

CONCORD PARKS & RECREATION DEPT.

Adult Softball Program RULES & REGULATIONS

REVISED 4/6/2016



*CONCORD RULES ARE BASED ON USSSA SOFTBALL RULES. ANY INFORMATION NOT FOUND IN THE FOLLOWING RULES SHOULD BE REFERED TO USSSA RULES AND REGULATIONS @ WWW.USSSA.COM

ARTICLE 1 - GOAL

- Section 1.** To provide an organized athletic event that promotes fun, fellowship, competition, and good sportsmanship.
- Section 2.** To provide an opportunity to engage in constructive leisure pursuits.

ARTICLE 2 - ORGANIZATION

- Section 1.** The Athletic Supervisor and its appointed agent(s) will be in charge of the league and responsible for the organization and functioning of the league; will decide on all matters and policies pertaining to the league; and shall cooperate in every way to make the softball program successful.
- Section 2.** Each team coach shall be responsible for the conduct of the team and fans and for the handling of their team business.
- Section 3.** The Athletic Supervisor and his appointed agent shall keep all records of teams, players, and business handled by the league as a whole. The Athletic Supervisor and his appointed agent will be responsible for drawing up schedules, rules, and standings.
- Section 4.** No Alcoholic Beverages are allowed on Concord Parks and Recreation Facilities
- Section 5.** Games will be played at WW Flowe Park
- Section 6.** Teams will be responsible for having matching shirts with numbers on back and no duplicating numbers. If a team doesn't have matching shirts they will forfeit their games until they have matching shirts.

ARTICLE 3 - ELIGIBILITY

- Section 1.** All team rosters must be turned in to the scorekeeper or site supervisor before you play your first regular season game. If your roster is not turned in, you will forfeit your first game.
- Section 2.** Players must be 16 years of age before the first scheduled games of playing season.
- Section 3.** There is a limit of 20 players on league team rosters for all leagues.
- Section 4.** A player's name and signature must be on the roster to be eligible to participate. A team may add players up to the **fifth** regular season game. **A team can add players if their numbers drop to 9 or below after the fifth regular season game.**
- Section 5.** Players must play in **five** regular season games to be eligible for play-offs.
No Exceptions!
- Section 6.** Players caught playing under an assumed name will be ineligible for the remainder of the season. All games in which ineligible player played in will result in a forfeit.

ARTICLE 4 - UNSPORTSMANLIKE CONDUCT

- Section 1.** A player or coach ejected from a game for unsportsmanlike conduct (arguing, throwing equipment, profanity, etc.) will be suspended from playing in the team's **next scheduled game (ONE game suspension).** (Revised 9/10/2013)
- Section 2.** A player or coach ejected from two games will be suspended from the league for the remainder of the season.
- Section 3.** A player or coach ejected from a game for fighting, threatening, striking, an opposing player, coach, staff member, officials, or other league personnel will be **suspended from the league indefinitely.**
- Section 4.** If a team shows continued unsportsmanlike conduct during the progress of a game or during the season, the game and seasons remaining games will be forfeited to their opponent(s).
- Section 5.** A player or coach who does not abide by the rules and regulations of the Concord Parks and Recreation Department Adult Softball League will be suspended from the league.

ARTICLE 5 - PROTEST

- Section 1.** All protest will be handled within 24 hours. Protest must be made before the next pitch is thrown at time of the infraction to site supervisor and umpire. Protest must be made to the umpire and scorekeeper. NO JUDGEMENT CALL CAN BE PROTESTED. A \$100.00 protest fee must be submitted to the athletic office and a written protest within 24 hours, for all protest including illegal players, and it is refundable if the protest is upheld.
- Section 2.** Rule interpretations and illegal players will constitute a legal protest.

ARTICLE 6 - PLAYING RULES

USSSA Official Rules and Regulations govern all league play with the following exceptions:

- Section 1.** The athletic supervisor, after contact with all teams, may add to and alter existing rules to keep the program goals and objectives attainable.
- Section 2.** The 10 run rule shall be in effect for all games after five innings of play, 15 run rule shall be in effect for all games after four innings of play. If the visiting team is losing by 20 runs after two and one half innings, the game is over. If the home team is losing by 20 runs after 3 innings, the game is over.
- Section 3.** **New Ball Rules effective FALL 2014 (REVIDED 7-1-2014)**
A 44-core softball with a 375, 44-core with a 400 will change to the following for the FALL 2014 Season the below list of balls are league going forward.
New Balls Requirements; USSSA Classic M (40-core/325), ASA (52-core/300) or the Classic Plus NSA/ASA (52-core/275) (Revised 7-1-2014)
 may be used for league play. Men's Open, Church and Co-Ed will use the 12 inch ball. **You will go up to bat with a 1-1 count. Each team must provide their own ball.**
- Section 4.** There is a limit of 7 (Revised 7-1-2014) home runs per team (over the fence home runs only). Any home run after the limit will be considered an out and runners will not advance. **You do not have to run the bases on a homerun.**
- Section 5.** Teams may add a tenth player to the lineup at anytime without a penalty. Player must be placed at the end of the batting lineup. **Open and Blue leagues will be allowed a DH and may bat 11 players max. Co-Ed teams may add their 10th & 12th player at any time without penalty.**

Section 6. There will be a 10-minute grace period on the first scheduled game. The time will be taken away from game time. There will be a 10-min rest period between double headers. (REVISED 9/10/2013)

The scorekeeper/umpire/site supervisor will keep the time.

Section 7.

