

MAHOMET PARKS AND RECREATION ADULT SOFTBALL LEAGUE 2017

As with all Village of Mahomet Recreation programs, our goal is to promote good sportsmanship and have fun among participants, coaches, umpires and spectators. ASA softball rules will apply with the following modifications:

I. FIELD

- The game is played on a field with 70 foot bases and a pitcher's plate 50 feet from the apex of home plate.
- A double first base (safe-base) shall be used.

II. EQUIPMENT

- Mahomet Parks and Recreation Department (MPR) will supply 12" optic yellow softballs for use during the game. Only softballs issued by MPR shall be used.
- Only MPR issued softball bats (and bats approved by the umpire and BOTH managers prior to the game) shall be permitted. All bats approved by the umpire and both managers must be made available to all players of both teams participating in that game. Any player using a bat which has not been approved for the game shall be ejected from the game. If the violation is found prior to the first pitch to the next batter, an out shall be recorded on the offending batter.
- An extension mat (26" X 17") shall be used to determine the strike zone.
- Shoes with rubber soles or rubber cleat soles are permitted. Shoes with metal spikes/cleats are illegal.

III. UMPIRE(S)

- MPR shall supply one umpire for each game. Tournament games shall have two umpires.
- The umpire(s) shall have complete jurisdiction in administering the rules of the game.
- If one umpire is supplied, he shall take a position at the home plate area to call balls and strikes and shall move into the infield to make calls at the bases. If two umpires are used, one shall be designated as the plate umpire and one as the base umpire.
- Only coaches are permitted to question a misapplication of the rules. Judgment calls shall not be challenged.

IV. PLAYER ELIGIBILITY

- All players must be a minimum of 16 years of age as of May 2, 2016
- All players must be listed on the team roster.

V, TEAMS

- Each team is required to submit a roster prior to the second scheduled game of the season (5/09/16). This roster may be changed during the season, but once a player is dropped from a roster, that player may not be placed on ANY roster, including the one from which he/she was dropped. For tournament purposes, the team roster becomes final upon the completion of the 9th scheduled game of the regular season.
- Only roster players may participate in a game. A team may not use “substitutes” to fill a game lineup. This shall result in a forfeit.
- Prior to the first scheduled game, each team is required to present a \$25 check made payable to MPRD. This check will pay the official and worker in the event said team forfeits a game. In the event a team forfeits a game, it must present another \$25 check prior to its next scheduled game. If a check is not presented, that team will NOT participate and all subsequent games shall be forfeited, including the tournament. If a team does not forfeit a game the \$25 check will be refunded at the conclusion of the season.
- Each team is expected to have shirts of matching colors for its players. Numbers on the back are preferred, but not required.
- The game is played with teams of at most 10 players in the field. The batting order may contain 11 players. A team opting to use 11 players in the batting order is using an Extra Player (EP). If a team starts with 10 players in the batting, it must continue with a 10 player batting order throughout the game. If a team starts with 11 players in the batting order, it must continue to use the EP throughout the game. A player who begins the game as the EP may play defense later in the game, but said player must keep the same spot in the batting order. Of the 11 players in the batting order, only 10 may play defense at one time.
- A team must have at least 8 roster players to start a game. If a team starts with 8 players and a roster player(s) arrives late, that player(s) must be placed at the end of the batting order. If a team starts and plays with less than 10 players, no out is recorded in the batting order for any missed player(s).
- Only roster players on said team may participate for that team. No other players are permitted to participate.
- If a team starts with 10 players (11 if using the EP) and drops below that number during the game, an out shall be recorded when the missing player is due to bat.
- If a team falls below the 8 roster player minimum during a game, a forfeit shall be declared.

