

# Danville Recreation

## Adult Softball League Rules

(updated 03.19.2017)

The following rules and regulations are established to clarify the National Softball Association and the Amateur Softball Association Rule Books, and to introduce Danville Recreation league regulations. League rules are reviewed with the team managers during pre-season meeting. Managers are responsible for informing their players of all league rules and all monies due.

### **Section I: Park Rules**

1. Only coaches and players are allowed in the player bench area. Bat boys/girls will not be allowed.
2. There is no smoking allowed in the playing area (field and dugout).
3. No alcoholic beverages are allowed on City of Danville Park property.
4. No parking is allowed on any grassy area; tickets may be issued for illegal parking.
5. All trash should be thrown in trash receptacle after each game.

### **Section II: Team Rosters**

1. Official rosters are due at each team's first night of play. Each team members must provide his/her first name, last name, signature and player status skill level to be considered a rostered player. If a team plays with a non-rostered player, the game will be declared a forfeit and the player and team will be subject to suspension. No refunds will be given.
2. The eligibility of a player must be protested by the opposing team prior to the end of the game. A player's eligibility cannot be questioned after the game is over. See Section VI for protest procedures. All players should carry photo ID.
3. The Recreation Staff/Umpires reserves the right to request a player's identification at any time. If no identification is presented, the game will be held in forfeiture for 48 hours or until ID is presented, whichever comes first.
4. A player must be fifteen (15) years of age by May 1st of the current year to be eligible to play. (i.e. for the summer of 2017, they must be 15 by May 1st, 2017).
5. Team rosters are limited to twenty (20) players. A manager or assistant manager may add/drop players to his/her roster by coming to/calling the Public Works Office and having the player sign the roster form no later than closing time the day of the game, or with site supervisor prior to the start of the game. Once a player has played with a team, he/she cannot switch to another team within the same league.
6. Four new players may be added to roster at any time before the teams 6<sup>th</sup> scheduled game. No additional players may be added after four players or after the 6<sup>th</sup> scheduled game.
7. Men's Leagues – Men's A classified players can play in A, B. Men's B classified players can play in B, A,C & Open leagues. Men's C classified players can only play in C, B. Only five classified players can play on the same B league team. Only five classified B players can play on the same A or C league team. \*"playing" refers to being on same roster.
8. Coed Leagues – players may play in as many coed leagues as possible. Only two

- Men's A classified player are allowed to play on the same Recreational Coed team.
- Each player listed on a roster will be classified as Competitive (A), Intermediate (B) or Recreational (C).
  - When moving between classifications – only FIVE players per team can play on the same teams. Therefore we will eliminate teams from classifying in lower levels and taking entire teams and playing in a higher skill level.
  - Open Leagues is a true OPEN league. Open to male and female players with no limit on skill level or number of sexes.

### **Section III: The Game**

- Game time is forfeit time. Games are 60 minutes in length, 7 innings, or any run rule. This also applies to tournaments. Clock stops for injuries only.
- Game times are shown on schedules.
- Lineups with players' first and last names and uniform numbers (if available) must be submitted to the field supervisor/umpire no later than ten (10) minutes prior to scheduled game time. This rule will be strictly enforced. Any team without a lineup ten (10) minutes prior to scheduled games times will be subject to a forfeit. Lineups may be changed until game time.
- The minimum number of players to start/finish a game is EIGHT players (in the dugout at game time). If the minimum number of players is not met, the game will be forfeited. If at any point during the game the number of players falls below the minimum eight players, the game will be declared a forfeit.
- If a 9/10 batter arrives, he/she must bat in the 9/10 spot in the batting order.
- For same gender leagues ONLY: For teams playing with 8/9 players, the 9/10th spot in batting order is NOT an out. However, if teams start with 9/10 (or 11) and go down a player, that spot in the line-up will be an out (see rule 8). COED – if playing with 9 players, the 10<sup>th</sup> spot in the batting order will be an OUT.
- Extra Hitter Rule (optional): At the **beginning** of each game, the manager will have the option of using a ten (10) or eleven (11) player batting order (10 or 12 for coed). The option the team chooses stands for the remainder of the game and cannot be changed. If the Extra Hitter Rule is used, any ten players in the batting order may take the field on defense provided that the gender rules are followed. **To utilize the “extra hitter” option, teams must start the game with eleven (11) players (twelve (12) for coed). Once the game has started, teams cannot add an extra player(s) to the line-up.**
- If a player is removed from the batting order for any reason and the batting position is not be filled by a legal substitute, the vacant batting position shall be an automatic out each time that batting position is scheduled to bat. This still applies if a team chooses to use the extra player option. If the “extra hitter” option is used, same gender leagues can only take one out (go down one player).
- Re-entry rule (ASA): Any substituted player may re-enter the game one time providing he/she bats in the same position in the batting order.
- The softball staff will determine if the games are postponed due to inclement weather. Friend us on Facebook Danville Recreation Division and you will get up dated information as soon as it happens or call the weather sports line at 431-2272 after 3:30 p.m. for pre-game time cancellations. For a weekend activity, a decision will be made two hours prior to the event.

