

CITY OF WYOMING PARKS AND RECREATION DEPARTMENT
2016 Adult Slow Pitch Softball Rules – Teams

Cancellation hotline: 616-530-3187

Schedules & Standings: www.wyomingmi.gov/ParksRec/leaguesStandings.asp

Player Eligibility

1. Your team roster and waiver must be received by the Parks and Recreation Department by 5:00 pm on the next day **AFTER** your first game (Monday for Thursday and Friday teams).
2. Team rosters and player-add forms must be filled out completely and clearly before being accepted. Participant waivers must be signed by each player.
3. Team rosters and player-add forms may be faxed to the Parks and Recreation Department at 616-249-3400 or emailed to westatk@wyomingmi.gov.
4. **Traditional Leagues:** No players may be added after **June 6** for the spring/summer season and **September 12** for the fall season. In extenuating circumstances, players may be added after the deadline if approved by the Recreation Programmer. **Social Leagues:** Players may be added to a team roster at any time during the season.
5. Players must be 18 years of age to be eligible to play in the program.
6. Players can play on more than one team as long as they do not play on two teams in the same league.
7. Players are not permitted to switch to a different team in the same league once the season begins.
8. The Parks and Recreation Department recommends that pregnant players do not play for their own safety. If a pregnant player does wish to play, she must have written permission by her physician. This must be updated monthly. One copy must be on-file in the Parks and Recreation Department and another copy must be shown to the umpires prior to each game she plays.

Equipment

1. Uniforms:
 - Ball caps, helmets or visors are allowed but must be worn in a safe manner. Helmets may be worn by batters, base-runners, base-coaches and all field players.
 - All players must wear shoes. Shoes having metal cleats are not permitted.
2. Bats:
 - For a bat to be legal in Wyoming Parks and Recreation league play, the bat:
 - must bear either the ASA approved 2000 certification mark, the ASA 2004 certification mark, or the 2013 certification mark as shown below and must not be listed on an ASA non approved list (www.asasoftball.com/about/certified_equipment.asp),
 - **AND** must be included on a list of approved bat models published by the ASA National Office
 - **OR**, in the sole opinion and discretion of the umpire, must have been manufactured prior to 2000 and if tested, would comply with the ASA bat performance standards then in effect.
 - Any player found to have used an illegal bat prior to the first pitch to the next batter will be declared out.
3. Balls – All leagues will use ASA approved softballs that are optic yellow in color.
4. Casts, splints, and braces must be padded. Any of this equipment judged by the umpire to be dangerous is illegal.
5. Any item deemed to be dangerous by the umpire will not be allowed on the playing field.



5. **Traditional Leagues Only:** The *International Tiebreaker Rule* will be enforced if a game is tied after 7 complete innings or when the time limit has been reached, whichever comes first. Teams will start the next full inning with the last batter of the last inning on 2nd base. If the game is still tied after the extra inning, the game will continue only if the time limit has not been reached. If the game is still tied after the extra inning(s) and the time limit has passed, the game will be declared as a tie game.

Run Limit & Mercy Rule

1. **Social Leagues Only:** Teams are limited to scoring a maximum of six (6) runs per inning.
2. **Traditional Leagues:** A game will be called if a team is leading by at least 20 runs after three innings, 15 runs after four innings, or 10 runs after five or six innings.
Social Leagues: A game will be called if a team is leading by more than 13 runs after five innings or 7 runs after six innings.

Line-up Options/Substitutions

1. Unless otherwise noted by the team, it will be assumed that teams are using the "Rocket Rule" Line-up. The other line-up options are 10 Player and Extra Player Line-ups. Please see the ASA rulebook for details.
"Rocket Rule" Line-up:
 - All players present will be listed in the batting order and cannot be taken out of the batting order unless a player is injured, ejected from the game, or has to leave the park due to an emergency situation or work-related situation.
 - Late arriving players must be placed at the bottom of the batting order.
 - Any 10 of the players may play defensively (5 males and 5 females for coed).
 - Free defensive substitutions are allowed, but all players must maintain the same position in the batting order throughout the game.

Shorthanded Rule

1. **Traditional Leagues:** Teams are permitted to begin and end a game with a minimum of 6 players.
 - Coed teams must have at least 3 males and 3 females. Teams may not play with more than 5 males or 5 females defensively.**Social Leagues:** There is no minimum needed to play.
2. When a vacated position appears in the batting order, an automatic out will not be given. The vacant position will be skipped (coed teams must still maintain an every-other batting order, using the weave if necessary).
EXCEPTION: When a player who has been ejected is scheduled to bat, an out shall be declared for each turn at bat.
3. If a team falls below the minimum number of players at any time during a game, the game is over and declared a forfeit.

Forfeits

1. **GAME TIME is FORFEIT TIME.** Teams that do not have the minimum number of players ready to take the field at game time will lose the game by forfeit. Teams that forfeit more than one game during the course of the season may not be allowed to participate in the end-of-season tournament and/or dropped from the league.

