

SECTION ONE – LEAGUE ORGANIZATION

RULE 1A – FORMAT

- A. Adult Softball Leagues will have the following format:
 - SPRING** -- 6 Night Single Header league(6 games)
5 Night Double Header leagues(10 games)
 - SUMMER** -- 10 Night Single Header league (10 games)
10 Night Double Header league (20 games)
 - FALL** -- 6 Night Single Header league(6 games)
5 Night Double Header leagues(10 games)

RULE 1B – SCHEDULES

- A. Managers may be required to attend the scheduled manager's meeting prior to the first game to receive a copy of their league schedule, rules discussion, and roster/waiver paperwork.
- B. Team listed first on the schedule is home team, and official scorekeeper.
- C. Blue Springs Parks and Recreation will notify the manager's of the make-up games by way of email or posting on the City's website at www.bluespringsgov.com

RULE 1C – MANAGER'S RESPONSIBILITY

The manager is the primary link between their team and league management. It is the manager's duty to obtain all information regarding league play at the park. Responsibilities include but are not limited to:

- A. Attending manager's meeting when required. Manager's will be notified when the meeting is scheduled and as to the date, time and location.
- B. Reading rules and park policies prior to starting league play and informing the players of the rules.
- C. Obtaining league information pertaining to registration deadlines, make-up schedules, etc.
- D. Submitting league paperwork on time (registration forms, roster, waiver, etc.).
- E. Informing league office of changes in his/her address and/or telephone number.
- F. Having all players read and sign the team roster/waiver **BEFORE** playing and ascertain the eligibility of each player signing the roster.
- G. Maintaining control over his/her players in all circumstances including disputes on the field. Umpires/Referees will discuss disputes on the field with manager only. Players are not to question an umpire call or ruling.

RULE 1D – MAKE-UP GAMES

- A. All games cancelled during the regular season will be rescheduled regardless of team records. Every effort will be made to reschedule games on the same night as league regularly plays. However, games may be played on weekends, or as management deems necessary to complete the league.
- B. Should a game be called because of rain after the four (4) innings have been completed (3 ½ innings if home team is ahead), the game will be considered official and WILL NOT be made up.
- C. The team manager is responsible for obtaining make-up schedules when they become available.

RULE 1E – FORFEITS

- A. Blue Springs Parks and Recreation understands if your team needs to forfeit a game. But forfeiting two game nights will NOT BE ALLOWED FOR ANY REASON. If your team must forfeit a second game night, then your team may not be allowed to play in any Blue Springs leagues for one (1) year.
- B. Any team forfeiting two game nights during a season without notifying Parks & Recreation office before the fact could be dropped from the league. No refunds of entry fees will be given. All remaining games will be recorded as losses.

RULE 1F – ROSTERS

- A. All rosters must be completed and must include the player's name, signature, complete address, and telephone number. Incomplete rosters will not be accepted. Teams will not be permitted to play without submitting a valid roster. The roster is not to exceed twenty (20) players for softball leagues.

Up to 15 individual awards will be given to the championship team SIGNED ROSTER PLAYERS for all leagues. Teams with a roster with the maximum number allowed can make arrangements through the complex office to purchase additional awards.

- B. Submission date – The roster and waiver must be submitted to the Parks & Recreation Office or field supervisor before the team's 1st game. **FAILURE TO SUBMIT A ROSTER AND WAIVER WILL RESULT IN AN AUTOMATIC FORFEIT OF ALL GAMES PLAYED WITHOUT A ROSTER ON FILE – NO EXCEPTIONS.** Each team manager is responsible for the accuracy of all information on the roster.
- C. Roster Changes – Teams may make unlimited changes to roster prior to the 4th game of the season. The league director must approve all changes before the player is eligible to compete with the team. Players may not switch teams within the same league during the same season. If a player signs two or more rosters with the same teams playing in the same league, the player is eligible only for the team he/she first participates with as a player. **PLAYERS CAN ONLY PLAY ON ONE TEAM PER DIVISION.**
- D. Church League- Team must be affiliated/sponsored/supported by a church, which can be verified if needed.
- E. All players must be 18 years of age or over

