

**CITY OF PEACHTREE CITY
PARKS AND RECREATION DEPARTMENT**

**ADULT SOFTBALL PROGRAM – RULES AND
REGULATIONS
Spring 2020**

SECTION I – ACCEPTANCE

- A. Participation and play in the City of Peachtree City Recreation Department’s Adult Softball Program, acknowledges full acceptance of any and all rules and regulations governing these leagues.
- B. Due to limited available fields for the Adult Softball Program, the following rules/regulations will apply regarding the priority of accepting teams for league play:

1. FIRST (1ST) PRIORITY – Teams that participated in the program in the previous season. Note that this refers to the same season in the previous year. A team that played in the Summer season in one year but not in the Spring season of that same year, for example, not be considered “returning” for the following Spring season, but would for the next Summer season.

2. SECOND (2ND) PRIORITY – New teams, whether they are completely new to our league programs or have participated in one league but are not “returning” for the current league. (For example, a team that played in last year’s Summer league but not in last year’s Spring league, would be considered “new” for this year’s Spring League.)

3. Teams from outside Peachtree City and Fayette County are welcome and will be accepted to participate in the Adult Softball Program conducted by the Peachtree City Recreation Department, provided there is space available, however; they will be required to pay an additional \$75 “out-of-county” fee. A team is considered “resident” if the sponsoring church or business is located in Fayette County or if at least 50% of the participants are Fayette County residents

SECTION II – ENTRY FEE

- A. Entry fees and registration deadlines will be announced by the league coordinator in advance of registration.
1. Registration forms may be faxed, delivered by hand or mailed, so as to arrive at the Recreation Administration Office by the established deadline. However, no

registration will be considered officially received until the league fee has been paid in full.

2. Fees may be paid at the Kedron Fieldhouse located at 202 Kedron Drive. Hours are Monday through Friday from 9am to 9pm, Saturdays from 9am – 6pm and Sundays from 1-6pm.

SECTION III – ELIGIBILITY

A. PLAYERS

1. All players in all leagues must be eighteen (18) years of age to participate in the Adult Softball Program, as conducted by the Peachtree City Recreation Department. There will be no “cut off date” for participation; players are eligible to participate on or after their 18th birthday. A player who is not yet 18 years old but will turn 18 during the season may be listed on the roster form, but cannot actually sign the form until his or her 18th birthday. At that point, he or she will become eligible to play for that team. All players must bring photo ID to all games and be prepared to show ID if requested. Failure to provide requested identification shall result in a forfeit for that player’s team.

2. Only players who are legally registered on a team’s roster will be allowed to play for that team. See Sec. VII, Rules E and F for roster protest procedures and penalties for playing ineligible players.

3. Players are allowed to play in more than one league, but cannot play for two (2) teams in the same league or different level of play in the same league (a player can play for a team in the Monday Night and Tuesday Night leagues, for example, but not two different teams in the same league, even if they are in different divisions.)

4. “Open” leagues (currently the Monday, Tuesday and Wednesday night leagues) are open to both male and female players. ‘Co-Rec’ league (currently Thursday nights) teams are required to field a specific number of male and female players, as outlined in Section X.

B. LEAGUES

It will be left to the discretion of the league coordinator to arrange teams into leagues and divisions. Teams will register to play on a specific night of the week - each night will have its own league, and all or most of the league’s games will be played on that night of the week. Any team – whether church sponsored, business sponsored or “open” – is eligible to play in any of the leagues. Teams will register to play on a specific night. When 18 teams have registered for a specific night of the week, that league will be declared “full” (unless arrangements are made by the league coordinator to admit additional team(s).)

SECTION IV – ROSTERS/RELEASE AND WAIVERS OF LIABILITY

A. ROSTER – All players are required to register themselves on their team’s roster (using the ‘Active’ on-line registration program) before they will be allowed to participate in a league game. Maximum roster limit for all teams will be **thirty (30)** players.