11. Once games begin, if the weather is threatening, the site supervisor/umpires will determine if the games are postponed. If lightning is observed in the vicinity, teams will be asked to leave the playing area for fifteen (15) minutes. If the lightning disappears after fifteen minutes, the game will continue. If the lightning continues after fifteen minutes, the game will continue to be postponed until the area is lightning-free for fifteen (15) minutes. Friend us on Facebook Danville Recreation Division and get information as soon as it happens.
12. Any game terminated because of weather will be completed at a later date from the exact point at which the original game was stopped. If a game reaches 5 innings or 4 ½ innings with the home team winning, the game will be considered a complete game. If a team starts a game with eleven (11) batters, but only has ten (10) batters when the game is completed, no out will be recorded in the vacant spot. However, if a team only has nine (9) players, an out will be recorded.
13. The count on the batter will begin at one ball and one strike. The batter hitting the second foul ball is out.
14. Ground rules for each game will be discussed with the umpires and team managers prior to the game and will not be questioned after the game commences.
15. All appeal plays will be considered dead ball plays. No runners will be permitted to advance.
16. Time Limit: All games will have a 60-minute clock. When the clock expires, the inning will be completed unless the home team is batting and they are ahead. No new inning can start after time has expired unless it is to break a tie. A new inning is considered started once the last out of the previous inning occurs.
17. The international tie breaker rule will be used to break ties. The player who was the last person up to bat in the previous inning will start at second base.
18. Home Run Rules - Men's A & B leagues will play 5up rule. Men's C, Open and Coed leagues will play 3up rule. Progressive Homerun Rule: Leagues will play with a progressive home run (over the fence) rule. Either team may go one (1) homerun up as long as the other team has hit the allowed number of home runs. The home team may not go one up in the 7th inning or later if both teams have hit their limit.  
**Exception** – If home team has not hit allowed number they can hit up to allowed number of homeruns. Any homerun hit over the limit will result in AN AUTOMATIC OUT. 11" & 12" Coed male and female homeruns count toward limit.  
**Balls touching fielder's glove prior to going over the fence do not count toward limit. MEN'S GAMES AT MEADE 5 HOMERUNS ONLY – NO UP.**
19. The team at bat that hits a softball over the fence will be required to retrieve it. That team is also required to give the umpire a softball in good condition while retrieving the ball so that a delay in the game can be avoided. Time will continue to run. If a team delays the game by hitting balls out of the park and not retrieving them immediately, the team will be subject to a game forfeiture by the umpire or the site supervisor. Balls must be ASA regulation.
20. No leagues will play with the "Halo Rule"\*but if pitcher or officials think it could be a recurring problem with a player or team, possible penalty or ejections with a prior warning could occur.
21. All Men's & Open leagues will play with NSA and ASA bats, ASA balls.
22. Coed leagues will play with only ASA bats and ASA balls

