CITY OF OAK RIDGE SOFTBALL LEAGUE RULES

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

New Rule: 5.h

Recreation and Parks Department – Summer 2013

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 – Additions to rosters will not be allowed after **April 27.** Only the coach or manager may add names to rosters. **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 UPHELD, 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. **UNIFORMS: (Enforced beginning April 29)**

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.

3. No bare feet will be allowed.

5. **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**)

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 <u>optic yellow</u> 12", top grade, stamped maximum .44 cor ball. Maximum compression will be 400. The visitors must supply a good used .44 cor 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 <u>playable</u> 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 <u>6:00 game only</u> will be given a 5 minute grace period before a game is called a forfeit. <u>The game clock will still begin at 6:00.</u> A team must have at least 9 players to start the game.** A 10th player may be added at any time during the game. At no time will the 11th player be added once the game has started. **If a 10th 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. **<u>Loitering in the parking lot at game time will be cause forfeit.</u>**

j. All players, managers or coaches planning to be utilized during a regular league or tournament game <u>must</u> be seated on the team bench <u>in</u> <u>uniform.</u>

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. <u>Anyone</u> 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.

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 3rd inning, 15 runs after the 4th inning or 10 runs after the 5th and beyond. This rule includes tournament play.

p. <u>Co-ed:</u> A team may start the game with <u>nine</u> 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 10th batting slot if the player is not added. ***See Special Co-ed Rules p. 6***

q. Home Run Rule: Each team will be allowed 3 "out of the park" homeruns (homeruns inside the park are not included). Each homerun after that will count as a single.

r. For the safety of players, double and multi-walled bats are not allowed. These include bats listed as a "double sleeve", "multi-walled", "exterior shell", or cryogenic bats with a double sleeve. Although a bat may be ASA or SEAA approved, it may not be legal in the City leagues. See the list of approved single wall bats for the

current season. Any bat not on the eligible bat list is not approved for use. **Officials will refer only to the bat list and may not approve bats not listed as eligible for play.**

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** other than that for the 6:00 game. See Rule 5.h
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.

6. 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.
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. 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.
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.

7. **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.

9. 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.

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

Last Revision: February 21, 2013

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 10th 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. Courtesy runner. A team may use only one courtesy runner per inning. The courtesy runner for a woman will be a woman. The courtesy runner for a man will be a man.

Last Revision: February 24, 2011

SPECIAL RULES FOR WOMEN'S LEAGUE

BASES DISTANCE	65'
PITCHING DISTANCE	50'
BALLS	11", .44 cor, **Optic Yellow**
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 10th may be added to the bottom of the batting order after the start of a game. If the 10th 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