

City of St. George Leisure Services

League Softball Rules

All rules stated in this manual will, if in conflict to a sanctioning body rule (afa), override those rules.

Leagues Offered:

<u>Men's</u>	<u>Women's</u>	<u>Co-Ed</u>	<u>Seniors</u>
C - Competitive	D – Recreational	Competitive	50+
D - Recreational		Recreational	
E – Novice			

Fees:

1. All fees must be paid in full before teams/participants will be allowed to play.
2. A \$25.00 late fee will be added to all registrants during the last week of registration.
3. No refunds will be given before the league starts and fourteen (14) days prior.
4. Teams will be registered into leagues on a first come first serve basis or until leagues have filled.

Schedules:

1. All requests for a schedule change after the schedule has been published will need to be discussed with the Softball Coordinator at (435)627-4575. A fee of \$35.00 may be charged to the team requesting the change.
2. During the season, any day including weekends may be used to reschedule make-up games. Games will not be moved because of other outside conflicts including players playing on other teams.
3. Team managers/coaches will be called for make-up games if proper number was provided at time of registration.
4. Teams will be allowed to choose the night they wish to participate on as long as the league is in their classification with more than four (4) other teams at the same level.

Rosters:

1. Roster of all players must be turned in before you play your first game. The City will keep this roster.
2. Each team is allowed to make a number of roster changes during the first four (4) weeks of play; after the fourth week the roster is frozen.
3. Participants must have played in two (2) regular season games and complied with roster regulations to play in post season tourney.
4. Maximum number of players on a team roster is twenty (20).
5. Rosters will be closely checked throughout the season. Not adhering to roster regulations can result in a forfeit.
6. All participants must be eighteen (18) years of age.
7. All players must carry a picture ID; upon request, this picture ID must be presented.
8. Supervisors / Umpires can check ID's, at their discretion, if it is deemed a safety and/or liability issue.
9. Roster protest can be made by opposing manager before the game begins; ID/Roster will be checked, any player found in violation of this rule will not be allowed to play for the remainder of the season. Protests cannot be retracted.

Equipment:

1. All teams/participants are required to use legal equipment. Using illegal equipment can result in forfeiture and indefinite expulsion.
2. Any version of the Miken Ultra 1, Miken Ultra 2, Anaconda (both the original and new), Boombah, and all Senior bats are illegal to use. All other bats meeting the 1.2 BPF standard and have a USSSA approval sticker will be allowed. The City of St. George will comply with AFA rules, page 21, Section B – Altered Bat Policy. Any player accused of using an altered bat must voluntarily allow the bat inspection by the Director/Supervisor. Failure to voluntarily give up the bat will mean automatic ejection from the game. All bats must have a safety knob that is a minimum of ¼" protruding at a 91 degree angle from the handle. It may be molded, lathed, welded or permanently fastened. A flare or cone grip attached to the bat next to the safety knob will be considered illegal (exception senior leagues).
3. The City provides all game balls for leagues. Women use an 11" ball and men use a 12" ball.

Eligibility:

1. Umpires/Supervisors/Directors have the authority to remove injured players or players deemed unable to play from the game. Any participant that is a safety hazard to themselves or others will be removed from the ballpark.
2. A player may play for one team per night at their appropriate level.
3. Since leagues are offered for men and women, men must play in the men's leagues and women must play in women's leagues.
4. The Leisure Services Department recommends that individual players not play in divisions lower than the individuals' ability! Any team with 4 or more players, playing at a higher level, will not be allowed to play at any lower level. This act can be challenged by umpires and supervisors; the opposing team can challenge as well; however, only before the player(s) in question bats for the first time.