VI. THE GAME

- Game time is forfeit time.
- An official game is seven innings or a time limit of one hour, with no inning starting after this limit, unless a tie exists. If a tie exists, any inning(s) played after the time limit is considered “extra innings” for the purpose of breaking such tie. If a tie does not exist, the game shall be terminated, regardless of the inning. A game shall not end as a tie game.
- A game is official after 5 innings (4 ½ innings if the home team is ahead). If inclement weather causes termination of a game before it becomes official, the game shall be replayed in its entirety.
- A pitched ball must be delivered at a moderate speed with an underhand motion. The ball must be delivered below the hip with a perceptible arc (from the time it leaves the pitcher’s hand) of at least 6 feet above the ground, but no more than 12 feet above the ground at its highest point.
- All batters shall start with a one ball and one strike count. A batter can be called out on strikes. The plate extension mat shall be used and all legally delivered pitches which hit the plate or mat shall be called strikes.
- If a batter hits a foul ball with two strikes, the ball is dead and the batter is out.
- Each team is permitted one over the fence home run per inning. Any subsequent home runs hit over the fence in the same inning shall result in an out being recorded. The ball is dead and any runner(s) on base must return to the base last occupied at the time the ball was hit.
- Sliding is permitted only if the runner needs to protect himself. Sliding may not be used to intimidate or otherwise “break up” a play. Conversely, an infielder may not block the base. Base runners may not “run over” a catcher or fielder. The fielder or runner is subject to ejection. **NOTE: There seems to be some confusion regarding the sliding rule. Please keep in mind that sliding is not mandatory at any time. If a runner elects not to slide, he/she must exercise caution not to run into, or interfere with, a fielder. If the runner knows he/she will be called out, the runner should move away from the fielder so the defensive player can attempt to make a play on another offensive player, if that is the fielder’s choice. On any tag play, there will be some contact, whether or not the runner slides. As a result, the umpire shall rule if the contact was initiated by the runner, sliding or not, or the defensive player blocking the base/plate or the contact was “part of the game”. The umpire’s ruling is final and shall not be challenged.**
- Fake tags by a fielder are illegal. First offense shall result in a warning. The second offense by the same team shall result in ejection by the offender.
- Free substitutions are permitted, but any player who is replaced and returns to the game must assume his/her original spot in the batting order. An exception to this rule would be in the case of injury and no other

replacements are available, In such a case, the injured player shall not return to the game under any circumstance.

- If a pinch hitter is used, that player must play defense the next time his/her team is in the field. Said player must play a defensive position for the entire inning his/her team is in the field.
- A courtesy runner may be used one time per inning for another player. Any player listed on the roster may be used as a courtesy runner. A courtesy runner is in the game when announced by the offensive team representative. If a courtesy runner is on base when it is his/her turn to bat, that courtesy runner will be called OUT, removed from the base and come to bat. The previously occupied by the courtesy runner shall be declared vacant. Any other runner(s) must remain at the base occupied at the time of the violation. **EXAMPLE: Player Jones is at bat. Jones reaches base safely and Smith replaces Jones as a courtesy runner. The team at bat has a great offensive inning and Jones comes to bat for a second time in the same inning. Again, Jones reaches base safely. Jones may NOT have a courtesy runner this time, since the rule states “A courtesy runner may be used ONE TIME PER INNING....” This rule applies even if Smith attempts to run for Jones this second time.**
- The home team shall keep the official scorebook. Both teams should be in contact with each other throughout the game to be certain their books agree. If they do not agree, the home team book shall prevail. At times, teams in this league find it difficult to keep an accurate scorebook due to a shortage of available personnel. If the umpire deems this a problem, he may designate the visiting team’s book to be official, or use any other means to keep an accurate account of the game.

VII. RUN RULES

- If at the end of 5 complete innings (4 ½ innings if the home team is ahead), one team is 10 or more runs ahead, the game shall be ruled complete.
- If, at the end of 4 complete innings (3 ½ innings if the home team is ahead), one team is 15 or more runs ahead, the game shall be ruled complete.
- If the umpire declares a game complete due to the run rules above, teams may continue to play if both managers and MPR agree. Both teams must be off the field 50 minutes after the scheduled starting time of the game. However, the umpire(s) shall vacate the field when the game is terminated.

VIII. SCHEDULING

- A schedule will be established by MPR. Games will be scheduled randomly by computer and each team shall have games assigned by day/time as evenly as possible.

- Any cancellations due to weather will be posted online at www.mahometrecreation.com and our voice mail at 586-6025 by 4:30 PM weekdays. If there are no updated announcements, please assume all games will continue as scheduled.
- Any cancellations due to weather conditions which occur after 4:30 PM weekdays shall be determined by the onsite staff.
- MPR will do everything possible to make certain that games canceled due to inclement weather are rescheduled.
- If inclement weather causes termination of a game before it becomes official, the game shall be replayed in its entirety.
- Teams are required to play all games as scheduled (rescheduled) or accept a forfeit.

VIII. SPORTSMANSHIP/CONDUCT

- Sportsmanship is an important aspect of all department athletic activities. Any player ejected from a game will not be permitted to participate in the next game for the first offense. The second ejection shall result in the player being expelled from the program for the remainder of the current season, including the tournament. Any player expelled from the league shall not be replaced on the roster.
- In keeping with a sporting attitude, coaches should abide by the spirit of the rules, not necessarily by the letter of the law. If any coach bends a rule to his/her advantage (even if the rule is not broken), the game is not being played in a sporting manner.
- Each team is requested to clean its dugout area after each game.
- No tobacco or alcohol products of any kind are permitted at any MPR facility and/or activity.

4/12/16