

## Town of Parker Adult Coed Softball Rules

The Town of Parker House Rules are intended to create a balance of play, an atmosphere of sportsmanship and fair play, and to emphasize cleverness and skill without limiting freedom of individual or team play. All games will be played according to current A.S.A. rules.

**The Recreation Staff will have complete authority to administer the program and make decisions and adjustments as they see fit for this recreational setting. Their decisions are final.**

### Alcohol Use

- I. **City Ordinance #12.03.1 Section 1 prohibits the possession or consumption of any alcohol on city park lands.** O'Brien, Salisbury and Bar CCC Parks are city parks.
- II. No player can be in the possession of alcohol while their game is being played.
- III. Officials and Sports Supervisors are responsible for monitoring the game and active participants during their designated game time within the field of play, dugouts and immediate adjacent areas. Active players observed in possession or consumption of alcohol within these areas will be issued one team warning by the official/supervisor to the manager. If the behavior persists, the game will result in a forfeit.
- IV. Outside the field of play, dugouts and immediate adjacent areas, Parker Police is responsible for enforcement of Ordinance 12.03.1 prohibiting alcohol anywhere within a Town of Parker park.

### Rosters and Substitutions

- I. Each player must sign a release of liability form, which will also serve as the team roster.
  - A. Failure to do so will result in an illegal player causing a forfeit.
  - B. There will be no limit on the size of team rosters.
- II. No player will be allowed to play unless he/she is on the official team roster.
  - A. Teams may add players at any time prior to each game by contacting the field supervisor.
  - B. Any team caught playing with illegal team members will result in a forfeit.
  - C. The illegal player must have been identified either by the opposing team or the field supervisor prior to the end of the game.
- III. No team may add players to their roster for the tournament.
  - A. A player must have played during the regular season in order to be eligible for the tournament.
  - B. A player on the roster that did not play during the regular season is not eligible for the tournament.
  - C. If a player is identified participating illegally, the penalty is an automatic forfeit.
- IV. No player can play on more than one team in the same league.
- V. Each player is required to have a photo I.D. with them at all games.
- VI. All players must be 18 years of age.
- VII. Any player wanting to change teams in the same league may do so one time.
  - A. All transfers must be done prior to the third game.
- VIII. In order to start the game you may use any of the following combinations.
  - A. 3 men and 5-7 women, not to exceed 10 on the field.

- B. 4 men and 4-6 women, not to exceed 10 on the field.
- C. 5 men and 3-5 women, not to exceed 10 on the field.
- IX. The batting order must alternate sexes.
  - A. At no time can you have more than 5 men, but no less than 3 men in the field.
  - B. The game must start with a minimum of 8 players using the above combinations.
- X. If additional players are added once the game has begun, they are placed at the end of the order. The batting order must alternate sexes, regardless of how many males and females show up for the game.
- XI. In order to continue a game once it has begun, you must have a minimum of 8 players and you may use any of the following combinations.
  - A. 3 men and 5 women.
  - B. 4 men and 4 women
  - C. 5 men and 3 women
- XII. There are no restrictions to which positions any player plays and there is no limit to the number of players in the batting order.
- XIII. If sickness or injury occurs and the player cannot continue, he/she will not be allowed to re-enter the game.
  - A. If no substitute is available, an out will be recorded each time that person is scheduled to bat.
- XIV. All players in the batting order may freely substitute in the field at the beginning of each inning only, but must stay in the guidelines of rules 7 & 8 above.

## Uniforms

- I. All team members must wear a jersey with a **non-duplicating number** on at least one side.
  - A. Numbers must be visible to the scorekeeper.
- II. It is encouraged, but not mandatory, that all jerseys be the same color.
- III. Players must have their own jersey and will not be allowed to share with other team members.
- IV. Anyone not in proper uniform will not be allowed to participate in that game.
- V. Shoes
  - A. Only rubber molded cleats are allowed. No steel or detachable cleats are allowed.
    - a. Anyone caught wearing steel or detachable cleats will be ejected from the game.
      - i. If no substitute is available, an out will occur each time that player comes to bat.

