



ADULT SOFTBALL LEAGUE



POLICY & RULE MANUAL

City of Fulton
Parks and Recreation Department
P.O. Box 130
Phone: 593-3190
Cancellation Hotline: 592-3195

MEN, WOMEN & CO-ED ADULT SOFTBALL LEAGUE

This manual is a guide to procedures, rules and responsibilities for playing in the Fulton Parks and Recreation Adult Softball League. Through this manual, a more uniform and complete softball program will be developed for everyone's benefit. The Fulton Parks & Recreation Department will follow ASA Softball Rules unless otherwise noted in this manual.

It is recommended that you read this manual and ask questions about points you may not understand.

OVERVIEW

1. PROGRAM GOAL

The goals and objectives of this program are to foster, develop, promote and regulate amateur adult sports in Fulton and vicinity, as well as exemplify sportsmanship and fun. We also provide rules governing all teams in order to establish a recreational activity that is safe, fair and can be enjoyed by all.

2. WARNING STATEMENT

To participants, teams and spectators: Although participation in supervised athletics may be one of the least hazardous in which any person will engage; by its nature, athletics include a risk of injury that may range in severity from minor to long term catastrophic. Although serious injuries are not common in supervised athletic programs, eliminating the risk is impossible. Participants can and do have the responsibility to help reduce the chance of injury. Players must obey all safety rules. Please report any and all accidents or injuries to the Parks and Recreation Director within 24 hours.

By registering for this sport you acknowledge that you have read and understand this warning. Those who do not wish to accept the risks described in this warning should not participate.

3. SAFETY

For the protection and safety of all participants, wearing jewelry is NOT PERMITTED and the items will be asked to be removed. If an article can not be removed, it must be covered. Any other item that the umpire believes will present a hazard or is potentially dangerous to the player or participants must be removed or covered with no exposure.

4. INSURANCE

The City of Fulton carries no insurance on players, coaches or game officials. Participants are responsible for all charges resulting from medical emergencies or treatment.

League Policies and Procedures

1. SCHEDULES

The number of games will be determined after the registration deadline. Fields: Leagues will use Seaman or Backer East Field.

1a. SITE SUPERVISOR

Responsibilities include:

- a. Supervising the event & assisting with enforcement of rules
- b. Serves as official scorekeeper

2. PLAYER ELIGIBILITY

Players must be 18 years of age by June 1st of the current year. In the event of a challenge, the player(s) will show proof (ID) to the facility supervisor, or umpire at the site of the challenge.

2a. RAIN OUTS/GAME CANCELATIONS

Rain out decisions will be determined by the Parks & Recreation Director by 4:30 on the day of games. **You will not be notified of cancellations.** It will be the team reps. responsibility to call the park office to find out if a game has been cancelled.

The umpire, site supervisor or Parks & Recreation staff will make all decisions regarding game cancellations due to inclement weather, poor field conditions or darkness. If a game is cancelled, no one will be allowed to play or practice on the fields.

3. COMPLETE GAME

If a game is cancelled for any reason after the completion of 3 ½ innings or ½ of the time limit, it will be declared an official complete game and the score at the end of the last full inning of play will be counted as the final score. If tied, each team will receive a ½ loss and a ½ win on their season record. Tournament games must be completed at a later time.

3a. MAKE-UP GAMES

Make-up games will be scheduled by the P & R Director. Game format may or may not change.

4. UMPIRES

There will be 1-2 umpires per game. Championship games will have 2 umpires if possible.

Umpires must be treated with respect at all times. Only the coach will be allowed to talk to the umpire in the case of disagreement.

5. EJECTED PLAYERS

It is the responsibility of the team representative, coach and / or manager of each team to know, understand and abide by the rules and regulations of softball as they are carried out by the umpires, facility supervisors, or the adult sports manual.

Players or teams ejected from the game will sit out for the next two scheduled and played games. After the two games, the ejected player / team must check in with the event supervisor or Parks and Recreation Director before being allowed to participate. A second ejection will result in suspension for the remainder of the season or for the following season.

Also, a \$50.00 fine per player will be imposed on all ejections. Failure to pay this fine will result in further suspended play. The fine does not negate the 2 game suspension.