23. The field:
- a. Base paths will measure 70' and the pitching distance will be 55' in all leagues.
  - b. First base will be a double-base.
    - i. If there is a play at first base, the runner must use the orange base and the fielder must use the white base.
    - ii. If there is no play at first base, the runner may use either base.
24. All leagues will play by the "avoid contact" rule. If a defensive player has the ball, the runner must slide or make an obvious attempt to avoid contact with the defensive player.
- a. If the runner remains on his feet and crashes into the defensive player, the runner is to be declared out. The runner will be ejected if the act is flagrant.
  - b. Defensive players obstructing a base without possession of the ball will be issued a verbal warning for the first offense. If the player continues to obstruct the base, the defensive player will be ejected for unsportsmanlike conduct and the runner will be ruled safe.
25. There will be no pre-game/between half innings infield practice.
26. Overthrow rule: When the ball is in play and is thrown beyond the boundary lines, all runners will be awarded two bases. The award will be governed by the positions of the runners when the ball left any fielder's hand. If two runners are between the same bases, the award is based on the position of the lead runner.
27. In order to prevent batter's boxes from becoming dangerously pitted, excessive digging will not be tolerated. A team warning will be issued by the umpire after the first instance, and subsequent violations will result in strikes being called on the offending batters. This rule will be enforced during all league play.
28. A forfeit fee will be charged to teams who forfeit a league game (including make-up games) without giving a two (2) working day notice to the Recreation Office. The first time a team forfeits, they will be charged \$10, the second time \$20, and the third time the team will be dropped from the league (no refunds given). Teams must pay the forfeit fee one business day before their next game or that too will be declared a forfeit.

#### **Section IV: The Uniform**

1. Only basketball shoes, tennis shoes, and plastic or rubber-cleated shoes will be allowed. A person may not play without shoes, in open-toed shoes, or street shoes. Golf shoes, track shoes, steel cleats, or similar type spiked shoes will not be allowed.
2. Jewelry is not permitted and must be removed, with the exceptions of Medic Alert Bracelets and necklaces and finger rings that cannot be removed. Jewelry that cannot be removed must be concealed to the umpire's satisfaction.
3. All players are encouraged to wear full-length softball or baseball pants. Short softball pants may be worn at the player's risk. No blue jeans of any kind, no biking shorts/pants to worn by itself.
4. All players must have matching shirts by the first contest. Matching in the same shade of color. Logos and or numbers do not need to be present and or match. Umpires and opposing teams are responsible for checking teams uniforms at the start of a game. Once the game begins, no protest will be allowed. **IF A PLAYER IS OUT OF UNIFORM AND THE OPPOSING TEAM DOES NOT CARE, THE GAME WILL BE PLAYED AS OFFICIAL.**

### **Section V: The Equipment**

1. Men's & Open Leagues Only- NSA & ASA approved softball bats will be used and the handles must be taped to Regulation. Coed – Only ASA bats . A list of approved bats is available on ASA's website [www.asasoftball.org](http://www.asasoftball.org) and NSA website [www.playnssa.org](http://www.playnssa.org).
2. Each team will furnish its own legal ASA softballs. New 52/300 . Men hit 12" and Women hit 11".
3. The Recreation Department will not replace balls hit out of play. The team that hits a ball out of play is responsible for retrieving that ball and if necessary throwing another ball into play. If the ball is not retrieved or the game is delayed, the team will be subject to a forfeiture declared by the umpire or the site supervisor.

### **Section VI: Protests**

1. Only the team manager may discuss a protest with the umpire(s). Anyone else may be ejected for interference.
2. All protests must be filed at the time of occurrence and before another pitch is made. The protest is initially filed with the home plate umpire. After the game has ended, all parties involved in the protest should gather and assist the site supervisor in formulating a report that lists all facts. This will be given to league coordinator. Procedure #3 must be followed for protest to be considered.
3. To be considered, a written protest and \$10 deposit must be brought to the Public Works Facility – Recreation Division, by 3:30pm the next business day after the incident. If the incident needs further review, a panel will be formed. The deposit will be returned if the protest is ruled valid. If the protest is not allowed, the deposit will be kept to cover the cost of processing. The written protest should be as specific as possible and include: First and last names of everyone involved, a complete scorebook, a complete description of the **FACTS**, why you feel a protest is necessary, etc.
4. Judgment calls by the umpire are not protestable.
5. During tournament play – All protest will be resolved immediately by the site supervisor and umpires before play resumes.
6. Any team not providing a representative at the mandatory manager's meeting will forfeit its right to protest any game.

