

Fortville Parks and Recreation

Slow Pitch Co-ed Softball League Rules

(Version 1, Fall 2019)

GENERAL RULES OF PLAY

Amateur Softball Association (ASA) rules apply except where local rules or conditions dictate herein.

(This list is incomplete and is meant to highlight some of the main rules that come into play. All aspects of league play not covered by these rules will be governed by our set of Fortville Softball rules and those set forth in the ASA rulebook)

LEAGUE ENTRY

Full payment of the league entry fee must be submitted with a completed roster form by the designated deadline in order to guarantee a team entry into a league. Teams are accepted on a first come, first serve basis. Once the maximum number of teams for a league is reached, additional teams will be put on a waiting list. Such teams will be placed in another league if possible; otherwise their entry fee will be refunded. Please be sure to provide a team captain contact and a secondary contact on your roster from at the time of registration. League placement is subject to the decision of the Park Staff.

SCHEDULING

League schedules will be distributed to each team manager as soon as possible after the league entry deadline.

Each team(s) manager will be responsible for informing his or her players of all games/league dates, times, rules, regulations, policies, procedures, etc. Failure to do so is the fault of each team and not the Fortville Parks Department and its staff. All Fortville Parks and Recreation Staff decisions concerning this area are final and without question.

All games will be played as scheduled. No games will be changed or made up due to team conflicts

RAINOUTS

If the Fortville Parks Department cancels games due to inclement weather, every effort will be made to notify each team manager or designated contact person. If games have not been canceled by 3:00 pm on Sunday of games, teams must check in at the field for game determinations. UMPIRES WILL MAKE FINAL DETERMINATION OF GAMES, if games have not been called prior to the first game starting. Players can also check the Fortville Parks and Rec Instagram page for updates regarding weather. You can find it at @fortvilleparks_rec

All efforts will be made to reschedule rainouts, but will not be guaranteed to be made up.

AGE REQUIREMENTS

All players must 13+ to participate in the league

Players under the age of 18 must submit to the Park office a release form signed by a parent or guardian. If guardian is signing, they may need to provide proof of guardianship

OFFICIAL ROSTER

Any player participating in league play must be listed on a team's roster. Any player not listed on the roster after week 3, will be ineligible to play.

TEAM ELIGIBILITY TO START A GAME

Required Number of Players – A team shall consist of ten (10) players. However, a team may start a game with a minimum of nine (9) players. A team starting with 9 players will be charged an out when the 10th position in the batting order comes to the plate. A 10th roster player can be added in the last position at any point during the game.

FORFEITS

Forfeits and/or canceled games will be called under the following (but not limited to) circumstances:

Failure to have enough eligible players to start or continue a game

Use of an illegal/ineligible player

Ejected player not leaving the park when ordered to do so and his manager has been ordered to the player to comply

Forfeits will be officially scored 7-0

DURATION OF GAME/RUN RULES

Game length 7 innings or 55 minutes. No new inning will start after time limit is up. If home team is down when time expires they will have a chance to hit.

There will be a 10 minute grace period if teams are waiting on player(s) before a forfeit is called. However, the game clock will start at scheduled time to ensure games following are on time.

Run Rules (Mercy Rule) – Games will be called if home team extends its lead, or if visiting team leads and home team does not score when a team is: up by 20 or more runs after the 3rd inning, 15 or more after the 4th inning, or 10 or more after the 5th inning or innings after that.

Tie game/Extra innings – If game is tied after regulation or time has expired, a combination of the “California Rule” and “One Pitch” will be used. “California Rule” – Team starts with 1 out and a runner on second base to start the inning.

“One Pitch” – Batter will get one pitch, a ball = a walk, a strike = strikeout or ball in play, foul ball = out

FIELDING A TEAM

A team shall consist of 5 male/5 female players. If a team cannot field 10 players, but have the minimum 9 players to start, team must still adhere to the “every other” rule (See Batting Order)

START OF GAME/SCOREKEEPING

Teams are encouraged but not required to keep their own scorebook in case of any discrepancies. HOME TEAM WILL BE RESPONSIBLE FOR THE OFFICIAL SCOREBOOK AND THIS WILL BE USED IN CASE OF QUESTIONS REGARDING SCORE, OUTS, ETC.

DEFENSIVE PLAYER POSITIONING AND 150FT LINE

Outfield – Must consist of 2 Male and 2 Female

Infield - Must consist of 3 Male and 3 Female

You DO NOT have to alternate positions on the field as long as the above criteria are met. Having an extra infielder will not be allowed (5 man) in this league. When a female is at the plate infielders must start in the dirt of the infield and cannot move to grass of the outfield until the ball is hit.

