

# CITY OF OAK RIDGE SOFTBALL LEAGUE RULES

## Recreation and Parks Department – Summer 2006

*(Note New and Revised Rules 5.f, 5.o, 5.p and 5.q)*

### 1. **ROSTERS:**

Player rosters are limited to 25 active members per team.

- a. The manager does not count unless he plays.
- b. All players **MUST** personally sign the Roster & Medical Release form.
- c. Additional players – Additions to rosters will not be allowed after **May 7**. Only the coach or manager may add names to rosters. The following are due 24 hours in advance of their participation.
  1. Roster & Medical Release form must be signed, completed and returned to the Recreation and Parks Department.
  2. Non-resident fee, if applicable, must be paid or resident verification submitted.

### 2. **RELEASE FORMS:**

Everyone who participates in league play, including non-playing managers, must sign a Roster & Medical Release Form to release the Recreation and Parks Department and any other person connected with league softball of any responsibility in case of an accident. This form must be turned in by the league deadline with the league fees, non-resident fees and proofs of residency for Oak Ridge residents.

### 3. **ELIGIBILITY:**

Coaches of teams are responsible for the eligibility of their players and shall be held accountable by the Recreation and Parks Department to furnish proof of eligibility. To be eligible, players:

- a. Must be 18 years of age.
- b. Must be on official roster.
- c. Must be able to verify identity.
  1. **ALL** players utilized by a team are required to produce, upon request, verification of identity, which exhibits their picture or signature. **IF A PLAYER REFUSES TO SHOW HIS OR HER I.D., THE GAME CAN BE PROTESTED AND, IF UPHELD, WILL BE DECLARED A FORFEIT.** If the issues can be resolved on the field, the umpires should attempt to do so. If the issue is not resolved, a protest must be filed and normal review followed.
  2. Any player in question regarding his or her identity will be required to place his/her signature on the game sheet.

### 4. **UNIFORMS: (Enforced beginning May 8)**

- a. Uniform jerseys with at least 6" numbers are encouraged.
- b. No two (2) players may use the same number during a game.
- c. It is suggested that players conform to the SEAA rule on uniforms; however, the league requirement will be:
  1. **Team jerseys must be worn with unduplicated numbers.**
  2. **If a team does not have jerseys, the same color shirts with unduplicated numbers will be the requirement.**
  3. **Legal numbers will be of no more than two digits. Symbols are not considered legal numbers.**
  4. **Clothing may not display profane or sexually explicit language or graphics.**

- d. SHOES
  1. NO METAL SPIKES OR FOOTBALL CLEATS WILL BE ALLOWED.
  2. Players **must** wear molded sole shoes, tennis shoes or softball shoes.
  3. No bare feet will be allowed.

5. **LEAGUE RULES:**

- a. Leagues will be governed by the playing rules of the current SEAA Softball Guide. Exception: Local league rules shall supersede SEAA rules. ([www.seaasoftball.com](http://www.seaasoftball.com))
- b. No infield or "pepper" will be permitted before any game.
- c. No one is to be on the fields after they have been floated and/or lined for the games that day.
- d. The home team is responsible for supplying one new **white 12"**, top grade, stamped maximum **.44 cor ball**. Maximum compression will be 400. The visitors must supply a good used .44 cor ball. Both teams will hit the same ball.
- e. If a team hits a ball out of play and it does not come back in or is ruled unplayable by the umpire, it is that team's responsibility to throw in another playable ball which conforms to standards stated in 5d. Both teams will hit the same ball.
- f. No more than two coaches per team shall be on the field and only one manager and designated team captain may confer with the umpire. **Players not in the game must remain in the dugout!**
- g. **Game time is forfeit time. A team must have at least 9 players to start the game.** A 10<sup>th</sup> player may be added at any time during the game. At no time will the 11<sup>th</sup> player be added once the game has started. **If a 10<sup>th</sup> player is not added, there will be an automatic out recorded in that batting slot.**
- h. All players, managers or coaches planning to be utilized during a regular league or tournament game **must** be seated on the team bench **in uniform**.
- i. Only managers or coaches whose names are on the official roster are to be on the field or in the dugout at any time during or after a game. Anyone who is not on the roster and is on the field or in the dugout could cause your team to forfeit.
- j. Games will be scheduled 60 minutes (one hour) apart. After one hour of actual playing time, no new inning can be started. Exception: In case of a tie, the game will continue until one team is one or more runs ahead at the end of a complete inning of play.
- k. In the first inning, pitchers will be allowed 5 warm-up pitches; after the 1st inning, the pitcher shall be allowed one (1) warm-up pitch. Any time a team changes pitchers, he or she will be allowed 5 warm-up pitches their first inning.
- l. The game will be called if a team is ahead by 20 runs at the end of the 3<sup>rd</sup> inning, 12 runs after the 5<sup>th</sup> inning or 10 runs after the 6<sup>th</sup> and beyond. This rule includes tournament play.
- m. A written, legible line-up must be given to the official scorekeeper prior to game time along with a designated captain. **Names of additional players will also be submitted at this time.** Changes in line-up are permitted until game time. A player is considered officially in the game if his/her name is on the scoresheet at game time.
- n. Home Run Rule: Each team will be allowed 3 "out of the park" homeruns (homeruns inside the park are not included in this count). Each homerun after that will count as a single.
- o. For the safety of players, double and multi-walled bats are not allowed. These include any bats listed as a "double sleeve", "multi-walled", "exterior shell", or cryogenic bats with a

