Greenwood Parks and Recreation Department

2020 Session 1 Adult Softball Guidelines and Rules

Run Rule

1. The “Mercy Rule” is 10 runs after five innings in the Men’s Church Fellowship and Men’s Recreation leagues. The 20-15-10 rule remains in effect in the Church Semi-Competitive and Men’s Recreation Advanced leagues.

I. ORGANIZATION & ADMINISTRATION

A. Objective: The Greenwood Parks and Recreation softball program was established to provide city residents and those of surrounding communities the opportunity to participate in recreational softball, either as a player or spectator. All Greenwood Parks and Recreation programs are intended to be *recreational* in nature.

B. Playing Rules: The official rules of “Slow Pitch” softball as approved by the Amateur Softball Association shall govern the play of the Greenwood Parks & Recreation Softball Leagues except where modified by the department. League rules take precedence over ASA rules.

C. League Ties: Should two or more teams tie (record-wise) for a position during the regular season, the tie breaking procedure is as follows for seeding purposes:

1. Head to head competition record.
2. Overall score in head to head competition.
3. Record vs. top seed.
4. Coin Flip

II. TEAM ROSTERS & ELIGIBILITY

A. Teams must have a minimum of nine (9) players and a maximum of twenty (20) players on their rosters at any given time.

B. Roster Changes

1. Teams may add or remove players from their own rosters any time prior to the **Start of the third game. However, once a player plays for one team, he/she may not switch to a different team in the same league. Rosters are considered final after the first pitch of the third game.**

2. After this point, any player caught playing not appearing on the roster will cause the team to have an automatic forfeit. Any discrepancy must be brought to the plate umpire’s attention immediately by the coach/manager or designated team representative. The roster must be checked before a forfeit will be assessed.

C. All players must be at least 15 years of age in order to participate. Players between 15-17 years old must fill out a separate waiver form, available online.

III. GAME ADMINISTRATION

A. Game Length:
All games will start at the scheduled time or upon conclusion of the preceding game. No new inning will begin after **fifty-five minutes**. The umpire's time will be the official clock. Games may start early if both teams agree to do so. If a game is called due to rain or weather after four innings (4) have been completed or (3½ innings if the home team is ahead), the game will be deemed official and not made up.

B. Run Rule: 20 after three innings, (2½ if the home team is winning)
15 after four innings, (3½ if the home team is winning)
10 after five innings, (4½ if the home team is winning)
*** Men's Church Fellowship… (10 after five innings)**
*** Men's Recreation… (10 after five innings)**

C. Max Runs Per Inning Rule: A team may not score more than 15 runs per inning, Only exception is a team that has runners on base and the current batter makes the runs go over 15. Example, a team has two runners on base and has 13 runs, batter hits homerun, all 3 runs will count making it 16.

D. Extra Innings: A game tied at the end of seven innings or at the end of the time limit, will continue under these guidelines: Last player who made an out will be placed at second base with one out. If a whole inning is played and the game is still tied, player who made last out will be placed at second base with 2 outs. Player at second and 2 outs format will be used through the rest of the extra innings until there is a winner.

Post-season tournament: This "speed up" rule will not be used in the Semi-Competitive or Recreation Advanced leagues in the tournament. The traditional speed up rule will be used in the Recreation leagues.

E. 1 and 1 Count: All batters will start with a one ball and one strike count on them at the beginning of his/her bat.

F. Pre-Game
1. A coach, manager, or designated team representative is to be the only person involved with challenges (i.e. the team representative is the only player to challenge an illegal player to the umpire). The umpire must be made aware of the person chosen as the designated team representative.

2. Only team coaches, managers, or designated team representatives are allowed to look at the rosters in the supervisor's book.

3. Each team must start and end a game with at least 9 players, regardless of injury or the game will be deemed a forfeit. If a team starts a game with 10 players and a player is ejected (and a substitute is not available) the team may finish the game with nine players….BUT it must take an automatic out in the ejected players batting position.

If a team starts a game with nine players, there is no penalty and a 10th player can be added after the game starts by taking the last spot in the batting order.

4. No bat boys or girls are allowed for safety reasons.

5. Equipment: Metal/Steel cleats will not be allowed to be worn by any player or coach/manager. Those caught will be disqualified from the game.

6. Safety First Base: Runners must hit the orange base at first base on any possible "play at first" (i.e. infield hit, single). Players will be out if violated.

7. Illegal Bats – We will use the Illegal Bat list that is on the website. No women's, kids, or fast-pitch softball bats will be allowed to be used. Please ask the umpire prior to the game if a bat is allowed.

G. Game Play

1. Each pitcher in the first inning, or at the start, will be awarded **3** pitches and 1 pitch for each inning after. A "ball" will be awarded to the batter for each additional warm-up pitch taken. Players are not to throw balls around the infield or outfield between innings.

