



Tremontton Parks and Recreation

Adult Softball Rules

Welcome to the Adult Softball Program sponsored by Tremontton City. This program is provided solely for your fun and enjoyment. Your cooperation, good sportsmanship, and communication with our office is important in making this year a success. On behalf of Tremontton City, we would like to wish each team a successful season.

1. Code of Conduct (See Attached page)

- 1.1. League play with Tremontton City operates under a Code of Conduct. All participants, coaches, managers, and spectators are expected to abide by this Code of Conduct while on Tremontton City fields and facilities. Unsportsmanlike conduct, violence, threat of violence, and profanity will not be tolerated.
- 1.2. Respect the rules of the game and how it should be played.
- 1.3. Respect opponents by remembering a worthy opponent brings out the best in a player.
- 1.4. Respect the game officials even when calls are not agreed with.
- 1.5. Respect teammates and remember commitment on and off the court.
- 1.6. Respect the tradition of the game and remember it is a privilege to participate.
- 1.7. Be mindful of personal conduct. Make sure no action occurs that could reflect adversely on sponsors or teams. Remember, inappropriate action of even one player can reflect upon the entire team and the game.

2. Accidents and Injuries

- 2.1. All accidents or injuries incurred before, during, or after an official game by players, spectators and/or league officials, shall be reported to the League Coordinator/Supervisor and recorded on an Accident Report.
- 2.2. Injuries incurred before, during, or after the course of an official game by players, officials, and/or spectators, shall not be the liability of Tremontton City – Parks and Recreation Department, Tremontton City, their officers, and employees, or any organization cosponsoring or participating in the program.
- 2.3. Tremontton City – Parks and Recreation does not carry medical liability insurance for its participants.

3. ADA Accommodations

- 3.1. A player requesting ADA accommodations must provide written documentation to the Sports Coordinator.

4. Alcohol/Drugs Ordinances

- 4.1. Any player that is playing under the influence of alcohol/drugs that could cause injury to themselves or others participating in the game will be removed from the game and serve a minimum of a one game suspension.
 - 4.1.1. This will be determined by the judgement of Tremontton City Staff
 - 4.1.2. No smoking or drinking alcoholic beverages will be permitted in Tremontton City parks and facilities. Smoking is allowed in the parking lots.
- 4.2. Tremontton City Police will be called for violations.

5. Profanity

- 5.1. Tremontton Parks and Recreation facilities will, at all times, offer a family atmosphere; therefore, profanity is considered unsportsmanlike behavior and is unacceptable.
- 5.2. The first-time profanity is used, a verbal warning or ejection will be issued.
- 5.3. If unsportsmanlike behavior continues, the player will be ejected. Should the coach not gain control of his/her team and profanity continues, the team will forfeit the game.
- 5.4. Excessive profanity, abuse, or unsportsmanlike behavior could result in a player, coach, or spectator being asked to leave on their first offense. See Code of Conduct. Enforcement of this section of rules and regulations is the responsibility of City staff and/or the on-duty referee.
- 5.5. Any use of the 'f' word will result in an immediate ejection. Quiet use will result in a bench sit down for the remainder of the game; however, the player will be eligible to play the next game. Loud use of the 'f' word will result in an immediate ejection.

6. Classification of Play

Advanced – Strongly Competitive

Intermediate – Recreational to Moderate

Beginner – Strictly Recreational

7. Roster/ Eligibility of Players

- 7.1. All players must be registered prior to competition. Added players must complete an Official Team Roster. Participants must sign the roster prior to playing in their first game. Parents/guardians must sign for minors. Participants must be 16+ years of age.
- 7.2. If a roster is checked by Tremonton City or a roster call is made by the opposing team, and the team being checked is in violation, the current game is forfeited by the team in violation. All roster checks are handled by the City. Coaches for the team that have an unregistered player will not be allowed to play or coach in the next game. If the team is found to have an unregistered player on any subsequent game in the season, a more severe penalty will be imposed on the coach and/or the team, pending review by the Sports Coordinator.
- 7.3. A player will be considered ineligible and potentially banned from play for the remainder of the season or a full calendar year if they do any of the following:
 - 7.3.1. Rostered on more than one team.
 - 7.3.2. Play prior to completing and filing a signed roster form or pickup player form.
 - 7.3.3. Play under an assumed name.
- 7.4. A Tremonton City representative may check rosters and photo ID at any time, for any reason, for any league. If a player fails to provide proper ID, the player cannot return to play until proper ID is provided. If a player fails to provide ID on any subsequent games in the season with that team, they will not be allowed to play the remainder of games that night and are suspended for one week of play with that team.
- 7.5. Refunds shall not be considered or granted to any player or team who is suspended and/or ejected from play or from the facilities.
- 7.6. Managers are responsible to have their players read and understand the "League Rules" as well as the "Code of Conduct." Your team will be held accountable of the information contained therein. *By signing the roster, you are signing you are informed.*
- 7.7. Prior to tournament play, a player must play in at least one (1) regular season game.
- 7.8. A forfeited game does not count as a game played.

