

## **Bayfield Parks and Rec Softball Rules:**

The following rules apply to all Parks & Recreation softball games and are highlights of and/or supplementary to current USA (formerly ASA) rules.

### **UNIFORMS, SHOES, HATS, JEWELRY, ETC.**

1. Similar colored team jerseys with numbers are recommended, but not required.
2. Shoes: All players must wear shoes. A shoe shall be considered official if it is made with either canvas or leather uppers or similar material(s). The soles may either be smooth or have soft or hard rubber cleats. **Under no circumstances are metal cleats or sandals allowed.**
3. Hats are not required. Baseball-style caps and cloth/cardboard visors are acceptable.
4. All players on the field are required to wear mitts/gloves.
5. Protective gear such as glasses, shin guards, or bandages is acceptable. Braces with exposed hard surfaces must be padded. Under no circumstances are casts allowed. Any item judged by the umpire to be potentially dangerous is illegal.
6. Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game.

### **ROSTERS**

1. Rosters will be at Bayfield Town Hall during pre-season and accessed at the softball field from the Field Supervisor during the season.
2. All rosters must be final by the last league game. **To be eligible for postseason play, a player must play in at least two regular season games.** Any player added after this will not be eligible for post-season play.
3. All players must sign the team roster to be eligible to play.
4. Players must be at least 14 years old to play in the Adult League. All players under 18 must have parental consent signatures on the back of the team roster.
5. All players may appear on a total of 2 rosters: 1 Men's & 1 Coed. Players on more teams than allowed will be suspended for the remainder of the season and/or forfeiture of all games involved.

### **TEAM ELIGIBILITY, FORFEITS**

1. A game may begin with 8 players. The team with 8 players must be the visitor and begin the game batting. Their 9th player must be present by the 9th spot in the batting order or the 3rd out whichever comes first. If both teams have 8 players the game clock will begin after the captain's meeting and 5 additional minutes will be allowed for a 9th player to arrive. The game will begin as soon as a 9th player shows up for one of the teams within the 5 minutes. If a 9th player does not show up in 5 minutes for either team, the game will be declared a double forfeit. If the 9th player arrives for both teams at the same time the game will begin immediately with a coin flip and proceed to be played out with the remaining game time. Line-ups must be submitted to the umpires and designated scorekeeper regardless of the number of players present to begin the game. **Once the game starts, lineups are official and cannot be edited.**
2. For the game to continue beyond the top of the 1st inning each team must have a minimum of 9 players.
  - a. If only 9 players are listed on the line-up no out will occur for the 10th player.
  - b. If only 9 players are listed on the line-up, the entire game must be played with 9 players. Late arriving players may enter the game only as a substitute for one of the 9 players.
  - c. If 10 players are listed on the line-up and only 9 players are present an out will occur whenever the missing player is due to bat until a 10th legal player is present.
  - d. 11 must be present at game time to utilize the extra player (EP) rule, if 11 are listed on the line-up and a team only has 10 players an out will be taken until the 11<sup>th</sup> legal player is present.
3. **Game time is forfeit time.** Players must be on the field and ready to play at game time. Teams with less than 8 players must forfeit. Attempting to stall past game time (turning in line-up late, taking the field late, etc.) will result in a forfeit. The umpire's decision is final in all forfeiture matters.

4. If a forfeit occurs, the scheduled team(s) may practice on that field until 10 minutes before the next game time on that field. Under no circumstances will umpires be utilized. It is possible that the field may not be available if it is necessary for a make-up game or if it is necessary to move a game to a different field.

**5. Teams with 2 season forfeits will be ineligible for the League Tournament play.**

**To become eligible for the league tournament: It is the Team Captain's responsibility to contact the Adult Sports Supervisor to first receive approval and then pay a \$50.00 forfeit fee.** Approval and the fee must occur before the last season game and/or before the tournament brackets are completed.

6. Line-ups and Score Sheets must include names of all starting and substitute players. The lineups must be turned in 10 minutes before game time to the designated scorekeeper. Eligible roster members may be added to the SUBSTITUTE list at any time during the game.