1. Players can be added to rosters at any time before the end of the **fourth week of the season, as it appears on the original schedule. No extra time will be given due to postponed games.** The league coordinator will announce a deadline date each season for roster additions. At that point, the rosters shall be frozen and no changes can be made. This will include the post-season tournament. After the rosters are frozen, players can only be added as replacements for other players who are removed from the active roster for reasons such as illness or relocation. The team captain will have to provide proof to the league coordinator of the circumstances causing the need for a replacement.
2. A player is allowed to change his/her team affiliation within a league only one time during the season being played. (As stated in Sec II, Rule A(3), individual players may participate in any of the leagues offered, but may only play for a single team in each league.)

SECTION V – RULES AND REGULATIONS

A. GOVERNING RULES

1. Amateur Softball Association of America rules as printed in the current edition of the Official Guide for National ASA will govern play in these leagues, except where they are in contradiction to the following local rules and regulations. One (1) current ASA rule book shall be provided to each team manager (one per team).
2. See supplement: Rules for Adult Co-Rec Softball.
3. Sportsmanship – Good sportsmanship will be expected and required of all participants, coaches, managers and spectators. It is the duty of the team captain to be the **only** person to discuss questions regarding rulings and calls with the umpires, and to do

so in a civil manner. It is also the duty of the team captain to make sure that his or her players behave in a spirit of civility and good sportsmanship toward the umpires, scorekeepers, opponents, spectators and league officials at all times.

4. Players, coaches, managers and spectators shall refrain from making derogatory comments or using inflammatory actions calculated to create ill-will and cause disorder between themselves and their opponents.

B. LENGTH OF GAMES

1. A regulation game consists of seven (7) innings, however; there will be an hour and five (5) minute time limit on each game. If a game is still in progress at the end of this time limit, the umpire shall announce the inning in progress as the last one. Please note: No game shall end in a tie.
2. The score of a forfeited game shall be recorded as 7-0.
3. The “MERCY RULE” shall apply in all games. **“A game shall be considered complete when a team is ahead by 20 runs after 3 complete innings; 15 runs ahead after 4 complete innings; or 10 runs ahead after 5 complete innings”.**
4. Ball/Strike Count: Each batter will start his/her at-bat with a 1-ball, 1-strike count. All foul balls will count as a strike with the exception of the first foul ball after the batter has gotten his/her second strike (“courtesy” foul rule.)

C. SPECIAL PROVISIONS:

1. EXTRA HITTERS(S) In all leagues except Co-Rec, as many as **five extra hitters** are allowed, with any ten playing defense. (See Co-Rec supplement for Co-Rec EH rule.) PLEASE NOTE: Extra players are optional but if one or more is used, it must be made known prior to the start of the game and must be used for the entire game. Also, a team may start with 9 or 10 batters in the lineup and then add batters up to the limit should the player(s) arrive before that team has batted one time through the original lineup. However, if the team is starting with nine players, the tenth player can be added at any time. Note: The final number of players in the lineup (after any additions)

will be considered the number of players that that team “started with” (see next rule.)

2. If a player is **injured, ejected or leaves for any reason**, that team can continue to play with one (1) less player than it started, (but never less than nine (9) players.) The loss of a 2nd player will be cause for a forfeit. The only exception will be in the case of multiple injuries, or when an additional player is required to accompany an injured player to the hospital. In these cases, the umpire may allow the game to continue, as long as the team still has nine players. If the player leaving the game is scheduled to bat, at bat or a base runner, they shall be declared “OUT”, **unless a legal substitution can be made**. However, the player’s position in the batting order will not become an automatic out. Instead, that player’s team will continue to the next hitter in the lineup with no penalty. The player who has left the game under this rule cannot return to the line-up.
3. **“Courtesy Runner” Rule:** Teams will be allowed to replace a single base runner per game on the bases as a “courtesy runner”. The replaced base runner is then allowed to stay in the game, at the same position in the lineup, without having to be officially substituted for. The base runner who is being replaced on the bases then becomes that team’s “designated non-runner” and is the only player who will be allowed to be substituted for in this manner for the rest of that game. **Furthermore, in declaring that player to be the “designated non-runner, that team must then send a “courtesy runner” in for that player every time he reaches base for the rest of that game.** The player furthest from the designated non-runner in the lineup who is not on base will replace the base runner on the base. If a player who has been brought on to run for another player is on base when his turn at bat comes up, he can be replaced on the base by the player proceeding him in the lineup, assuming that player is not also on base. If that player is also on base at that time, we will then go to the player ahead of him in the lineup, and so on until one is found that is not on base. When the ‘designated non-runner’ reaches base, the team must declare their intention to utilize a courtesy runner before the next pitch. After the next pitch is delivered, that player must stay on base until he either scores, is retired, a substitute is brought in or the inning ends. A team may call for a courtesy runner after the first pitch

of the next at-bat only if, in the judgment of the umpires, that baserunner becomes injured after that pitch or an injury suffered earlier becomes apparent and is judged too severe for the baserunner to effectively run the bases. See Co-Rec Rule Supplement for specific Co-Rec Courtesy Runner rule

