

## ELM GROVE RECREATION DEPARTMENT

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### **2014 ADULT SOFTBALL RULES AND REGULATIONS**

**NOTE:** The current edition of the ASA Rulebook will be the official rulebook for the program. Local rules and adaptations will supersede where applicable. Two competing teams or managers may not agree to alter any rules.

#### **I. FACILITY POLICIES**

- A. Supervisors and/or umpires assigned by the Elm Grove Recreation Department are responsible for the total operation of program facilities.
- B. Each player must fill out and sign a waiver form and have it on file with the Recreation Department.
  - 1. Falsification of information on a waiver form shall mean suspension from the softball league for the season.
- C. Participants may not be in possession of, or consume, alcoholic beverages at any time during tournament games. During regular season games, alcoholic beverages may only be consumed behind the bench.
  - 1. If participants violate Policy I-C they are automatically disqualified from participating in that game and the next game played by their team.

#### **II. EQUIPMENT**

- A. **Uniforms**
  - 1. Uniforms are optional. Shirts must be worn by all participants whether playing or not.
  - 2. Shoes must be worn by all players and coaches. **Metal cleats are prohibited.**
    - a. A player who wears metal spikes must change shoes or not play in that game. Refusal to abide by the metal cleat ban will result in ejection from the game and the following week's game. A second offense will result in ejection from the league.
- B. **Bats** –Banned Bats are listed in the manager's booklet and are available at the softball diamonds. When a bat does not meet specifications as defined, or if in the umpire's judgement the bat has been tampered with, the umpire will prohibit the use of the doubtful bat.
  - 1. If a player is caught using a banned bat, it will be an automatic out for the player's team.
  - 2. For the first offense of using a banned bat, the team manager and player will be suspended for the remainder of the game.
  - 3. In the case of a second offense, the player and team manager will be suspended for the remainder of the season.
- C. **Balls** - Game balls will be provided by the umpires. The ball will be given to the home team at the conclusion of the game.
- D. **Bases**
  - 1. Will be supplied by the Recreation Department.
  - 2. The double-wide safety base will be used at first base for all adult leagues. The safe-base should be positioned so that the WHITE

portion is where first base would normally be (in fair territory) and the colored (RED OR ORANGE) should be in foul territory. Any batted ball hitting the WHITE portion should be fair and any ball hitting the RED OR ORANGE part should be foul. On the initial throw to first base from the infield or outfield the batter-runner **MUST** touch the RED OR ORANGE portion of the base. The defensive player **MUST** always touch the WHITE portion. This rule is in effect only on the initial play at first base which does not include:

- a. Returning to the base after over running.
- b. Running on a base hit to the outfield (runner may touch the RED OR WHITE part).
- c. Re-tag to advance on a fly ball.

**EFFECT:** If the base runner uses the ORANGE portion at any time after the first attempt at first base and is not in contact with the WHITE portion, then he is considered off the base.

E. **Jewelry - Casts**

1. For safety and injury prevention, all exposed items that are judged to be hazardous or potentially dangerous by the umpire may not be worn during the game.
2. This includes, but is not limited to, casts, wristwatches, large rings, bracelets, neck chains, or earrings that extend below the ear lobes.

### III. **PLAYERS AND SUBSTITUTES**

A. **Line-Ups and Batting Orders**

1. Prior to the start of the game, the manager must give the umpire the official line-up sheet with the names of the starting players by their respective positions.
2. Teams may begin and play a game with only eight (8) players. A team shall not be permitted to start or continue a game with less than eight (8) players. Result - forfeit.
  - a. The eight (8) players must occupy the first eight spots in the batting order.
  - b. If a ninth (9th) player arrives late, they **must** be added immediately to the line-up and bat in the ninth (9th) position.
  - c. If nine (9) or more able players are present at the starting time, the team **must** list a minimum of nine (9) in the batting order.
3. All players will be required to sign a sign-in sheet before the game begins.
4. All players on the official line-up sheet must be registered with **THAT** team. Players from other teams may **NOT** be added for the purpose of having sufficient players for the game.