double sleeve. Although a bat may be ASA or SEAA approved, it may not be legal in the City leagues. See the list of approved single wall bats for the current season. **The officials must approve any questionable bat before game time. If a bat is in question and has not been approved, do not use it! (See following rule!)**

- p. **New Rule Summer 2006:** Any player found coming up to bat or found hitting the ball with an illegal bat will be ejected from the current game as well as the next scheduled game for unsportsmanlike conduct. (See City rule 6.a)
- Co-ed Leagues – If there is no substitute available for the ejected player, the corresponding male or female must also be removed from the game. There will be an out for each missing player in the batting order. If the offending team is only playing with 8 players and drops down to six, then the game is a forfeit.
  - Men's, Women's and Master's Leagues – If there is no substitute available, the missing player in the batting order will become an out. If the ejection forces a team down to a number less than that required to start a game, then the game is a forfeit.
- q. **New Rule Summer 2006:** If in the official's judgment an injury has occurred requiring medical attention, play will stop immediately. Before resuming the game, runners will then be placed **at the officials' discretion** on base where they would likely have advanced should play have continued.
- r. League Champion will be determined by total number of games won. In the event of a tie, head-to-head scores, total points in head to head competition and performance against common competitors will determine the league champion, in that order. There will be no league play-off games.
- s. Forfeits –
1. Failure of an ejected player to leave the premises within 5 minutes (out of sight and sound) will result in his/her team forfeiting the ball game. The premises includes the general area: playing field, parking lot, bleacher, 100 ft. radius of the fences.
  2. A team must have 9 players to start a game. If a team of 9 eligible players cannot be fielded at the scheduled starting time, the team ready to play shall win by forfeit. **There will be no grace period.**
  3. Any team using an ineligible player shall forfeit all games in which that player has played.
  4. Any team found to be playing with an illegal player after game play has begun will forfeit that game. The offending player will be suspended for one week per violation from all play in leagues and tournaments organized by the Oak Ridge Recreation & Parks Dept.
  5. An official, scorekeeper or the opposing team's coach, manager or captain, may request verification of the eligibility of a player. See Rule 3c.
  6. Any league team to forfeit 3 games during their regularly scheduled league play will not be allowed to participate in the league tournament.
  7. Games forfeited on make-up dates will not be counted against teams with regard to disqualification.

## 6. **SUSPENSIONS AND PROTESTS:**

### a. **SUSPENSIONS:**

Players, managers, coaches, etc., who are guilty of unsportsmanlike conduct will incur the following penalties:

1. Ejection from remainder of the current game plus the next scheduled game.
2. The second ejection will be an automatic suspension of from four (4) games up

to a maximum of 12 months suspension.

3. Any participant ejected must leave the premises within 5 minutes. The premises include the general area: playing field, parking lot, bleachers, and 100 ft. radius of the fences.
4. Failure to leave will result in the ejected player's team forfeiting the game.
5. Any person receiving a suspension has the right to appeal, in writing, within a forty-eight (48) hour period. Appeals are to be directed to the athletic office of the Recreation and Parks Department.
6. Cursing or any type of profanity will not be permitted at any time.
7. Any verbal or physical abuse of an official or player is an automatic one-year suspension.

b. **PROTESTS:**

1. When making a protest in a league game, you must notify the plate umpire and official scorekeeper before the next pitch. A written protest will be submitted to the Athletic Office of the Recreation and Parks Department by 5:00 PM of the next working day after a protested game. A \$25 protest fee must accompany the written protest. No protest money will be necessary in tournament play.
2. In all tournaments sponsored by the Recreation and Parks Department, the protest must be resolved prior to the next pitch of the game.
3. The only type of protest that may be filed is a rule interpretation.
4. **A judgment call made by an official cannot be protested.**
5. All protests will be handled by the Recreation and Parks Department.