150ft Line – This line will be used for this league. Outfield positioning for male hitters are not limited, for female hitters all outfielders MUST stay behind the 150' line until the ball is put in play, at which time outfielders are allowed to move in front of the line to make a play.

BATTING ORDER

Batting order MUST alternate between Male and Female. If team has an odd number of either sex, the leadoff hitter must be the gender that will keep the integrity of the “every other” order. Ex: 6 Female, 5 Male means that a female would need to be first batter for said team.

EXTRA HITTERS (EH)

Up to 2 EH's can be used in the game. This means a team can hit up to 12, however the EH's must keep the ratio of male to female, and the “every other” rule must still be followed. If a team has more than 12 present, defensive substitutions can be made at any time as long as a female substitutes for a female, and a male substitutes for a male. If extra players are going to hit, they can only substitute for the player that they intend to hit for.

PITCH COUNTS AND FOUL BALLS

Batters will start with a 1 Ball, 1 Strike count. This means 3 balls will constitute a walk instead of 4, and 2 called strikes will constitute a strikeout instead of 3.

If a batter has 2 strikes on him or her, the ball must be in play. A foul ball with 2 strikes will be an out. A foul ball with less than 2 strikes will be considered foul and a strike will be assessed.

WALKS

If a male batter walks, defensive team will be assessed one of two penalties depending on outs:

- 1) If less than 2 outs, male batter will automatically proceed to 2nd base. Female batter will take her normal at bat.
- 2) If there are 2 outs, male batter will automatically proceed to 2nd base. Female batter will have the option to take an automatic walk or take her normal at bat.

HOMERUNS

Over the fence homeruns will follow the “1 up” rule. This means that neither team can hit more than 1 homerun over their opponent.

EX: Visiting team hits a homerun in the first inning, they cannot hit another one until the home team hits one to tie it, or hits two to go ahead by one. Home team would then no longer be allowed to hit any until the visiting hit one to tie or two to go ahead by one.

If a homerun is hit and team is already up one, homerun will be an out.

If time has expired, the home team is allowed to tie homerun count, however they ARE NOT allowed to go ahead on home run count.

EQUIPMENT

Bats – ONLY ASA STAMPED BATS MAY BE USED. Any USSSA, ISF, ISA, NSA stamped bats are only legal if they also have the ASA stamp. All ASA stamped bats are approved for USSSA, etc... but not all USSSA, NSA, etc. bats are approved for ASA. IT IS EACH PLAYERS RESPONSIBILITY TO KNOW WHAT KIND OF BAT THEY ARE SWINGING.

There are also ASA stamped bats that are banned through ASA because of safety issues. These bats WILL NOT be allowed either. For a complete list ASA stamped banned bats please refer to

<https://www.doubleaasports.com/page/show/3026875-2018-non-approved-asa-bat-list>

WOOD BATS CAN BE USED if a player or team chooses to do so

Shoes/Cleats - Metal cleats are not allowed in Fortville Co-Ed League. Rubber or plastic molded cleats are allowed

PLAYER CONDUCT

Players will be held to a standard that will include but not limited to:

- NO arguing with umpire(s) call
- NO arguing balls and strikes
- NO profane language
- NO intentional actions resulting in the injury of other players

Any player thrown out of a game will be asked to leave the premises. Protocol for a player being ejected from a game:

- First offense – Player will be asked to leave the premises, player will be suspended for following game.
- Second offense - Player will be asked to leave the premises, player will be suspended for the following 3 games.
- Third offense – Player will be banned from the league and will not be allowed to participate in future league games.

If a team(s) participate in any altercations as a team, they will be removed immediately from the league and will not be able to participate in any future leagues.

LEAGUE STANDINGS

League Standings will be sent via email, and posted via Town of Fortville Instagram Page. The standings will be posted weekly and it will be the team managers responsibility to relay results of games to Parks/League Director.

TOURNAMENT PLAY

A tournament will conclude the regular season. Seeding will be base on final league standing at the conclusion of the season.

Criteria for seeding will be:

- 1) Overall winning percentage
- 2) Head to Head
- 3) Runs Allowed
- 4) Run Differential
- 5) Coin Flip

Higher seed in tournament play will be the home team

THE TOWN OF FORTVILLE PARKS DEPARTMENT RESERVES THE RIGHT TO MAKE CHANGES TO THESE RULES AT ANY POINT THROUGHOUT THE SEASON FOR THE BETTERMENT OF THE LEAGUE.