Teams who start with eleven players can finish with ten players. Under the following circumstances: a player must leave for work, etc; a player gets injured and there is no replacement. No penalty is assessed when that player's position comes to bat. It is skipped in the lineup. Once you drop to 10 or 9 players, you cannot reenter players to the game to the original starting number. A team playing with eleven players and has one to get ejected must replace that player in the lineup. If no replacement player is available then the game is forfeited. Co-Ed teams must have 9, 10, or 12 players at all times. Co-ed teams can start with 9 players but must have 4 females. The 10th batting spot will be automatic out until a female can fill the 10th batting position. The only lineup combination that is allowed with 9 players is (M*F*M*F*M*F*M*F*M). If a team bats 10 or 12 players they must have an equal number of male to females or **exception more females to males. Examples (5-5 or 6-4 with more females.** Co-Ed teams must drop additional player in order to keep lineup equal. **When playing with more females than males a female can follow a female but at no time can a male follow a male in the batting lineup with the only expectation being after an automatic out for the 10th batting position!** Players may bat left-handed or right handed. When a male batter is walked he automatically moves to second base and all runners forced to advance do so. The female batter has the option to walk or hit. Co-ed players may play any position on the field. (REVISED 4/6/2016)

Section 8.

An (AH) additional hitter may be used if declared prior to the start of the game.

Co-ed may have 2 (AH) and it must be declared prior to start of the game.

Section 9

All players are required to wear a numbered shirt, same color during all games without duplicating numbers. PENALTY: Player is removed from game.

Section 10.

There will be a 1-hour time limit on all regular season games and tournament games. Time will start with the first pitch. (REVISED 4/3/2104)

Exceptions:

A. If the Game is tied at the end of the time limit.

B. If the home team has not had their time at bat at the end of the time limit

C. Championship Tournament game will not have a time limit. These games will go seven (7) innings. The run rule will apply in these games.

- Section 11.** A game will be an official game after five innings has been completed (4 and $\frac{1}{2}$ innings) if the home team is ahead or if rain or suspension for inclement weather or other related matters occur.
- Section 12.** Regular season games suspended before an official game status will be replayed from the beginning.
- Section 13.** In case of rain coaches need to call the Athletic Information line at 920-5640 by 3:00 p.m. to see if games are cancelled. If games are not canceled by 3:00 pm, teams must go to the field. Site supervisors and Umpires will make a game time decision as to the playability of fields. If the first game is canceled, all subsequent games will be canceled.
- Section 14.** Eligible team members can replace ejected players only.
- Section 15.** Teams not abiding by the rules and regulations will be subject to dismissal from the league without a refund of team entry fee.
- Section 16.** In case of a tie in the league standings, tournament pairings will be determined by the following; Head-to-Head then Run's allowed, Run's scored and last if still tied a coin flip.
- Section 17.** Games will not be rescheduled due to conflicts with other activities. If you know of functions or events that prevent you from playing on a given date, please notify the athletic supervisor before the schedule is made out so that arrangements can be made.
- Section 18.** Teams may practice on a field if a game is declared a forfeit for **50 minutes ONLY**.
- Section 19.** Any team forfeiting three games because of a lack of players will be suspended from the league. No entry fee will be returned. Teams must notify the supervisor about all forfeits.
- Section 20.** All church league games will start with a prayer before the game with both teams lined up on the baselines. Home team is responsible for the prayer.
- Section 21.** Any team or player that withdraws from a game or removes its players from the playing field will be dismissed from the league and all games canceled that are scheduled. Entry fee will not be refunded.
- Section 22.** Teams will be allowed a total of 1 courtesy runner per inning. Courtesy runner does not have to be the last out. Coed - Runner must be same gender.
- Section 23.** Teams are not allowed to pick up players from other teams or leagues. Only team roster players are allowed to play on team.

Section 24 Bats must be legal under USSSA Adult Softball rules. WWW.USSSA.COM

NO altered bats are allowed. If an umpire or site supervisor finds a bat that's illegal the game will be a forfeit. All teams are to make sure bats used are within the guidelines. (REVISED 9/10/2013)

SECTION 25 ALL SCHEDULES AND TOURNAMENT GAMES ARE FINAL. NO ADJUSTMENTS WILL BE MADE FOR ANY REASON.

SECTION 26 **NEW**

A SAFETY NET WILL BE ADDED AT THE PITCHING POSITION; THE FOLLOWING RULES WILL APPLY TO THE POSITION OF THE SAFETY NET. (1) THE NET CAN BE UP TO 4 FEET IN FRONT OF THE PITCHER RUBBER AND UP TO 1 FEET TO EITHER SIDE OF THE RUBBER. (REVISED 4/5/16)

THE FOLLOWING RULES WILL APPLY WITH THE SAFETY NET: (1) A 1&1 COUNT ON BATTER WHEN HE/SHE STEPS INTO THE BOX (2) PITCH ONE HE/SHE HITS THE NET THAT IS A FOUL BALL (3) PITCH TWO HE/SHE HITS THE NET THAT WILL BE THE GOOD FOUL (4) PITCH THREE HE/SHE HITS THE NET AGAIN IT'S A STRIKE BATTER IS OUT.

ANYTIME THE BATTED BALL HITS THE NET IT'S A FOUL BALL, THEREFORE IF YOU USED YOUR GOOD FOUL ALREADY AND HIT THE NET ON THE NEXT PITCH YOU ARE OUT.

ARTICLE 7 AWARDS

Section 1 Plaques will be given to the top two teams in each league for the regular season. Tournament winners will be given t-shirts and Tournament runner-up will get a plaque. (REVISED 4/5/16)