

# CITY OF OAK RIDGE SOFTBALL LEAGUE RULES

## Recreation and Parks Department – Fall 2017

See Special Rules for Co-ed and Women on Page 6

### 1. ROSTERS:

Player rosters are limited to 25 active members per team.

- a. The manager does not count unless he plays.
- b. All players and coaches **MUST** personally sign the Roster & Medical Release form.
- c. Additional players – **New additions to rosters will not be allowed after August 27 (excludes free agency acquisitions)**. Only the coach or manager may add names to rosters.
- d. **The following are due 24 hours in advance of their participation.**
  1. Roster & Medical Release form must be signed, completed and returned to the Recreation and Parks Department along with registration form and league fees.  
**No refunds will be given for league fees once a team commitment has been made.**
  2. Non-resident fee, if applicable, must be paid or resident verification submitted.

### 2. RELEASE FORMS:

Everyone who participates in league play, including non-playing managers, must sign a Roster & Medical Release Form to release the Recreation and Parks Department and any other person connected with league softball of any responsibility in case of an accident. This form must be turned in by the league deadline with the league fees, non-resident fees and proofs of residency for Oak Ridge residents.

### 3. ELIGIBILITY:

Coaches of teams are responsible for the eligibility of their players and shall be held accountable by the Recreation and Parks Department to furnish proof of eligibility. To be eligible, players:

- a. Must be 18 years of age.
- b. Must be on official roster.
- c. Must be able to verify identity.
  1. ALL players utilized by a team are required to produce, upon request, verification of identity, which exhibits their picture or signature. **IF A PLAYER REFUSES TO SHOW HIS OR HER I.D., THE GAME CAN BE PROTESTED AND, IF UPHOLD, WILL BE DECLARED A FORFEIT.** If the issues can be resolved on the field, the umpires should attempt to do so. If the issue is not resolved, a protest must be filed and normal review followed.
  2. Any player in question regarding his or her identity will be required to place his/her signature on the game sheet.

### 4. FREE AGENCY

Individuals seeking to play, but not having a team to play for may sign up as a league free agent. Free agents are required to sign liability waiver/free agent registration form, and provide proof of residence or pay non-resident fee if applicable. Additionally, free agents must:

- a. Provide full contact information, including address, phone, and email.
- b. Rate their “playing ability” on a 1-10 scale.
- c. Must not already be signed up on a team in the particular league that they wish to become a free agent (member of a co-ed team cannot also be a co-ed free agent).

**The deadline to register as a free agent will be the same as the normal roster deadline, August 27th.**

Free agency lists will be generated by league and division, for the purpose of assigning free agents to the particular leagues and divisions in which they are eligible to play, based on the self-ratings reported and participation numbers. Division eligibility placements are made at the discretion of the league supervisor, and are final. After division placements are made for the free agents, those individuals will not be allowed to “play down” (A Division free agent cannot be acquired by a B Division team).

but will be allowed to “play up” (**B Division free agent can be acquired by an A Division team**).

Note: If enough free agents sign up to make a team of their own, then they will be allowed to self-organize and register as a normal league team. They will be required to designate a captain, and the designated captain will then be required to register their team by turning in appropriate paperwork and registration fee as normal. The Rec & Parks staff will not organize the team should enough free agents be available to create one. Organization and registration will be the responsibility of the designated captain. The division placement of the team will depend on the playing ability makeup of the players, and placement is made at the discretion of the Rec & Parks staff.

## 5. FREE AGENCY ACQUISITION

Free agents are eligible for acquisition by teams in their assigned division at any point during the season, including after roster deadline has passed on April 22nd. **Team captains must submit acquisitions by 2 pm on game day to the league supervisor.**

- It is the responsibility of the coach to contact the free agent(s) until one is found that can be acquired, and then alert the league supervisor. Rec & Parks staff will not contact free agents on behalf of a team, will not assign them to teams, and does not guarantee that free agents will be available for acquisition.
- **Free agency acquisition is the only way a team can add a player to their roster on game day, registration paperwork and other applicable registration components turned in on game day will not make a player immediately eligible that night as before.**

Once a free agent is acquired by a team, they become a member of that team for the remainder of the season, and are removed from the free agency list. They are thereafter ineligible to be acquired by another team in that particular league, and are added to teams strictly on a first-come first-served basis.

