

2010 SOFTBALL RULES **ADAPTATIONS/EXCEPTIONS/ADDITIONS**

Revised 3/30/10
Items
#1 player eligibility
#15c mercy rule
#21 courtesy runner
#23c substitute

ADMINISTRATIVE

1. PLAYER ELIGIBILITY/PARTICIPATION (Summer Leagues Only)

- A. **Classic Two Rule:** Men's twilight & starlight teams may not have more the TWO players on their team roster who currently participate or who have participated in the "Classic Leagues" in 2009. This will be strictly enforced! Any games played with more than two "classic league" players will be forfeited.
- B. A player may register to play with multiple Men's Social teams in the Milwaukee Recreation Municipal Softball Program, however, players can't play on more than one team in the same league.
- C. A player may register and play on only one tournament team (Men's Classic Leagues) unless officially released in accordance with Rule 3D in the MPS Adult Sports Policies and Procedures Manual.

2. PLAYER REGISTRATION CARDS

Individuals are eligible to play by filling out an individual player card and paying the **\$15.00 player fee**, which is non-refundable (elimination of the res/non-res distinction). Teams may have an unlimited number of players on their roster, however, **only up to 15 players are assessed the \$15.00 player fee. Each additional player beyond 15 is free** but must still register by having a player card on file in order to be a legal player.

For Adult Softball leagues, there is no deadline for adding players to a team's roster, however, any player added after the **LAST FRIDAY IN JUNE (June 25, 2010)** will not be eligible to participate in any post-season play (play-off games or tournament games).

3. UNIFORMS

Uniforms are optional. **Metal spikes are not allowed** in the women's social or coed leagues, and it is strongly recommended that the other leagues use soft rubber or molded cleats as well.

4. GAME BALL

Two softballs must be presented to the umpire for each game as specified below. When a ball goes out of play, the second ball is to be used. In the event that both balls are lost during the course of the game, each team will provide the umpire with a playable ball. At the conclusion of the game, the umpire shall return the softballs to the respective teams. If one ball has been lost, a coin toss will determine who gets the remaining ball.

A. MUNICIPAL LEAGUES - 10 & 14 WEEK

Each team will provide one new softball for each game as **approved by the Ball Adoption**. The brand will be specified after the ball adoption is conducted at the manager's meeting. Men's and coed leagues will use a 12-inch inseam softball as indicated by the ball adoption. Women's leagues will use a 11-inch inseam as indicated by the ball adoption.

B. AFFILIATED LEAGUES

Affiliated leagues are strongly encouraged to use the ball indicated in the Ball Adoption. Please note that if your league chooses to use a different ball, it must be approved by the MPS Sports Office.

C. FALL LEAGUES

HOME TEAM must furnish one (1) new and one (1) playable 12- inch inseam softball (*Dudley (WS12RF40) (4A-240Y) – 12" .40/375 Yellow Leather/Synthetic Composite* per ball adoption).

5. FORFEIT PROCEDURE

MPS adult softball teams must have a minimum of nine players to start the game and avoid a forfeit. If the appearing team asks for a forfeit, the umpire will then order them to take the field, and the pitcher must throw the ball to the catcher before the umpire can officially forfeit the game. (**NOTE: A new ball is NOT required in a forfeited contest.**) A team cannot be credited with a forfeited game unless the minimum number of players signs the sign-up sheet. If both teams have insufficient number of players, the umpire will declare a double forfeit.

6. SIGN-IN SHEET

In addition to players, anyone on a team's bench must be registered and have a player card on file at the Adult Sports Office. This includes coaches, managers and scorekeepers. Under **no circumstance** are children allowed on a team's bench or in the playing area. (See Rules and Regs #18 for more information sign-up sheet.)

7. CASTS AND JEWELRY

Rule 3.Sec.6.E. reads: "Plaster or other hard substances in their final form may not be worn during the game. Any exposed metal may be considered legal if covered by soft material and taped."

Rule 3.Sec.6.F. reads: "Exposed jewelry, which is judged by the umpire to be dangerous, may not be worn during the game."

EXCEPTION: Medical safety bracelets are allowed but **must** be taped.

NOTE: Players may be asked to remove jewelry if judged to be dangerous. If they fail to do so, that player is ejected from the game. Umpires should exercise common sense when enforcing the Jewelry Rule.