7. If a team has 10 players with no subs and a player leaves a game due to injury, an out will be recorded each time he/she is due to bat. An injured player may return to the line-up, also a player required to leave the game due to the blood rule may return once the blood is taken care of appropriately. If a team has 10 players (and no subs) and a player is ejected, that team will forfeit the game.

8. No pre-game practice is allowed on the IN-FIELDS. First offense will result in a warning. The second offense will result in starting the game with 3 outs. Please use the warm-up areas away from the playground areas, or stay on the outfield.

### **GAME FORMAT, RESCHEDULED GAMES**

1. All games are 7 innings or 1-hour (1 hour, 15 minutes in Tournament Championships) Time begins on the coin flip. One extra inning will be played to break a tie. In the extra inning, the player who is scheduled to bat last in the extra inning will be placed on 2nd base (**Not the Last Out**). This will occur for both teams. If the player who is scheduled to be on second base in the extra inning is not available due to an injury, already had a courtesy runner, etc., place the batter who precedes him/her on 2nd base. The next ½ inning or a new inning will occur once the 3rd out is made.

2. If an inning is in progress after 1 hour, the inning/game will be completed according to the following rules.

a. If the home team is batting and ahead, the umpire shall declare the game over.

b. If the visiting team is batting and behind, the inning will be completed.

c. If the score is tied at the completion of the inning, an extra inning will be played according to Rule #1. If tied after the extra inning, the game will be declared a tie.

3. If a team is winning by 20 or more runs after 3 innings, 15 runs after 4 innings, or 10 runs after 5 innings, that team will be the winner. **The run rules will apply to all games, including tournament championships.**

4. If a game in progress is canceled due to weather, it will be considered a finished game only if 5 innings have been completed or if the Home team is leading in the bottom half of the 4<sup>th</sup> inning. All other postponed games will resume where they left off.

5. The League Director will reschedule all rained-out/postponed games. Teams should be prepared to play make-up games on any night of the week and/or weekend. Originally scheduled game times may change according to new and revised make-up game times. Teams not able to play make-up games must forfeit.

6. When possible final determination of wet ground/rain-outs will be made by approximately 4:30-5:00 p.m. Later games may be played even if early games are canceled. Captains will be notified as soon as possible and are responsible for calling their teammates.

7. To protest scoring situations the team wishing to protest must have kept a scorebook. All scoring protests must be made immediately.

### **GENERAL RULES, PROCEDURES**

1. **No alcoholic beverages** are permitted on the premises. **Smoking is not** allowed in the dugout.

2. Home Team: A coin toss will determine Home and Visitor during league and tournament play.

3. Count: The batter starts with a 1 Ball and 1 Strike count, so 3 Balls = Walk; 2 Strikes = Out. Courtesy Foul rule: The first foul ball that makes Strike 2 is not an out. Any foul ball after that results in an out. Example 1: a player takes a called strike and then hits a foul ball, they are not out. If they hit another foul ball they are out. Example 2: a player hits two foul balls, they are not out. They hit a third foul ball, and they are out.

4. Re-entry (USA Rule):

- a. Any player may be substituted and re-entered once, providing players occupy the same batting position whenever in the line-up.
- b. Players may not re-enter a second time.
- c. The starting player and their substitute may not be in the line-up at the same time.
- d. If a player re-enters the game a second time or a player re-enters the game in a position in the batting order other than their original starting or substitute position, this is considered an illegal re-entry.

5. Extra Player (EP): An EP is optional, but must be recorded on the line-up prior to game time in the regular batting order. The EP must be used the entire game and remain in the same batting position for the entire game. All 11 players must bat, and any 10 may play defense. Defensive positions may be changed, but the batting order must remain the same throughout the game. If a team has 10 players, it must start with all 10. To list 11 players, all 11 must be present.