4. A player on the team bench that has participated in the game may re-enter the game to replace an injured player.
5. In the Women’s and Co-ed Leagues, **NO WOMAN WHO IS PREGNANT** will be allowed to participate in this program without providing written permission from her Physician on letter-head stationary and **SIGNED BY THE PHYSICIAN**; not his nurse. This permission shall be provided to the Athletic Coordinator for the Peachtree City Recreation Department and shall be made a part of the player’s team file along with the official roster and the Release/Waiver of Liability. Should an umpire and/or a league official discover that a pregnant woman is participating in league or tournament play, and has not provided an official consent/approval letter from her attending physician, she will be immediately be removed from the game and said player will **NOT** be allowed to participate further until the required written permission is provided. This same removal procedure shall be followed in the event an illegal player is detected.
6. Base stealing will not be allowed under any circumstances.
7. In extra innings, or any full inning that begins after the 65-minute limit has expired, we will use the ASA “International Tie Breaker” rule. The offensive team shall begin its turn at bat with the player who is scheduled to bat last in that inning being placed on 2nd base. (e.g. if the #5 batter in the line-up is scheduled to bat, the #4 batter in the lineup will take 2nd.) A substitute may be inserted for the runner.

SECTION VI – EQUIPMENT AND UNIFORMS

A. PLAYERS’ EQUIPMENT

1. Shoes are mandatory for play in all softball games.
2. Rubber-molded, cleat shoes are approved for use. Steel spikes are EXPRESSLY PROHIBITED and shall be treated as illegal equipment regardless of whether they are “screw on” or “screw in” type. All other

shoes must meet ASA Rule Book standards. Work boots, cowboy boots and other non-athletic shoes are examples of the types of footwear that are prohibited. The judgment of the umpire shall be final in determining whether a player's footwear shall be allowed.

3. Smooth and soft-soled athletic shoes, including tennis and basketball shoes are acceptable.
4. The Recreation Department will provide two ASA-approved balls for each game. Men's leagues will use a 12" ball; Women's leagues will use an 11" ball. The Co-Rec League will use 12" balls only.

NOTE: If, in the course of play, one or both balls are lost or damaged, used balls that have been collected by the field supervisor will be provided and used.

5. **Illegal and Altered Bats:**

Any player found to be using an altered or illegal bat shall be declared "out" and immediately **ejected from the game**. The bat shall be removed from play. The ejected player shall also be **ineligible to participate in the team's next three to five scheduled games, to be determined by the league coordinator, and both the player and team captain will be subject to an additional period of suspension, to be determined by the league coordinator**. If, in the opinion of the umpire, a bat has been altered in such a manner as to pose a serious safety issue, the umpire is authorized in accordance with ASA Rules to take possession of the bat and deliver it to the league coordinator for further review and action. Umpires will document all instances involving altered or illegal bats and a report shall be submitted to the league coordinator for review and action. Should a player be found using an altered or illegal bat a second time, he or she shall be **indefinitely suspended from further play in Peachtree City pending a review by the league coordinator**. A player is considered using an altered or illegal bat once he/she enters the batters box in possession of the bat. Should a batter be found to have used an altered or illegal bat after his/her turn at bat, and before a pitch has been delivered to the next batter, the violating player shall be declared "out" and ejected from the game - regardless of whether they reached base or made an out.

Furthermore, any umpire may, at any time, direct a player/team to discontinue using any

bat that the umpire suspects may not be conforming to ASA rules. Further actions (ejections and/or suspensions) will only be required if the bat is subsequently proven to be illegal or altered, or if the player in question refuses to remove the bat from the game. All incidents of this nature will be reported to the league coordinator.