### To acquire a free agent, captain must:

- i. Contact available free agents on the list for their particular league and division
- ii. When one is found that is able and willing to play, captain must alert the league supervisor of the particular free agent they are acquiring.

*Note: No acquisitions are allowed after 2pm on the day of league game. Acquisition requests taken after 2pm will not be accepted.*

## 6. UNIFORMS: **(Enforced beginning August 28)**

- a. Uniform jerseys with at least 6" numbers are encouraged.
- b. No two (2) players may use the same number during a game.
- c. It is suggested that players conform to the SEAA rule on uniforms; however, the league requirement will be:
  1. **Team jerseys must be worn with unduplicated numbers.**
  2. **If a team does not have jerseys, the same color shirts with unduplicated numbers will be the requirement.**
  3. **Legal numbers will be of no more than two digits. Symbols are not considered legal numbers.**
  4. **Clothing may not display profane or sexually explicit language or graphics.**
- d. SHOES
  1. Shoes having metal cleats or hard plastic screw on cleats are illegal.

2. Players must wear molded sole shoes, tennis shoes or softball shoes. No bare feet.

7. **LEAGUE RULES:**

- a. Leagues will be governed by the playing rules of the current SEAA Softball Guide. Exception: Local league rules shall supersede SEAA rules. ([www.seaayouth.com](http://www.seaayouth.com))
- b. No infield or "pepper" will be permitted before any game.
- c. No one is to be on the fields after they have been floated and/or lined for the games that day.
- d. **The home team is responsible for supplying one new optic yellow 12", top grade, stamped .52 core, 300 compression ball. The visitors must supply a good used .52 core/300 compression ball. Both teams will hit the same ball.**
- e. If a team hits a ball out of play and it does not come back in or is ruled unplayable by the umpire, it is that team's responsibility to throw in another playable ball which conforms to standards stated in 5d. Both teams will hit the same ball.
- f. No more than two coaches per team shall be on the field and only one manager and designated team captain may confer with the umpire. **Players not in the game must remain in the dugout!**
- g. A written, legible line-up must be given to the official scorekeeper 5 minutes prior to game time along with a designated captain. **Names of additional players will also be submitted at this time.** Changes in line-up are permitted until game time. A player is considered officially in the game if his/her name is on the scoresheet at game time.
- h. **Game time is forfeit time. Teams of the 6:00 game only will be given a 5 minute grace period before a game is called a forfeit. The game clock will still begin at 6:00. The game must start on time if each team has at least 9 players. A 10<sup>th</sup> player may be added at any time during a game. An 11<sup>th</sup> player cannot be added once a game has started. **If a 10<sup>th</sup> player is not added, there will be an automatic out recorded in that batting slot.****
- i. All teams are expected to take the field at their appointed game time or a forfeit will be called. **Loitering in the parking lot at game time will be cause for a forfeit.**
- j. All players, managers or coaches planning to be utilized during a regular league or tournament game must be seated on the team bench in uniform.
- k. Only managers or coaches whose names are on the official roster are to be on the field or in the dugout at any time during or after a game. Anyone who is not on the roster and is on the field or in the dugout could cause your team to forfeit.
- l. Games will be scheduled 60 minutes (one hour) apart. After one hour of actual playing time, no new inning can be started. Exception: In case of a tie, the game will continue until one team is one or more runs ahead at the end of a complete inning of play.  
**(Note: An inning "begins" when the defense is set for play and the umpire signals to resume play. A new inning does not begin with the recording of the 3<sup>rd</sup> out of in the bottom of the previous inning. If time expires after the 3<sup>rd</sup> out in the bottom of the previous inning, and before the umpire signals that the top of the next inning has begun, then the game is over per the timing rules above. The ruling of whether all were set for play and ready for a new inning is left totally to the judgment of the umpire.)**
- m. All leagues will be playing with a starting one and one (ball and strike) count.
- n. In the first inning, pitchers will be allowed 5 warm-up pitches; after the 1st inning, the pitcher shall be allowed one (1) warm-up pitch. Any time a team changes pitchers, he or she will be allowed 5 warm-up pitches their first inning.
- o. The game will be called if a team is ahead by 20 runs at the end of the 3<sup>rd</sup> inning, 15 runs after the 4th inning or 10 runs after the 5<sup>th</sup> and beyond. This rule includes tournament play.
- p. **Co-ed: A team may start the game with nine players. A tenth player may be added at any time during the game. The added player may not create an uneven number of men or women. An out will be recorded in the 10<sup>th</sup> batting slot if the player is not added. *See Special Co-ed Rules p. 6***