Regulation Game:

1. A regulation game will be seven (7) innings, or fifty (50) minutes of play; whichever comes first.
2. Run Rules:
 - a. Ten (10) runs after five (5) innings; 4 ½ innings if the home team is ahead
 - b. Twelve (12) runs after (4) innings; 3 ½ innings if the home team is ahead.
 - c. Fifteen (15) runs after three (3) innings; 2 ½ innings if the home team is ahead
 - d. No new inning will start after fifty (50) minutes of play. There are no ties, in the event of a tie, international tie breaker will be put into effect.
3. When field conditions are unplayable or inclement weather arises, games may be called. Under these conditions, games which have completed four (4) innings, or 3 ½ if the home team is ahead are considered regulation and complete. These games will not be made up.
4. Regulation games will start at 6:30pm, 7:30pm, 8:30pm, and 9:30pm. Game time is forfeit time.
5. A team must start and finish a game with no less than eight (8) players. If a team drops below the minimum number of eight due to ejection or injury it is a forfeit.
6. Men's, Women's, and Co-Ed teams may bat up to 12 players.
7. In the event of a possible forfeit, the forfeiting team may elect to be the visiting team. The visiting team must be prepared to field no less than, eight (8) defensive players at the end of the one half of the first inning. If the team is unable to do so then a forfeit will be called.
8. When a team not having eight (8) players ready to play at game time, forfeits the game, the teams may use the field for forty (40) minutes without City staff or umpires.
9. If a team starts a game with eight (8) players, the players not participating will NOT be declared an out. The remaining players may enter the game at any time as long as they are on the roster and notification was given to the umpire. The added players must be entered at the bottom of the lineup. Up to 12 players can be entered. If more than 12 players need to be entered, they must be on lineup and roster and entered as subs.
10. Teams may use (1) one courtesy runner per inning. Runner must be the last out or if in co-ed the last out of the same gender. A 2nd designated runner may be used in the event of an injury only. Same player can not run twice in one inning.
11. It is the responsibility of each team manager/coach to bring the lineup card to the umpire. The lineup card will contain the batting order with the last name, first name and jersey number of each player starting and substitutes that will be substituting in the game.
12. If the lineup card is being turned in late into the umpire the game will start with a forty-five (45) minute time limit.
13. Home team will keep the official scorebook. If home team elects not to keep the book the visitors will keep the official scorebook. If neither team elects to keep book then the records of the umpire stands and is official.

Home Run Rules:

Men's C – Each team is allowed five (5) home runs per game. After five (5) home runs, balls hit over the outfield fence in fair territory are considered an out.

Men's D / Co-Ed Competitive / Seniors – Each team is allowed three (3) home runs per game. After three (3) home runs, balls hit over the outfield fence in fair territory are considered an out.

Men's E / Women's E / Co-Ed Recreational, No home runs. Balls hit in fair territory over the outfield fence is an out.

*A player hitting a home run may go directly to the dugout along with any players that were on base.

*Teams are responsible for retrieving their foul/home run balls. If allotted amount of balls, per game, run out/not recycled back into the game, teams will then be responsible for supplying the game balls for the duration of the night.

Uniforms:

1. Teams are required to have jerseys that are like in color and have a number.
2. If a player is not in accordance the opposing team can protest. At the discretion of the umpire, one (1) point will be awarded to the opposing team for each player that is not in accordance. To protest this it must be by the opposing team and it has to be before the player in question bats for the first time. This rule will only be enforced after the second week of play.
3. NO metal cleats! Players with metal cleats will not be allowed to continue to play until cleats are taken off.
4. Plaster casts, metal, or hard plastic braces may not be worn at any time by a player participating in the game unless they are covered in a safe way. (umpires discretion)
5. No jewelry! If caught with jewelry it will be considered an out unless it is covered with athletic tape. (Exception: medical use jewelry)

Specifics:

1. All players are required to slide or give themselves up in order to avoid contact on all close plays (in situations where a play may happen). Any player not adhering to this rule may be called out on umpires' discretion.
2. Only a team manager can question an umpire's decision during a legal time out by the team asking the question. A judgment call can not be questioned only a rule infraction. This will be on game time; official clock will not stop.
3. Protests will be resolved by the end of the game; however, in the event of a game altering protest, \$25 dollars and a written explanation of said protest, must be submitted to the Softball Coordinator within 24 hours.
4. No stealing!
5. All City leagues will use a mat for balls and strikes. Both plate and mat are strikes.
6. Players and coaches cannot question ball and strike calls at any time.