Definitions:

Altered Bat: A bat is considered altered when the physical structure of a legal softball bat has been changed. A "flare" or "coned" grip attached to the bat handle, inserting material inside the bat, "shaving" or thinning the inside wall of a bat, "rolling" a bat to "break it in" and reduce "dead spots," applying excessive tape (more than 2 layers) to the bat grip, painting a bat other than at the top or bottom for identification purposes, an induced flat spot or side, removing a bats name and/or model number, and engraved markings on the barrel end of a metal bat are some examples of altering a bat. Engraved "ID" marking on the knob end of a metal bat is not considered altered.

Illegal Bat: An illegal bat is one that fails to meet ASA specifications. All Titanium bats, wooden bats that are not engraved "Softball," a bat in which the manufacture's name, model number, or the word "Softball" is no longer clearly visible, a bat that has been placed on the list of ASA Non-Approved bats, and any standard wooden baseball bat are examples of an illegal bat. Only bats that have the "ASA 2004" or the "ASA 2013" seal will be approved for league play.

B. UNIFORMS

1. Uniforms will consist of matching-colored shirts with a factory type, non-duplicating number pressed (rubberized vinyl) or sewn (tackle twill) on the back. In accordance with ASA regulations, all uniforms must have an Arabic whole number between 0-99. Three-digit numbers, fractions, decimals or other mathematical symbols are not allowed to be displayed as a uniform number. "00" will be allowed to be used
2. A team's uniform does not need to have any writing or inscription on the front of the shirt; however, if there is something printed on the front of a team's uniform, all of that team's uniforms must either have the same inscription or be blank. The style of the inscription may vary, but the wording must be the same. (In other words, uniforms from

two different teams, even if they are the same color, will not be allowed.)

3. No masking, duct, electrical or adhesive tape numbers will be allowed.
4. No magic marker or paint/ink type numbers will be allowed.
5. If a shirt/jersey is two (2) colors or has stripe trim, the dominant color shall determine uniform color.
6. Teams are strongly encouraged to have the prescribed uniform shirts on hand for their first game, however; a one (1) week reprieve will be allowed. Under no conditions, will any player be allowed to play without wearing the proscribed numbered shirt with the **beginning of the second week of scheduled league play.**
7. Ball caps, visors, and headbands are optional. If worn, they can be mixed, but must be worn properly.
8. Any clothing with logos/messages of suggestive or vulgar nature will not be allowed.
9. Each player will wear his or her uniform shirt on the outside of any other clothing, clearly visible, regardless of weather conditions.

C. **'PITCHER PROTECTOR' SCREENS**

1. The league will provide a protective screen that will be placed no more than 4' in front of the pitcher's plate, to protect the pitchers from 'line drives' hit toward them. The screen will be placed so that at least one edge of the screen is aligned with or inside the edge of the pitcher's plate. It must be placed to cover the 'glove side' (away from the pitching hand) of the pitcher.
2. Any time a batted ball makes contact with the screen, prior to being touched by a fielder, it will be treated like a foul ball. The umpire will declare a 'dead ball', and any baserunners will return to their base. Like on a foul ball, the pitch will count as a strike or a 'courtesy foul' (see Sec. X Rule G.)
3. The screen is considered 'part of the field', therefore, any thrown ball that hits the screen is still in play and all rules regarding a ball in play apply (it will not be declared a 'dead ball'.) Furthermore,

the screen cannot be purposefully moved by any fielder while a ball is in play. The penalty for moving the screen while a ball is in play: The umpires will signal a 'delayed dead ball.' After the play is over, each base runner will receive a one base award. If a runner is tagged out at home plate that, in the umpire's opinion, was due to the screen being moved, the runner will be called safe and the run will count.

4. A pitch that strikes the screen when released by the pitcher (before it reaches home plate) will be declared a 'dead ball.' It is not a legal pitch and will not count as a ball or strike. Any baserunners on base at that time shall return to their base.

SECTION VII – PROTESTS

A. **TYPES OF PROTEST**

Rules Protests: Misinterpretation/misapplication of a playing rule; protest must be made before the next pitch or, before all infielders have left fair territory, or if on the last play of the game, before the umpires leave the playing field. **JUDGEMENT CALLS BY AN UMPIRE ARE NOT GROUNDS FOR PROTEST.** All rule protests must be then filed in the manner described in B through D below.