- q. Home Run Rule: Each men's and women's team will be allowed 5 "out of the park" homeruns per game (homeruns inside the park are not included). Co-ed teams will be limited to 3 out of the park home runs per game. **In both cases, each homerun after the applicable limit is reached will count as an out.**
- r. **ASA slowpitch softball stamped bats are approved for league play. Bat must have visible ASA stamp on surface, and must not be on the official ASA non-approved bat list. Any bats on the ASA non-approved list are prohibited.**
- s. Any player found coming up to bat or found hitting the ball with an illegal bat will be ejected from the current game as well as the next scheduled game for unsportsmanlike conduct. (See City rules 5.r and 6.a)
- t. **Short-Handed Rule: If a team begins play with the required number of players as listed (10), that team may continue a game with one less player than is currently in the lineup whenever a player leaves the game for any reason other than ejection. There will be an out for each missing player in the batting order. *If a team does not have a substitute for an ejected player, the game is a forfeit.* Note: Under no circumstances shall a team be allowed to bat less than nine.**
- u. If in the official's judgment an injury has occurred requiring medical attention, play will stop immediately. Before resuming the game, runners will then be placed **at the officials' discretion** on base where they would likely have advanced should play have continued.
- v. League Champion will be determined by total number of games won. In the event of a tie, head-to-head scores, total points in head to head competition and performance against common competitors will determine the league champion, in that order. There will be no league play-off games.
- w. Forfeits –
1. **Any team whose player(s) is found inside the ballparks and/or dugouts and the surrounding area with alcohol will forfeit the game.** Any alcoholic containers (empty or full) found in a dugout will also be cause for forfeit. Reminder: Alcohol is not allowed on school property.
  2. Failure of an ejected player to leave the premises within 5 minutes (out of sight and sound) will result in his/her team forfeiting the ball game. The premises include the general area: playing field, parking lot, bleacher, 100 ft. radius of the fences.
  3. A team must have 9 players to start a game. If a team of 9 eligible players cannot be fielded at the scheduled starting time, the team ready to play shall win by forfeit. **There will be no grace period** beyond the 5 minutes allowed for the 6:00 game.
  4. Any team using an ineligible player shall forfeit all games in which that player has played.
  5. Any team found to be playing with an illegal player after game play has begun will forfeit that game. The offending player will be suspended for one week per violation from all play in leagues and tournaments organized by the Oak Ridge Recreation & Parks Dept.
  6. An official, scorekeeper or the opposing team's coach, manager or captain, may request verification of the eligibility of a player. See Rule 3c.
  7. Any league team to forfeit 3 games during their regularly scheduled league play will not be allowed to participate in the league tournament.
  8. Games forfeited on make-up dates will not be counted against teams with regard to disqualification.
  9. **Appeals:** Managers, coaches, and players may request an appeal of a judgement call made on the field. The request must be made before the next pitch, and can be made to either umpire. **This request can be granted at the umpire's discretion, but umpires reserve the right to deny this request.** If an appeal is granted, both umpires will discuss the call and make a final decision based on their meeting. **The clock does not stop during an appeal conference between umpires.** Umpires may uphold the call based on their conference, as an appeal doesn't automatically ensure a call reversal. The decision made as

a result of this appeal are final, and additional discussion or argument will be considered unsportsmanlike conduct.

