

LANSING PARKS AND RECREATION DEPARTMENT

SOFTBALL REGULATIONS

Revised 02/09

PRE-GAME PRACTICE

1. Infield practice must be completed before that game time of the first scheduled game of the evening.
2. In case a game is played before your game, warm-up practices must be completed before the completion of the game in progress.
3. Warm-ups will not be permitted close to or adjacent to scorers, buildings or concession stands.
4. Teams will be allowed only five (5) minutes of warm up practice, if time permits.
5. Home team will take infield practice first.

LENGTH OF GAME

1. Games to be seven (7) innings and played under the rules as published by the Joint Rules Committee on softball with the following exceptions:
2. Games will start at the scheduled time; there will be NO grace period. A team may play with a minimum of nine (9) players in men's and women's slow pitch. Teams with less than the minimum will forfeit their game. For coed teams, when playing with nine (9) players, tenth (10th) batter is an automatic out. Line-ups are to be in the scorekeeper's hand at the scheduled game time or that game will be declared a forfeit.
3. A slow pitch game will be terminated and official if: a) The home team has a twenty (20) run lead anytime after three innings or; (b) The home team has a fifteen (15) run lead anytime after four innings or; c) If either team has a ten (10) run lead after the completion of five and any succeeding inning.
4. Time Limits:
 - Slow pitch-Games shall not exceed 1 hour & 10 minutes.
 - A new inning may not start after time limit has expired. However, if time limit expires after a new inning begins, it will be completed.
 - A new inning begins immediately following 3rd out of the previous inning.
 - Games called due to time shall constitute a game regardless of number of innings played.
 - When an umpire delays the game because of rain, the duration of "Time" called by the umpire will be added to game time. This added time shall not exceed 15 minutes.
 - All scorers will time games with a timer to ensure game time.

TIE GAMES

- If the game is tied after seven (7) innings or less and the time limit has expired, one extra inning will be allowed. If the game has progressed at least eight (8) innings during the time limit, no new inning will be allowed to start.

AUTOMATIC OUT

- If a player is removed from the batting order for any reason, and that batting position is unable to be filled by an eligible player, the batting position shall be an automatic “out” each time that batting position is to bat. **Any time a team has less than the minimum to play, the game shall be forfeited.**

PROTEST

1. On protest plays, the umpire(s) must be notified of the protest before the next pitch or the protest will not be allowed. The umpire must then notify the opposing manager and enter the circumstances surrounding the protest on the back of the score sheet.
2. Any time during a **league game** a manager questions the eligibility of an opponent, the manager must ask the umpire to check the roster/contract sheet of the opponent. The umpire will request the player in question to show ID, if possible, and sign the score sheet. If the roster/contract is not given to the umpire by the team in question, the umpire shall forfeit the game to the protesting team.
3. Any special event or tournament sponsored by the department will have its own set of rules for roster's used for that event or tournament.

CO-ED

A.S.A. rules apply:

1. Fielding positions; Pitcher, catcher must be male/female. Infield and outfield must have two male, two female at any positions. Batting order must be male/female. When playing with nine (9) players, tenth (10) batter is an automatic out. If less than nine players, game is a forfeit.
2. Males will hit “12” ball, females will hit “11” ball. Penalty for hitting wrong ball: Manager of offensive team has option of taking the result of the play or having last batter re-bat and assume the ball and strike count **prior** to the wrong ball being discovered.
3. If using the Extra Player rule, there must be two extra players, one female and one male. **NO EXCEPTIONS!**

LAST DAY TO ADD PLAYERS

- Last Friday of June in current year (June 26, 2009)
- Any additional players to be added **past** the last Friday in June need to be approved by the League Director
- No deadline for Fall league.

UNIFORMS

1. All teams are urged to dress alike; **however, this is NOT mandatory.**
2. All players must have at least a six inch (6”) arabic number on back or front of shirt. **PENALTY:** Player cannot play.

3. No metal spikes are allowed for any slow pitch league. Players wearing metal spikes as an active player during the game will be asked to replace the shoes or be substituted from the game.

TROPHIES

- Team trophies are awarded to first place teams and second place teams. Should two or more teams tie for second place, each team shall receive an identical team trophy. First place team will receive first place t-shirts as individual awards.
- Should two (2) or more teams tie for first place (same win, lose record), there will be a single elimination game to determine first and second place. The game will be scheduled on the next league date available.

BALLS

- Home team to furnish two (2) new balls per game. Slow pitch games will be played with a ball of .47 core or below, .50 core softballs will **NOT** be allowed! If additional balls are needed, the visiting team shall furnish up to two (2) playable balls, then home team furnished all others. All balls should state "A.S.A. Approved" on them. Women will use an 11" softball. Co-ed – one (1) 12" and one (1) 11" softball. ***Optic yellow softballs will be used for league play.**

HOME TEAM

- In all games, the home team will use the first base dugout. This does not apply to Double header leagues.