Player Eligibility Protests: Will be handled at the time of the protest as described in E and F below.

- B. All rules protest shall be in writing. The following information shall be included: date game played, time game played, field, teams involved, players involved, umpires, inning, ball/strike count, number of outs, time protest occurred, the rule and section of the official rules misinterpreted or misapplied and any other essential facts that will aid in arriving at a just and fair decision.
- C. **The only person authorized and allowed to discuss rule interpretations and/or applications with the umpire is the TEAM MANAGER OR CAPTAIN.**
- D. Protest must be submitted to the Athletic Coordinator within two (2) working days. Failure to comply with instructions in this section shall result in rejection of the protest. If a protest is considered valid, a committee will be convened to hear and to rule on the protest as soon as possible. A protest committee shall be composed of three (3) softball team managers from teams within the program but not from the league the protest originated, one (1) executive committee member of the PTC Umpires

Association and the Athletic Coordinator, representing the PTC Recreation Department. A quorum will consist of those present at the meeting. If no representatives appear for the protest meeting, the league coordinator will make the decision. If the protest is upheld, the misinterpretation/misapplication would be corrected and the game would be continued from that point to the end of the game, whether seven (7) innings or the one (1) hour ten (10) minute time limit with the resulting out come final.

- E. **Player Eligibility Protests:** In cases where a player's eligibility is in doubt, the protesting team's manager **must report to the home plate umpire and opposing manager** to contest the eligibility of the player in question. This protest must occur after the player(s) in question have been written on to the lineup sheet and before the completion of the fourth inning of the game. Should the player(s) in question enter the game after the completion of the 4th inning, the protest must occur before the player completes his first at-bat. The protesting team's captain will inform the umpires that they are playing under protest because they feel that the opponent is using an ineligible player. Play will be immediately suspended and the Field Supervisor will be summoned to assist the home plate umpire with the protest. The protesting captain will then point out the player or players whom they feel are participating illegally. A team captain may protest no more than three players per game. The players in question will then be asked to provide proof of their identification with a picture I.D. **(all players are required to bring a picture I.D. to every game.)** The Field Supervisor shall look at the picture ID, the lineup form and the team's roster to determine the player(s)' eligibility. If the player(s) cannot provide identification or fail to cooperate with the Field Supervisor, they will be assumed to not be on that team's roster will not be allowed to participate in that game. After the Field Supervisor has completed his review he will inform the home plate umpire as to the player(s)' eligibility. The umpire shall then convey the findings to both team captains and the scorekeeper. Should the player(s) be found ineligible, the violating team will immediately forfeit the game. If the player(s) are found to be eligible, play will resume. All player eligibility protests will be handled in this manner and will be decided before the game is allowed to proceed. In addition, the field supervisor, umpires or other recreation department staff who are present at games are allowed to protest the eligibility of any player he or she sees fit to challenge, at any time during the course of the

game. Such a protest shall be handled in the same manner as for a captain-initiated protest.

- F. If a team is found to be playing an ineligible player(s), the team will forfeit the game(s) in which said player(s) participated.

SECTION VIII- CONDUCT

A. PERSONAL

1. No tobacco of any kind shall be allowed on the field or in the dugout area.
2. No gambling will be tolerated. Violators shall be suspended from the program.
3. No drinking or possession of alcoholic beverages will be tolerated. A player, coach or manager who is guilty of being under the influence of intoxicants shall be immediately removed from the playing area and suspended from the adult softball program. This suspension is mandatory for one (1) year.
4. Illegal drugs shall not be brought to or consumed on City property or while participating in activities sponsored and conducted by the City.
5. ANY PLAYER, COACH, MANAGER OR SPECTATOR who so much as touches an umpire, recreation staff member, scorekeeper, other player, manager or coach in anger or threatens to do them bodily harm, shall be suspended and barred from participation in adult athletic activities for an indefinite period of time.
6. Profane language, rowdy behavior and/or any display of unsportsmanlike conduct will not be tolerated. Players, managers, coaches or spectators guilty of any such behavior shall be subject to the possibility of being ejected from the game. **Any person who is ejected from a league game is automatically suspended from his/her team's next scheduled game.** In addition, **a second ejection from a game will result in suspension for the duration of league play. Any person who is ejected from a ball game is required to then leave the facility immediately. Failure to do so may, at the discretion of the umpire(s), cause his or her team to forfeit the game being played and subject the player, spectator, team captain and/or the entire team to further punishment, as deemed necessary by the league coordinator.**

