



## **2016 MEN'S SOFTBALL LEAGUE RULES**

All leagues will be using the USSSA rules as the basis for play, with the following league amendments, and inclusions. The Fenton Parks and Recreation Softball program is not a registered USSSA program.

**FIELD SETUP:** Pitching Distance: 50 ft (Pitcher may use up to six feet behind the pitching rubber) Base Distance: 70 ft

### **EQUIPMENT:**

**BALLS:** **Specifications:** Optic yellow .40 COR 325 compression Classic M ball. All softballs must have a blue USSSA logo on them. No balls can have the COR or compression marked on them.

(1) One game ball will be provided for each game. Home team has the option to supply own ball to be used. It is the pitchers responsibility to check each ball before the ball is put into play. Home team and Visiting team must play the same ball for duration of each game.

All leagues are responsible to return any ball hit out of play to the umpire. Any team not returning balls hit out of play regularly will be subject to a forfeit and possible termination from the league. The balls for the 2016 will be the Dudley Thunder ZN .40 core 325 compression Classic M.

**Balls are for sale at the concession stand for \$50 per dozen, the concession will take cash, check or charge cards for softballs. (No American Express)**

**BATS:** During all Fenton Parks and Recreation Department softball events, the **United States Specialty Sports Association (USSSA)** bat list will be followed by the following inclusions or exceptions. All bat lists can be found at [www.ussa.com](http://www.ussa.com)

**Dents:** If a bat is dented to the point that a ball can be held within the dent, it will be considered illegal.  
**Cracks:** If a bat has a crack that is going around or beginning to circle the bat, it will be considered illegal.

The first offense of using an illegal bat will result in an "out" being called and all runners returned to base occupied prior to pitch. Second offense will result in an ejection. The third offense by the same team in one game will result in a forfeit. Players are responsible for knowing that the bat they use is considered legal.

**HOME RUN RULES:** Each team will be allowed 3 home runs per game with the one up rule in effect. No team may go one up in the bottom of the last inning.

**Each additional Home Run that is hit above the limit noted above will be considered an OUT.**

ALL OVER THE FENCE HOME RUNS WILL FOLLOW A HIT & SIT PROCEDURE. No runners will have to touch a base. The runs will automatically be awarded to the team.

**Note: If a fielder touches the ball and it goes over the fence, it is a 4-Base error and not a HR.**

**TIME/RUN LIMIT:** All games will be played with the following time guidelines, regardless of whether it is the first or second game of the double-header, and regardless of how long it took to play the first game:

**Each field will have a timer, after 55 minutes from the first pitch of each game – NO inning shall begin after time has expired.**

When the time limit is reached, the team ahead will be declared the winner. The only exceptions to this rule are when a game is extended due to field equipment failure, player injury, or if extra innings are needed.

In the event of cancellation due to rain or other reasons, the losing team must have batted four (4) or more times to be considered a regulation game, otherwise the game will revert to the last complete inning and will be rescheduled and completed from that point. If after 4 innings a game is rained out, the score will revert back to the last completed inning to determine the final score.

If a team is ahead by ten (10) or more runs after five (5) innings, or ahead by fifteen (15) after four (4) innings, or by twenty (20) runs after three (3) innings, the team ahead will be declared the winner.

**On a lit field, no game will end in a tie. If extra innings are needed to determine a winner, each batter will come to the plate with a three ball, two-strike count with no courtesy foul. This format will continue until a winner is decided. Extra Innings will be defined as any inning beyond the seventh inning, or any inning that must be played after the game time has expired.**

**In the event of a tie game on an unlit field, beginning after 5pm, only one extra inning will be played and the international tiebreaker format will be used. The last completed batter from the previous inning will start on second base and every batter will come to bat with a full (3 balls/2 strikes) count.**

**NUMBER OF PLAYERS/FORFEIT:** All teams must have at least eight players present to play. If a team is unable to field at least eight players at the designated game time, that team will automatically assume the role of “visitor”. Once a team has assumed the visitor’s role, home team privileges will not be returned to them even if additional players arrive. If their eighth player has not arrived by the time the 1<sup>st</sup> half inning of play is completed or all present players have batted, the game will be forfeited. If neither team has eight players, a double forfeit will result. Player’s may be “picked” up at the discretion of the other captain. The team with a full team has the right to request a forfeit.

**Umpires will not umpire a forfeited game.**

**BATTING ORDER:** All players present for a game may be placed in the official batting order. Late arriving players can be added to the bottom of the batting order, but cannot take the place of an ejected player in the lineup. Free defensive substitution is permitted. If a player leaves the game due to an ejection, an “out” will be called every time their name comes up in the lineup.