Pitching

1. A pitched ball must have a perceptible arc of at least 6 feet from the ground while not exceeding 12 feet from the ground.
2. Pitchers will be permitted up to 5 warm-up pitches prior to the start of their defensive half of the first inning.
3. All new pitchers will be permitted up to 3 warm-up pitches when they enter the game, time permitting.
4. Pitchers must be in contact with the rubber when starting a pitching motion, or up to 5 feet behind the pitching rubber.

Batting

1. All batters will start their at bat with a 1 ball and 1 strike count.
2. A grace foul after 2 strikes will be allowed. A second foul ball following the second strike will result in the batter being called out with the ball dead unless the foul ball is a foul fly that is caught by a defensive player.

Courtesy Runner

1. Each team is permitted to use a courtesy runner once per inning.
 - Any eligible player in the line-up including available substitutes may be used as a courtesy runner.
 - A courtesy runner whose turn at bat comes while on base will be called out. The courtesy runner will be removed from the base and take their turn at bat.
 - Coed – a male must run for a male and a female must run for a female.

Over-the-Fence Home Runs

1. 3 over-the-fence home runs are allowed per team per game. Each additional ball hit over the fence fair will be ruled an **OUT**.
2. The team that hits an over-the-fence home run is responsible for retrieving the ball or supplying a good ball to replace it. This also applies to foul balls.
3. On a fair batted ball hit over the fence for a home run or four base award, the batter and all runners are credited with a run. The batter and runners are not required to run the bases.

Special Coed Rules

1. Coed Batting Order:

Traditional Leagues

- The batting order **MUST** alternate male-female.
- If you have an unequal number of males and females: a weave batting order must be used.
 - Example with 5 males and 4 females: M1- F1- M2- F2- M3- F3- M4- F4- M5- F1- M1- F2- M2.

Social Leagues

- Teams may use the weave batting order, or
 - Alternate between male and female players until there are no more players available of a gender available and then bat the remaining players of the same gender consecutively until they reach the top of the order.
 - Example with 5 males and 3 females: M1- F1- M2- F2- M3- F3- M4- M5- M1- F1- M2- F2...
2. Defensive positioning: may not play with more than four infielders (plus pitcher and catcher) or four outfielders. There is no male-female positioning requirement.
 3. If a male batter is walked, it is an automatic 2 base award. The next batter (female) must bat if there are less than 2 outs. If there are 2 outs, she then has her choice of walking or hitting. All base-runners advance only if forced.
 4. Outfielders must remain behind the outfield line, 180 feet from home plate, until the ball is hit. If the defensive team violates this rule, the offensive team will have the following options:
 - *Option 1* – The batter will be awarded first base and additional base-runners will advance one base.
 - *Option 2* – Take the result of the play.

Double First Base

1. Whenever a play is being made on the batter-runner on the fair side of first base, the defense must use the white portion and the batter-runner the colored portion. **Note:** The batter-runner is out when there is a play being made at first base and the batter-runner only touches the white portion, providing the defense appeals prior to the batter-runner returning to first base or time called.
2. On extra base hits or balls hit to the outfield, when there is no play being made at first base, the batter-runner may touch the white or colored portion of the base. If the batter-runner returns to first base, the batter-runner may return to either the white or colored portion of the base.
3. On any force out attempt to the foul side of first base, the defense and the batter-runner can use either the white or colored portion of the base. **Note:** This includes overthrows.
4. When tagging up on a fly ball, the white or colored portion of the base may be used.

Collisions

1. Base runners must make every effort to avoid collisions with fielders. Anyone ruled to have intentionally collided with a fielder will be called out and may be ejected. This is a judgment call.

Fake-Tag Rule

1. The fake tag is considered obstruction and the base runner will be awarded bases according to the situation. Any player using a fake tag faces possible ejection from the game. This is your warning.

Ejections

1. A player, manager or individual ejected from a game must leave the ball field area. An umpire has the right to request that the ejected participant leave the park if deemed necessary. **Note:** An umpire has the right to forfeit a contest if a player, manager, individual or team does not comply with the rules and regulations regarding ejections.
2. When a player who has been ejected is scheduled to bat, an out shall be declared for each turn at bat.
3. **Any player, manager, or individual ejected from a game is automatically suspended for a minimum of one game** (the next scheduled game), even if that game is a tournament game. Any player, manager or individual on suspension cannot be in the team or bench area during his/her suspension.

4. Any player, manager or individual suspended for a second time in a season will risk suspension from the program. This suspension would include playoff and tournament games.
5. Any manager or player may request a hearing on a suspension that exceeds the one game automatic suspension. These requests must be in writing before consideration is given. In addition, the request must be made no later than seven days after the manager or player has been notified of the suspension.

