



ADULT SOFTBALL LEAGUE RULES



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1. Governing Body

The governing body consists of the Barrow County Parks & Recreation (BCPR) (770) 307-3024. Any BCPR Program Supervisor on duty has the authority, along with the umpires, to make any decisions on the field regarding rule interpretation/enforcement of league rules and field conditions.

2. Registration

All registration fees must be paid in full at the time of registration. Practices cannot be scheduled until all fees are paid.

Involvement in any BCPR Adult softball league is done at the participant's own risk. Roster waiver must be signed by each participant before the 1st pitch of the first regular season game begins.

TEAM ROSTER

- Roster is limited to a maximum of: **18 players**
- Roster forms will be distributed to team representatives at the mandatory Team Packet Manager meeting.
- Rosters are due to the Athletic Supervisor prior to the first game. **A TEAM MAY NOT PLAY UNTIL THEIR ROSTER IS TURNED IN.**
- The roster form submitted to BCPR is the Official Roster.
- Players may not be added to the roster after the 1st pitch of **Game 5** regular season game. All rosters are FROZEN and players may not be added or removed. League administrator has the right to override this rule if a team's roster drops below the required amount of players for a legal game. Should a player get injured and cause a roster to fall below 12 players a player may be added with permission from league administrator.
- Players may NOT change teams at any time during the league season.**
- Any player found to be playing illegally would cause the team to forfeit all games in which he/she participated as an illegal player and will be suspended for (2) games. This rule will be enforced to the fullest extent! There will be no picking up players. All players are required to have an I.D. present at each game to clear up any disputes concerning illegal players. Any player that fails to produce an I.D if asked will not be able to participate in the game. If any teams are not able to fill a roster that meets the minimum to start the game, the game will be a forfeit.

PLAYER ELIGIBILITY

- Male participants must be at least 18 years of age as of September 1st of the current year to be eligible.
- Female participants must be at least 16 years of age as of September 1st of the current year to be eligible. If under 18, participants must have parent's permission to play. NOTE: Female participants must be at least 18 years of age to participate in GRPA tournament play.
- All players' names and signatures must appear on the team roster.
- A player may be on only one roster in the same league.

NON-APPROVED AND ALTERED BATS/BALLS

BCPR reserves the right to withhold or withdraw approval of any equipment which significantly changes the character of the game, affects the safety of participants or spectators, or renders a player's performance more a product of his/her equipment than individual skill. **Only bats that are ASA approved (2004 stamp or ASA only) or USSSA stamped bats may be used in league and tournament play.** No senior league or titanium bats are allowed. If you are caught swinging anything other than approved bats you will be ejected from the game.

- ASA Rule Book, Rule 7, Sections 6B-C regarding altered, non-approved and illegal bats shall be in effect. This rule reads in part, "When a batter enters the batter's box with or is discovered using an altered or non-approved bat the batter shall be ejected from the game..." The ejected player must leave the facility for the remainder of the day/evening, cannot be substituted for in the lineup, and is an automatic out each time their name comes up in the lineup. (see also "Players Leaving the Lineup")

- If a player is found in violation of the altered/non-approved bat rule additional TEAM penalties will be assessed under the Code of Conduct.
- If a ball is altered in any way shape or form and is brought to the attention of the umpire or a park staff the team caught with the illegal ball will forfeit and most likely, will be kicked out of the league for the season on first offence. The second offence will be banned for one year. Third offence will be banned forever.
- The only ball size that will be used is a COR .44/375 and must be ASA/USA stamped. BCPR will provide balls (you are allowed to use your own as long as they are ASA/USA stamped and labeled with your team's name).

3. Local Rules

- All games will be played according to the ASA Rule Book except where local rules supersede ASA rules.
- All participants are governed by the Barrow County Parks & Recreation Code of Conduct.
- Teams are permitted to have an extra player in the starting lineup.
The extra player position
 - Must remain in the game throughout the game, and cannot be replaced.
 - Can be substituted for at any time during the game and may play in the field.
 - Does not replace another batter in the starting line-up.
 - If a player leaves the game due to injury, ejection, or other circumstance and you do not have a substitute an out will be recorded for that players spot in order.
- Batters will begin with a one ball/one strike count. You will receive an extra foul.
- All protested games, or games suspended due to uncontrollable circumstances, will fall under the suspended game rule.
- The ball we will use is .44 core 375 and MUST INCLUDE ASA stamp. If an illegal ball is put in play and the opposing pitcher throws a pitch with no contact made the batter will be called out. If contact is made the batter will be called out and all runners that advanced must return to base they were on when contact was made.
- "Run Rule"- If a team is leading by twenty (20) runs after three (3) full innings, fifteen (15) runs after four (4) full innings and twelve (12) after five (5) full innings the game ends.
- A five (5) minute grace period will be allowed for all games. When the previous game is over, five (5) minutes will be placed on the clock and started. Team must have at least eight (8) players present (at the field or running to the field in view of the official) at the time the clock runs out to start the game.
- There will be a one (1) hour time limit for all games. No new innings can begin after this limit, unless the game is tied at the end of regulation play. If there is time on the game clock and the last out of the inning is made, the next inning or half inning must be played.
- In the event of a tie, the game will be played with the last batter, giving or forcing the third out of the inning, will be placed on second base to start the extra inning. This process will continue until a winner is determined.
- If a game goes past the time limit, the next scheduled game will begin as soon as that game is completed. If a team has less than eight (8) players at that point, the five (5) minute rule will go in effect.
- Scorekeepers at each field will be responsible for the official time.