No automatic out will be called if a player leaves due to obvious injury. (Report must be completed).

**NOTE: If a player does not complete the first game of a double header, for any physical or disciplinary reason, he/she is ineligible for the second game of a double header.**

**BATTING COUNT:** The batter will start at the plate with a one ball, one strike count, with no courtesy foul. Any foul ball after a batter has two strikes will result in a strike out. If a foul ball on the third strike is caught, the batter will be considered out and the base runners may advance. **During extra innings, each batter will come to the plate with a three ball, two-strike count with no courtesy foul.**

**OFFICIAL SCORE:** The home team is responsible for keeping score of the game. The umpire will request the number of runs scored following each half inning, and will record the official score. **NOTE:** If one team is keeping a complete book and one team is only keeping run tally marks, the complete book will be the official book.

**CLEATS/SPIKES/SHOES: No metal spikes shall be worn.** Players must have athletic style shoes to play – any steel toe shoes are prohibited. Players wearing metal spikes will be immediately ejected. Ejection for this offense will result in suspension as outlined in EJECTIONS AND SUSPENSION section.

**PITCHING:** A legally pitched ball must reach a minimum height of 3 feet from the pitcher’s release and going no higher than 10 feet from the ground. Any ball that does not meet these requirements will be a delayed dead ball. The umpire will use a visual signal to indicate an illegal pitch. A batter may choose to swing at the ball and in doing so negates the dead ball. In which all results of the play are valid. If the batter chooses not to swing, the pitch will be called a “ball”. Pitcher’s are allowed to use “fake” throwing motions but must release ball within (3) three seconds. Failure to do so will result in a ball being called by umpire. **Note that these are judgment calls and not subject to protest.**

**BASE RUNNING:** Runners may leave the base as soon as the ball crosses the front plane of the plate, touches the ground, or when the ball is contacted with the bat, whichever comes first. If a runner on base leaves too early, he/she will be called out and a NO-PITCH will result. Stealing is NOT permitted.

It is the runner’s responsibility to avoid contact with the defensive player at all bases. If, in the opinion of the umpire, there is any contact, outside of incidental, the runner will be called out and may be ejected from the game.

**COURTESY RUNNER:** Teams may use one (1) courtesy runner per inning. The courtesy runner shall be the player who made the last recorded out. In the 1<sup>st</sup> inning before an out has been recorded, the courtesy runner shall be the player who is the farthest position in the batting order from the original runner.

NOTE: If at any time the courtesy runner's batting position is due up while he/she is on base, an OUT will be recorded, and that batter's position will be skipped in the lineup.

**ADULT SOFTBALL LEAGUES**  
**GENERAL POLICIES AND PROCEDURES**

**RESCHEDULES:** Games that were canceled due to field conditions will be rescheduled on the same night as the original games for the first two rainouts. Rainouts exceeding two will result in a credit being issued for future league registrations.

**REFUNDS:** Refunds will be put onto the captain's account at the end of the session. This refund can be used for future or sessions or refunded by which was paid (check / credit card). Refunds will stay on account until captain calls 636-343-0067 to claim refund. All refunds are valid for (1) one year.

**FORFEITS:** If you will not be able to field a team for whatever reason, please email the softball supervisor at [abode@fentonmo.org](mailto:abode@fentonmo.org). Please try to e-mail Monday – Friday. Every effort will be made to contact the opposing team.

If a team forfeits three games, it will be dropped from the remainder of the schedule and will lose its "returning team" status for next season.

**No refund is provided for forfeit games to either team.**

**BLOOD RULE:** Any player who is bleeding shall be prohibited from participating until the bleeding is stopped and the wound is covered. If treatment can be administered in a reasonable amount of time, the individual would not have to leave the game. The length of time that is considered reasonable is the umpire's judgment.

**PROFANITY:** Please remember that games are played in a park environment. Profanity is NOT acceptable. If a player uses profanity the offending team will receive a warning. If profanity is used again *the offending player will be ejected*. NOTE: If the umpire does not know the exact player that used the profanity the offending team captain will be instructed to select a player to be ejected. If the offending team captain refuses, the opposing captain will get to choose.

