviewed. All games will stand and no part of the franchise fee will be returned.
- 8.03** Using an ineligible player shall result in forfeiture (see Rule **5.00**).
- 8.04** If no one from a team is in the playing area at game time (exception the 6:00 PM teams have a ten-minute grace period as stated in rule **12.03**). They must have representation by 6:05PM the umpire will call a forfeit for the first game of the doubleheader. If after 20 minutes there is still no one from that team in the playing area the umpire will call a forfeit for the second game. If a team has one player, they have until their next schedule time (the second game of their doubleheader) to get enough players to the field provided they have at least one at the field.
- 8.05** If a team forfeits the first game, the other team (the team not forfeiting) is automatically the home team the second game.

**9.00 Protests**

- 9.01** Under official softball rules, decisions involving an umpire's judgment may not be protested. If a ruling is believed to conflict with the official softball rules or these league rules, a manager may protest the game by notifying the home plate umpire who will note the time of the protest in the official scorebook. Notification of intent to protest must be made immediately before the next pitch. A written protest must then be submitted to the Goodlettsville Parks and Recreation office postmarked within 48 hours (2 business days) after the game is played. A \$100.00 fee must accompany each protest. If the appeal is granted, the fee will be returned.

Each protest must contain the following information:

- a. Date, time, and place of the game.
- b. Names of officials and scorekeepers.
- c. The rule and section of the official rules or local rules under which the protest is made.
- d. The decision and conditions surrounding the making of the protest.
- e. All essential facts involved in the matter protested.
- f. What the expected outcome of the protest should be. (What is the protestor expecting to happen.)

- 9.02** Protest for ineligible players during the playoffs must be made by the team captain to the home plate umpire before the start of the game. The captain must make the umpire aware of which player(s) are in question, and

the umpire will be required to check the player(s) in question identification card. The team protesting must file an official protest no later than 48 hours after the game to the Recreation Supervisor. If the player is found to be ineligible or does not have an identification card, then he/she will be ineligible to play in any games moving forward until otherwise noted. If the player reduces the team's line-up below the minimum numbers of players required, the team will be required to forfeit. If the team does not have a copy of the "official roster" distributed by Goodlettsville Parks and Recreation at the request of the umpire or league administrator, the team will be required to forfeit their playoff game.

**9.03** Protests will be reviewed by the Recreation Supervisor and any one he requests to assist him. The Recreation Supervisor's decision will direct whether the protest will be denied, or whether the game will be replayed from the point of the protest, or will be forfeited. The decision of the Recreation Supervisor is final.

**9.04** If any of the procedures for protest are not followed, the protest will not be accepted.

### **10.00 Cancellation/Postponement of Games**

**10.01** The Recreation Supervisor shall have the authority to set, change, or reschedule date, time, and location of all games. Games may be rescheduled for any available day. Make up games most likely will be Monday through Friday. Please be advised of this, and maintain flexibility in your schedules to accommodate this rule. Games will not be rescheduled for players having conflicts with other teams, leagues, or schedules. While we apologize for any inconvenience, this rule stands. No exceptions.

**10.02** Games will not be postponed for any reason other than injury, inclement weather, or unfit playing conditions of the field, in which case games will be postponed by Goodlettsville Parks and Recreation, the Facility Attendant, or the Officials before the game starts, or by the Officials after the game is in progress. A game in progress suspended for inclement weather or other cause, before a regulation five innings, (4-1/2 if the home team is ahead) have been played, is subject to a thirty (30) minute delay. After 30 minutes the game may be "called" and shall be rescheduled and replayed in its entirety (Exception: In Tournament play, games will be rescheduled and resumed at the exact point that play was suspended). If the first or subsequent game of a playing cycle is officially postponed due to unfit playing conditions, then the remaining games scheduled for that field are also postponed. (Exception: If a game is postponed due to lightning, subsequent games of the playing cycle may be played if the umpire determines that the threat of lightning and/or rain has passed). In this instance the thirty (30) minute delay will not take effect. **Cancellation information may be obtained at [Rainoutline.com](http://Rainoutline.com).**