### **Section VII: Run Rules**

1. If at the end of five (5) complete innings of play, one team is ten (10) runs or more ahead of its opponent, the game will be called complete.
2. If at the end of four (4) complete innings of play, one team is fifteen (15) runs or more Ahead of its opponent, the game will be called complete.
3. If at the end of three (3) complete innings of play, one team is twenty (20) runs or More ahead of its opponent, the game will be called complete.
4. If at any point during the game (at the end of a complete inning), one team is thirty (30) or more runs ahead of its opponent, the game will be called complete.

### **Section VIII: Sportsmanship / Player Behavior**

The Softball Program is intended to be a RECREATIONAL activity suitable for attendance by the whole family. EACH MANAGER WILL BE HELD DIRECTLY

ACCOUNTABLE for the conduct of his team and is responsible to see that all program objectives and rules are observed. The manager must maintain complete control of himself and his team members at all times. Officials and their decisions will be respected and not interfered with at any time. In any discussion on the playing field with an official, only the manager will be allowed in the discussion. All players are subject to the Adult Sports Behavior Management Code, which is attached to rosters. The following actions and other actions which detract from the recreational nature of this activity will result in suspension or expulsion from league play:

1. The City has a strict **NO ALCOHOL** policy in all of its parks. Possession or consumption of alcoholic beverages, drugs and drug paraphernalia, or being in an intoxicated condition on City property by any participant or spectator will not be tolerated. This rule applies to parking lots, spectator areas, dugouts, etc. Offending teams may be subject to game forfeiture and or suspension.
2. Demonstrative behavior in protesting an umpire's or Recreation employee's decision by any team member or a team's fans.
3. Resorting to behavior that threatens or assaults any player, coach, umpire, or staff member. (i.e. throwing a bat, verbally threatening another player, coach, umpire, or staff member, taunting other players, etc.)
4. Instituting a fake tag is considered unsportsmanlike conduct. If this act continues after the first warning by the umpires, the player faking the tag will be ejected from the game.
5. Obscene and abusive language has no place on or off the field, regardless of whether or not it is directed at someone else.

### **Section IX: Ejections / Suspensions**

To enforce player behavior that is consistent with the established purpose of recreational softball, the following action may be taken:

1. The umpire or the field recreation staff may eject any player or manager in violation of any of the above rules. Upon ejection of a player for unsportsmanlike conduct, the umpire will inform the manager and field supervisor that the player has been ejected. The manager will then be responsible for removing the player from the park within one minute. A player remaining in the vicinity of the ballpark (including the parking lot) after being ejected for the game will cause his/her team to forfeit the game and will be subject to a long suspension.
2. Any player or managers first time ejection from a game for unsportsmanlike conduct will face an **automatic** two game suspension. The suspension will begin immediately and includes all league and tournament games sponsored by the Recreation Department or held on City Park/Recreation Department fields. A suspended player may not attend nor participate in the game(s) affected by the suspension. Following the ejection, the team manager and umpires will be contacted by phone and mail concerning the suspension.
3. Any player or managers second time ejection from a game for unsportsmanlike conduct will face an **automatic** minimum of one full year to date of suspension. The suspension will begin immediately and includes all recreational activities sponsored by the Recreation Department and any activity on City Park/Recreation property.

4. Any player or manager who, after being ejected, acts in such a way as to offend or endanger anyone, including spectators or families of players, will be automatically suspended for one full year to date. The maximum penalty is permanent expulsion from the City of Danville Recreation adult sports program.
5. Player ejections/suspensions will effect all leagues the players participates in. Players will not be allowed to play in any other league until suspension is served in the league it was given.
6. Any player or manager caught with an alcoholic beverage, drugs, or drug paraphernalia on City property (including the parking lot) will forfeit his/her team's current or next scheduled game. Spectators caught with such substances will be asked to leave.
7. In flagrant cases of unsportsmanlike conduct that are reviewed by a panel, an entire Team can be held responsible for the actions of an individual on the team.
8. A player or manager may appeal a suspension to the Recreation Manager in writing. Formal protest procedures in Section VI must be followed. If the appeal warrants a hearing, the Recreation Manager will form a panel. The panel will meet with all persons involved in the incident to further discuss it.
9. The umpire's and Recreation Staff jurisdictions will begin when they arrive at the field and continue until league participants have left the park following the last game of the night. Both umpires shall have equal authority to make all decisions. Umpires will follow standard umpire field mechanics as described in the ASA Umpire's Manual. Recreation Staff have the authority to eject players or managers, or forfeit games according to ASA or league rules.
10. All player behavior suspensions are subject to being overruled by the softball staff.

