

MANITOWOC PARKS & RECREATION DEPARTMENT

RULES AND REGULATIONS:

ADULT LEAGUE SOFTBALL – 2008 - updated 6/3/08

I	Player Eligibility	<p>Men's League players must be 18 years of age or older. Satellite League players must be at least entering 10th grade and no older than 20 years of age. Women's League players must be 16 years of age or older. Coed League players must be 16 years of age or older.</p> <p>Players must be registered with the Parks & Recreation Department before participating in play. Registration includes payment of fee and player's signature and information on the team roster. There will be no limit to team membership. Teams may register players any time during the season, with the approval of the Softball Commission.</p>
II	Fees	<p>A Team Fee is established by the Parks & Recreation Department with Parks & Recreation Committee approval. The Team Fee must be paid at registration in order for a team to be eligible for participation. Tax is included in fee. An unlimited number of residents and non-residents may be on a team's roster.</p>
III	Leagues	<p>Men's Leagues: Tuesdays; Wednesdays; Thursdays; Satellite (Fridays) Women's League: Mondays. Coed League: Wednesdays and Fridays.</p>
	Divisions	<p>Division 1: Tuesdays Only! Excellent Level of Play Division 2: Very Good Level of Play Division 3: Good Level of Play Division 4: Average Level of Play Division 5: Recreational Level of Play Divisions 2-5 will be offered in all men's leagues. Men's Division One will be a cash payout league on Tuesdays only. Divisions 1-4 will be offered in women's league. Satellite and Coed divisions will be created as necessary.</p>
IV	Forfeits	<p>Game time is forfeit time; there is no "grace period." Game time is when the umpire declares "play ball". A team shall have at least 8 players to start the game. A team may not continue with less than 8 players. Players added after the start of the game must bat last in the order. Teams using ineligible players will forfeit all games in which the player played. Teams that repeatedly use ineligible players will be dropped from the league. There are no fee refunds. Violating player conduct rules may also be cause for team forfeit.</p>
V	Player Additions or Changes	<p>Players may change teams or be added to an existing roster at any time during the season with the approval of the Park and Recreation Department. There will not be any player's approved for a team change after the 5th game of the season. A release form must be filled out and turned in at least seven days prior to any team changes.</p>
VI	Protests	<p>Only protests based on rule interpretation or player eligibility will be considered. The umpire must be notified immediately of the team's intention to protest. A completed protest form must be submitted to the Parks & Recreation Department office with a \$5.00 protest fee within 24 hours after the completion of the game.</p>