7. Any item of jewelry which is, in the judgment of the umpires, deemed to be potentially dangerous to the participants must be removed by the player in question before he or she may continue to participate. Any player who refuses an umpire's request to remove jewelry may be ejected. Watches are considered jewelry and are not allowed to be worn. 'Medical Alert' bracelets or necklaces may be worn, but must be taped to the body so as to not constitute a hazard.

B. GAME

1. If an argument goes over one (1) minute, the umpire shall call "PLAY BALL" and if the offending team refuses to play within one (1) minute, the game shall be forfeited to the opposing team.
2. No player shall throw the bat, whether intentional or not. Offenders are subject to being ejected from the game.
3. Players are not allowed to hit balls against the field fence for warming up.

- C. DISCIPLINARY ACTION** – In any and all cases necessitating disciplinary action by an umpire relative to the above indicated conduct by players, managers, coaches or spectators, a detailed written report shall be submitted ASAP to the Athletic Coordinator.

SECTION IX – GENERAL RULES AND INFORMATION

A. GAME DAYS/TIMES

1. Game days, dates and times will be determined by the league coordinator.
2. A ten (10) minute grace period will be allowed for the first scheduled game each day (see D below.)

B. GAME LINE-UP

1. Ten (10) minutes prior to scheduled game time, team manager is required to submit a copy of his/her line-up to the official scorekeeper.
2. Line-up shall include the player's last name, first name or initial and jersey number.
3. If the scorekeeper has not received a complete line-up from both teams by the scheduled game time, the one (1) hour five (5) minute game time limit shall go into

effect, thus reducing the playing time available for that particular game.

4. Changes can be made UNTIL the line-up is entered into the official scorebook. Once the line-up has been entered, it becomes official and this means that any change must be done as an official substitution. EXCEPTION: See Sec. V, Rule C(1). If a batter is not present when his or her turn at bat comes up, they are automatically declared OUT. After this occurs once, a team may then change their line-up to eliminate the player who is not present (so they do not have to take an out every time that player would have come up to bat.)

- C. DELAYS** – Game delays caused by rain and/or lightning shall not be counted against the one (1) hour five (5) minute game time limit.

- D. GRACE PERIOD** - For the first scheduled game each day, teams will, if needed, be allowed a 10-minute "grace period" to allow late-arriving players to participate. Even though the first scheduled game officially has a ten (10) minute grace period, if both teams have nine (9) legal/eligible players available, the game will start immediately or as soon as the ninth (9th) player arrives. After the grace period, the team that cannot place nine (9) players on the field or have nine (9) players available to bat shall forfeit the game. For all subsequent games, there will be no grace period – for those games, game time is "forfeit time."

- E.** If neither team has the minimum number of players (9) available, a double forfeit shall be declared.

- F.** There will be no "INFIELD PRACTICE" between games.

- G.** Teams forfeiting three games can be declared ineligible for any remaining games. The league coordinator has the discretion to allow the team to continue or to allow the team to complete their schedule. If teams 'forfeits out' of league play, all of their games (both prior to and after their suspension) shall be declared as forfeit losses.

- H. IN CASE OF RAIN**– Five (5) complete innings, or four and a half (4½) innings if the home team is ahead at the time the game is called, shall constitute a completed game.

- I. BALLFIELDS:** The fitness of the grounds for league play shall be decided solely by the league supervisor or field supervisor. Umpires will

make the determination as to whether or not to continue play during rain, lightning (see below) or other hazardous weather conditions.