#### **Section X: Coed 11"/12" Rules**

1. The batting order shall alternate male and female. The only time a team may have two of the same sexes batting back to back is if a team has only nine players. If this occurs the same sex will bat behind each other in the nine and one slot. If your team is short a women, a man must bat first and vice versa.
2. If a team has only nine players, the tenth spot in the batting order will be an automatic out.
3. If the Extra Hitter Rule is utilized, 12 batters must bat. Six male and six female.
4. On any walk to a male batter, intentional or not, the batter will be awarded two bases. If there are two outs, the next female batter has the option to hit or take an automatic walk.
5. Coed defensive positioning shall include two (2) males and two (2) females in the outfield and two (2) males and two (2) females in the infield. The pitcher and catcher position must be opposite genders. Once determining positions, the players must be stationed on fair ground, except the catcher, who should be positioned in the catcher's box.
6. Each team will provide one 12" ball and one 11" ball. Females will hit 11' ball and males will hit 12" balls.
7. Home run limit – see Section III The Game rule number 17.

#### **Section XI: Rainout Rescheduling**

1. Recreation Department will do everything possible to make sure that games that were cancelled due to inclement weather are rescheduled.

2. Teams are required to play make-up games as scheduled or accept a forfeit.
3. Make-up games will be scheduled with special consideration given for teams participating in ASA and USSSA tournaments only. To be eligible for this special consideration, teams must notify the Recreation Manager of their participation in these tournaments at least four (4) weeks prior to the tournament/make-up games.
4. Make up games will be posted on concession stands, webpage [www.cityofdanville.org](http://www.cityofdanville.org) and also on Facebook Danville Recreation Division.

### **Section XII: Tie Breaking Procedures**

If there are any ties for the top three finishers in league play, the following tie breaking procedures will be used in the order that they appear:

1. Results of head to head competition during the season.
2. Run differential in games between the teams who are tied
3. The team with the fewest number of forfeits will be declared the winner.
4. Whether either team has had a player ejected for misconduct. The team with the ejected player will be removed from the tie breaking procedures.

### **Section XIII: Miscellaneous**

1. League standings will be kept on our website [www.cityofdanville.org](http://www.cityofdanville.org) and will be submitted to the *Commercial News and News Gazette* each week to be printed in the Sunday Sports section.
2. The City of Danville is not liable for any injuries or damage to a player, spectator, vehicle or personal property.
3. Players must play in three regular season games to play in the post season tournament.
4. League Champion Policy: Teams will not be allowed to win a league championship in consecutive (back to back) seasons unless the team moves up one league in skill level. If moving up a league is not a possibility, the team will still be able to compete for awards. If the League Champion team chooses not to move up in skill level, they will still be able to play, but not eligible for awards.
5. Awards will be given to the first & second place teams in each league.  
Season 1<sup>st</sup> place 15 t-shirts + plaque      Tournament 1<sup>st</sup> place plaque  
Season 2<sup>nd</sup> place plaque                      Tournament 2<sup>nd</sup> place plaque
6. Any matter not covered in these regulations shall be ruled upon in a consistent matter by the Recreation Staff.
7. For Tournaments the top 4 finishers in the regular season will be seeded 1-4 and all other teams will be blind draw.
8. The department will try to schedule all leagues with double header games when possible.
9. Teams interested in participating in the Illinois State ASA Tournament must contact the Recreation Department as soon as possible. Space is limited. First teams to pay the registration fee will be given the slots.