RULE 1G – GRACE PERIOD

- A. Teams are required to be ready to play at least 15 minutes before game time. Eight players are required to start and continue a game. Game time is forfeit time. The opposing team may allow the team that is short a 10 minute grace period. Grace period will be deducted from the game time.
- B. Games **WILL NOT** be delayed due to team members playing on another team in another league in a different location. **THERE ARE NO EXCEPTIONS!**

RULE 1H – LEAGUE STANDINGS

- A. League standings will be posted weekly online at www.bluespringsgov.com. **PLEASE REPORT ANY MISTAKES FOUND ON THE STANDINGS TO LEAGUE OFFICE IMMEDIATELY.**
- B. The team with the best record at the end of the league will be declared the champion.
- C. If two (2) or more teams end in a tie for first place at the end of the season the following criteria will determine a champion.

Softball Leagues

1. Head-to-Head records of all tied teams
 2. Run differential in games between tying teams only (runs scored vs. runs given up).
 3. Run differential for all games played
 4. Total runs scored by teams tied
 5. Flip of the coin
- C. The top team in each league may be moved, whenever possible, to the next stronger league for the upcoming season. Likewise, the bottom teams could be dropped to a weaker league during the upcoming season.

SECTION TWO – AWARDS

RULE 2A – AWARDS

- A. The maximum number of individual awards given for softball is fifteen (15), **FOR SIGNED ROSTER PLAYERS ONLY.** If additional awards are needed, they may be purchased through the Parks & Recreation office.

SECTION THREE – ADULT SOFTBALL PLAYING RULES

RULE 3A – GOVERNING RULES

All league games will be played under A.S.A (Amateur Softball Associations) rules except those amended in the League Rules or by an official league memo.

RULE 3B – REQUIRED NUMBER OF PLAYERS

- A. Men's Leagues
 - a. The required number of players per team is ten (10). If the team plays with only 8 or 9 players, there will be no outs assessed when those positions come to bat.
 - b. The maximum number of batters allowed is eleven (11)
 - c. If a team plays with eight (8) or nine (9) players, there will be no outs assessed against those vacant positions.
- B. Coed Leagues:
 - a. A team must have at least 8 players to start and continue an official game (4 women and 4 men). The maximum number of players on defense is 10.
 - b. A team can play with five (5) women and four (4) men but it cannot play with four (4) women and five (5) men. In other words, teams cannot play with more men than women.
 - c. Teams may bat a total of twelve (12) batters, six (6) women and six (6) men but may not field more than ten (10) players, five (5) women and five (5) men.
 - d. Teams must alternate women and men in the batting order. Example: Woman, Man, Woman, Man, etc.
 - e. Defensive positioning- 2 males and 2 females in the outfield, 2 males and 2 females in the infield, and 1 male and 1 female in the pitcher/catcher positions
 - f. If a male batter walks he will be awarded 2nd base and the next batter (female) will bat. Exception- with two outs, the female will have the option to walk or bat

RULE 3C – REGULATION / OFFICIAL GAMES

- A. A regulation game is seven (7) innings or sixty (60) minutes, whichever occurs first.
- B. The umpire's watch will be the official clock. After the time limit has expired, the current inning shall be completed and game ended unless tied, in which case play will continue until game is decided. If home team is batting and is ahead the game will end immediately. If the game ends in a tie, the international tie breaking rule will be in effect: the last batter of the previous inning, will start the new inning at second base. The game will continue until one team out scores the other.
- C. If a player is injured in play, the umpire shall add the time it takes to remove him from the playing field and notify each manager of the amount of time added.
- D. Should a game be called because of rain after four (4) innings have been completed (3 ½ innings if home team is ahead), the game is official and WILL NOT be made up.
- E. Each player will have a one and one count for each turn at bat.
- F. The game will be played under a foul ball on strike three rule.
- G. All decisions regarding rain delays will be made within forty-five (45) minutes from the time the teams have been pulled from the field. The field supervisor will make an announcement at that time.