8. AWARDS

A. Municipal Leagues: Awards will be specified through the ball adoption.

B. Supersaver Leagues: Awards will be specified through the ball adoption.

C. Affiliated leagues: Awards are the responsibility of each individual league.

9. TIES IN STANDINGS/TIE-BREAKER PROCEDURES

Only those ties that affect awards or tournament placement will be dealt with. The following system will be used to determine league winners and play-off berths for the tournament series:

A. Head to Head Competition


B. If wins/losses are equal and time permits, a play-off game will be used to determine league position –i.e. 1st and 2nd, 3rd place, etc.

C. In an event that time does not allow for a playoff game - regular season game results (total runs allowed) between the tied teams contests will be used to determine a winner. The team that allowed the least amount of runs to be scored in the specific match-up(s) is the winner. (**If a team forfeited against the team they are tied with, the forfeiting team will automatically lose the tie breaker**)


D. If all things still remain equal, then a coin toss will be administered by the Adult Sports Office. A team representative may attend the coin flip. Team listed first alphabetically will be heads on the coin.

NOTE: Adult Sports office will have full discretion in determining position and placement for all teams that have qualified for the tournament

10. MEN'S SOCIAL TOURNAMENT

- A. **Classic Two Rule:** Men's twilight & starlight teams may not have more the TWO players on their team roster who currently participate or who have participated in the "Classic Leagues" in 2008. This will be strictly enforced! Any games played with more than two "classic league" players will be forfeited.
- B. If a player is playing on more than one social team that advances to the tournament, that player must determine which team he will play on during the tournament. Players must contact our office by **July 30th, 2010** to inform us which team roster to include them on for tournament play.
- C. If a player is playing on a social team and a tournament (classic) team, please note that **our office will not make exceptions to work around conflicting tournament game times.**
-  D. **Teams qualifying for the tournament must pay a 25.00 fee by Friday, July 30th in order to participate.**

11. ALL-CITY TOURNAMENT

- A. The **week of August 16th, 2010** has been established for the 2010 All-City Tournament. Pairings will be drawn by the Adult Sports Staff and this information will be mailed to all sponsors and managers after the leagues are underway. If league representation for the tournament is not determined by the last scheduled game prior to the start of the tournament, the team leading the league in points will represent the league. If teams are tied for a tournament spot, the tie breaker policy will be enforced (Rule 32).
- B. **Men's Power League:** All power teams will advance to the All-City Tournament. Please note that the bottom two teams in the standings at the conclusion of the season will be dropped from the power league for the 2011 season. These teams will have the opportunity to re-enter the power league on "New Team" registration day if spots are still available or enter an alternate league on "Transfer" registration day.
-  C. **Teams qualifying for the tournament must pay a 25.00 fee by Friday, July 30th in order to participate.**

12. INCLEMENT WEATHER

If there is any question as to whether or not a diamond is in playable condition, it is the MANAGER'S responsibility to follow the procedure listed below. **Please keep in mind that only the MANAGER should call the recorded message line (475-8192) or the field (phone # is on the schedule) and then pass the information on to their team members.**

Daylight Leagues:

9:00 AM GAMES: Call the field directly after 8:00 AM (phone # on schedule)
10:00/11:00 AM GAMES: Call the Adult Sports Office after 9:00 AM

Evening Leagues:

FROM 4:00 TO 5:00 PM: Call the tape-recorded message for field conditions
(Weather policy is located at www.milwaukeeerecreation.net)

AFTER 5:30 PM: Call the field directly (phone # on schedule)

13. FIELD CONDITION INFORMATION

Umpires and players can obtain information regarding diamond conditions by calling the recorded message line, 475-8192 after 4:00 P.M. or visiting the website at www.milwaukeeerecreation.net and clicking programs→adult sports→weather cancellation. These messages are not updated until 4:00 PM; so do not call before that time. After 5:30 PM, information can be obtained by phoning the field directly.

RULES OF PLAY

14. BASIC PLAYING RULES

The Adult Sports Program follows the current edition of the Official Slow-Pitch Softball Rules as adopted by the Amateur Softball Association (ASA), except for several adaptations by the Adult Sports Office.