8. **SUSPENSIONS AND PROTESTS:**

a. **SUSPENSIONS:**

Players, managers, coaches, etc., who are guilty of unsportsmanlike conduct will incur the following penalties:

1. Ejection from remainder of the current game plus the next scheduled game. (**Note: If an ejected participant is part of more than one league, their suspension will be served in the next scheduled game for that specific league**) This ejection includes the premises of the field, as well as the game itself. The ejected player will not be allowed on the premises for the next scheduled game. **Severe and/or egregious offenses, repeat offenses, or non-game related incidents that occur on the facility premises may incur additional suspensions/punishments at the discretion of the Rec & Parks staff.**
2. The second ejection will be an automatic suspension of from four (4) games up to a maximum of 12 months suspension.
3. Any participant ejected must leave the premises within 5 minutes, and they are not allowed to return for the remainder of the calendar day or at any time during the next scheduled game. The premises include the general area: field, parking lot, bleachers, and 100 ft. radius of the fences.
4. Failure to leave will result in the ejected player's team forfeiting the game, and an automatic minimum 2 week suspension from all city facilities and programs.
5. Any person receiving a suspension has the right to appeal, in writing, within a forty-eight (48) hour period. Appeals are to be directed to the athletic office of the Recreation and Parks Department.
6. Cursing or any type of profanity will not be permitted at any time.
7. Any verbal or physical abuse of an official or player is an automatic one-year suspension.

b. **PROTESTS:**

1. When making a protest in a league game, you must notify the plate umpire and official scorekeeper before the next pitch. A written protest will be submitted to the Athletic Office of the Recreation and Parks Department by 5:00 PM of the next working day after a protested game. A \$25 protest fee must accompany the written protest. No protest money will be necessary in tournament play.
2. In all tournaments sponsored by the Recreation and Parks Department, the protest must be resolved prior to the next pitch of the game.
3. The only type of protest that may be filed is a rule interpretation.
4. **A judgment call made by an official cannot be protested.**
5. All protests will be handled by the Recreation and Parks Department.

9. **RAIN-OUTS:**

In the event of bad weather, teams may call the Recreation and Parks Department Information Line at 425-3453 after 4:00 PM to find out if games are canceled. If the line has not been updated by 4:00 PM, call the Recreation and Parks Department at 425-3453. **DO NOT CALL BEFORE 4:00 PM.** If rain occurs after 4:00 PM, report to the field where the umpire will make the decision. It is each team's responsibility to make sure the umpire officially calls the game before leaving the park. When games are called because of inclement weather, the fields will be closed and unavailable for practice. Teams who do not comply with this policy could lose practice privileges for the remainder of the season.

10. **SCHEDULING:**

Games shall be scheduled at the discretion of the Recreation and Parks Department. **NO games will be rescheduled because of individual team conflicts.** The only games that will be rescheduled will be those cancelled due to weather, field conditions and City scheduling conflicts as determined by the Recreation and Parks Department. **If significant weather postponements or other extreme scheduling conflicts arise, the Recreation & Parks Department may schedule league games on non-traditional days in order to complete league play. If such scheduling issues arise, the league supervisor will give as much advanced notice as possible as to the non-traditional reschedule.**

**Although softball is a non-contact sport, participants are warned that the possibility for injury does exist.**

Last Revision: March 2016

**SEAA RULE 1 DEFINITIONS – ADDITIONAL HITTERS**

A team may insert one or two additional hitters into its lineup. The batting order must remain constant; however, any ten of the eleven or twelve players can take a defensive position throughout the game. Note: Co-ed may only add two additional hitters (not one), one male and one female.