RULE 3D – HOME RUN LIMITS AND RUN RULES

- A. If at the end of five (5) full innings of play, one team is ten (10) or more runs ahead, the game will be considered complete.
- B. If at the end of three (3) full innings of play, one team is fifteen (15) runs ahead, the game will be considered complete.
- C. No team will be allowed to score more than twenty (20) runs in one inning. After the twentieth (20) run has been scored, the inning will end and the opposing team will bat.
- D. Home Run Limits: Church, Coed, and D leagues= 2, E leagues= 1 Leagues will play under a "One Up" rule, which means that once your team has hit the home run limit, your team cannot hit another home run until the opposing team has hit the limit. At that time, your team can then hit one more home run to go "One Up" on the other team. You cannot be more than "One Up" on the opposing team. The home team cannot hit a "One Up" in their final at bat in a game due to time restriction or final inning.

RULE 3E – PLAYER / MANAGER EJECTION RULE

- A. The Parks & Rec Staff and/or umpire reserve the right to eject a player from the complex, if necessary. The amount of time will be determined by the severity of the act.
 - B. A player or manager ejected from a game for misconduct will be subject to the following:
 - a. First ejection – Suspension from the remainder of the game and player must leave the park immediately, also suspended for next scheduled game.
 - b. Second ejection – 3 game suspension from all league play with any team in the league and must leave the park immediately.
 - c. Third ejection – 6 game suspension from all league play with any team in the league and must leave the park immediately. Also subject to suspension for future leagues
- NOTE:** *The player's suspension will begin at the time of the ejection, regardless of appeal. If a suspended player participates in a game during suspension, the player will be suspended for one year and the team will forfeit that game. In addition, the team may be subject to a one-year suspension from the league without a refund.*
- C. Any person making verbal assaults and/or physical contact with the intent to bring harm to an umpire, employee, league director, spectator or other player, will be asked to leave the park and will be suspended for a period of one year from the time of the incident. In addition, if conditions warrant, criminal charges will be brought against said person, and he/she could be barred from participating at any other Blue Springs Parks and Recreation facility.
 - D. **FIGHTING WILL NOT BE TOLERATED!** Any fighting in a game will result in a one-year suspension.
 - E. Anyone ejected from a game must leave the field area immediately and take no further part in the game. If the participant does not leave immediately, the manager of the team will need to leave with the player. If the situation cannot be resolved it will be a team forfeit. Police may be called if necessary.

RULE 3F – EXTRA PLAYER (EP)

As rules state, an extra player is permitted at the manager's option at the start of the game. The batting order must remain constant. However, a men's line up of eleven (11) players or a coed team of twelve (12) players can only take the ten (10) defensive positions throughout the game. A team using the EP must finish the game with ten players. If a player leaves the game and no substitutes are available, an out will be recorded each time that player's position in the batting order comes up. Remember this is an appeal play by the defensive team. The defense must inform the umpire each time the batting position comes up.

- A. An extra player may be used by a team provided it is made known to the umpire prior to the start of the game and his name and uniform number is indicated on the lineup sheet.
- B. The EP must remain in the same position in the batting order for the entire game.
- C. The EP may play defense at any time without his status being affected. He may go in and out of the defensive lineup as often as needed as long as his position in the official batting order is not altered.
- D. The EP may be substituted for at any time with the substitute becoming the new EP. The substitute must be a player who has not been in the game.

RULE 3G – SUBSTITUTIONS

All substitutions must be reported to the umpire. Failure to report substitution to the umpire will result in the ejection of the illegal player, when brought to the attention of the umpire by the opposing manager.

RULE 3H – RE-ENTRY RULE

Any of the starting players, except players in the EP position, may withdraw and re-enter once, providing he/she occupies the same place in the batting order. A substitute who is withdrawn may not re-enter. All substitutions must be reported to the umpire.

RULE 3.I – FOUL BALL ON STRIKE THREE

The batter is out if after the second strike he/she has already fouled one pitch off and fouls a second pitch off. Ball is dead and no advancement of base runners is permitted.

RULE 3J – UNIFORMS

All teams are encouraged to wear matching colored shirts with numbers but this is not a requirement. Metal cleated shoes of any type are prohibited.

SECTION FOUR – PROTEST POLICY

RULE 4A – VALID PROTEST

No “judgment” call can be protested. Protests are considered valid with regard to player eligibility and rule interpretations only.