- Teams may begin play with eight (8) players in all leagues except co-ed where they must start with nine (9). If additional players arrive after the line-up sheet has been submitted, they may be added to the end of the batting order. Players may be added at any point during the game.
- **A Three (3) Homerun Limit Rule will be implemented at all fields for all leagues.**
- Any over the fence homerun hit at Victor Lord past the league limit will be ruled an out.
- Homeruns are hit and sit.
- Line-up sheet must be completed and turned in ten (10) minutes prior to the start of the game.
- After three (3) forfeits, a team will be recommended for dismissal from the program
- Forfeits will count as 7-0 score awarding the team that was present for the game.

4. Player Agreements and Team Rosters

- Agreements and team roster must be turned into Barrow County Park Office before the team's first game.
- Agreements must be completed properly and signed by all appropriate parties in order for the contract to be legal.
- **Manager/Coach may add to their current rosters up to their 5th game of the season.**
- The number of players on each roster is limited to eighteen (18).
- Any game in which a player was found to be playing illegally would be considered a forfeit and recorded as a loss.

5. Player Conduct

- The umpires will only hear legal protests from a designated team manager and only under courteous and respectful conditions. Any deviance from this procedure will result in the ejection of the offending player and/or coach.
- **First Ejection** – The player or coach will be suspended for the remainder of the game and must leave the park facilities immediately. The game may not continue until the suspended player or coach has left the field area. "Out of sight, out of sound."
- **Second Ejection** – The player or coach will be suspended for **two (2) games** including tournament play. If the player or coach plays or coaches for more than one team, he/she will be suspended from playing or coaching on any team that is participating in a BCPR adult softball program for **two (2) games**, including tournament play.
- **Third Ejection** – The player or coach will be suspended indefinitely from BCPR Adult Sports. Players or coaches will have the right to appeal.
- **Any player, or coach, found to be under the influence of alcohol and/or drugs shall be immediately removed from the game and could be suspended for a game or up to the rest of the season decided by BCPR staff/athletics supervisor. BCPR is a tobacco free facility this includes (vapes, cigarettes, chewing tobacco).**
- Any player who does or attempts to inflict bodily harm to an official or BCPR staff member will be removed from the program for the remainder of the season and could possibly have criminal charges filed against him/her.
- Players and coaches are to refrain from making derogatory comments or using inflammatory statements/action to players, coaches, officials, and BCPR staff.
- Any player or coach involved in a fight, in any aspect, will be removed from the game and suspended for the remainder season.

- Music- umpire/BCPR staff discretion. No offensive language and volume must be low enough to hear the umpires call. 1st will be asked to turn down or change music. 2nd warnings will be given. 3rd out will be called. 4th Forfeit called by BCPR staff/Athletics supervisor/umpire.

6. Protest

- The team manager, who lodges a legal protest (rule interpretation) with the umpire or scorekeeper during a regulation game, must file it at the time of the violation. The manager has twenty-four (24) hours to submit a written protest by e-mail to the Program Supervisor. No protest will be accepted based on an umpire's judgment.
- Each protest must outline the events as they transpired and must cite specific rules and section to justify the protest. The BCPR governing body will rule on each protest properly submitted and sends the protesting manager a written ruling.
- Protests dealing with uniform violations and illegal players must be lodged before the completion of the game. No protest concerning uniforms and illegal players will be taken after the completion of the game.
- Protests dealing with uniform violations and illegal players must be lodged with the field supervisor and not the umpire.

7. Park Attendant Supervisor

- A field supervisor will be present at the park during scheduled games. After consulting with umpires, the field supervisor has the authority to cancel any game if hazardous or unsafe conditions exist. He/she will also be responsible for maintaining order and making certain spectators conduct themselves in a courteous and respectful manner as explained in the Player Code of Conduct.