2. Home run classification will be used as follows:

3 over-the-fence

a. Men's Church Semi-Competitive – 1 Up Rule
b. Men's Recreation Advanced – 1 Up Rule

2 over-the-fence homeruns per game.

a. Men's Church Fellowship
b. Men's Recreation

No over-the-fence home runs

a. Co-Ed Recreational

The 1-Up Rule allows games to surpass the designated home run total. For example, after each team hits three home runs, then each team is allowed a fourth home run. When both teams hit their fourth home run, then they are each allowed another, and so on. This rule only goes into effect when each team has hit its three home runs and neither team can get more than one home run ahead of the other team.

All home runs at Westside Park are deemed outs for safety reasons.

Any over-the-fence home runs in excess of the classification stated above will result in an automatic out.

To speed play on home runs, teams which hit a home run should retrieve the homerun ball in order to keep the game on time. **NOTE:** The player hitting the homerun and anyone on base are not required to run the bases.

3. Extra Hitter: Teams may use an extra-hitter in their line-up. The player can be placed at any position in the line-up. Extra hitters are not substitutes. Extra hitters are already current participants in the game. Please see Co-Ed rules.

4. Forfeits & Defaults: If a team knows in advance that they will, for whatever Reason, be unable to field a team, the coach or representative from the team should call the Recreation department, so that the opposing team can be notified.

5. A team may use a courtesy runner once per inning. The runner can be anyone on the roster (gender specific), including a player who isn't in the lineup. There will be an automatic out if the runner is still on base when her/his position is up in the batting order.

6. Any time there is a close play at 2nd, 3rd or home and the fielder has established position to make a play the runner must avoid upper body contact by sliding. Any player not sliding will be called out. Judgment on contact and close play will be made by the umpire.

7. Please remember that Unsportsmanlike behavior will not be tolerated in Greenwood Parks and Recreation Softball Leagues. All games are played in public parks and are used by many people not associated with our softball program, please refrain from unsportsmanlike antics.

H. Rainouts

1. Diamond Playability: Diamond playability will be up to the discretion of the Recreation Department. After 4:30pm, you may check the SOFTBALL PAGE on our App: Greenwood Parks & Recreation. After 6pm, if games have not been canceled, diamond playability will be up to the discretion of the umpire.

2. Rainouts: Coaches and players are responsible for checking the Greenwood Parks & Recreation app. for the most up-to-date information on rainout dates and times. The app is available for at the App Store.
Under most circumstances, rainouts will be rescheduled at the end of the regular season. However, to finish the league in the allotted time (normally three months) games may be scheduled on days other than the usual day for a league. For example, a Monday night league may be asked to makeup games on Friday.

3. Inclement weather during game: If a game is called due to rain or weather after four innings (4) have been completed or (3 ½ innings if the home team is ahead), the game will be deemed official and not made up.

I. League Specific Rules

1. Church Fellowship and Men's Recreation: Teams in this league will be given the option of batting around the entire 20 player roster.

2. **Co-Ed Leagues:** A team may play with more women than men with no penalty. A team may play with five men and four women, however, the team must take an out in the 10th position.

J. Protests

1. The notification or intent to protest must be made immediately before the next pitch.

2. Protests will NOT be considered regarding *judgment* situations. Protests regarding rules and application must follow these procedures to be valid:

a. Indicate to the umpire or the official scorekeeper/supervisor of the protest at the time of the incident.

b. If the protest cannot be resolved by either the umpire or supervisor, then fill out the appropriate protest form with the supervisor.

c. The protest must be accompanied with a $50 protest fee within 24 hours of the incident. The $50 protest fee will be returned if the protest is acted upon your favor. If the protest is not valid, or is not judged in your favor, then the $50 will be forfeited to the league.

d. As stated in Pre-Game #1, a coach, manager or designated representative is the only person involved in a protest.

e. There will be no discussion concerning a potential protest that has not yet been legally filed. All protests must be in writing and the proper steps must be taken.

f. Any protest of an illegal player must be protested to the umpire before the end of a regulation game. Illegal players may not be protested once the game is finished or forfeited.

IV. PLAYER CONDUCT

A. This Administration, umpire, or supervisor in a scheduled game, shall have the power to remove from the game any player, coach, manager or spectator who displays unsportsmanlike conduct. The following are examples of unsportsmanlike conduct, which may result in an ejection:

1. To refuse to abide by an official's decision.

2. To physically attack, lay a hand upon, or endanger the safety of any official, player, coach/manager, spectator or Greenwood Parks & Recreation staff.

3. To object to an official's decision by throwing gloves, bats, balls, personal equipment or other forceful action.

4. To verbally abuse, threaten or attack any official, player, coach/manager, spectator or Greenwood Parks and Recreation staff.

5. To be guilty of obscene language on and off the field towards any official, player, coach/manager, spectator or Greenwood Parks & Recreation staff.