6. Sliding (USA): Sliding is allowed in all leagues, but not required. The runner is out when a defensive player has the ball, or is about to catch a thrown ball, and the runner remains on his/her feet and crashes into the defensive player. In order to prevent the crash, the runner can slide, or 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 shall be ejected. RULING: When a runner is called out for crashing into a fielder holding the ball, the ball becomes dead. Each runner must return to the last base touched at the time of interference. An errant throw drawing the defense into the path of the runner is not interference.

7. Blood Rule: If blood is noticeable on a player, coach or umpire, an official's time-out will be called to stop the bleeding or cover the wound. Bloodstained clothing or equipment must be replaced or sufficiently covered. A substitution may be required. A player leaving the game due to blood may return, be substituted for or must follow the re-entry rule. It is the team's responsibility to provide first aid supplies to handle these situations.

8. Courtesy Runner: Courtesy runners are allowed in Bayfield Rec Leagues if a player is injured. A courtesy runner must be the last same-sex player to make an out. If a batter/base runner requests a courtesy runner before he/she is due to bat, he/she will only be awarded first base for any hit (even a home run) for the remainder of the game. If the batter attempts to advance past first base for any reason, a delayed dead ball will result and the batter will be called out after play has stopped. **Only one player per team may have a courtesy runner per game.** Once a player uses a courtesy runner, he/she must use a courtesy runner for the remainder of the game. If more than one player is injured during the same game the second injured player may leave the game (as long as 9 players remain) and take an out for his/her remaining at-bats, or a legal substitute may enter the game for that player. If an injured player leaves the game, and that leaves his/her team with 8 or less players, the game must be forfeited.

9. Captain's Obligations: The team captain must handle all communication with umpires. Any deviation from this is considered unsportsmanlike conduct and will be penalized accordingly.

10. Home Run Rules (**North Field only**): 2 HR max to any part of the park. After 2, all HR's are ruled out. (**South Field only**): 5 HR max to any part of the park. After 5 all HR's are ruled an out.

11. Pitching Regulations:

- a. Any pitch that hits the plate or any part of the strike mat is a strike.
- b. Any pitch that hits the ground will be a ball.
- c. The arc of the pitch must be above 6 feet from the ground and **below 10 feet** from the ground.
- d. The pitcher must pitch within 10 seconds of receiving the ball.
- e. The pivot foot must remain in contact with the pitching plate until the ball leaves the hand. The step can be taken forward, backward or to the side, provided the step is simultaneous with the release of the ball.
- f. The pitcher may not use a delivery, which is not a continuous motion.
- g. The pitcher may not pitch from behind the back or through the legs.
- h. The umpire will call any pitch whose arc peaks below 6 feet or above 10 feet illegal.
- i. If a pitch lands where the mat meets the plate, a strike will be called.

12. Illegal Pitch: When an umpire calls an illegal pitch (under 6 feet or above 10 feet; this is a judgment call), the batter has the option to play the pitch or take a ball. If the batter chooses to swing at an illegal pitch, the play is considered live and the result of the swing will stand. The umpire should call "Illegal Pitch" as soon as it is judged to be illegal, and loud enough for the batter to hear.

13. Pitchers Box Rule (Men's Only): A pitcher's box will be used that extends 2 feet on each side of the rubber. Any ball hit inside this box and is within the pitcher's reach above their head be declared a dead ball out. All runners must return to their previous bases. Any ball considered a hazardous safety issue by the umpire that is hit up the middle through the box, **WHETHER IN THE AIR OR ON THE GROUND**, will be declared a dead ball out. If the ball hits the chalk or the line the ball will be declared dead and the batter will be out. It does not matter if the pitcher is in the box when the ball is hit through it; the ball will still be declared dead and the batter will be out. As soon as the ball goes through the box the umpire will verbally declare the dead ball, batter is out. **UMPIRE HAS COMPLETE AUTHORITY OVER ANY HIT BALL UP THE MIDDLE IN OR NEAR THE PITCHER'S BOX. THE UMPIRE'S RULING IS FINAL AND UNDISPUTABLE ON ANY BALL HIT THROUGH THE PITCHER'S**

**BOX.** Any player who repeatedly questions an umpire's dead ball ruling on a ball hit up the middle will be subject to ejection and or suspension.

