



## 2015 Fall Adult Softball Rules and Regulations

[www.botetourtva.gov/recreation](http://www.botetourtva.gov/recreation)

### Leagues Offered

• Men's Open	• Coed Open
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### League Setup

- All games will be scheduled as doubleheaders on Tuesday's starting towards the end of August.
- Number of games will be determined by the number of teams in the league.
- Games will last one hour. No new inning will begin after 55 minutes.

### Rosters

- Teams will have a limit of 30 players including the manager.
- Rosters must be turned in before the first game of the season.
- Rosters are open to add and drop players until four (4) games have been played by each team.
- Rosters can be completed online at [www.botetourt.org/recreation](http://www.botetourt.org/recreation).

### Age Requirements

All players must be sixteen (16) or older prior to the start of the team's first game to participate.

### Ineligible/Illegal Players

- Players cannot play on more than one team in the same division.
- The Parks and Recreation Department reserves the right to check for illegal players at any time during the season.
- If a team is found using an illegal player, all games in which that player participated in will be declared a forfeit.
- Teams found using an illegal player for the second time will be expelled from the league.

### Rules for ALL League Play

1. Games shall be played in accordance with United States Slow-Pitch Softball Association rules.
2. Pitchers mound will be set at 53' and the bases will be set at 70'.
3. All softballs must be slow pitch .52 core, 300 compression, 12 inch, optic yellow softballs. Core and compression must be legible on ball at beginning of game. Teams will hit their own ball. (Amended 07/29/2015)
4. All softballs need to be sanctioned by USSSA, NSA or ASA. No exceptions. If an official determines that a team is using an illegal ball, the game will be an automatic forfeit.
5. All bats must be on the USSSA approved list. Bats banned by USSSA are considered illegal and are not allowed in this league. If a player is caught using an illegal bat during a game, he or she will be called out.
6. All players must wear a jersey with the team name on the front and number on the back. Colors don't have to match but the team's name on the front does.
7. No steal cleats allowed.
8. No infield warm-up or batting practice will be allowed on the field.
9. Each team is allowed up to two designated hitters. A team may bat 10, 11 or 12 players.
10. A team may start with 9 players but no less. In this case, the 10<sup>th</sup> batting position will count as an out. Exception: 6:15pm game only - a team may start with 8 players and the 9<sup>th</sup> and 10<sup>th</sup> batting position will count as one out each. 9<sup>th</sup> and or 10<sup>th</sup> (out) batter may be inserted into that position in lineup anytime during the game they arrive.

11. Home Run Rules:

League	Limit
Men's Open / Rec.	3 per game per team
Coed Open	2 per game per team

- Once the limit is met, each subsequent home run is an out.
12. On any play being made at any base, the runner must slide or avoid contact.
  13. The home-team scorekeeper will be the official score. Teams are encouraged to confer at the end of each inning to assure that the score is correct.
  14. Coach must turn in lineup to the scorekeeper fifteen (15) minutes before the start of the game.
  15. A player will be out after two (2) strikes, or one (1) strike and two (2) fouls. A player will walk after three (3) balls.
  16. A player can only re-enter a game once after being substituted.
  17. Games will last 7 innings or one hour. No new inning will begin after 55 minutes. In case of inclement weather, five (5) innings will constitute an official game. If the home team is ahead, four and one-half (4-1/2) innings will constitute an official game.
  18. For the 6:15 PM game only – Teams may start with 8 players
  19. The mercy rule shall be 20 runs after 3 innings, 15 runs after 4 innings or 10 runs after 5 innings.
  20. The 'Flip-Flop' rule shall be used at umpire's discretion with less than 15 minutes remaining in the game and within two runs of the mercy rule. The Flip-Flop rule permits the team behind by a certain amount of runs (see Mercy Rule above) to hit for 6 consecutive outs in an effort to complete the game within the time limit.

**Rules for COED League Play**

1. At least four (4) females must be part of the lineup at all times during any game.
2. Two females cannot bat back-to-back, unless a team chooses to play with 5 or more females.
3. Females must also play in the field, they cannot be DH's, unless a team is playing with 5 or more.
4. If a male walks, the female has the option of taking a walk or hitting. If the female choose to hit, the male is still awarded second base.
5. Outfielders must stay approximately 20 feet away (umpires judgment) from the infield during a females turn at bat. The outfielder may only come closer after the ball has been hit.
6. A female batter may not be thrown out at first base by any throw that originates from the outfield.

**Conduct and Ejections**

1. Coaches shall be responsible for the conduct of their players. Improper conduct on the part of the players may result in expulsion, suspension or forfeiture of a game.
2. If a player is ejected from a game, the player is automatically suspended for a minimum of one game.
3. Any person pushing or striking an official will be banned from the league.
4. The coach of the suspended player will be notified.
5. Any players fighting before, during or after a game or on County property will be banned from the league.
6. If a player or a coach is ejected from a game, that person must leave the premises immediately.
7. If, at any time, the conduct of a coach or manager is deemed detrimental and contrary to the best interest of the program, the individual shall be suspended by the Recreation Department from further participation.
8. Profanity shall be cause for immediate expulsion.
9. No alcoholic beverages will be allowed on County property at any time.

10. Any individual who is disqualified from participation in this league is also disqualified from participation in any other activity sponsored by the Recreation Department for a period of one (1) year. At the end of that year, the Recreation Department will review the case and make a ruling concerning any future participation in recreation department programs.

### **Grace Period**

No Grace period for any games. Teams must be ready to play at game time.

### **Courtesy Runner**

1. Courtesy runner may be used once per inning, per sex for co-ed.
2. Courtesy runner must be the player who made the last out.
3. Courtesy runner must be of the same sex.
4. If the player that made the last out is on deck or due up-to-bat, the player who made the previous out prior to the last out will be used.
5. If the game is in the first inning, the player (same sex) furthest from the batter will become the courtesy runner.

### **Final Standings**

1. If two or more teams are tied in the final standings, the following tie breakers will be used:
  - a. Teams record against each other.
  - b. Teams run differential against each other.
  - c. Team's total runs allowed for the season.
  - d. Coin Flip.
2. A tie in the final standings of league play for first place will be declared co-champions. Plaques will be given to first place and runner-up in both regular season and playoffs.

### **Postseason Play**

1. All teams qualify for post-season playoffs.
2. The Parks and Recreation department has the authority to withhold a team from post-season play if the team has a history of forfeiting games or negative behavior throughout the season.
3. There is no minimum play requirement to be eligible for the playoffs. The player must be listed on the roster that is on file with the recreation department.
4. The mercy rule (20 after 3, 15 after 4 or 10 after 5 innings) will be used during all playoff games except for the championship and "if needed" games.
5. All tournament games will be 7 innings or 1 hour and 15 minutes. (Whichever comes first.)

### **Protests**

1. Protests must be made before the end of the game by the team manager.
2. The team manager making protest must notify the Recreation Department within 48 hours in writing.
3. Judgment calls are not protestable.
4. **Protest fee:** \$50.00, which will be returned if protest is upheld.

### **Postponements**

1. In case of inclement weather during weekday games, a message will be placed on the game cancellation hotline at 992-0012.