PITCHING REGULATIONS

1. First inning – five (5) warm-up pitches.
2. Second inning to completion of game – one (1) warm-up pitch.
3. Relief pitcher shall have five (5) warm-up pitches their first inning and one (1) warm-up pitch per inning thereafter.
4. **ALL LEAGUES:** Batters will start with a 1 and 1 count, 1 grace foul ball.
FALL BALL: Batters will start with 1 and 1 count, **NO GRACE FOUL BALL.**
5. Pitchers will be allowed to pitch from a lane starting from the pitchers rubber back 6 feet toward second base. The lane is the width of the pitching rubber.

COURTESY RUNNER

1. Any eligible player on the official line-up including available substitutes may be used as a courtesy runner. One courtesy runner only may be used per inning. Coed - once per inning for a female (female CR) and once per inning for a male (male CR).
2. Other rules pertaining to the CR are covered in Rule 8, Section 9C.

HOME RUN LIMIT (SLOW PITCH)

All balls hit "over the fence" by a team in excess of each classification will be ruled as follows: 6 for All Leagues and Fall Ball,

- Batter ruled out for any in excess
- Players and base runners are not required to run out home run balls over the fence.

LEAGUE PLAYOFFS - TBA

1. All disputes will be settled on the field. Game officials will handle all protests on rule interpretation during playoff games. Official's decisions will be final.
2. If a team withdraws or forfeits from the league, all opponents will receive a win for each scheduled game against that team for the remainder of the season. All games played against the withdrawn team will stand as played.

LEAGUE CHAMPIONS

- It is highly recommended the champion of each American, Federal and Co-Ed Recreation Divisions move up one league. American winners move to National and Federal winners to American. If a team does not have six (6) or more returning players from last year's team, they do not move up. If a team should have six (6) or more players from last year's move up, they will be ineligible for league trophies. This rules applies to all men's teams only.

RESCHEDULE

- Game canceled due to weather conditions will be rescheduled, if possible. Games determining league champions will be given priority.

RE-ENTRY

- Any player, and their substitute, may be substituted and re-entered once, providing players occupy the same batting positions whenever in the line-up.
- Players may not re-enter a second time. The starting player and substitute may not be in the line-up at the same time.
- If a player re-enters the game a second time or a player re-enters the game in a position in the batting order other than their original starting or substitute position, this is considered an illegal re-entry.

SUBSTITUTION

Defensively

Team may substitute following A.S.A rules.

Team may play without the player(s) with no penalty.

Offensively

While Batting

Team may substitute following A.S.A. rules.

Team may skip the spot in the batting order without penalty.

Team may skip the spot a male and a female (female/male) must be skipped.

While on Base

Team may substitute following A.S.A. rules.

Team may replace the player with next available player moving backwards in batting order.

Once the player has been treated and the wound has been covered they may return to the game. If a substitute was used, then the return must follow A.S.A. rules.

EMPHASIS ON RULES

1. Fake Tags – The unsportsmanlike act of faking tags in order to have a player slide unnecessarily and possibly injure himself, will result in the defensive player being ejected from the game and “obstruction” called. No warning will be given before ejection.
2. Batter Runner – A properly positioned 1st baseman receiving a throw from another fielder offers sufficient room for the runner to touch the bag. Any batter runner who intimidates the first baseman by running inside the bag and making contact or attempting to make contact will be ejected. Incidental contact will be distinguished by the umpire.
3. Tag Play – when a defensive player has the ball or is about to receive the ball and the runner remains on his/her feet and deliberately, with great force, crashes into the defensive player, the runner is to be declared out, the ball is dead, all other runners must return to the last base touched at the time of the collision. If the act is determined to be flagrant, the offender shall be ejected.
4. Double base – the batter–runner is out when there is a play being made at first base and the batter-runner touches only the white portion, **providing** the defense appeals prior to the batter-runner returning to first base. Once the runner returns to the white or colored portion of the base, an appeal shall not be honored.
5. Drinking of alcoholic beverages is strictly prohibited anywhere in the vicinity of scheduled league games. Any player or coach observed drinking an alcoholic beverage during a game shall be removed for the remainder of the game.
6. A batter must have one (1) foot in the batter’s box at all times. Penalty: Pitched ball will be called ball/strike. Specifically between pitches.

SAFETY CONSIDERATIONS

1. Managers and team members are advised that participation in softball can result in injuries from such incidents as sliding into bases, colliding with other players and objects and being hit by batted and thrown balls. To help minimize injuries, managers shall advise their players that: Most bases are stationary and will not move or give any ground upon contact.
2. Bases and home plate in particular, tend to be slippery when wet.
3. Collisions with other players and objects can be avoided by players “helping” each other when attempting to catch a batted or thrown ball.
4. Both offensive and defensive player should be aware of the location of the ball all times. Overthrows, as well as fair and foul batted balls, can result in injury to unsuspecting players.