7. **RAIN-OUTS:**

In the event of bad weather, teams may call the Recreation and Parks Department Information Line at 425-3453 after 4:00 PM to find out if games are canceled. If the line has not been updated by 4:00 PM, call the Recreation and Parks Department at 425-3453. **DO NOT CALL BEFORE 4:00 PM.** If rain occurs after 4:00 PM, report to the field where the umpire will make the decision. It is each team's responsibility to make sure the umpire officially calls the game before leaving the park.

When games are called because of inclement weather, the fields will be closed and unavailable for practice. Teams who do not comply with this policy could lose practice privileges for the remainder of the season.

8. **SCHEDULING:**

Games shall be scheduled at the discretion of the Recreation and Parks Department. **NO games will be rescheduled because of individual team conflicts.** The only games that will be rescheduled will be those cancelled due to weather, field conditions and City scheduling conflicts as determined by the Recreation and Parks Department.

**Although softball is a non-contact sport, participants are warned that the possibility for injury does exist.**

Last Revision: March 9, 2006

## SPECIAL RULES FOR CO-ED LEAGUE

BASES DISTANCE	65'
PITCHING DISTANCE	50'
PLAYERS	10 (5 males, 5 females)

1. Defense - If a man pitches then a woman must catch. If a woman pitches then a man must catch. There are no restrictions for placing players in the field for positions other than the pitcher and catcher.
2. A team may start the game with 8 players, four men and four women, and may add the 9<sup>th</sup> and 10<sup>th</sup> players at the end of the line up at any time during the game. The 9<sup>th</sup> and 10<sup>th</sup> players must be added at the same time so there will always be the same number of men and women playing at all times. **If the 9<sup>th</sup> and 10<sup>th</sup> players are not added, there will be automatic outs recorded in those batting slots.** At no time will the 11<sup>th</sup> and 12<sup>th</sup> players be added to the line-up after the game has started.
3. If a player is removed from the game for any reason and a substitute is not available, then an additional male or female player must be removed to maintain an equal number of male and female players. A player in any position of the line-up may be removed. If this leaves less than 8 players, the game will be forfeited. **When a removed player's position comes to bat an out will be recorded.**
4. **There will be no switching of infield and outfield positions during an inning, with the exception of the pitcher (effecting only two players). Outfielders must stay in the outfield and infielders must remain in the infield throughout the inning.**
5. Batting order shall alternate sexes. If a man is walked, the woman who follows will have the choice to walk or hit, regardless of the number of outs.
6. The Championship game for the tournaments will be played to the full 7 innings regardless of time with the run rule in effect.
7. Courtesy runner. A team may use only one courtesy runner per inning. The courtesy runner for a woman will be a woman. The courtesy runner for a man will be a man.

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## SPECIAL RULES FOR MEN'S MASTERS LEAGUE

1. All players must be at least 35 years of age.
2. The game will consist of 9 innings or one hour unless a tie exists.
3. A team must have at least 8 players to start and finish a ball game. Late players may be added to the bottom of the batting order after the start of a game to reach a full 10-player team. If a team can field only 8 or 9 players, it will not be penalized with an out for the missing ninth and/or tenth position in the batting order.
4. Rule Clarification: Once the game has begun, if at any time a player must leave his position in the batting order without a substitute, the team will be charged an out for the missing batter.
5. Rosters are limited to 25 active members per team.
6. Total count will be 3 balls and 2 strikes.

## SPECIAL RULES FOR WOMEN'S LEAGUE

BASES DISTANCE	65'
PITCHING DISTANCE	50'
BALLS	11", .44 cor, white
PLAYERS	10

1. The game will consist of 7 innings or one hour unless a tie exists.
2. A team must have at least 8 players to start and finish a ball game. Late players may be added to the bottom of the batting order after the start of a game. **If 9<sup>th</sup> and 10<sup>th</sup> players are not added, there will be automatic outs recorded in those batting slots.**
3. The line-up may include up to 16 players in the batting order (coach's discretion); any 10 can be used in the field.
4. Rule Clarification: Once the game has begun, if at any time a player must leave his position in the batting order without a substitute, the team will be charged an out for the missing batter.

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Last Revision: March 8, 2005