VII	Player Conduct	<p>Managers are responsible for ensuring that all players know and abide by these rules and regulations. Managers will be held responsible for the actions of their players. Teams or players not abiding by these rules or other policies and regulations established by the Parks & Recreation Department will be dropped from the league. No refund will be made. Disciplinary decisions on player conduct violations may be appealed by the team manager. Appeals must be made with Recreation Supervisor within 24 hours of the manager's notification of the disciplinary decision.</p>
		A. In the case of a dispute, the manager or captain shall be the only person to talk to the official.
		B. Any unsportsmanlike tactic, profanity or derogatory remarks by a player or manager may result in eviction from the game and field. In addition, an ejected player will be suspended from one game. Flagrant or continuous violations will result in suspension or elimination from play for the remainder of the season.
		C. The Umpire is the official representative of the Parks & Recreation Department and is not expected to tolerate abuse. The Department will support the Umpire in all judgement calls.
VIII	Canceled and Postponed Games	<p>The Parks & Recreation Department reserves the right to postpone or cancel any games as deemed necessary by Department personnel. In the event of rain or wet conditions, the Department will decide at 4:00 p.m. if the fields are suitable for play. After 4:00 p.m., cancellation or postponement decisions will be made by the Umpire when he/she arrives at the field.</p>
		A. Cancellation information will be made available by broadcast on radio stations WOMT and WCUB, on the Cancellation and Information Hot Line at 683-4370, and on the Cancellation HotPage, part of the Department's web page at www.manitowoc.org/parkandrec .
IX	Rules of Play	<p>Official slow-pitch softball rules adopted by the United States Specialty Sports Association for the current season will govern league play, except in the following cases, where these Manitowoc Parks & Recreation Department rules regulations shall supersede:</p>
		A. Strikes & Balls -- Each batter will be allowed two strikes or three balls. A foul ball on the second strike results in the out. A third ball results in a walk.
		<p>B. Base Stealing -- Under no circumstances is a runner permitted to steal a base. He may leave his base only when a pitched ball has been hit, or results in a walk. The runner shall be called out if he/she leaves the base before the ball is hit or a walk has been declared.</p> <p>Base Running – Players must slide when there is a play at the plate. The runner can be called out for intentionally taking out the catcher or for unnecessary contact, if they do not slide. The runner does not have to alter their path to home plate if the catcher is up the base path. The catcher must be positioned in front of home plate, not standing on or straddling the plate to prevent interference by the catcher. The player based on the umpires' judgement will be removed from the game as well as be suspended for the next game if they intentionally take out or unnecessarily contact the catcher.</p>
		C. Strike Zone -- A ball striking any part of the plate or mat will be called a strike, providing the arch of the pitch reached a minimum of six (6) foot above ground and did not exceed twelve (12) feet above ground at its highest point.
		D. Batting the Roster -- A team may choose to bat as many of its players as it likes beyond the required full roster of 10. A team may not bat less than 10 players if ten or more are available. Players that arrive late may be inserted into the last position in the batting order provided the team has not batted through the order yet. Free substitution shall be applied to these players (See Rule E). A team may also carry substitutes as long as there are at least 10 batters in the declared batting order (See Rule E for more on substitution).
		E. Free Substitution -- Any ten players in the declared batting order may play any of the defensive positions at any time in the game without notifying the scorekeeper of changes. Players may leave and reenter the game on defense freely. However, substitutions will not be allowed mid-inning unless there is a good reason for the substitution. The umpire's judgement will determine the "goodness" of the reason. Examples may include player injury or pitching change.
		<p>Substitutes – A starter (someone in the declared batting order) may be replaced by a substitute and then may re-enter the game. However, they must re-enter in the same spot in the batting order that they originally were in. Substitutes may not re-enter once they are removed, unless a player has been injured and all substitutes have played. In the event of an injury when all substitutes have played, the opposing team's manager shall select which substitute will re-enter the game and the injured player may not re-enter to play.</p>