- A. **OFFICIAL LINE-UP:** A team shall consist of 10 players. A team will not be permitted to start or continue a game with less than nine players.
- New** B. **STRIKES & BALLS:** Two called strikes or one swinging strike shall be an out; three called balls constitute a walk. **A strike must fall within the 6 – 10 foot arc limit as stated by ASA.**
- C. **FOUL BALLS:** Any foul ball is an out. A foul ball that is caught shall be played as in regular official softball - batter is out and base runners may advance at their own risk.
- D. **BENCH RULE:** Only OFFICIALLY REGISTERED managers, coaches and players may be in the team's bench area or on the field of play. Violation is cause for forfeiture of game.
- E. **COACHES** must have official registration cards on file with the Adult Sports Office along with the appropriate registration fee and are subject to all rules and regulations.

15. LENGTH OF GAME

- A. Official seven innings games, but with a time limit of 50 minutes.
- B. No new inning will start after 50 minutes from the **SCHEDULED** starting time of the game.
Exception: Power-Leagues will have 55 minute time limit.
- C. **Mercy Rule: Rule 5, Section 9 A 3:** MPS leagues will have a 15 run mercy rule after five complete innings. If at any time after the completion of the fifth inning a team leads by 15 runs the game is over.
Exception: If the time limit has not expired, the game can continue if both managers agree, however, once the time limit is reached the game is over at that point.
- D. **Tie games:** will continue after seven innings have been completed if the time limit has not yet been reached. In addition, if a tie exists at the end of the time limit, one extra inning will be played to determine an outright winner. If a tie score remains after the additional inning, a tie will be recorded as the final result of the game.
- E. The umpire will keep official score, and use his/her watch for official timing of game.

16. ILLEGAL BATS/EQUIPMENT

- A. If any player is caught using an altered bat (shaving, painting etc.), the player or players will receive a **permanent** ban from all MPS Adult Sports Leagues. (See Altered Bat Policy on Website)

Rule 3, Section 7: *ASA reserves the right to withhold or withdraw approval of any equipment which in the ASA's or (MPS's) sole determination, significantly changes the character of the game, affects the safety of participants or spectators, or renders a player's performance more a product of the players equipment rather than the player's individual skill. (NOTE: The Adult Sports Office and our umpires reserve the right to pull a bat if there is suspicion that the bat may be illegal.)*

- B. Bat knob cuffs, tapers, etc. are illegal in MPS municipal leagues.
- C. If an umpire documents that a team has used a illegal bat and that team is found to have brought the bat back in future weeks, the adult sports office will deem the following game(s) forfeited. An umpire's report is required for this action to take place.
- D. Milwaukee Recreation uses the ASA approved bat list to govern play. We have two exceptions to the ASA approved list: The TPS Voltage SB73v and all fast pitch bats are banned.

17. BATTING WITH AN ILLEGAL BAT

All bats being used in Milwaukee Recreation Adults Sports Leagues must be ASA certified. When a batter uses an illegal or altered bat and reaches base safely, and the next batter steps into the batter's box with the same bat, the following penalty is in effect:

- A. If noticed before the first pitch is thrown to the next batter, the umpire should call "out" the batter who used the bat and is now on base.
- B. After a pitch to the current batter, the batter is called "out" and there is no penalty to the previous batter for using the illegal or altered bat.

18. FIELD DIMENSIONS

A. Bases: Men's Classic Leagues will use 70ft bases. (MS-161, MS-166, MS-255, MS-260, MS-301) All other leagues (men, coed and women) will use 65ft. bases and 50 ft. mounds.

B. Pitching: Fields will have an extended pitching box (5ft) that will allow pitchers to pitch from behind the rubber if they so choose to.



19. HOME AND AWAY - BENCH

The team listed first on the schedule will be the home team and occupy the third base bench for the first round of play. The team listed second will be the home team and occupy the third base bench for the second round of play. If league plays more than twice around, home/away status will continue to alternate accordingly.