**LEAGUE TIE-BREAKERS:** (Fewest number of team forfeits will always be the first tie-breaker)

Two Teams:

- 2<sup>nd</sup> - Head to Head Competition
- 3<sup>rd</sup> - Greatest Margin of Victory head to head

Three or More Teams:

- 2<sup>nd</sup> - Head to Head Competition
- 3<sup>rd</sup> - Greatest Margin of Victory head to head

**TEAM ROSTERS:** A team may carry 16 players on their official roster. Players are allowed to play on **ONE** roster **ONLY**. All changes must be made in writing and submitted to the Fenton Parks and Recreation Department or to the League Director before a player may be used. Each player must be 18 years of age by the first scheduled game for each Division in order to participate.

**Rosters will be frozen (no changes may be made) once you have completed your 4th regular season game. This includes playoffs. Any player not on the official roster by week 4 will NOT be allowed to play in the playoffs.**

**ELIGIBILITY:** All players must be listed on your official roster on file with the Fenton Parks and Recreation Department to be eligible to play. If your team uses a non-rostered player and your opponent protests the game, your team will forfeit that game. If you feel that the opposing team is using a non-rostered player, you must lodge a protest with the umpire prior to the final out of the game. **The individual in question must present one valid photo I.D. to the umpire (failure to produce a valid photo I.D. will result in that player being considered illegal, and a forfeit will result).** The umpire will make note of the player's name, and the game will

**be completed. Protesting team must follow up with a written protest and fee as described below, before an official ruling will be delivered.**

**PROTESTS:** You cannot protest a judgment call - only an interpretation of the rules. If you feel a protest is necessary,

- **Immediately lodge the protest verbally (prior to the restart of play) with the umpire(s).**
- The game shall be stopped and the umpire should note the inning, score, and position of any runners at the time of the protest.
- A written letter of protest – clearly describing the reason for the protest along with a \$50.00 protest fee must be submitted to the Parks and Recreation Department no later than 24 hours after the disputed game.
- The \$50.00 protest fee will be refunded if the protest is ruled in your favor. Protests will be ruled upon within 1 week.

A team protesting a player's eligibility must provide to the umpire a \$20 protest fee that is non-refundable.

**EJECTIONS & SUSPENSIONS:** Ejected players must leave the field and vicinity of the field or a forfeit will occur. Umpires, field managers, and other Fenton Softball Staff have the authority to eject an individual from the park if their action so warrants. Players ejected for any reason are ineligible to play for the remainder of the night for any division. In addition, players ejected from a game will also be suspended for the following week's games. **Any team that has three or more players ejected from one game will forfeit that game and will be subject to additional penalties. Reminder, the coach will always be held accountable for the players on his/her team.**

**The City of Fenton does cooperate with area leagues by providing names of ejected/suspended players if requested by other leagues and organizations.**

**MIDDLE RULE:** When a ball is hit up the middle and causes injury to a pitcher, the bat used will be confiscated by the umpire, and then tested by Fenton Parks and Recreation. If bat used is illegal, that game will be forfeited. Testing could take up to (2) two weeks. A verbal warning will be issued for any instance that is deemed necessary by the umpire. Both teams will be issued this warning. Second warning will result in an automatic out. Base runners may not advance. Third warning is an ejection of player and an automatic out when the player's spot is up in the lineup. Any intentional intent to hit up the middle will result in an automatic ejection from the game and Fenton City Park. An automatic out will occur when the player's spot comes up in the line-up. This is at the umpire's discretion. Player's safety is our top priority, and any violators of this rule, are subject to suspension of up to (1) one year.

**STANDINGS:** Any team with a .800% winning percentage or more, in a recreational league, will be moved up to competitive league if deemed necessary by the athletic director.

**UMPIRES & STAFF:** The umpires and staff have the authority to deny the participation of any player, who in their opinion, pose a threat to themselves and/or others due to intoxication, influence by a controlled substance or any other reason. Decisions of the umpire and/or the League Director are final, unless a protest is filed based upon a rule interpretation.

**CONCESSION STAND:** There are **no outside alcoholic beverages** allowed within 500ft of the Fenton Park Concession Stand. **All alcohol** must be purchased at the concession stand. Any team not obeying this ordinance will be subject to forfeiture of games, to being kicked out of league with no refund.

**AWARDS:** The winner of each session will receive championship t-shirts. No more than (16) sixteen t-shirts may be ordered. Once standings are posted, the captain will have (1) one week to send t-shirt sizes to the league director. If t-shirt sizes are not sent within the (1) one week time period, a \$50 credit will be put on the teams account to be used for future softball sessions. This \$50.00 will not be refunded. It may only be used for future softball league fees. The winner of the playoffs will receive a \$50.00 gift card and a verification letter must be signed in order to receive the gift card.