The ejected player(s) must leave the contest area, including the spectator area and parking lot. The ejected player(s) will have 2 minutes to leave the area. If the player is still present after 3 minutes, the opposing team will win by forfeit.

6. LEAGUE CHAMPIONS

League Champions will be determined by the best win/loss PERCENTAGE *or* through a single-elimination championship tournament.

If win/loss percentage is used to determine a league champion and there is a tie for first place *or* if the top two teams have the same number of wins, a one game championship playoff will be scheduled and played.

7. AWARDS

Champions will receive a championship trophy and League or Tournament Championship t-shirts for each team member, up to a maximum of 18 T-shirts.

GAME PROCEDURES

1. DUGOUTS / TEAM BENCH

Teams are responsible for all persons occupying the dugout. All equipment must be kept inside the dugout or outside of the fenced playing area. No children or pets are allowed in the dugout. Young children are not allowed to serve as a batboy.

2. PREGAME CONFERENCE

Prior to the start of the scheduled ball game, the umpire(s) will call for a representative of each team at home plate. The umpire will briefly highlight ground rules, safety information, the collision rule, re-entry procedures, etc. A coin toss will determine who has choice of being the home or visiting team.

3. WARM-UPS

Teams are not allowed to warm up on the dirt infields. Both teams may warm up in the outfield before game time. If players throw balls around while other games are in progress, they are required to find a safe area away from spectators where they would not disrupt play. **Remember, safety come first!!!**

3a. SUBSTITUTIONS

Substitutions will be allowed any time after the game has started. Once a player leaves the game due to substitution, they may not re-enter the game

The umpire must be notified prior to a substitution being made. If an umpire is not notified in advance, the substitution will be considered an illegal substitution and that player will be removed from the game and any runs directly scored by that player will be negated.

4. STARTING TIME

Line-ups must be turned in to the Field Supervisor at least five (5) minutes prior to game time. Teams must be ready to start at the required time. If a game(s) runs late, a minimum of five minutes or a maximum of ten minutes will be given for pre-game preparation prior to the next scheduled game. Line-up additions can be made up to the completion of the 1st inning, as long as the final roster does not exceed the maximum number of players. (This rule is to help teams who have to start the game with 8 or 9 players.)

5. GAME LENGTH

The length of all games will be one hour or seven (7) innings. No new inning will start with less than 5 minutes of game time remaining. If there is a tied game at the end of the time limit or 7 innings, the game will continue until there is a winner at the end of an inning, or when the home team is ahead at the end of the half inning. Home team will be allowed last bat after the time limit is reached. The umpire will keep the official game time.

5a. MERCY RULE

If a team leads by 15 or more runs after the 4th inning or 10 or more runs after the 5th inning, the leading team will be declared the winner by mercy rule. Home team will always have the last at bat.

5b. WARM-UP PITCHES

Each team will be allowed 5 warm-up pitches in the first inning. One warm-up pitch will be allowed in each of the following innings. New pitchers will receive 5 warm-up pitches.

5c. INFIELD/OUTFIELD WARM-UP

In the first inning, fielders may warm up during the pitcher's 5 warm-up pitches. After the first inning, no softballs are to be taken onto the field except the game ball. The infield is not allowed to throw the ball around between outs. Ball should be returned to pitcher as soon as time is called.

6. FORFEITS

A forfeiting team must pay a \$25.00 forfeit fee to the Fulton Parks & Recreation Department prior to their next scheduled game. A team with 2 forfeits may be dropped from the league, without refund. Forfeits may be declared for one or more of the following infractions:

- Illegal players (players not on a roster or ineligible players) participating.
- Misconduct by players, coaches, or team managers before, during, or after the contest.
- Failure to submit a legal roster prior to the teams first scheduled game.
- Not having the required number of players to play a complete game.
- Not showing up on time or not showing up at all for a scheduled game.

8. EQUIPMENT

Each team will be responsible for supplying their own equipment, including 2 game balls (Only .47 core balls or less will be allowed and must be clearly marked). Each team will hit their own ball. Men's & Co-ed Division - 12" ball.

To speed up the game, each pitcher will keep the opposing teams ball at the end of the half inning and each team must retrieve their own foul balls and homeruns.