- J. **LIGHTNING:** If, in the judgment of any one of the umpires at the facility during any league game, there is sufficient threat of a lightning strike in the area of the ballfields, play will be suspended immediately on all fields. In such a circumstance, the umpire will have the scorekeeper use an air horn to notify all players in the facility that play has been suspended. All players are then required to leave the facility as quickly as possible. We will not ask players to take cover “in their cars” until play can safely be resume; instead, play will be suspended for the remainder of that day or evening. These games will then be treated in the same manner as a rain-out; either suspended or declared completed as per Sec. XI, Rule H (above.)
- K. **IN CASE OF FIELD LIGHT FAILURE – Game shall **completed from the point at which it was suspended.****
- L. It shall be the responsibility of each team manager to keep unauthorized personnel out of the dugout and off the team bench. Only uniformed players, manager, assistant manager, and batboy/batgirl are authorized to occupy the dugout/bench area.

M. **GROUND RULES**

1. HOME RUN ‘EQUALIZER’ RULE:

There is no set number of home runs that a team is allowed to hit in a game. Instead, the number of home runs that a team is allowed to hit will depend on the number hit by the opposing team. When one team (Team A) hits the first home run of the game, they cannot hit another until the opponent has hit at least one. The opponent (Team B) is then allowed to hit one to ‘equalize’ – at which point, Team A is allowed to hit another – and one more to go ‘one up’ themselves. Once team B goes ‘one up,’ they are no longer allowed to hit a home run until Team A ‘equalizes’ (or goes ‘one up.’) The effect of this rule is that, at no time during a game can one team have more than one total home runs more than the other team.

- A. For any over-the-fence hits in excess of the above, the ball is dead, the batter is out and no runners can advance.
- 2.** Meade Field # 1 and #2 have a telephone wire across a portion of deep right field. If, by chance a batted ball strikes this wire, a

dead ball shall be declared and ground rulehome run awarded.

- 3.** Teams will report to the dugout that is on the side of the field on which their team is shown on the scoreboard.
- 4.** On fields that have tree branches that reach over the fence into the playing area, any batted ball in fair territory that is ruled to have touched a tree branch will be ruled a “dead ball.” Any play on that ball (whether it is caught or not) will not be counted. The batter will return to his at-bat at the same ball-strike count as before the play, and any base runners will return to their original base(s). If the ball hits the tree branches in foul territory, it will be called a dead ball but will still count as a foul ball (and possibly a strike according to ASA rules.)
- 5.** Baselines: In accordance with ASA rules, the bases will be placed at a distance of 70’ apart. While ASA still uses 65’ base paths for Co-Rec play, we will use 70’ for that league as well.
- 6.** “Hit & Sit”: Whenever a hitter hits an over-the-fence home run, he or she will not be required to run the bases. Instead, he will be allowed to return immediately to the dugout. All baserunners shall do likewise; they are not required to run the bases. The scorekeeper will record the runs as thought hey had done so.
- 7.** “Floating Rubber”: Pitchers will be allowed to pitch from the pitching plate or an area up to six feet directly behind the pitcher’s plate. This six-foot area will not be marked; it is up to the umpire to determine whether or not the pitcher is in the allowable area. Should the umpire determine that the pitcher is not in the allowable area, he will direct the pitcher as to where he is allowed to pitch and issue a warning. After an initial warning, the umpire may require the pitcher to pitch from the pitcher’s plate.
- L. **LEAGUE CHAMPIONSHIP AND AWARDS**
1. Team rankings / tournament seeding in each league shall be determined by games won versus games lost. In event of a tie in the standings at the end of the season, final standings will be determined by the following criteria (applied in this order): (1) Fewest number of games forfeited during the season, (2) head to head record of teams involved, (3) run differential (runs scored minus runs allowed) in head-to-head games,

- (4) run differential in all league games, and (5) a coin toss. For tie-breaking purposes, any game with a run differential of more than 10 runs will count toward the differential as a 10-run difference. If time permits, a one game playoff may be played to decide a league championship, if deemed necessary by the league coordinator.
2. At the discretion of the league coordinator, tournaments may be set up either as part of the season (covered by the league fee) or as a separate activity after the season. The league coordinator will determine whether a tournament will be played, what type of tournament it will be and what type of awards will be given.
3. In all league post-season tournaments, the higher seeded team will be the home team for all first round games only. After the first round (meaning every team's first game,) home and away will be determined by a coin flip.
4. In all league post-season tournaments, their will be no time limit on championship games only (including both final games in a double-elimination tournament.) All other games will follow the usual time limit rule.
5. The manner of distributing awards will be determined and announced by the league coordinator before the start of the season. If a league's schedule includes a tournament as part of its regular schedule, the league coordinator will decide whether to give awards for the regular season, tournament or both.
6. Any automatic bid to GRPA tournaments will be awarded to the 1st place team from the regular season, not from the post-season tournament.