14. Double First Base (USA): Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the orange 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, providing the defense appeals prior to the batter-runner returns to first base. (This is treated the same as missing the base.) Once the runner returns to the white, no appeals can be made. On extra base hits or balls hit to the outfield when there is no play being made at first base, the batter-runner may touch the white or orange portion of the base. Should the batter-runner return, the runner must return to the white portion. On any force out attempt from the foul side of first base or when an errant or missed throw pulls the defensive player into foul ground, the defense and the batter-runner can use either the white or orange portion. (This includes overthrows.)

15. Casual Profanity: The use of improper language will result in a strike given to that team's next batter. Improper language is defined as any profanity loud enough to be heard by others. Profanity directed at other people (players, umpires, spectators, etc.) will result in an out and/or an ejection.

16. Time-outs: The umpire will call all time-outs.

17. Thrown Bats: If a player unintentionally (in the umpire's opinion) throws the bat, they will be issued one warning. Subsequent offenses will result in ejection. Any player who throws a bat intentionally or in anger will be ejected from the game.

18. Bat Boys/Girls: Will not be allowed.

19. Disqualified player (USA): A player removed from the game for a rule violation. A team may continue to play shorthanded with 9 players if no substituted are available, but will take an out for the missing player.

20. Ejections: Any player ejected before, during, or after a game must leave Joe Stephenson Park immediately. Ejected players will automatically be suspended from the next game or given a more severe penalty as determined by Parks & Recreation. A team may NOT play shorthanded with less than they started with. If no legal substitute is available the game will be forfeited.

21. Protests: All protests regarding batting order and other game rule infractions must be directed to the umpire before the next pitch. All protests must be made before the umpire(s) leave the field. This includes Player eligibility protests. THE UMPIRES AND FIELD SUPERVISORS MUST BE NOTIFIED OF ALL PROTESTS. The game is final as soon as the umpire(s) leave the field. A team may not protest a game based on weather conditions or judgment calls. All formal protests must be submitted in writing to the Recreation Supervisor at the Recreation Office by 4:00 p.m. the next business day. Protests must include: the rule in question, players/officials involved, and a brief description of the incident.

22. Official Bats:

- a. Must bear either the USA certification mark, or ASA approved 2000 (or later) certification mark, and must not be listed on a USA/ASA non approved list, and:
- b. the knob, handle, grip, taper, barrel and end cap shall be free of burs, dents cracks, sharp edges, rattles and show no signs of excessive wear. The official bat may be marked OFFICIAL SOFTBALL by the manufacturer, and shall be no more than 34 inches long nor exceed 38 ounces in weight. The official bat shall not be more than 2.250 inches in diameter at its largest part, including any tolerance for expansion.
- c. Umpires or anyone from the opposing team can challenge the legality of a bat in question.

23. For a complete list of NON APPROVED BATS with certification marks (As of 4/19/23):

[https://www.bayfieldgov.org/sites/g/files/vyhlf7891/f/pages/2023\\_banned\\_bat\\_list.pdf](https://www.bayfieldgov.org/sites/g/files/vyhlf7891/f/pages/2023_banned_bat_list.pdf)

24. Bayfield Parks and Recreation reserves the right to ban any additional bats they deem to be dangerous.

## **ADDITIONAL COED RULES**

1. Coed games may begin with 8 players which must consist of 4 males and 4 females with no other combination acceptable. The team with 8 players must be the visitor and begin the game batting. Their 9<sup>th</sup> player must be present by the 9<sup>th</sup> or 10<sup>th</sup> spot in the batting order or the 3<sup>rd</sup> out which ever comes first. An automatic out will occur for any spot in the batting order not occupied by a present player. If both teams have 8 players the game clock will begin after the captain's meeting and 5 additional minutes will be allowed for a 9<sup>th</sup> player to arrive. The game will begin as soon as a 9<sup>th</sup> player shows up for one of the teams within the 5 minutes. If a 9<sup>th</sup> player does not show up in 5 minutes for either team, the game will be declared a double forfeit. If the 9<sup>th</sup> player arrives for both teams at the same time the game will begin immediately with a coin flip and proceed to be played out with the remaining game time. Line-ups must be submitted to the umpires and designated scorekeeper regardless of the number of players present to begin the game.