20. BASE RUNNING (HOME RUNS)

Rule 8, Section 3 I: *On a fair ball hit over the fence for a home run, the batter and any players on base must run the bases.*

21. COURTESY RUNNER

There are no courtesy runners in MPS Adult Leagues (Affiliated leagues may have special rules regarding a courtesy runner)

22. EXTRA PLAYER RULE (TOURNAMENT LEAGUES MS-161, 260, 301 WS-205, 206)

The following Extra Player Rule will be used in all Tournament Slow-Pitch Softball Leagues (**Men's & Women's**). It is a modification of Official Rule 4.4:

- A.** An extra player, referred as an "EP", is **OPTIONAL** but, if one is used, it must be made known prior to the start of the game and must be indicated on the sign-up sheet by an "EP" designation next to the individual's name. **Extra Players must be present at the start of the game. Late arrivals may NOT be added as the "EP".**
- B.** The "EP" may be substituted for at any time by a pinch hitter or fielder, who then becomes the "EP". The substitute must be a player who has not yet been in the game. The "EP" may re-enter.
- C.** The "EP" must remain in the same position in the batting order for the entire game.
- D.** If an "EP" is used, all 11 players must bat and any 10 players can play defense. Defensive positions can be changed, but the batting order must remain the same.
- E. Shorthanded Rule:** If a team elects to use the "EP" rule, but during the course of the game, loses a player due to injury, ejection, etc. and has no substitute, the team may continue to play with 10 players (or 9 players), however, the game must continue using the "shorthanded rule". This means that an out must be taken in the spot of the missing batter. If the "EP" is lost and team drops to 10, all players will play on the defense. All available substitutes must be used before a team can play with less than the 11 players, if the team has started with the "EP" option.
- F.** If a team is playing shorthanded and a substitute arrives he/she must enter the game to fill the vacant spot. If the player refuses he/she becomes ineligible for the rest of the game.

23. MEN'S AND WOMEN'S SOCIAL LEAGUES (BATTING ORDER & SUBSTITUTIONS)

- A.** The "EP" rule is **not** applicable because social softball teams may bat an unlimited number of players. The official must be informed of the number of batters in your line-up before the start of the game. Batting order must remain the same for the entire game; however, defensive positions may be changed.
- B. Short Handed Rule:** If at any time a team is forced to drop to the minimum number of players (9) due to injury etc., an out shall be declared each time the 10th player is scheduled to bat.
- C.** Normal ASA substitute rule applies when you are subbing a bench player (a player not in the starting line up) for a starter.

24. COED SOFTBALL RULES

- A. TEAM MAKE-UP:** A softball team may normally play with 10 players on the field. For a Coed team, this must consist of five men and five women. Municipal Rules allow for a team to start one player short. For a Coed team, this may consist of four men/five women or five men/four women. At no time can a coed team play with six males and four females. If playing with only nine players, a player may be missing from either an outfield position or an infield position.
- B. DEFENSIVE POSITIONING:** Players of the team on the field may be stationed anywhere in fair territory, except the catcher, who must be in the catcher's box, and the pitcher, who must be in a legal pitching position at the start of each pitch. Coed defensive positioning shall include:

1 man/1 woman in the pitcher/catcher positions
2 men/2 women in the outfield
2 men/2 women in the infield

C. BATTING ORDER

1. Coed softball teams may bat an unlimited number of players.
2. The batting order for a coed softball team shall alternate male/female – if batting more than 10 players, the batting order must alternate male/female. **(EXCEPTION) – If batting an unlimited number of batters, at no point are two males allowed to bat back-to-back! Only additional female players may bat back-to-back without penalty.**
3. If a team is playing with only nine players, the batting order will start and end with a batter of the same gender, whichever there is more of. **An out will be taken between the 9th and 1st batter when playing with five men and four women.**

D. CO-ED WALK RULE

With Less Than 2 Outs – If a male batter is walked he goes to 2nd base, the female batter must bat.

With 2 Outs – If a male batter is walked, he goes to 2nd base, the female batter has the option to walk or bat.

25. METAL SPIKES

Several questions have been asked regarding the use of metal spikes. The following information is provided to help clear up the confusion:

- A. Metal spikes are legal in the municipal men's leagues & women's tournament leagues. However, soft molded-type cleats are recommended.
- B. Men's affiliated leagues that do not allow metal spikes will specify that under Special League Rules on the back of their season schedule.
- C. Metal spikes are **not allowed** in any women's social or coed leagues.

26. AFFILIATED LEAGUE RULES

Affiliated Leagues may have adopted different rules to suit their needs. If any questions arise regarding these rules ask to see a copy of the season schedule. All special league rules are printed on their schedule.

RUSSELL THOMAS
RECREATION SUPERVISOR

KATIE SEITZ
ASSISTANT SUPERVISOR

STACY WITTERS
ASSISTANT SUPERVISOR