F.	<p>Lineups -- A team may begin a game with eight (8) players. A team may not continue play with less than eight (8) players in its lineup. A team may add players, to get to ten (10), at any point in the game. Players beyond ten (10) may only be added to the end of the lineup if the team has not batted through the order yet. Once the team has batted through the order, any new players beyond ten (10) may only be added as substitutes. The catcher position must be covered at all times.</p>												
G.	<p>Ground Rules -- Ground rules will be outlined by the Umpire prior to the start of the game. Out of play - when a batted ball, either fair or foul is legally caught on the fly while fielder's feet are still within the established playing area, the batter is out, even though momentum may cause the player to leave the field of play. The ball is declared dead and each and every runner is advanced one base after the catch. This will be the case regardless if the ball is carried into the dead ball area intentionally or unintentionally.</p>												
H.	<p>Balls -- Two new balls will be provided for each game. To start a game each team will hit with one of the new balls. After inning one, both balls will be used by both teams. A ball is to be used until it is hit out of play; subsequent balls will then be put into play as necessary. Used balls will be used when both new balls are put out of play. The team at bat must retrieve balls hit out of play immediately.</p>												
I.	<p>Bats – All bats must be properly tagged by the Manitowoc Parks & Recreation Department in order to be used in a game. All bats listed on the current MPRD Illegal Bat List shall be prohibited from use in all Manitowoc Parks & Recreation Department league and tournament play. In addition, all bats deemed illegal by Amateur Softball Association of America (ASA) shall be prohibited from use in all Manitowoc Parks & Recreation Department league and tournament play, immediately upon becoming illegal. For the first offense of using an illegal bat, the batter shall be called out, and the infraction will be recorded. For the second offense, the player will be ejected from the game and subject to next game suspension. For a third offense, the player will be suspended for one calendar year from the date of the offense. A fourth offense will result in the player's ban from participation in Manitowoc Parks & Recreation softball.</p>												
J.	<p>Run Rule -- A 20-run lead after 4 ½ innings if the home team is ahead, or anytime after will constitute a complete game in all men's and coed leagues. A 15-run lead after 4 ½ innings if the home team is ahead, or anytime after will constitute a complete game in all women's leagues.</p>												
K.	<p>Time Limit -- In all leagues, no new inning shall begin after 60 minutes of playing time has elapsed, except in the case of a tie*. In the event there is less than 60 minutes elapsed on the time limit when the previous inning is completed, the game should be continued into the next inning. The umpire will announce the official time at the beginning of the game. The score keeper will record this time. The umpire will give a fifteen minute warning call to signify the approach of the time limit. If seven innings are completed and the game is not tied or the 20-run (15-run for women) rule is in effect, before the 60 minute time limit expires, the game is over.</p> <p>* If the margin of victory is 5 runs or less when the Time Limit expires, the game shall continue until the margin is greater than five and an inning would normally be complete, or there have been seven innings played. (Examples: After the time limit, 1. the visiting team goes ahead by six in the top of an inning, the home team bats. If they do not bring the margin to five or less, the game is over. 2. at any point the home team goes up by six, the game is over. 3. seven innings (6 ½ if the home team is ahead) have been completed, the game is over regardless of the margin, unless the game is tied.)</p>												
L.	<p>Home Run Rule -- All fair untouched fly balls over-the-fence in excess of the limit will be ruled an out. Anytime the batter is ruled out because of an over-the-fence home run in excess of the limit, the ball is dead and no runners can advance. Any fair fly ball touched by a defensive player which then goes over the fence in fair territory will be declared a four base award and is not to be included in the total of over-the-fence home runs. All over the fence home runs will be considered dead ball walk off home runs. All base runners will score, but do not have to touch any bases. This includes the hitter who does not have to touch 1st base.</p> <p>Home Run Limits by division:</p> <table data-bbox="414 1732 738 1900"> <tr> <td>Division 1:</td> <td>9</td> </tr> <tr> <td>Division 2:</td> <td>7</td> </tr> <tr> <td>Division 3:</td> <td>5</td> </tr> <tr> <td>Division 4:</td> <td>4</td> </tr> <tr> <td>Division 5/Co-Ed:</td> <td>3</td> </tr> <tr> <td>All other divisions:</td> <td>Unlimited</td> </tr> </table>	Division 1:	9	Division 2:	7	Division 3:	5	Division 4:	4	Division 5/Co-Ed:	3	All other divisions:	Unlimited
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M.	<p>Metal Cleats -- will be prohibited during Manitowoc Parks & Recreation Department softball league play. Players found wearing metal cleats will be immediately ejected from the game. A second violation by the same individual will mean suspension from further league play for the remainder of the season.</p>
N.	<p>Courtesy Runner -- In all Leagues a courtesy runner will be allowed. Only one courtesy runner will be allowed per inning. The courtesy runner will be the last player to make an out. (If it is the first inning and no outs have been made, the courtesy runner will be the player in the last position of the batting order). In the Co-Ed League the runner must stay the same gender (The last male or female to make and out).</p>
O.	<p>Safety Base -- (Added for emphasis). On the initial throw to first base from the infield or outfield the batter-runner <u>MUST</u> touch the red or orange portion of the base. The defensive player <u>MUST</u> always touch the white portion. This rule is in effect only on the initial play at first base which does not include:</p> <ol style="list-style-type: none"> 1. Returning to the base after over running. 2. Running on a base hit to the outfield (runner may touch the red or white part). 3. Re-tag to advance on a fly ball. <p><i>EFFECT: If the baserunner 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.</i></p>
X	<p>Coed League Rules</p>
	<p>The Coed League will follow all of the appropriate rules above as well as the following additions.</p>
A.	<p>Rosters – Coed teams must field at least as many women as men. Batting line-ups shall not allow consecutive male batters. Teams will have the option of batting the roster as explained in Rule D above. There shall be at least as many women as men in defensive positions at all times. Teams may play with 6 males and 4 females if this is determined before the start of the game and both teams agree to do so.</p>
B.	<p>Equipment – Equipment in the coed league shall be restricted as in all MPRD leagues. The league will use Super Gold Dot (COR .44) 12" softballs.</p>
C.	<p>Outfield Line – Outfielders are required to stay behind a line 50 feet behind the bases until the batter makes contact with the ball.</p>
D.	<p>Walks – When a walk is awarded to any male player on three straight balls, the following female batter will have the option of accepting a walk or batting.</p>