## Regulation Games

- I. A regulation game is 7 innings. No new inning will begin after 55 minutes of play.
  - A. Games (regular season **and** playoffs) will be considered complete and no new inning will start:
    - a. Regular season games may end in a tie
    - b. In case of inclement weather, a game will be declared official if 5 innings have been completed (4 ½ if the home team is ahead) or there have been 45 minutes of play, whichever comes first.
    - c. If a game has *not* reached 5 innings (4 ½ if the home team is ahead) or 45 minutes and is suspended due to weather, the game will be continued at a later date.
      - i. The replayed game will be played as a new game.
  - B. If a situation (other than weather) arises that causes a game to stop, the league administrator

will decide if a make-up will occur regardless of the amount of time played.

- a. Make-up games will start from the beginning.
- b. Make-up games will be scheduled on various days throughout the week, including weekends, based upon field availability.

II. Mercy Rule:

- A. If at the completion of 2 ½ or 3 innings, one team is ahead by 20 runs or more, the game will be declared complete (20 Run Rule).
- B. If at the completion of 3 ½ or 4 innings, one team is ahead by 15 runs or more, the game will be declared complete (15 Run Rule).
- C. If at the completion of 4 ½ or 5 innings, one team is ahead by 10 runs or more, the game will be declared complete (10 Run Rule).

III. Grace Period.

- A. There will be a 10 minute grace period for each game.
  - a. The Game Clock will start at game time.
  - b. The team that is present will have the choice to be the Home or Away team.
  - c. Once the Game Clock has run off 10 minutes, the game is then declared a forfeit to the team who was not fully present.
- B. Any team who no call, no shows will automatically receive the lowest seed in tournament play.
  - a. A \$40 Forfeit Fine will be applied to the team captain's account for non-appearance forfeits. See Town of Parker Youth and Adult Sports Policy and Procedure Manual for specific details.
- C. Umpires will not work forfeited games.
- D. The field supervisor will have the final say on all forfeits.

IV. The game clock will begin once the home team has been declared and acknowledged by the field supervisor.

- A. Home team will be determined by the schedule.
  - a. During tournament play, the team with the higher seed is home team.

V. The game clock will be administered by the field supervisor.

**General Rules**

- I. All players must be 18 years of age. (ID's are required)
- II. There will be no stealing in any league.
- III. Bats used in the Town of Parker adult leagues must have the current USSSA logo used to identify legal bats.
  - A. Please see their website ([www.ussa.com](http://www.ussa.com)) to view the current stamp utilized.
  - B. The Town of Parker will issue in house stickers to be placed on bats that have been approved by our staff.
    - a. The field supervisor will be available to inspect a bat and apply the sticker.
    - b. All bats used must have the Town sticker applied.
  - C. **Players attempting to use an illegal bat will be called out, with runners returning to the original base.**
    - a. **In addition, the player will be ejected from the game and suspended for one additional game.**
- IV. **Warm-Up Pitches:** Three pitches for the first inning and one warm-up pitch between innings thereafter.