**10.03** Dates and facilities designated by Goodlettsville Parks and Recreation for regular season, postponed, playoff and tournament games must be met by all teams or a forfeit will result. Notification of makeup dates for postponed games will be made as soon as possible. After such notification, the responsibility of Goodlettsville Parks and Recreation has ended

### **11.00 Code of Conduct for Players and Others**

**11.01** Coaches, manager, and players shall not:

- a. At any time, attempt or commit to laying a hand upon, shove, strike, or otherwise physical attack upon any official, facility supervisor, player, or spectator. Penalty: Ban from all Goodlettsville Parks and Recreation activities.
- b. At any time verbally assault an official, facility supervisor, player, or spectator. Penalty: Minimum two game suspension, as determined by the Recreation Supervisor.
- c. Bait or be guilty of objectionable demonstrations of dissent at an official's decision, or refuse to abide by an official's decision. Penalty: Warning by official and/or ejection from the game for the player.
- d. Use unnecessarily rough tactics in the play of the game against the body or person of an opposing player. Penalty: Ejection from the game and suspension from the league until his / her case has been reviewed by the Recreation Supervisor.
- e. Disobey or attempt to circumvent league rules and regulations or the intent thereof. Penalty: Suspension for the remainder of the season.
- f. Use profanity. At the umpire's discretion, if a player is using improper or excessive profanity the player will be ejected from the game and suspended their teams next two (2) games.

**11.02** No person or persons shall possess and/or partake in **alcoholic beverages, illegal drugs, or tobacco products** of any kind while participating either as a team member or spectator at programs administered by Goodlettsville Parks and Recreation:

- a. **First offense: The team will forfeit all games scheduled the night of the offense. All players involved shall be suspended for the team's next four (4) games. Player will also be ineligible for any other Goodlettsville Parks and Recreation league games during the suspension. Should the suspension be imposed with less than four (4) games remaining in the season, the suspension will carry over to any post season tournament, and/or the next sport league in which the suspended player is enrolled.**
- b. **Second offense, and each offense thereafter: the team will forfeit all remaining games on the league schedule including any post season tournament.**
- c. **Spectators will be asked to leave the facilities, and/or prosecuted.**
- d. **In all cases, the player/spectator is subject to prosecution.**
- e. **Note that tobacco may be used in areas other than "play areas" (softball fields, soccer fields, playgrounds, etc.). An acceptable location to use tobacco is a parking lot.**

**11.03** Any coach or manager who uses an ineligible player shall be automatically suspended from the next two games his/her team plays and will be placed on probationary status for a period of one calendar year.

**11.04** Any coach, manager, or player who is placed on probationary status and is reported again for violating the "Code of Conduct" or league rules will be given a minimum penalty of suspension for the remainder of the season.

**11.05** If a player, manager, or coach is ejected from a game, he/she must leave the park or facility in a timely manner and may not return for any other games played that night. **Any ejected player must sit out at a minimum their next set of games (Example – If a player gets ejected in a Monday league, but also play in a league prior to their next Monday game, they would sit out the next night they play.** If the ejected person does not leave the park or facility in a timely manner their team's game will result in a forfeit. In the case the ejected player is found guilty of a second offense during the suspension, he/she will be subject to additional disciplinary action as directed by the Recreation Supervisor.

**11.06** If a player, manager, or coach is ejected from two games in the same season their suspension will run through the remainder of the leagues schedule. If a team has three (3) ejections by players, managers or coaches then that team will be suspended from participating for the remainder of the season.