7. All slow pitch leagues will play using the three (3) balls / two (2) strikes count. In other words; 3 balls and you walk, 2 strikes and you are out. (begin with a 0 & 0 count not 1 & 1 count)
8. Batters are allowed one (1) foul ball. After the first foul ball all hit balls must be in fair territory. Any second foul ball is considered an out.
9. All City slow pitch leagues will utilize the safety base on first. Not using the first safety base is a live ball appeal.
10. All City leagues will utilize the safety base at home. Not using the safety base at home is an out.
11. Ties in league standings will be determined with the following formula:
 - a. Head to head between teams with a tie
 - b. Run differential among all teams involved
 - c. Head to head competition within the league from top to bottom
 - d. Coin flip
12. If leagues are split during the season they can be combined during the end of season tourney.
13. Awards will be given at the end of season to tourney winners and the runner up. Tourney winners will receive fourteen (14) t-shirts and a plaque (t-shirt sizes will vary). Tourney runner up will receive a plaque.
14. Home team will be decided by a coin flip, by the umpire, during the pre-game conference.
15. Home team for double-header leagues will be decided by the first coin flip. (Ex. Home team for the first game will be visitor for the second game.)
16. Throughout the tourney, home team will be determined by the higher seed. In league tournaments, for the championship game, home team will be the undefeated team. Home team of an "if game", will be the winner of the championship game.
17. A pitching box will be used from the rubber at 50 feet to the line drawn at 56 feet. Pitchers may pitch from anywhere in the box within the confines of the pitching rubber. Pitchers must come set for 1 second then pitch within 10 seconds or after ordered by the umpire. Any under hand pitching motion is allowed including fakes, behind the back or between the legs. A 5 foot to 12 foot pitching arc will be used.

Co Ed Specific Rules:

1. Males and females will rotate in the batting order. However, two females may bat back to back.
2. There are no defensive regulations. Males and females can play any defensive position.
3. All City leagues will not utilize the 200 ft. rule.
4. If a male batter walks, he automatically goes to second base. The following female batter has the option to receive first base or to bat.
5. Third base coach will keep both softballs and provide the proper ball to the pitcher. Umpires may keep the balls if they wish.
6. If an improper ball is used, the hitting team will have the option of taking the results of the play or replaying the at bat prior to the next pitch.
7. The additional hitter rule (AH) will be in effect subject to batting twelve (12) players, one additional female and one additional male batter. Teams using the AH rule must bat twelve (12) players.
8. Teams must start with at least eight (8) and three (3) of them must be men.
9. Ratios can be as follows: Five (5) females and three (3) males; five (5) females and four (4) males; four (4) females and four (4) males; six (6) females and four (4) males; five (5) females and five (5) males; seven (7) females and three (3) males; six (6) females and six (6) males; nine (9) females and three (3) males; six (6) females and five (5) males; six (6) females and three (3) males; seven (7) females and four (4) males; seven (7) females and five (5) males; eight (8) females and three (3) males; eight (8) females and four (4) males.
10. With the ratios of 5 females/3 males, 7 females/3 males and 9 females/3 males the AH rule will not be in effect.
11. When using the AH rule in a Co-Ed game and a female player is out of the game due to an injury/ejection, the team must revert to a ten (10) player lineup to avoid having six (6) men and five (5) women. This rule applies when there is no female to replace the injured/ejected female.
12. No outs will ever be taken for an absence in the batting order.

Misconduct:

1. All examples listed below are grounds for ejection and permanent expulsion for players or entire teams.
 - a. A team's attitude or conduct becomes such that continuing the game would cause control of the game to be lost.
 - b. A team manager refuses to help control players or spectators when requested.
 - c. A participant is caught playing under an assumed name.
 - d. A participant that has not signed the roster.
 - e. An ejected player that refuses to leave the premises.
 - f. An ejected fan that refuses to leave the premises.
 - g. Players playing under the age of eighteen (18).
 - h. In the umpire's opinion, a team or player is making a mockery of the game.
 - i. Threatening physical harm to an umpire or City Employee or another participant.
 - j. Physically attacking any person.
 - k. Destruction of City Property.
 - l. Violation of a previously placed probation.
 - m. The use of alcohol or illegal drugs.
 - n. Finding a weapon (anything serving for attack).