8. Tournament and League Tie-Breakers

- The head-to-head matchup will be used to break ties for league standings. If the teams play twice during the regular season with each team winning once, then total points against each other will be the determining factor. If two teams do not play each other during the season, the determining factor will be the number of points scored by each team during the course of the season. (Only to decide first and/or second place).
- The championship game of each playoff will consist of no time limit. The run rule limit will be in effect
- Playoff games will be played on the first available day after a league or division of a league has finished their season.
- **Schedule will list who the Home and Away team.** The end of season tournament will be seeded and the higher seed will have choice of Home or Away throughout tournament.
- The winner of the league will have a paid bid to play in the STATE TOURNAMENT, and will receive 18 t-shirts. The winner of the tournament will also receive 18 t-shirts.

LEAGUES

Men's League/ Church Men's League

- Teams must have a least eight (8) players to play. An out will be assessed in the ninth position of the batting order, but not the tenth. If additional players arrive after the game begins, they must be added to the bottom of the lineup.
- Free Pinch Running is allowed and must allocate one player to be pinch ran for during each game. Regardless of league the pinch runner must be the last person who made an out.
- Pitching off the rubber is allowed
- **A limit of (4) over-the-fence home runs will be allowed and any excess, the ball is dead, the batter is out, and no runners can advance.** One-up-Ruling: If both teams have reached the limit of home runs, either team is allowed to hit an additional home run, to go one home run ahead of the opposing team. (Example: With the four home run limit, the home team hits their fourth home run in the 2nd inning. The visiting team can then hit a total of five home runs, and do so in the top of the 3rd inning. In the bottom of the 3rd, the home team could then hit two more runs to go "one up" again, with a total of six. This can continue throughout the game until the bottom of the 7th inning.) The home team can only equal the number of home runs by the visitors (in excess of six) in this inning. If neither team has hit six home runs by the bottom of the 7th, the home team can hit their sixth.
- **2 players outside of dugout on offense not including 1st and 3rd base coaches. If we have offensive interference on someone outside of dugout out will be called on player closest to home plate.**
- **Bats- Bats need to be in dugout. If outside the dugout ruling will be if thrown ball hits bats automatic dead ball and offensive players will be put on last base touched.**

Co-Ed League/ Church Co-Ed League

- If the game is played with nine players, four or more must be females. If played with ten (10) players, five (5) or less must be male and five (5) or more must be female.
- Batting order shall alternate genders. At no time may a male bat after another male in the line-up. The two male players would have to alternate hitting in the batting order. For example, the male player in the first position of the batting order and a male player in the last position of the order will alternate hitting so that they do not bat back to back. If a female arrives before the end of the game, she may enter the game in the tenth (10) positions in the batting order.
- A game may be played with more females than males.

- A game may begin and end with twelve (12) players or less, extra players must be one (1) female and one (1) male. If this situation presents itself, no male players will be able to hit back to back.
- If only nine (9) players are present, four (4) or more must be females, two (2) males and two (2) females must be positioned in the infield, with a female as either the catcher or pitcher; one female must be positioned in the outfield. For example, a female at 1st base, a female at 3rd base and a female at the pitching position.
- A minimum of three (3) outfielders must be behind an outfield restriction line (200 foot arc from home plate) when a female batter hits the pitch. While the female is batting, the rover can only be a female. Penalty: The batter and all base runners will be awarded one base unless each has advanced one base safely, in which case the play proceeds without reference to the violation.
- If a male player is "walked" for any reason, he automatically goes to second base and the female batter following him must hit. If there are two outs the female hitter will have the option to "walk" or hit.
- **A limit of (4) over-the-fence home runs will be allowed and any excess, the ball is dead, the batter is out, and no runners can advance.** One-up-Ruling: If both teams have reached the limit of home runs, either team is allowed to hit an additional home run, to go one home run ahead of the opposing team. (Example: With the four home run limit, the home team hits their fourth home run in the 2nd inning. The visiting team can then hit a total of five home runs, and do so in the top of the 3rd inning. In the bottom of the 3rd, the home team could then hit two more runs to go "one up" again, with a total of six. This can continue throughout the game until the bottom of the 7th inning.) The home team can only equal the number of home runs by the visitors (in excess of six) in this inning. If neither team has hit eight home runs by the bottom of the 7th, the home team can hit their eighth.
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- **Bats- Bats need to be in dugout. If outside the dugout ruling will be if thrown ball hits bats automatic dead ball and offensive players will be put on last base touched.**