**SEAA RULE 2 SECTION 3B – PITCHER'S BOX**

A pitcher's box consisting of the area from the front of the pitcher's plate and extending back 6 feet perpendicular to the pitcher's plate shall be used. The pitching box allows the pitcher to release the ball at 50 feet to 56 feet from home plate. The box is assumed to be in place even if it is not visible.

## SEAA RULE 10--BASE RUNNING

### At facilities that use the double base at first base:

1. A batted ball hitting the white portion is declared fair and a batted ball hitting the colored portion is declared foul.
2. Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the colored portion. The batter-runner is out when there is a play being made at first base and the batter-runner touches only the white portion.
3. On any force out attempt from the foul side of first base, or an errant or missed throw pulling the defense into foul ground, the defense and the batter-runner can use either the white or colored portion. **NOTE: This includes overthrows.**
4. On extra base hits or balls hit into the outfield when there is no play being made at the double base, the batter-runner may touch the white or colored portion. Should the batter-runner return, the runner must return to the white portion.
5. When tagging up on a fly ball, the white portion must be used.

## SPECIAL RULES FOR CO-ED LEAGUE

BASES DISTANCE	65'
PITCHING DISTANCE	50'
PLAYERS	10 (5 males, 5 females)

1. A team may start the game with nine players. A tenth player may be added at any time during the game. The added player may not create an uneven number of men or women. An out will be recorded in the 10<sup>th</sup> batting slot if the player is not added.
2. If an additional hitter is used, there must be one man and one woman. The team can then bat 12 players. Additional hitters may not be added to the line-up after the game has started.
3. If a man pitches then a woman must catch. If a woman pitches then a man must catch. There are no restrictions for placing players in the field for positions other than pitcher and catcher.
4. If a player is removed from the game for any reason other than ejection and a substitute is not available, an out will be recorded. Note: In this circumstance a “removed” player will be any player unable to come to bat or play his/her defensive position at any point in the game. If removal leaves less than 9 players, the game will be forfeited. If there is no substitute for an ejected player the game is also a forfeit regardless the number of remaining players.
5. **There will be no switching of infield and outfield positions during an inning, with the exception of the pitcher (effecting only two players). Outfielders must stay in the outfield and infielders must remain in the infield throughout the inning.**
6. Batting order shall alternate sexes. If a man is walked, the woman who follows will have the choice to walk or hit, regardless of the number of outs.
7. The Championship game for the tournaments will be played to the full 7 innings regardless of time with the run rule in effect.

8. Co-ed teams are limited to 3 home runs per game. Every home run after the limit is reached will count as an out.
9. Courtesy runner. In men's and women's league play, a team may use only one courtesy runner per inning. In co-ed, one (1) male, and one (1) female courtesy runner may be used per inning. The courtesy runner for a woman will be a woman. The courtesy runner for a man will be a man.

Last Revision: March 21, 2016

<b>SPECIAL RULES FOR WOMEN'S LEAGUE</b>
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BASES DISTANCE	65'
PITCHING DISTANCE	50'
BALLS	11", .52 cor, <b>Optic Yellow</b>
PLAYERS	10

1. The game will consist of 7 innings or one hour unless a tie exists.
2. **A team must have at least 9 players to start and finish a ball game. A 10<sup>th</sup> may be added to the bottom of the batting order after the start of a game. If the 10<sup>th</sup> player is not added, there will be automatic out recorded in that batting slot.**
3. **A team can insert one or two additional hitters into its line-up before game time. The batting order must remain constant; however, any ten of the eleven or twelve players can take a defensive position throughout the game.**
4. **Rule Clarification: Once the game has begun, if at any time a player must leave her position in the batting order for any reason other than ejection without a substitute, the team will be charged an out for the missing batter. If this leaves less than 9 players, the game will be forfeited. If there is no substitute for an ejected player the game will also be a forfeit.**

Last Revision: February 24, 2011