**11.07** All sections of rule **11.00**, Code of Conduct for Players and Others, are not subject to protest or review.

**11.08** Proceeding to follow an umpire after a game in a confrontational manner to the umpire's room, to the parking lot, to his car, or out of a park/softball complex will result in a suspension of:

1<sup>st</sup> Offense – 4 Weeks

2<sup>nd</sup> Offense – 7 Weeks

3<sup>rd</sup> Offense – A 1-year suspension from all Goodlettsville Parks and Recreation adult sports leagues. If a third offense is to occur, you must apply in writing to be reinstated to compete in any Goodlettsville Adult Sports league after your suspension has been served. Suspended participants are prohibited from coming to any site while the Goodlettsville Adult Softball League is occurring. Violations at the end of the season will be assessed at the start of the new season.

## **12.00 Playing Rules**

**12.01** A team must have the required number of players present to start or continue a game. Requirements are:

a. Minimum of eight (8) players to start or continue a game.

b. If eight (8) players are present in the team area, these eight must start.

c. Additional players, up to twelve (12), may be added to the end of the lineup at any time during the game without penalty. NOTE: Players listed in the starting lineup and not available at game time may be substituted for and re-entered under the reentry rule (Goodlettsville Parks and Recreation interpretation: This does not apply when less than ten (10) players are present in the team area).

- 12.02** The first game of the playing cycle shall start at the scheduled game time unless the grace period is invoked. For second, third and fourth games of the playing cycle, teams are required to report to the umpire ready to play at the scheduled game time. Failure to have the required number of players (8) at "scheduled game time" shall result in forfeiture.
- 12.03** A 10-minute grace period from the scheduled starting time shall be permitted in order to assemble the required number of players for the 6:00 p.m. games, only. No grace period for remaining games, and any grace period used shall be included in the time limit. Example: If the 10-minute grace period is used and the game starts at 6:10, the game will end at 7:00. **If an umpire arrives late for the early games, the game will have a one-hour time limit from the time the game was scheduled. If the umpire arrives late for the late set games will have a one-hour time limit for the point at which the 7:00 game ended. (Example: Game ends 7:07PM. The 8:00PM game shall end at 8:07PM.)** NOTE – There is no 10-minute grace period for umpires for the first game.
- 12.04** All games have a one-hour time limit in accordance with rule 12.05. If any game runs late the following game(s) will receive a 60-minute time limit regardless of start time. The only exception would be if the lights are required to be turned off prior to the end of the final game of the evening.
- 12.05** Exception: Incomplete innings must be played in full unless the home team is winning after the visiting team bats or if inclement weather ends the game.
- 12.06** Full or half innings terminate immediately as the third out is made. New innings begin immediately as the third out of the previous inning is made.
- 12.07** The following rules will be enforced in order to speed up play:
- No infield or outfield warm-up after the 1st inning.
  - After the first inning a pitcher will be allowed five warm up pitches.
  - All batters who hit a home-run shall walk directly off the field. Base runners shall also walk off and do not need to touch the next base.
- 12.08** Extra Player (EP) - applies to all adult leagues:
- An extra player, referred to as an EP, may be used by any team, provided it is made known prior to the start of the game and his/her name is indicated on the lineup sheet or score sheet.
  - The EP may enter the game on the defense for any player in the lineup. Both players remain in the game and bat their original position in the batting order. The insertion of the EP, on defense, for another player in the lineup, may occur as often as desired, with as many eligible players as desired.
  - The EP may be substituted for at any time, either by a pinch runner or pinch-hitter, who then becomes the EP. The substitute must be a player who has not yet been in the game.
  - If the EP is used in coed, all twelve (12) must bat, while any ten (10) (five males and five females) can play defense. Defensive positions may be changed as long as the coed defensive positioning ratio is maintained. The batting order must remain the same.
  - The EP may be withdrawn and re-entered once, provided players occupy the same batting positions whenever in the lineup.
  - All leagues may bat up to 12 batters using 2 EP's.
- 12.09** Should a lineup be reduced because of injury, and a replacement is not available, that position vacated in the order will be an "out" only **ONCE** in the spot of the missing player(s) the next time through the batting order. The injured player becomes ineligible to re-enter the line-up for the remainder of the game. If an eligible replacement is available, that player must bat in the vacated position. **COED-** If the injured player results in a male following a male in the batting order, then each time the spot comes up in the order an "out" will be recorded.
- 12.10** A game in progress suspended for an injury on the field and/or resulting in calling an ambulance, preventing from the game continuing; will result in the official score reverting back to the last inning played. If the injury occurs before the completion of the regulation 5 innings (4-1/2 innings if the home team is winning) then the game will be postponed and rescheduled for a later date.