Bats-Only ASA legal softball bats will be allowed. Check www.asasoftball.com for up-to-date restrictions on softball bats. Bat protests must be done at the field and prior to the accused batter completing his/her at-bat. Umpire's decision on bat legality will be final. Note: once a batter is safely on base or called out, the at-bat is complete. Penalty for an upheld bat protest will be that the batter will be called out.

8a. UNIFORMS

It is recommended that each team member have a matching jersey or shirt with a number on the front or back.

RULES GOVERNING THE TEAM

1. ROSTER INFORMATION:

Teams are limited to a maximum of 18 players. All players must have signed the roster & waiver forms before playing a game.

Roster Addition Requirements:

- a) the team representative must inform the Parks & Recreation Dept. as soon as possible
- b) the player must sign and turn in to the Parks & Recreation Dept. the roster/waiver form,
- d) the new player may not participate for the next 24 hours starting from the time the roster/waiver form is signed
- e) added player(s) must play a minimum of 2 games in order to be eligible for tournament or championship play.
- f) once a player is removed from a roster, they can not be re-added.

Any player that is not on a roster and plays in a game, will cause that team to automatically forfeit any games that individual played in. **Exception:** If during a league game (not during the championship tournament), a team has less than 10 players, they may pick-up 1 non-roster player for that game only and the opposing coach must agree to the pick-up.

Players can only play / register for one team, per division, per season. If a player quits one team he/she cannot play for another team until the following season.

2. REQUIRED NUMBER OF PLAYERS

Teams must have a minimum of 8 players for defense and can allow up to 12 (Co-Ed) or 11 (Men) batters.

Teams *do not* have to take an out in the 9th and/or 10th position in the batting order for each missing player.

No roster additions will be allowed after completion of the first complete inning..

Co-Ed Player Requirements

of Players

8-9

10

11 (one EH-male or female)

12 (two EH)*2 females or 1 male & 1 female)

Female Requirement

3 must be female and play defensively

4 must be female and play Defense

4 must be female and play Defense

5 must be female and play defensively.

3. BATTING ORDER (Co-Ed)

Teams must alternate male and female players in the 1-10 spots in the batting order, **when possible**.

4. DEFENSIVE POSITIONING (Co-Ed)

Co-ed teams must have 2 female and 2 male players in both the outfield and the infield. The pitcher/catcher combination must be male/female or female/male. *Note: the female pitcher or catcher counts as one of the 2 required female infielders.

5. WALK RULE (Co-Ed)

If a male player is walked and the next batter is a female, she will have the **option** of taking a walk or batting.

General Rules

1. BALL/STRIKE COUNT

Each batter will start with a 1 ball/1 strike count. A foul ball will not count as the last strike.

2. STRIKE ZONE

A strike must arch between 6-12 feet high and cross the home plate in order to be considered a strike.

3. EXTRA HITTER

The extra hitter rule will be in effect for all Adult Softball Leagues.

Men/Women

1 Extra Hitter

Co-Ed

2 Extra Hitters (1 male and 1 female or 2 females)
or 1 Extra Hitter –either male or female

The extra hitter(s) must be declared on the initial roster prior to game time. The EH can bat in any spot in the lineup. (Co-Ed Batting Order Rules still apply)

The batting order must remain constant, however any of the ten, eleven or twelve players may take a defensive position throughout the game. Co-Ed teams must adhere to the male/female requirement rule. (see Rules Governing the Team, #2.

3a. PINCH RUNNER

A pinch runner may be used at any time. **The player who made the last out will be the pinch runner.** Players using a pinch runner can re-enter the game, but must do so immediately.

4. COLLISION RULE

When the defensive player has the ball or is in a position to make a play and the runner remains on his/her feet and makes contact, either intentional or unintentional, with the defensive player, then: the runner is out, ejected from the game and the ball is declared dead. *It will be the umpires decision to eject or not eject a player, depending on the severity of the contact.

The runner has three options to avoid the collision: he/she can either slide, go around, or stop. When a runner slides, the slide must be to the base with the feet close to the ground. Hook, head first, fade-away slides & dodging a tag within the runner's three-foot base path are all legal.