2. For the game to continue beyond the top of the 1st inning each team must have a minimum of 9 players.

- a. If only 9 players are present in coed, an out will occur every time the 10<sup>th</sup> player is due to bat until he/she arrives.
- b. A team with 9 players may use any 4/5-male/female batting lineup combination. No other combination will be allowed.

- c. If a team has 10 players at game time, all 10 must start.
  - d. 12 must be present at game time to utilize the extra player (EP) rule.
  - e. If a team utilizes the EP rule a 6/6-male/female batting lineup combination must be used. No other combination will be allowed.
3. Game time is forfeit time. Players must be on the field and ready to play at game time. Teams with less than 8 players must forfeit. Attempting to stall past game time (turning in line-up late, taking the field late, etc.) will result in a forfeit. The umpire's decision is final in all forfeiture matters.
4. Batting order must alternate male/female. Females will hit the 11" Women's softball, and males will hit the **12" Clincher Coed Softball**.
5. Defensive line-ups must include 2 males/2 females in the outfield, 2 males/2 females in the infield, 1 male/1 female as pitcher/catcher. When playing with 9 players, teams must have a male/female combination in the pitcher/catcher positions and may not have more than 2 players of the same sex in the infield or more than 2 players of the same sex in the outfield.
6. When a male batter is walked, he will automatically be awarded 2nd base at all times and the following female batter must hit with less than 2 outs. If the male is walked with 2 outs, the female batter will have a choice of hitting or taking an automatic walk to first base. (*Umpires are not required to tell the teams of the option rule unless they are asked.*)
7. Extra Player (EP): An EP is optional, but must be recorded on the line-up prior to game time in the regular batting order. The EP must be used the entire game and remain in the same batting position for the entire game. In Coed divisions all 12 players must bat, and any 10 may play defense. Defensive positions may be changed, but the batting order must remain the same throughout the game. (If a team has 10 players, it must start with all 10. To list 12 players, all 12 must be present.)
8. **Home Run Rules:** North Field only: 2 HR max to any part of the park. After 2, all HR's are ruled out. South Field only: 5 HR max to any part of the park. After 5 all HR's are ruled an out.

## **SUMMARY OF ADDITIONAL USA RULES**

1. Appeal Play: The umpire may not make a call on appeal plays until requested to do so by a player, coach or manager. The request must be made before the next pitch or before the defense has vacated normal fielding positions. Some common appeal play situations include:
- a. Leaving too early on a tag-up, failing to touch the base in regular or reverse order, batting out of order.
2. Infield Fly Rule: The umpire will call "Infield Fly, Batter is Out if Fair" when a fair ball can be caught by an infielder with ordinary effort (umpire's judgment call) only when runners are on 1st and 2nd or 1st, 2nd and 3rd with less than 2 outs. When the infield fly is called, runners do not have to advance. However, the ball is live and runners may advance at their own risk.
3. Interference: Interference is defined as the act of an offensive player or team member who impedes or confuses a defensive player attempting to execute a play. The runner will be declared out. In a double play, the other runner involved will also be declared out. Interference also includes but is not limited to: a base coach aiding a runner, an on-deck batter hindering a defensive play, an offensive player intentionally kicking the ball, or when a runner is struck by a fair untouched ball.
4. Short-handed Rule: If a team begins with the required number of players (10), that team may continue the game with 1 less only when a player leaves for any reason other than an ejection. A team may not play shorthanded due to a player ejection. If a player is ejected, that player must be replaced by a legal substitute or the game will be forfeited.
5. Obstruction: Is defined as the act of a defensive player or team member hindering or preventing an offensive player from running or executing a swing. When a defender (not in possession of the ball, not in the act of fielding a batted ball, or not in the act of receiving a thrown ball) impedes the progress of a runner or batter-runner who is legally running bases (including a run-down), the umpire shall call "Obstruction" and signal a delayed dead ball (left arm extended straight out with closed fist).
- a. If a runner is put out prior to the base he/she would have reached without obstruction, a dead ball will be called and all runners will be awarded the bases they would have reached without the obstruction.
  - b. If the obstructed runner is put out after passing the bases he/she would have reached without obstruction, the obstructed runner will be called out. The ball remains live.
  - c. The defense may not fake tag. Faking a tag obstructs the runner and constitutes grounds for ejection.
6. Illegal/Ineligible Participation:
- a. Any player playing under an assumed name or as an unsigned player will be suspended from play for the remainder of the season. The team(s) for which the illegal player played for will receive forfeits for all games involved in the infraction(s).
  - b. Player eligibility may be questioned by the opposing team, the field supervisor, the scorekeeper, the umpire, or a spectator. The responsibility does not rest solely on the opposing team. Players may be required to provide a picture ID if necessary. Player protest must be done before the game or at the first opportunity when an illegal player is discovered.