5. Infields may become hard and cause a burn when sliding.

HANDLING BODY FLUIDS DURING A CONTEST

- Whenever a participant suffers a laceration or wound where oozing or bleeding occurs, the game will be stopped at the earliest possible time and the participant will leave the field of play. The replacement of that player will be handled as described below.
- Treatment consists of cleaning the wound and surrounding area of all body fluids and covering the area with some form of bandages or wrap. If the bleeding or oozing is visible on any portion of any participants clothing, then that clothing must either be removed, replaced or covered securely. If any body fluid can be seen, it will not be considered treated.
- If the affected player was not replaced by a substitute, they have 5 minutes to treat the laceration or wound and return to the game. When the 5 minutes has expired, the player must be ready to return to the game or be replaced by a substitute. If a substitute is not available and the team has a 11 player or 10 player line-up, an automatic out will be declared each time that batting position is scheduled to bat as described in Section IV., A-C, of the Softball Regulations. If the team has less than 8 players, it must forfeit as described in Section II., A.1, of the Softball Regulations.

BATS

- Effective the 2004 season, any bat manufactured before 2000 is legal; any new bat **MUST** have the A.S.A. logo stamped on the bat; must say "Official Softball" and must be clear of any dents or dings that may cause damage to a softball. Final decision on all bats will be left to the umpiring staff at the game site. All of District 11 will be using the A.S.A. Bat list for the 2009 season. If you are not sure a bat is legal, go to www.asa softball.com or www.masasoftball.org and download the "unapproved" and bat list.

STEALING

1. Effective the 2008 season, in Men's Slow Pitch and **WOMENS UPPER DIVISIONS ONLY** (excludes Men's Masters and Senior's or Co-Ed Slow Pitch), runners may advance when the ball reaches home plate, or if the pitcher has the ball and is not in the vicinity of the pitchers plate.
 - If a runner stops or is clearly not advancing when the catcher releases the ball to the pitcher (who is in the vicinity of the pitcher's plate) and the pitcher catches the ball, the play is ruled dead and all runner(s) are returned to the last base legally touched.
 - If the pitcher does not catch the ball or have possession of the ball while in the vicinity of the pitcher's plate, the ball remains live and the runner(s) may advance.
 - Runners may not advance if the pitched ball hits the batter, the ground before reaching the front edge of home plate, or home plate. The ball is dead and a ball is awarded to the batter.
 - The pitcher may cover any base on an attempted put out and if a play is being made on a runner off the base, the ball remains live.

- The above will supply apply for both legal and illegal pitches.
- A pitched ball that hits behind home plate and strikes the umpire, or a thrown ball by the catcher that hits the umpire, remains live and runners may advance.

**CITY OF LANSING
PARKS AND RECREATION DEPARTMENT
200 N. FOSTER AVENUE
517-483-4289**

**OFFICIAL'S HANDBOOK
UMPIRES**

Requirements, Procedures and Responsibilities

***REVISED 3/08**

Administrative

All umpires must be registered with the Amateur Softball Association (A.S.A.).

THIS IS MANDATORY!

The official rule book will be this year's A.S.A. Rules and Case Book. Two competing teams or managers may not agree to alter any rules.

All umpires must be under contract with the City of Lansing Parks and Recreation before working any games.

All umpires must pass the A.S.A. umpire's written examination with a score of 80% before working any games.

It is **MANDATORY** that all umpires attend the District Umpire's Clinic before the season. Priority in scheduling will be given to the umpires that attend the clinic.

Scheduling of Umpires

- Umpire schedule will depend on the following criteria;
- Abilities, knowledge and skills
- Longevity
- Dependability
- Availability
- Attendance at District Clinic
- Attendance at L.P.R. Umpires Meeting

The Crew Chief will assign one (1) or two (2) umpires to each game as needed.

Umpires who wish to only substitute will form our Sub. List. Priority in scheduling will be based on the criteria mentioned in #1: Substitutes should call the Recreation Department office @ 517-483-4280, or the Crew Chief no sooner than 48 hours prior to their assignment

The Crew Chiefs will be responsible for finding substitutes. If an umpire finds the need for a sub., he/she must give the Crew Chief at least twenty-four (24) hours notice. If no notice is given, said umpire **MUST** cover his/her games. Only extreme emergencies will be covered at the last minute.

Umpires who do not show will be docked the number of games he/she were scheduled to work. Excessive no-shows will be cause for termination.