5. OBSTRUCTION RULE

When a runner is out, he/she is expected to avoid interference with the subsequent play.

6. SHOES

No metal cleats will be allowed to be worn by any player. Any player caught wearing metal cleats will be ejected.

7. HOME RUN RULE

Each team will be allowed a maximum of 5 home runs per game. Each additional home run will count as a single.

8. STEALING

Stealing will not be allowed in the Men's, Women or Co-Ed leagues.

Player Conduct & Responsibilities

1. TEAM REPRESENTATIVE'S RESPONSIBILITY

It is essential for every team rep., player and umpire to know the softball rules and have the ability to interpret each accurately and intelligently. It is the team rep.'s responsibility for making sure their team has received and read the FPR Adult Softball Policy Manual.

The team rep. or playing captain is also responsible for the discipline and proper conduct of their entire team and their spectators.

2. CODE OF CONDUCT

No team member shall lay a hand upon, shove, strike or verbally abuse and/or threaten an umpire, player, spectator or staff person. Anyone doing so will be suspended or banned from further participation in all adult sports programs for one year.

No team member shall refuse to abide by an umpire's decision.

No team member shall make obscene gestures or objectionable demonstrations of dissent at an umpire's decision.

No team member shall possess or consume alcoholic beverages while the player or the team is participating in a practice, game or scrimmage.

No team member shall smoke tobacco on the playing surface, in the team area or inside any Park and Recreation Facility.

Only the designated team representative may discuss, in a polite manner, any call or ruling with the umpire. Only clarification of rules will be discussed. Any complaining about judgement calls will result in an ejection.

No player will intentionally attempt to defy the rules or procedures outlined in this manual or the rules and regulation books.

No team member shall throw a bat in an unsafe or objectionable manner.

No team member shall warm up by hitting a ball against a backstop or side fence.

Spectators, who in the opinion of the umpire or a staff person are detrimental to the goals of the program, will be expelled from the contest area. The team, in which the spectators belong, will be penalized for any further problems that occur. Penalties will include disqualification from the contest. Grounds for action can include, but are not limited to: obscene language or gestures, inciting players to fight, alcoholic beverages in the stands and extreme verbal abuse against the umpire or staff.

The umpire, site supervisor or Parks and Recreation Director will have the final authority regarding all matters of misconduct.

3. ALCOHOL POLICY

The consumption of alcohol and the use of tobacco products during the game is prohibited. **Alcohol & tobacco products are not allowed in the dugout or on City of Fulton Parks and Recreation property.** The first offense will result in a warning, the second offense will result in the offending team forfeiting the game or being removed from the league.

4. BLEEDING

When an injury occurs where blood is evident and/or flowing, the injured player must be removed from the game until the blood flow has stopped and been cleaned up including any uniform or apparel that was contaminated with blood.

5. ACCIDENT OR INJURY

Each team is required to provide their own first aid supplies for minor injuries.

If a serious or life threatening injury occurs, the site supervisor or umpire will make the decision to call the appropriate emergency personnel. All accidents or injuries should be reported in writing to the P & R, no later than 24 hours after the incident occurs. Teams are encouraged to keep a list of emergency number for each team member in case of any emergency.

6. EVALUATIONS

Evaluations must be completed by team rep. and returned to the Parks & Recreation Director not more than 10 days after completion of the league. Please feel free to share your concerns, suggestions and ideas on how we can provide for a more quality program.

7. PROTESTS

The event supervisor must be notified of a team's intent to protest during the game or immediately after the game has ended. The supervisor will then provide the team captain with the official protest form which is to be completed and submitted to the P & R office along with the \$100 protest fee.

All official protests must be submitted, in writing, to the Parks & Recreation office within 24 hours of the starting time of the game being protested.

A \$100 fee will be charged for each protest and must accompany the protest. This fee will be refunded if the protesting team wins the protest.

If a protest is upheld, the result of the game will be adjusted accordingly. If additional play is required, this will be scheduled by the Parks and Recreation Director and the team representatives. The rosters for each team must remain the same with the following exception: Each team will be allowed to substitute a maximum of two players on the original roster.

Good Luck and Have a Great Season!