B. **Extra Player Rule - All Leagues**

1. The purpose of this rule is to provide participation and enjoyment for all players in attendance. Managers are encouraged to follow the spirit and intent of the rule.
2. The use of the "Extra Player Rule" is optional and the manager must declare its use at the time they turn in the line-up card. Once declared, it must be used for the entire game.
3. Extra players of any number from nine (9) through the entire team

roster may be listed in the team's starting batting order on the line-up card.

4. The team must have all players present in the dugout area at the start of the game who have been listed in the starting batting order.
5. Once the game begins, no further **additions** to the starting line-up may be made with the following exceptions:
  - a. III-A-2-b
  - b. If a team has listed **all** of their players in the starting line-up, they may at their option add late arriving players to the end of the batting order at anytime during the game.
6. The batting order must be maintained at all times. Once a player is listed in the batting order they remain in that spot in the order for the entire game unless substituted for.
7. Teams are allowed to use a courtesy runner for any player one time per inning. The courtesy runner must be the player who made the last out. Teams are encouraged to use this wisely. If an injury to a player occurs after a courtesy runner has been used in a specific inning the team would have the following options:
  - a. Leave the injured player in the game.
  - b. Substitute a player not in the existing line up for the injured player. The injured player must be removed from the line up for the remainder of the game.
  - c. If no substitute is available, an out will be assessed immediately and the first time that the injured player's name comes up in the batting order, an out will be assessed. After that, the batting order will be closed and no out will be assessed. The injured player must be removed from the line up for the remainder of the game.
8. If a player, other than a baserunner, is injured, ejected from the game, etc., and there is no eligible substitute available, the first time that the player's name comes up in the batting order, an out will be assessed. After that, the batting order will be closed and no out will be assessed.
9. Any violation of the "Extra Player Rule" will cause forfeiture of the game.

C. **Fielding Position**

1. There is total free substitution of players in the field or defense. However, there can never be more than ten (10) players on the field at any one time.
2. This rule applies **only** to those players who are listed in the batting order at the time of the substitution. Any player listed in the batting order, regardless of the number, may play any position in the field at any time.
3. Players not listed in the batting order must follow the substitution procedures outlined in III-D.

D. **Substitutions**

1. A starter is defined as anyone listed in the original batting order at the start of the game or a late arriving player who has been added to the batting order as in III-A-2-b or III-B-5-b.
2. If all players available are **not** listed in the batting order, a starter who

- is** listed in the batting order may be replaced by a substitute who then assumes the starter's position in the batting order.
3. The starter may re-enter the game at a later time but must return to the same spot in the batting order.
  4. The substitute must come out of the game and cannot re-enter under any circumstances.
  5. If a starter has re-entered once, that player may be substituted for again, but cannot re-enter a second time under any circumstances.
  6. All substitutions should be reported to the plate umpire to be announced. However, whether announced or unannounced, any play made by or on the substitute player shall be legal.
  7. A violation of the re-entry rule will result in the ejection of both the manager and illegal player.

E. **Ejections**

1. If a player is ejected from a game, he must leave the premises immediately. Failure to do so shall cause the player's team to forfeit. The player is suspended through the team's next regularly played league game or more depending on the seriousness of the situation. Two (2) ejections during the season shall mean suspension for the duration of the season.

#### IV. THE GAME

A. **Start of the Game**

1. The umpire shall have final authority in determining the amount of pre-game practice to be permitted.
2. Teams shall be prepared to start games at the designated time.
3. There is a 5-minute grace period for the start of a game, however, a minimum number of 8 players must be **on the field or bench** once the 5-minute period expires.
4. If a forfeit is called due to a lack of players, teams are welcome to play a game without umpires. Any forfeited games will **NOT** be umpired.