Umpires Uniform and Equipment

- All umpires must wear the following:
- Light blue polo shirt with A.S.A. or M.A.S.A. logo.
- Gray full length slacks. Blue jeans, cut-off shorts and warm-ups are not acceptable.
- Umpire's cap, preferably A.S.A. (optional for women).
- Black shoes.

- Ball bag when working the plate.
- Ball-strike indicator.
- Navy blue windbreaker or sweater (preferably A.S.A.).
- Plate brush.
- During hot weather, dark blue shorts may be worn. Bring both to park. Check with partner.

Pre-Game

All umpires are required to report 15 minutes before the scheduled starting time of the game.

Infield practice should be completed before the game time of the first game of the evening. Second, third, or fourth game teams will be allowed to have infield practice only if time permits.

Five (5) minutes will be allowed for infield practice; Home team first.

Warm-ups should not be permitted close or adjacent to: Score Keepers, buildings or concession stands. Game balls should not be used to warm-up practice.

The pre-game conference with managers should take place prior to each game of the evening to discuss rules and ground rules. Home team shall supply two (2) new official A.S.A. stamped balls.

Team line-ups are due at game time; even if the previous games have run past game time. No player's name shall be on the starting line-up unless the player is present in the team area ready to play.

Post Game

If in doubt about weather or field conditions, call 517-483-4255 after 3:00 p.m. If the recording says "Umpire Decision", it will be up to the umpires to report to the field and decide if the game can be played. If it is decided the field is unplayable, both umpires must sign the score sheet. You will receive full pay for a game postponed on umpire's decision. Do not allow teams to add dirt, sand or gravel to wet fields under any circumstances. All rain outs will be rescheduled as a later date.

In the event a player is injured, umpires are not to administer first aid. If a serious injury is suspected, do not move the player. Have to an injury should be added to the game's time limit. Be sure to complete a Participant Accident Report on any injury and submit it to the softball Supervisor.

If you have any questions on rule, problems or anything else, call 517-483-4280 and ask for the Supervisor of umpires and scorers.

Emergency Procedures

Injury to Officials: In the event an official is injured while officiating a Lansing Parks and Recreation game, the City has a doctor to treat these injuries. The proper procedure will be as follows:
Emergency Care-If the injury is severe enough to warrant immediate medical attention, to SPARROW, ST. LAWRENCE CAMPUS, EMERGENCY DEPARTMENT 1210 W. SAGINAW ST. Open 24 hours.

Non-Emergency Care-If the injury is such that it is not severe enough to warrant immediate attention, fill out an accident report immediately, wait until the next day, then contact your supervisor for "Doctor Visit" slip. You will then be sent to Sparrow, St. Lawrence Campus.

It is imperative that you follow these instructions if you wish the City of Lansing to pay the medical fees. Any visit to your own physician without expressed permission from the City of Lansing will result in your paying your own fees.

SCORE KEEPERS

Requirements, Procedures and Responsibilities.

- Pass the scorekeeper's examination.
- Under contract with Lansing Parks and recreation. If you are a new scorer, please be sure to complete ALL forms. Processing will take two-three weeks.

Pre-Game

Arrive 15 minutes before starting time of 1st game for the first game of the evening.

Put down the bases properly on the pegs.

Suggest bringing a garden trowel or large spoon for digging out pegs.

Bring sufficient amount of score sheets and pencils with erasers.

Get line-ups from managers or coaches; due at least five (5) minutes before game time.

Place yourself in a location where coaches and umpires can find you.

Remain at that location for the entire game.

Near the back stop is recommended.

Fill out the following information on the score sheet.

- League
- Division
- Date
- Site of Game
- Players first and last name (last name first)
- Players position using number system

During the Game

Write down the time the umpires give you as start time.

Keep the game's score; recording the results of every batter (ask about "How To Keep Score" handouts).

Record every run scored and every out made.

YOUR score sheet is the official record of the game.

Record runs scored at the end of each inning in the box score.

Record all runs and hits at the end of inning at bottom of the inning column (see score sheet example).

Turn on field lights when requested by umpires.

It is the offended team's responsibility to bring to the attention of the umpires the violation of batting out of order. This is not the scorekeeper's responsibility; however, the scorekeeper must verify the violation.

Record on the back of the score sheet:

- Bad field conditions.
- Protest, making sure the following information is recorded at time of protest:
- Inning
- Score
- Number if outs, strikes and balls
- Batter
- Runners on base and location of the runners
- Reason for protest
- Messages to the official's supervisor.
- First and last name of all players ejected, their team and reason for ejection.
- Base left stuck on peg.

Post Game

Sign the score sheet and have umpires sign their names.

Take up all bases and secure them in the base barrel or your vehicle.

Turn in score sheets to Foster Community Center by 8:30 am the following morning

Any field or game concerns should be reported to the Supervisor of Umpires/Scorers at, 517-483-4280 or written on the back of the score sheet.