Protests

1. Protests will be honored only on a rule infraction, not judgment calls. Managers must use the following procedure to make a formal protest:
 - Notify the home plate umpire you are protesting the game before the next pitch.
 - Follow Rule 9 in the Official Softball Rules of the Amateur Softball Association of America (ASA).
 - All protests must be in writing and turned into the Parks and Recreation Department no later than 5:00 pm the following work day.
 - All protests must be accompanied by a \$25 fee, which is paid at the Parks & Recreation office, not at the field.
 - If the protest is supported by the department the \$25 fee will be returned to the team and the appropriate action will be taken. If the protest is disallowed, the \$25 fee will be deposited into the Parks and Recreation Department Fund.
2. Player Eligibility Protests:
 - Regular Season: The protested player(s) must print & sign their name on the official scorecard. The protest must be made prior to the end of the game. The protesting team must file a formal written protest with the Parks and Recreation Department no later than 5:00 pm the following work day along with a \$25 protest fee. A ruling will then be made by the Recreation Programmer.
 - Tournament Games: The umpires will use the team's roster (if available) to determine if the player is eligible to participate.
 - Penalties for using an ineligible player include:
 - The player and manager may be suspended or removed from the program.
 - A win will be awarded to the opposing team.

Manager, Player and Spectator Behavior

1. Any player or coach punching, shoving, or otherwise fighting with an opponent will be placed on an indefinite suspension, lasting no less than half the season.
2. Profanity will not be tolerated. Anyone using profanity will be ejected from the game and will result in at least a one game suspension.
3. Any person physically or verbally abusing an umpire or any City of Wyoming employee will receive an indefinite suspension from the program.
4. Any individual determined to be under the influence of alcohol or drinking alcoholic beverages on the premises (park property) will be prohibited from participation or ejected from the game.

League Champions (Traditional Leagues Only)

1. The team with the best record in each league will win the regular season league championship. If there is a tie for first place the league champion will be determined in the following order:
 - Win/Loss record against team(s) tied
 - If a team(s) forfeited a game during the season and the team(s) tied with did not, then the team(s) with the forfeit loses the tie-breaker.
 - Run differential in games against team(s) tied
 - Total runs in games against team(s) tied
 - Run differential for the season.
 - Total runs during the season.
 - Win/Loss record against the team with the next best record, continuing down the standings until the tie is broken.
2. If there is a tie for any other place in the league, the same tiebreakers procedure as above will be used.

Postponed and Rescheduled Games

1. To find out if a game has been postponed, call 616-530-3187, or visit the Wyoming Parks and Recreation facebook page after 4:30 pm.
2. If games are not postponed by 5:00 pm, teams and umpires are expected to report to the fields. Umpires will then make decisions based on weather and playing conditions.
3. During a severe thunderstorm watch or tornado watch, games will be played. If a severe thunderstorm warning or tornado warning is issued, or lightning is spotted, games will be postponed immediately.

Miscellaneous

1. The use of TOBACCO products is prohibited on the playing field or in the team bench area.
2. **CITY OF WYOMING ORDINANCE: NO ALCOHOLIC BEVERAGES** may be consumed on any City of Wyoming owned property. Violators may be subject to a fine and a possible suspension from the program.
3. Any agreement made between team managers and umpires because the playing conditions or rules have been altered must be indicated on the scorecard in writing.
4. The Parks and Recreation Department reserves the right to make any decision that is for the best interest and safety of the program.
5. The Parks and Recreation Department does not provide scorekeepers. **Each team will be responsible for keeping their own scorebook and verifying with the umpires and opposing team the number of runs scored each half-inning.**

First Aid Procedures

1. If an injury is serious, contact the City of Wyoming Police Department (911). The injured person should not be moved.
2. Each team is responsible for administering basic first aid and providing first aid supplies if necessary for their own team.
3. If the injury involves body fluids (*blood, pus, mucus, etc.*) please follow the **Bloodborne Pathogen Procedures**:
 - The game will be stopped by the umpires at the time a bodily fluid exposure is recognized. The game clock will also stop at the same time until the situation has been adequately addressed.
 - The player cannot return to the game until, in the umpire's judgment, the bodily fluid flow is stopped or sufficiently protected.
 - If a garment is soiled with a bodily fluid, the player cannot return to the game unless a clean (unsoiled with a bodily fluid) garment is used.
4. The injury should be recorded on a Parks and Recreation Department injury form. A copy will be made available to the injured person or his/her team if requested.

NOTE: The 2016 Official Softball Rules of the Amateur Softball Association of America (ASA), and these rules, regulations and procedures shall govern play in the City of Wyoming Parks and Recreation Department Adult Slow Pitch Softball Program. In the event of a conflict in language between the published ASA rules and the Wyoming Parks and Recreation rules and regulations, the Wyoming Parks and Recreation version controls.

CITY OF WYOMING PARKS AND RECREATION DEPARTMENT
2016 Adult Slow Pitch Softball Game Day Procedures – Teams

Pre-Game:

- Present all bats that might be used during the game to the umpires so that they can check to see if they are ASA approved.

In-Game:

- Keep a scorebook for your own team. (Scorebooks are available at the Parks & Recreation Department for free!)
- Confirm the score with the home plate umpire and your opponent after each half-inning.
- Announce any line-up changes you make immediately.

Post-Game:

- Check that the final score is correct on the scorecard and then sign it in the appropriate place.
- Clear out of the dugout area as quickly as possible so the next game can get started.