

City of Smyrna
Parks & Recreation Department
Adult Softball
Rules and Regulations
(Supersede ASA rules)

League Coordinator- Jacob Groat 678-631-5393 (jgroat@smyrnaga.gov)

I. Governing Body

- A. The governing body of each league will consist of one representative per team and the league coordinator or his/her assigned representative.
- B. The team manager and/or assistant manager are responsible for their team's actions and should inform every team member of the league rules.

II. Player Eligibility

- A. All players must be 18 years of age to play in Smyrna Parks and Recreation leagues. Each player will be required to check in with a supervisor/scorekeeper and show a photo ID before games.
- B. Official rosters must be sent to the league coordinator prior to the first game. Any team that fails to submit a roster prior to the first game will forfeit that game if any eligibility protests are made by the opposing team.
- C. Rosters will be set and cannot be changed after the second game played. Any change made within the first two games needs to be relayed to the league coordinator. If any player needs to be added to a roster after the second game, it will need to be approved by the league coordinator and may only be done to replace another player exiting the roster.
- D. For a player to change teams during the season, the manager or the player must report the change to the league supervisor for a release. The player must then be added to the new team's roster and sit out one game to be eligible. (A player may only change teams once during a season.)
- E. A player must participate in at least **four** regular season games to be eligible for any tournament play.
- F. In cases where eligibility is in doubt, the burden of proof will rest with the protesting team. Any protest must be reported to the supervisor/scorekeeper on site. Protests may be reported to the league coordinator within 24 hours of the completion of the game being protested or the game will be considered official and can no longer be protested.

G. Any team that forfeits two games during a season is subject to removal from the league for the rest of the season without a refund.

III. Game Play

A.S.A. Slow-pitch rules will be strictly adhered to except in cases where Smyrna Parks and Recreation rules supersede.

A. All game times and schedules are subject to change. Depending on the number of teams in the league, games can start as early as 6:30pm and as late as 9:30pm. All teams must be available to play within that time frame as changes will not be made to the schedule to accommodate specific times for any team.

B. Teams can bat as many players as are in attendance at game time, with any 10 playing on defense at any one time. If additional players show up after the game has started, they can be added to the bottom of the line-up.

C. A team can start the game with seven (7) roster players, but they have until the top of the 4th inning or 30 minutes to field eight (8) roster players. If a team fails to do so the game will be ruled a forfeit. (No matter the score)

D. A game may begin and end with eight (8) players. If a player is injured or ejected, that player's spot in the line-up can be replaced by substitution. If no substitute is available, the player's spot will constitute an out. However, failure to complete the game with eight players results in a forfeit. *The field supervisor reserves the right to prevent an injured player from attempting to continue playing if they feel it is unsafe.

E. A time limit of one hour (60 min) per game, with no new inning starting after Time runs out. If there is a tie, the following inning will become a one pitch per batter. All foul balls will be an out at that time. The scorekeeper has the official time and play begins when the defensive team is in position and the umpires are ready.

F. A run rule of **20 runs after 3 innings, 15 after 4 and 10 after 5**, applies to all leagues.

G. A game is considered official after five innings, or four and a half if the home team is winning.

H. In the event that a team forfeits for any reason, their opponent will be awarded 7 runs to their season total run count. (Run counts/differential are used to decide playoff seeding in the case of a tie.)

I. Line-ups are to be turned in to the scorekeeper **10 minutes** prior to scheduled game time. A proper line-up consists of first and last name and number. Games do not start until line-ups are turned in.

J. Homerun limits are as follows:

Co-ed- 3 per game

Men's Recreational- 3 per game

Men's Competitive- 3 per game

K. Any ball hit out of the park after the limit (3), results in an out. The ball is dead, no one-up rule, and all runners must return to the last base legally occupied before the pitch. **Teams will not run out home runs.** Any ball touched by a defensive player that goes over the fence will be awarded a four base award that will not be counted towards the three-homerun limit. Batter and all base runners must touch all bases in this instance.

L. Courtesy runners- Each team is permitted to use a courtesy runner for any reason the team chooses one time each half inning.

1) The courtesy runner can be any player not on base, but if that player is on base when their time to bat comes up, the runner will be called out and will bat. In co-ed play, both a male and female courtesy runner may be used once per half inning. The courtesy runner must be of the same gender.

2) Once a courtesy runner has been used during a half inning, then that team may not use the courtesy runner again, for any reason again until the next time the team comes to bat. This is in effect if a player becomes injured and cannot continue. A situation where a runner is unable to continue, when the courtesy runner has already been used, will result in an out.

3) Once a courtesy runner has taken the base of the original runner, they must remain the courtesy runner for that inning. At no point can you exchange two courtesy runners. Once the courtesy runner has touched the base, any attempt to change runners will result in an out.

M. The pitching arc is 6'-12" from the ground in all leagues.

N. The count will start with 1 Ball and 1 Strike

IV. Balls, Equipment, Uniforms

A. All players must wear similar colored uniforms from the waist up. Numbers are encouraged but not required. While teams are not required to wear official matching uniforms, teams must coordinate so that each player is wearing the same color. Wearing hats forward or backward are considered appropriate and is player's choice.

B. SPRD will provide balls for all games. It is the hitting team's responsibility to recover any homerun or foul ball hit over the fence. After a team reaches their 3-homerun limit and/or fail to recover 3 or more balls, that team will then be required to provide their own balls for the remainder of the game.