7. Overthrows: When the ball is overthrown into dead-ball territory, a dead ball will be called and runners will advance 2 bases from their position when the overthrow occurred.

a. If the ball travels unintentionally into dead-ball territory after touching a defender, runners will advance 1 base from the time the ball entered dead-ball territory.

b. If a fair ball gets stuck under the outfield fence, runners will advance 2 bases from the time of the pitch.

8. Intentionally Dropped Ball: When an infielder intentionally drops a fair fly ball, including a line drive or a bunt, which can be caught with ordinary effort with first; first and second; first and third; or first, second and third bases occupied with fewer than two outs. A trapped ball shall not be considered as having been intentionally dropped.

RULING: The batter is out, the ball is dead, and each runner must return to the last base touched at the time of the pitch.

9. Base Path: The base path is a direct line between a base and the runner's position at the time a defensive player is attempting (or about to attempt) to tag a runner. The Runner is Out if he/she runs more than 3 feet from the base path to avoid being touched by the ball in the hand(s) of a fielder. The Runner Is Not Out when he/she runs behind or in front of the fielder and outside the base path in order to avoid interfering with a fielder attempting to field the ball. (It is the runner's responsibility to avoid the defensive player who is attempting to field a ground ball or fly ball even if the defensive player is in the base path.)

10. Runner/Batter-Runner:

a. A runner may not run in reverse order to confuse the defense or avoid being tagged out. Such action will result in a dead ball with the runner being called out and no other runners advancing.

b. If a fair ball strikes an umpire or a runner after having passed an infielder other than the pitcher (and providing no other infielder had a chance to make an out), runners may advance at their own risk.

c. If a fair ball hits a runner after having touched an infielder (including the pitcher), runners may advance at their own risk.

d. If the batter-runner intentionally interferes with a fielder attempting a double play he/she will be called out and the runner closest to home plate will also be called out.

e. If a runner interferes with a fielder attempting a double play, and the interference occurs before the runner is put out, the immediate succeeding runner will also be called out.

f. If great force is used in an attempt to break up a double play, a dead ball will be called, and the player in violation will be ejected from the facility and suspended from the next game, and the other runner involved will be called out.

g. A runner may run outside the base path in order to avoid interfering with a fielder attempting to field a ball in the base path. If the runner physically interferes with a defender attempting to make a play on the ball within the base path, the runner will be called out.

11. Field Conditions: Will be determined by the entire Parks and Recreation staff.

## **SUPERVISION OF CHILDREN**

All children must be supervised by an adult. Children are the responsibility of their parents/guardians even when parents/guardians are playing. After an initial warning; if a game must be stopped due to actions of a child, the parent/guardian must supervise the child from the sideline for the remainder of the game, even if this results in a team forfeit. Due to safety concerns, children are not allowed on the field or in the dugout at any time.