B. **Length of Game**

1. All league games will be seven (7) innings, a fifty (50) minute time limit or completed based on the 15 run rule. No new innings shall be started after the time limit expires unless the game is tied. (See #2 below)
  - a. The time limit begins at the scheduled start time. If a team is not ready to play at the official start time the 50 minute time limit will begin. The umpire's watch shall be the "official time".
  - b. If a team utilizes the grace period, the time limit will begin at exactly 5 minutes from the original start time. If a team is not ready to play at the official start time the 50 minute time limit will begin. All games using the grace period will have a 50 minute time limit beginning five (5) minutes after the original game start time.
  - c. Clarification - A new inning begins immediately after the third out of the previous inning has been made provided there is time remaining.
  - d. If the home team is batting and leading in score when the time limit expires, the game is over immediately.

- e. If the visiting team is batting when the time limit expires, they must finish the half inning. If the visitors are then leading, the home team must bat.
2. Tie Games
  - a. Extra innings (beyond seven) will be played if the game is tied and the 50-minute time limit has not expired.
  - b. Upon reaching the 50-minute time limit, irregardless of the inning, and the game is tied, a maximum of one (1) additional complete inning will be played to try to break the tie.
  - c. If at the end of this additional inning the score is still tied, or if an official game is called due to inclement weather or darkness with the score tied, the game will be recorded as an official tie game. Each team shall be awarded a ½ victory and a ½ defeat, which will count in the standings.
3. 15 Run Rule: If the leading team is ahead by 15 runs or more at the end of the 50 minute time limit, the game will end and the score will stand regardless of the number of innings that have been completed and regardless of which team is at bat.
4. Homerun Rule: Each team may only score 5 homeruns in a single game. The player that hit the homerun may run all of the bases or choose only to run to first base.
5. A game called by the umpire will be regulation if the losing team has completed a minimum of four innings at bat. Games tied at four or more innings will also be regulation. If the time limit expires before four innings have been completed, the game will be considered complete.

C. **General**

1. Cancellations - Postponements - Inclement weather  
If there is any doubt as to whether or not the diamond is in playable condition, it is the manager's responsibility to use the following procedure:
  - a. The Recreation Department will cancel games up to 5 p.m. Team managers **only** are requested to call from 3 p.m. to 5 p.m. to find out if games are canceled. Normally a decision will be reached by 4:30 p.m.
  - b. After 3 p.m., participants may call the pool house at 262-782-6940 or Recreation Director at 262-844-6915.
  - c. If the games have not been called prior to 5 p.m., teams must appear at their game location and the umpires and/or supervisor will make the final decision.
  - d. In the event that a field is playable and the other is not, the scheduled game will take place on the field that is playable.
2. Forfeits – Forfeit fee is \$25.00 and must be paid 24 hours before the next scheduled game. A forfeit is counted as a loss.
3. Official Scorebook - There is no official scorebook as such. Each team is encouraged to provide its own book and scorer. The umpire is the official scorer and scores should be checked **every half inning** with the umpire.
4. Team Bench

- a. The team bench is restricted to players, manager, one scorekeeper, and one batboy who is at least 10 years of age and conducts himself in a responsible manner.
- b. No alcoholic beverages or smoking is permitted on the team bench.

## V. GENERAL PLAYING RULES

### A. Pitching

1. After assuming the pitching position, the pitcher must present the ball in **front of his body** (for at least one second) in either one or both hands, before starting the delivery motions.
2. The ball must be delivered at a moderate speed underhand - below the hip with a perceptible arch (from the time it leaves the pitcher's hand) of at least six (6) feet and not more than twelve (12) feet from the ground. Speed and height are left entirely to the judgment of the umpire. The umpire shall warn a pitcher delivering a pitch with excessive speed after which the pitcher may be removed from the pitching position for a subsequent violation.
3. The strike zone will be the mat and the plate. If any part of the ball lands on the mat or plate, it will be considered a strike.
4. The pitcher shall not attempt a quick return of the ball before the batter has taken their position or is off balance as a result of the pitch.
5. The catcher must be in and remain within the boundaries of the catcher's box at the umpires discretion until a pitched ball has reached or passed home plate or is batted. He must also return each pitch **NOT HIT** immediately to the pitcher, except after a strike out.
6. **EFFECT - #1-4 above.** Any infraction of #1-4 above is an "illegal pitch". A ball shall be called on the batter. Illegal pitches will not be called until the ball crosses the plate. If called illegal, the runners may not advance. If a batter swings at any illegal pitch, it is nullified and all play stands.