6. To continually argue and talk about an umpire's judgment in such a way that is disrupting to the game including the umpire, supervisor, fans and participants

7. NOTE: The umpire/official/supervisor has the authority to forfeit a game if the incident deems necessary.

B. The manager/coach of the team affected shall be responsible for the removal of the offending person(s) from the game. Once ejected from a game, the offending person(s) must leave the park, out of sight and sound of the facility/park, within three (3) minutes before the game will continue. If he/she fails to leave, the game officials may forfeit the game to the opposing team.

C. A player ejected from a game is automatically suspended for their next game on that team, no matter if it is regular season or playoffs. There is always a possibility of a longer suspension if deemed necessary. This suspension is in effect regardless of game cancellations or how many teams the player is on (i.e. A player that is ejected on Tuesday of week 2 will be suspended from all leagues and league play until Wednesday of week 3. If a rainout were to occur on Tuesday of week 3, then he/she will be suspended from the next scheduled/played game in that league from which the ejection took place).

D. Any player, manager/coach, participant or spectator who has been ejected from two (2) games during the season will be dismissed from all Greenwood Parks & Recreation leagues. Severe cases will be dealt with on an individual basis. Any suspensions can be carried over into the next league and/or season.

E. Any player, manager/coach, participant or spectator who physically assaults or threatens another player, manager/coach, participant, spectator or official shall be **dismissed** indefinitely from all leagues and department programs. As necessary, law enforcement may be called to intervene.

F. No player, coach/manager or spectator will be allowed on the premises if suspected to be under the influence of alcohol or drugs. **It is illegal to consume alcoholic beverages while on city property. Persons observed doing so are subject to dismissal from the league. Any player or coach/manager with alcohol in or around their dugout, or under the influence is in violation of this rule and will cause his/her team to forfeit their current game and be subject to further penalties.**

G. It is the responsibility of the coach/manager of each team to insure all players have read and understand these rules and regulations and those of the ASA Rule Book.

H. NOTE: Officials are required to warn coaches/managers and players guilty of the infractions of the following rules. Failure to comply with these will result in ejection or disqualification from the game:

Smoking is not allowed on any city property.

Children must have proper supervision when present at a playing site in order to not cause a disturbance at the playing site. Supervisors and umpires are not babysitters. If you do not have proper supervision for your children, then you may be disqualified from your game.

V. COED SUPPLEMENTARY RULES

A. Ideally, a coed softball team consists of 10 players (5 males and 5 females) with the following positioning requirements: 2 males and 2 females in both the outfield and infield, and one male and one female as pitcher and catcher (no specific gender for either). Teams may play with more women than men without a penalty.

B. Team may start and end with a minimum of 9 players but when and if another player arrives (of correct sex missing) that player must be inserted into the line-up at the ninth or tenth batting position (depending on vacant spot by alternating sexes). If a team plays shorthanded with either three in the infield or outfield, at least one of the three must be a male and at least one of the three must be a female player.

C. Extra Hitter: 1 male and 1 female must be used.

D. Each team must alternate sexes in the batting order, where applicable.

E. Any walk to a male batter (intentional or not) will result in a two base award (first base must be touched before going to second). The next batter, a female, must bat. EXCEPTION: With two outs, the female has the option to walk or bat.

V1 Co-Ed Recreation Run Rule

Pleases see additional Co-ed Recreation Run Rule.

GREENWOOD PARKS & RECREATION

Adult Softball Co-Ed Recreation Run Rule

Over the years, we have received complaints from recreational teams that are being destroyed by competitive teams and players who are playing below their proper classification. We want to make sure that all teams have an opportunity to play against teams of their caliber. Looking into this, we found that the rules in place provided incentive for teams to drop down to a lower level so that they can play and win more games.

While home run rules offer some relief, games are won and lost as a result of runs scored. Therefore a guideline is needed to discourage teams and players from playing below their proper classifications. We will implement the following Game Run Limit for recreational leagues. A team is allowed to score runs only up to the maximum shown below for each respective inning:

Game Run Limit = 20 total runs for 7 innings, unlimited in extra innings

Inning	1	2	3	4	5	6	7	Extra Innings
Max Runs Allowed at End of Inning	5	10	12	14	16	18	20	Unlimited

Once a team reaches the maximum number of runs allowed for any given inning, it then ends its turn at bat and plays defense. If a team fails to reach the maximum in any given inning, it may score runs in the future innings until it reaches the maximum number shown for the inning being played. In extra innings unlimited runs are allowed.

Our hope and intent with this Game Run Rule is to drive out all of the players and teams who are sandbagging and winning all the time and destroying teams in the process. Teams best know where they fit, and teams that are sandbagging will penalize themselves. The teams that enter where they should play will be protected from sandbagging teams. Overall, recreational teams will enjoy an honest chance to be competitive within their classification.