**12.11** All leagues will use a 3 ball / 2 strike count with one courtesy foul ball allowed after 1 strike. The second foul ball after 1 strike will be an out. The umpire will call a 1 / 1 count when the batter comes up to the plate. Again, a batter gets either 3 balls or 2 strikes (as opposed to 4 balls & 3 strikes as in Baseball).

**12.12 Run Ahead Rule: 20 runs after three innings, 15 runs after four innings, and 10 runs after five innings.**

**12.13** The winning team is required to report the score of the game to the Recreation Supervisor during the next business day. **Scores must be reported within two days of your game. Scores that have not been received by 3pm of your next scheduled game will be considered a double forfeit. Teams that report they won without providing a score, will receive a score of 1-0 for that game.**

**12.14 Teams, in all leagues, will be allowed five (5) over the fence home runs per game, per team.** Once a team reaches their limit, any further home runs will be counted as an automatic out.

**12.15** Coed league special rules:

- a. Teams shall be required to have a minimum of four (4) men and four (4) women in the lineup at all times. If a team plays with nine (9) players, five (5) males and four (4) females, the vacant slot in the batting order will be recorded as an 'out' each time that slot comes up in the batting order, however a team may play with five (5) females and four (4) males without penalty. If the EP is used a team must either hit Six (6) men and six (6) women OR five (5) men and six (6) women. A team may not hit six (6) males and only five (5) females without penalty. The offensive batting order may begin with either sex, but thereafter the sexes shall alternate unless a team has more females than males.
- b. Substitutions shall be on a same sex basis.
- c. **There is no requirement to where men and women play in the field in COED.**
- d. **A lineup may contain more females than males. If so females may follow females in the batting order. However, males may never follow males in the batting order (except when playing down and taking the "out"). If the game does begin with more females than males the team may later add male player(s) between the first two consecutive female players in the lineup.**

**12.16** Church league special rules:

- a. All players must be affiliated with the church for which they play, and the roster must be signed by the Pastor.
- b. To be "affiliated" each player must attend two (2) church functions per month
- c. All church leagues will be allowed to use two (2) extra batters in the batting order.

**12.17** When duel bags are being used at first base the ASA rule will be enforced.

**12.18** Courtesy runner rule- One courtesy runner is allowed per half inning. The courtesy runner may only enter a game during dead ball periods. If the courtesy runner's turn at bat occurs while they are on base, an out will be declared and they will be removed from the base to bat. If a team bats through the entire line-up during an inning, a courtesy runner may enter the game again ONLY for the same batter that was used earlier in the inning. In COED play, male courtesy runners can only be used for male runners and female courtesy runners can only be used for female runners.

**12.19** Stealing is not permitted in any divisions.

**12.20** *The pitcher can pitch up to six feet directly behind the pitching rubber. The pitching arc shall be 6 to 12 feet. All ASA pitching requirements must still be met.*

### **13.00 Playoffs**

**13.01** Tournament seeding and regular season standings are determined by the following:

- a. record
- b. head-to-head results
- c. least runs allowed
- d. total runs scored
- e. total wins

f. coin flip

**13.02 All tournament games including the championship game have a one-hour time limit in accordance with rule 12.05. If any game runs late the following game(s) will receive a 60-minute time limit regardless of start time. The only exception would be if the lights are required to be turned off prior to the end of the final game of the evening.**

**13.03** In the event of a tie at the completion of regulation, the game will extend to extra innings. Each half inning will begin with one (1) OUT and the player who made the last out of the previous inning, will be placed on second base to start the inning. This process will continue until a winner is determined.