### B. Strikes and Balls

1. Three (3) called balls shall be a walk.
2. Two called or one swinging strike shall be an out.
3. Any ball hit foul will constitute an out.

### C. Base Running

1. No "courtesy step" will be permitted to base runners. Base runners must keep contact with their base, and may leave it **only** when a pitched ball touches the ground, reaches home plate, or is batted. Result: The baserunner will be declared out.
2. Baserunners may advance at their own risk, after "tagging up", when a foul ball is caught in the air.
3. Baserunners can score from third base when a batted ball is hit into fair territory, a foul ball is caught, or when the runner is "forced in" by a walk.
3. Sliding shall be permitted, **but is not required** at all bases and home plate.
4. In order to prevent injury and protect the defensive player attempting to make a play on a runner, the runner must be called out if he remains on his feet and deliberately, with great force, crashes into a

defensive player holding the ball and waiting to apply a tag. **In order to prevent a deliberate crash ruling, the runner can slide, jump over the top of the defender holding the ball, go around the defender (if outside the three foot lane, the runner would be called out), or return to the previous base touched.** NOTE: If the act is determined to be flagrant, the offender will be ejected. A runner may slide into the fielder.

- D. **Banned Bats** - Banned bats will be determined by the league published list. If any adjustments to the banned bat list occur during the season, our league will enforce those changes immediately. If a player uses a banned bat, that player will be called out and all base runners will return to the base they occupied before the illegal bat was used. The player using the banned bat will be ejected from the game along with the team manager.
- E. **Bunting or Chopping** - No bunting or chopping shall be allowed.
- F. **Intentional Walk** - If the pitcher desires to walk a batter intentionally, he may do so by notifying the plate umpire who shall award the batter first base.
- G. **Injury, Bleeding, or Open Wound** - A player/substitute, manager, coach, trainer, batboy or other team member or Umpire who is bleeding or has an open wound shall be prohibited from participating further in the game until the bleeding is stopped and the wound covered.

## **VI. PROTESTS**

- A. An official will accept no protests on judgement calls.
- B. Protests on a rule interpretation must be filed with the umpire before the next pitch. The umpire will note the protest on the score sheet and have it signed by the manager. The umpire will file a written report with the Recreation Department the next working day. The protest fee of \$25.00 must accompany the formal protest. If the protest is upheld, the fee will be returned.
- C. The team manager must file a written protest with the Recreation Department the next working day, containing the date, time of the game, and the challenged rule as well as any other essential information.
- D. A three-person committee will rule on protests.
- E. Protests on player eligibility will be accepted up to 72 hours after the game in question. A protest should be filed with the umpire during the game or afterwards with the Recreation Director.

## **VII. UMPIRES**

- A. The game umpire(s) is officially in charge of each game and will have complete and final authority.
- B. Umpires are empowered to eject players and managers from games for violations of official rules and regulations or unsportsmanlike conduct.

## **VIII. TOURNAMENT**

- A. If time allows at the end of the season, a tournament will be played between teams. The tournament is provided by the Elm Grove Recreation Department as an extra event for intra-league play. If for some reason

(i.e. excessive rainouts, etc.) the Recreation Department has the option to cancel the tournament at its digression.

- B. Players must be listed on the roster and cannot be added for the tournament
  - C. The top seeded teams will be the home team.
  - D. Trophies will be given out to the first and second place teams in each tournament. The league champions will receive t-shirts.
- IX.** Any circumstances arising that are not covered by the ASA Rule Book or the "Softball League Rules and Procedures" will be left to the discretion of the Elm Grove Recreation Department.