- A. If a new pitcher enters the game, he will be allowed three warm-up pitches for his/her first entry only.
- V. Every league will begin with a batting count of one and one, with one courtesy foul ball allowed on the second strike.
  - I. Home Runs
    - A. One-Up Rule: Teams may only hit a maximum of +1 homeruns relative to their opponent's home run totals.
      - a. Any batter that hits a homerun for a team that is already +1 in homeruns will be declared out. Runners cannot advance.
      - b. If a team is -1 in home runs relative to their opponent, that team may hit two consecutive home runs, moving them from -1, to even, to +1.
        - i. For example: Team A hits a home run in the top of the first inning. If another batter from Team A hits a homerun in that inning, he or she is immediately declared out. In the bottom of the first inning, Team B hits a home run, which evens each team's homerun total at 1. Team B can then hit another homerun in that inning (moving to +1 over Team A), but hitting another homerun (+2) would result in that batter being declared out.
      - c. The home team, in the bottom of the 7<sup>th</sup> or later innings, may hit one home run to pull even, but may not hit a home run to go one up.
        - i. The home team cannot go +1 in the 7<sup>th</sup> inning, but time limits are not factored in to this ruling as it is only innings based.
      - d. Any player who hits the ball over the large, second fence at O'Brien will immediately be declared out. Runners cannot advance.
    - B. Hit and Sit Rule: Upon hitting a Home Run, that player *may* "Hit and Sit" without having to touch 1<sup>st</sup> base. All other runners may return to the dugout as well.
- VI. When a female is at bat, all outfielders must remain behind the 175 ft. line until the ball is hit and all infielders must remain in the dirt area of the infield until the ball is hit.
  - A. Failure to do so will result in the following;
    - a. A delayed dead ball shall be signaled.
    - b. The offense shall have the option of taking the result of the play or awarding the batter first base and all runners advancing one base if forced.
    - c. If a defensive player fields the ball outside the arch, no penalty will occur.
- VII. If a male player is walked, he will go to first base only.
  - A. The following female batter will have her choice to hit or take an intentional walk.
- VIII. **All base runners must avoid deliberate contact with fielders at all times.**
  - A. This would include hitting up the middle; if deemed intentional by the umpire and field supervisor.
  - B. This would include a hard slide while base running if deemed intentional as this not a part of recreational softball game play.
  - C. Penalty: The runner is out and subject to ejection.**
- IX. If a **courtesy runner** is used, it must be the last recorded "out" of the same sex.
  - A. Courtesy runners may be used for an injured player only.
    - a. Injury must occur in the game currently being played.
- X. The **"Point of No Return"** line is chalked 25 feet from home plate.
  - A. A runner coming home may not return to 3<sup>rd</sup> base once they have crossed that line.
    - a. Any attempt to do so will result in the runner being called out.

- XI. All plays at home plate will be played as a force out, however, the catcher may also tag the runner for an out.
- A. Runners coming home must not touch home plate or it will result in an out.
    - a. The runner must cross the **“Home Plate”** line.
      - i. This is the line perpendicular to the 3<sup>rd</sup> base line extending from home plate to the backstop.
  - B. The runner will be called out if the defensive player making the play at home has possession of the ball while touching the plate *before* the runner crosses the line.
  - C. The runner will also be called out if he steps inside the batter’s box.
    - a. A player is out when the player’s foot is *touching the ground* on or beyond the line defining the batter’s box.
    - b. On a Home Run, the ball is declared dead upon exiting the playing surface therefore this rule cannot be enforced.
- XII. If the score is **tied** after 7 innings or at the end of regulation time **in tournament games only**, the next inning and each inning thereafter will begin with a runner on second base, until one team wins the game.
- A. If a male is the first batter of the inning, the last female recorded “out” will occupy second base and vice-versa.
  - B. Each batter will only receive one pitch.

### Ejections

- I. Any ejected player must leave the field within 5 minutes.
  - A. Failure to do so will result in a forfeit.
- II. Any player ejected from a game will sit out the scheduled games for the following *week*. The specific length of suspension will be determined at the discretion of the game staff, league coordinator and sports supervisor.
  - A. Player behavior after receiving the card and prior league history may affect the length of the suspension.
- III. Any player ejected from a second game in the same season, will be suspended from any further play for the remainder of the season.
- IV. Any player suspended multiple times in any 12-month period will be subject to an extended suspension from the league per behavioral policies.
  - A. Ejections from each division will be included in the overall count. (i.e., ejections from Monday leagues do add to ejections on Wednesday leagues).
  - B. Decisions regarding suspension duration and the sports/divisions the suspension applies to are made at the discretion of league administration.
- V. If a player is ejected from the game and their team has no substitute available, an out will occur each time that individual would have come to bat.

### Protests

- I. Any protest made concerning a rule book interpretation, must be made immediately after the occurrence and prior to the next pitch.
- II. Protest for illegal players is identified under Roster and Substitutions.
- III. See the “Protests” section in the Sports Policy and Procedure Manual for formal protest procedures.
- IV. No protest will be considered for a judgment call.

- V. **Note:** Only the manager of the team is authorized to address an official, which must be done in a polite and respectful manner.

**ELASTIC POWER:**

The Parker Sport staff reserves the right to establish guidelines for any and all rules or infractions not covered in the league rules and to refuse participation to any individual or coach if they do not obey the rules and regulations and keep within the spirit of sportsmanship.