- o. Foul language
- 2. If asked to leave the premises (ejected) you have three 3 minutes to leave the ballpark. If you do not leave within the three minute period your team will forfeit. No pitch and the clock will continue to run until the ejected player leaves.
- 3. If asked to leave the premises (ejected) you must submit your name and phone number.
- 4. If asked to leave the premises (ejected) there will be a minimum of a two (2) week, fourteen (14) day suspension. The Softball Coordinator will inform team manager/coach of infraction and when player(s) can return.
- 5. If asked to leave the premises (ejected) the player(s) must pay a \$25.00 fine to City of St George or do three (3) hours of community service. The fine must be paid in full at the Recreation Center before the player(s) is allowed to play again. If community service is chosen it must be coordinated through the Softball Coordinator and completed before the player(s) is allowed to play again.
- 6. No alcohol
- 7. No smoking
- 8. No glass
- 9. No players outside of the dugout except for on deck batter and base coach.

Senior Adaptation Rules:

1. Each team is allowed three (3) home runs per game. After three (3) home runs, balls hit over the outfield fence in fair territory are considered an out.
2. Five (5) run limit per inning.
3. Forty-five (45) minute time limit with one open inning.
4. Unlimited number of batters.
5. 65+ gets an 11th man.
6. Bats – 1.20 BPF or less.
7. Unlimited courtesy runners.
 - a. A runner can only be a courtesy runner once per inning.
 - b. A courtesy runner who is on base when his/her turn is to bat is out on base and then takes their place at bat.
 - c. Any person who is replaced by a courtesy runner can not return in that inning, as a courtesy runner.
 - d. Any player on the roster can be a courtesy runner. They do not have to be batting or playing defense.
 - e. A courtesy runner can not be replaced by another courtesy runner except for injury causing the removal of the original courtesy runner from the game.
8. Handicap – Four (4) runs per age group. (Added every five years of difference).
9. If the flip flop rule is used the home team must be down by at least nine (9).

PROVIDED BATS (Miken):

Due to the overwhelming complaints of players using illegal or altered bats; the City has made it possible to have a guaranteed even playing field. It is guaranteed because we (City) can now provide Miken bats to the participants at no cost to them. As a team you will get the choice to use City provided legal bats or use your own. Due to this; any complaint, injury, or any legal issue resulting from use of an illegal bats is null and void.

1. During pre-game meeting a decision will be made to use City provided bats or to use own bats. Both managers must agree. If decision can't be made then it will default to the City providing bats.
2. For double headers, the decision made to either use the bats or not use City bats will stand for both games.
3. If using City provided bats option is chosen, a field supervisor will deliver 3 bats to that field.
4. A 26 ounce (Psycho), 27 ounce (Mv3), and either a 28ounce (Freak+) **OR** 30 ounce (Freak+) Miken bats will be provided if this option is chosen.
5. If the option to not use City provided bats is chosen, then the City bats will be removed from the field.
6. If using City provided bats, three bats will stay leaned up against the back-stop or right outside the dugout. If this proves to be a safety issue, we might have to change this rule.
7. At no time can the City bats enter the dugouts.
8. If all three bats at the end of the game are not present, teams can be fined until bat(s) are found.
9. Senior leagues are excluded.
10. If using City provided bats, no other bat can be used during the duration of the game(s).
11. If caught using a different bat than the ones provided, if City provided bats were chosen; it results in an inning ending out.
12. City has the right to permit bats from being used at any time. Ex. Temperatures colder than 40 degrees.
13. This is new and groundbreaking! There will be growing pains. The City has the right to implement rules and regulations regarding providing bats at any time throughout the season.

Differences between league and tourney rules:

Home Run Rules
 Mats
 Safety Home Plate
 Uniform Rule
 Ejection Rules