SECTION X; SUPPLEMENTAL RULES
ADULT CO-REC SOFTBALL PROGRAM

- A. **BATTING ORDER** – The batting order shall start with either a male or female and alternate sexes accordingly.
- B. **GAME BALLS:** In Co-Rec play, all players will hit the 12" ball. The league will provide two balls for every game.
- C. **DEFENSIVE POSITIONING** – In a regulation Co-Rec game, there shall be ten (10) players (five (5) male and five (5) female) with the following positioning requirements.

1. Two (2) males and two (2) females in the infield.
2. Two (2) males and two (2) females in the outfield.
3. One (1) male and one (1) female as pitcher and/or catcher.

D. **EXTRA PLAYER (EP)** – When using the EP rule, there shall be twelve (12) or fourteen (14) players, (with the same number of male and female players), the same as regular Co-ed play plus two (2) or four (4) EP's who will bat in the line-up.

1. All twelve (12) or fourteen (14) must bat on offense.
2. Any ten (10) may play defense (five males /five females as described above in part B.)
3. Defensive positions may be changed as long as the Co-ed positioning is properly observed.
4. The batting order must remain the same throughout the game.

E. **BASE ON BALLS**

1. ANY walk to a male batter will result in a two (2) base award.
2. The next batter (female) will bat. **EXCEPTION:** With two (2) outs, female batter has the option to bat **OR** walk.

NOTE: Should a female batter/runner pass a male batter/runner when choosing to walk, no out shall be declared during this dead ball period.

3. A male batter/runner advancing to second base without touching first base shall be called out, if properly appealed.

F. **PLAYING SHORTHANDED**

1. A game may begin with nine (9) players, but when and if another player arrives (of the correct missing sex), that player must be placed into the line-up at the tenth (10th) batting position.
2. If a team plays shorthanded, they must have a minimum of five (5) females and four (4) males.
3. Whenever a team is playing shorthanded with only nine (9) players, they will not be penalized with an automatic out at the 10th place in the order. They will proceed from the 9th batter back to the first with no penalty.
4. **If a team begins with 12 or 14 players and loses a player for any reason, they must remove the player (of the opposite sex) either directly before or directly**

after that player in the lineup. That player is eligible to substitute for another player in the lineup after the half inning that is in progress when the player leaves the game, plus one more complete half inning, have passed.

5. Teams must always play with an even number of players (except when playing with nine as described above.) If a team that is using 12 or 14 players in their lineup loses more than one female or more than one male player, that team will forfeit that game.

G. “COURTESY RUNNER” RULE

1. All rules regarding this type of substitution will apply, with the exception that the “courtesy runner” must be the same sex as the player for whom he or she is running. If the person who, under the normal rule, would be the substitute runner is not the same sex as the player for whom he or she is to run, the batter before that person in the lineup shall be the runner instead.

H. OUTFIELD LINE

1. There will be a line drawn parallel to the edge of the outfield grass at a distance of two hundred (200) feet from home plate.
2. When a female is batting, all male outfielders shall stay behind this line until the batter hits the ball.
3. Violation of this rule will result in the umpire signaling for a ‘dead ball call.’ After the play has ended and ‘time out’ called, the offended team may accept the results of the play or elect to put the batter on 1st base and advance all base runners one base, whether forced or not.

I. “OUTFIELD THROW OUT” RULE

On any ball hit to an outfielder, the outfielder will not be allowed to attempt to directly throw the batter-runner out at first base. The outfielder is allowed to throw the ball to an infielder, who may then relay the ball to first in an attempt to throw the runner out. If, in the judgment of the umpire, an attempt is made by an outfielder to directly throw out a batter-runner, that batter-runner will be automatically awarded 2nd base. Any base runners ahead of the batter-runner will be forced along the bases accordingly.