RULE 4B – PLAYER ELIGIBILITY PROTEST

Protests concerning player eligibility must be made to the umpire or official before the next legal pitch. You must submit the name of the player(s) in question with a \$25.00 protest fee per player protested. The League Manager will rule upon the protest. For protest involving ineligible players(s), the team in question must have a valid roster on file for the league. Managers should also make sure team members have proof of positive identification with them at all times as the umpire will check the picture identification of the player in question. IF A PLAYER IS UNABLE TO PROVIDE POSITIVE IDENTIFICATION, ANY PROTEST AGAINST HIM/HER WILL BE AUTOMATICALLY UPHELD.

RULE 4C – RULE INTERPRETATION PROTEST

For a valid rule interpretation protest, the following steps must be taken:

- A. Any protest must be announced verbally to the umpire when the contested action occurs and BEFORE the next pitch.
- B. If a protest occurs, the umpire must inform the field supervisor and he will attempt to contact the umpire coordinator for immediate ruling on the protest. If he is unable to contact the umpire coordinator, the game will continue and the protest will be ruled upon the next day by the umpire coordinator.

SECTION FIVE – LEAGUE POLICY

RULE 5A – FIELD CONDITIONS

When weather conditions warrant, the status of games will be available after 4:00 pm by calling 228-0116 or on the website at www.bluespringsgov.com. **PLEASE DO NOT CALL THE OFFICE REGARDING GAME STATUS. NO DECISION WILL BE MADE UNTIL 4:00 PM.** If it rains between 4pm and game time, the League Coordinator and/or the umpires assigned to the games shall make the final decision at the fields as to whether the games should be played. Rainout games may be rescheduled on the next available weekday at the conclusion of the regular season, or Saturdays if needed.

RULE 5B – GAME BALLS

All teams must provide 12 inch red-stitched softballs .52 core, 300 compression with the A.S.A. logo for league play. Women will use the 11 inch .44 core, 375 compression softball. Two softballs used for Coed- the 11 inch ball will be used when the female bats and the 12 inch ball when the male bats. The team batting is responsible for retrieving game balls when hit out of play. Failure to retrieve game ball that results in a delay of the game can result in the umpire forfeiting the game.

RULE 5C – Bats

All leagues will follow the A.S.A Non- Approved bat list with certification marks. Bats must be A.S.A approved and bear the ASA 2000, 2004, or 2013 certification marks and not listed on any ASA non-approved bat list. First offense of using an illegal bat will result in an out, second offense will result in an ejection, the third offense by the same team in one game will result in a forfeit. For more information on Certified bat lists visit www.asasoftball.com and click on the Equipment Tab **NEW- ANY BAT STAMPED 1.20BPF WILL BE ALLOWED FOR BLUE SPRINGS LEAGUES**



RULE 5D – Scorekeeping

Home team will be required to provide a scorekeeper and will be responsible for maintaining the batting line-up. Line-up will be turned into the umpire before games, must list each player first and last name. The umpire will be responsible for tracking and recording official score and should announce score at each half inning.

RULE 5E – VULGAR AND OBSCENE LANGUAGE

Obscene language will no be tolerated. Umpires have been instructed to eject violators. Parks and Rec Staff may eject any individual using obscene and vulgar language from the ballfield area.

RULE 5F – SMOKING

Smoking is not allowed in any City Parks. This includes ballfields, dugouts, and ballfield areas. Smoking is only allowed in the parking lot

RULE 5G – ALCOHOLIC BEVERAGES

No Alcohol is allowed in the dugouts or on the field of play. Umpires and Parks & Rec staff reserves the right to remove anyone that is belligerent or is deemed unsafe to play.

RULE 5H – FAN BEHAVIOR

All fans attending league games are expected to conduct themselves in a respectful manner. Fans may not harass any player, coach, official, or opposing fan with obscenities or negative comments. This behavior may result in fan ejection, team ejection and/or forfeit. Team managers will be asked to assist in confronting fans. If not addressed, game can be declared a forfeit and possible suspension for offending team.

Blue Springs Parks and Recreation reserves the right to interpret any and all rules and situations. Further, Blue Springs Parks and Recreation reserves the right to insert, delete, or change rules at any time and make decisions retroactive should it be deemed necessary for the benefits of the leagues.