C. Only USA approved bats can be used for league play. Bats must have an ASA/USA certified stamp and may not be on the following non-approved bat list.

[https://www.teamusa.org/usasoftball\(EQUIPMENT-BATS\)](https://www.teamusa.org/usasoftball(EQUIPMENT-BATS))

D. Steel spikes are banned in all leagues. Bare feet are not allowed in a game.

V. Pitching Screens

A. Pitching screens will be used in all adult leagues for the safety of pitchers. These are not optional and shall not be removed from the field at any time.

B. Screens may only be adjusted during games if they are to be moved right or left for pitching changes. The screens must cover at least half of the length of the pitching rubber.

C. Regardless of the regular foul or strike count, the first hit to make contact with the pitching screen will be considered a net foul ball. The second hit to make contact with the screen will be an automatic out. (**Contact is considered to be a ball touching any part of the screen before or after striking the ground**).

D. Runners may not advance when a batted ball hits the screen.

E. If a thrown ball makes contact with the screen then the ball will remain live unless play was already called dead by the umpire.

F. Pitching screens may not be moved for any reason once play is live. All runners will advance one base if the screen is moved during play.

VI. Departmental Policies

A. Any player who is ejected from a game for any reason will be suspended for the next two games. On the second offense (in the same season), the player will be suspended from the league for one year from the date of the violation.

B. If a player touches an official in anger or threatens them in any way, he/she will be barred from all S.P.R.D. recreational programs for one year from the date of the violation.

C. Any player found under the influence of intoxicants, shall be removed from the park and automatically barred from participation in any program sponsored by S.P.R.D. at the discretion of the Director of Parks and Recreation.

Alcoholic beverages are illegal in all city parks.

- D. Teams shall not carry more than 20 players on their roster at any time. Teams can make changes to their roster through the second week of play.
- E. A team that leaves the field for any reason before the game is completed will be dropped from the league and forfeit their entry fee.
- F. Any player suspended from the league or ejected from a game will not be allowed in the dugout or playing area at any time.
- G. Only players, one batboy, one scorer and the manager are allowed in the dugout. It is the duty of the umpire and team managers to keep any unauthorized persons off of the playing area and out of the dugout.
- H. If an argument lasts more than one minute, the umpire shall call for play to begin. If the arguing team refuses to play within one minute, the game will be forfeit to the other team. The manager is the only one to discuss rule interpretations with the umpire. There is no discussion on judgment calls. The supervisor has the right to bar any player from the league for misconduct.
- I. Players can play on one Men's League team and one Co-ed team.
- J. The league coordinator reserves the right to place teams in the appropriate division. This move can take place before and during the season and applies to all S.P.R.D. Softball league teams.
- K. Any league with fewer than 6 teams will not have tournament play. Any league with 6 or more teams will have a one-night, single elimination playoff tournament for the top 4 teams.

VII. Protests

- A. A manager has the right to protest a game over an umpire's interpretation of the rules provided the protest is brought to the supervisor/scorekeeper's attention before the next official pitch takes place. The protesting manager shall prepare the protest in writing and submit it to SPRD within 24 hours and pay a protest fee of \$100.00.
- B. The fee will be returned if the protest is upheld. Upon receipt of the written protest and protest fee, the supervisor will determine the validity of the protest. If in his judgment the protest is valid on the misinterpretation of the rules, there will be a meeting of a protest committee, which shall be made up of team representatives and SPRD officials.

VIII. Co-ed Softball

A. To start a game, a team must have a minimum of 7 players (at least 3 must be male.)

B. At no time can a team play more men than women. EXCEPTION: If a female is forced to leave the game and cannot be replaced, a male must sit out on defense, but may continue to bat with an automatic out being given for her position in the batting order.

C. DEFENSIVE POSITIONS:

1) There must be a man/woman combination in the pitching and catching positions at all times, regardless of the number of players (men or women) participating.

2) Two women must play infield positions, and two women must play in the outfield.

3) If a team plays with only eight players, it must have at least one woman at an infield position and one woman in the outfield.

D. Men and women must alternate in the batting order, unless more women than men are playing. In that case, women may bat back-to-back. In no case can men bat back-to-back. Men are not considered to have batted back-to-back when an automatic out is taken between their at-bats.

E. If a male batter is walked, he is automatically awarded second base. The next female batter will bat. Exception: with 2 outs, the female batter has the option to walk or bat. In extra innings, all batters must bat.

F. When coming up to bat, female hitters have the option to hit an 11" or 12" ball. They must communicate to the official which ball they choose to hit before the first pitch. Once a ball has been chosen, that size ball must be used for the remainder of that at-bat. Male hitters may only hit the 12" ball.

G. When a woman is at bat the outfielders must play at normal depth. A co-ed line is established with paint marks on the field and all outfielders must remain behind that line until the batter swings at the ball. If an outfielder is caught in front of the line prior to the swing, the umpire will call a "delayed dead ball" and the batter will have the choice of accepting the results of the at bat or batting again.

IX. Playoffs

A. Playoffs will be held for any league that has 6 or more teams.

B. Playoffs will consist of a one-week, single elimination playoff for the top 4 teams immediately following the final week of the regular season.

C. Playoff seeding will be determined by regular season results. In the case of tied records, seeding priority will be given in the following order.

1. Run differential (Runs for – runs against)
2. If still tied... Runs scored
3. If still tied... Runs conceded