8. Player Requirements

- 8.1. Games will be played with each team having ten (10) players on the field.
- 8.2. An official roster may have a maximum of 16 players listed.

9. Equipment

- 9.1. All teams/participants are required to use legal equipment. Using illegal equipment can result in forfeiture and indefinite expulsion.
- 9.2. Team shirts or jerseys are required to be of the same color.
- 9.3. Metal Cleats are not allowed. Players who are caught with them on will not be allowed to play until they have switched their shoes.
- 9.4. The City provides all game balls for leagues. Women use an 11" ball and men use a 12" ball (coed will use the 12" ball). One new ball per field will be given before play. Teams must retrieve their own balls.
- 9.5. The Official Bat shall be free of burs, dents, cracks, sharp edges, rattles and show no signs of excessive wear. Shall be no more than 34 inches long nor exceed 38 ounces in weight. Shall not be more than 2.250 inches in diameter at its largest part and must bear either the ASA 2000, 2004, or 2013 or USA softball Certification Mark and must not be listed on the ASA Non-Approved Bat list with Certification Mark.

10. Forfeits

- 10.1. Teams may begin a game with a minimum of seven (7) players, with at least three (3) Male and Female.
- 10.2. Players arriving after the game has started will be entered at the bottom of the lineup.
- 10.3. Only one (1) out will be taken for teams batting less than a full line up.
- 10.4. Game time is considered Forfeit Time.
- 10.5. Teams must notify Tremonton City of an anticipated forfeit so that the opposing team may be notified.
 - 10.5.1. Canceled games will not be rescheduled and will count as a loss for the canceled team.
- 10.6. A forfeit will be recorded with a score of 1-0.
- 10.7. Nonappearance Forfeit Penalties
 - 10.7.1. First Offense Defined as a warning, and next offense will be probation.
 - 10.7.2. Second Offense Team on probation for the remainder of the season.
 - 10.7.3. Third Offense Ejection from league for the remainder of the year. No refund will be given for remaining games.

11. City Staff

- 11.1. A site supervisor will be assigned to each field to operate the games, answer questions, and settle disputes and record scores.
- 11.2. Officials have jurisdiction over play, physical area of play and may call a time out, call off a game due to three (3) or more Player code of conduct violations, and penalize a player, including game ejection, for un-sportsman like conduct. Ejected participants must leave the facility and cannot return to the game.
- 11.3. You may contact the League Coordinator @ 435-257-9487 with unresolved issues.

12. Pre-Game Procedures

- 12.1. A team captain or representative must fill out the game line-up card with the players complete name (**first and last, no nicknames**) **10 minutes before game time** to be turned in to umpire. Have 2 ready, one for umpire, one for your team.
 - 12.1.1. -If a team manager writes down a nickname that player will be considered an ineligible player, and will not receive one of his games needed for the tournament
- 12.2. Home team will be established before the game with a coin-toss by the umpire. Team managers should report to umpire @ the home plate.
- 12.3. Game time will start immediately following the coin flip.
- 12.4. In post season the higher seed will be home team until a team falls into the lower bracket then teams will flip for home.
- 12.5. If previous games are not running on time, the next game will begin five (5) minutes after the conclusion of the previous game.

13. Game Play

- 13.1. Players
 - 13.1.1. Games will be played with ten (10) players on the field.
 - 13.1.2. Men's Teams can play with 6 infielders and 4 outfielders, 7 infielders and 3 outfielders, and they can play with 5 infielders and 5 outfielders. Rule is only in effect if teams have 10 fielders, if they have less than 10 they can only have 4 or 3 outfielders, and 5 or 6 infielders.
 - 13.1.3. Coed teams must have one male/female at pitcher/catcher, one of each gender in the infield and one of each gender in the outfield and at max have 6 infielders and 4 outfielders.
- 13.2. Length of Games
 - 13.2.1. Game time will be set at 55 mins.
- 13.3. Extra Innings

- 13.3.1. International Tie-break rule: the last batter will start on 2nd.
- 13.4. Line Up
 - 13.4.1. Each team will have the option to bat up to 16 players.
 - 13.4.2. The batting order must remain the same throughout the game.
 - 13.4.3. Co-Ed teams: Team batting orders must alternate **male and female**.
 - 13.4.4. An out will be taken between two males that bat consecutively.
 - 13.4.5. When a male batter receives base-on balls or is intentionally walked, he will be awarded second base automatically and the following female may choose to take first or choose to bat.
- 13.5. Substitutions
 - 13.5.1. Free substitutions between those that are in the batting order. A player must be in the batting order to play in the field.
 - 13.5.2. Coed Teams: No more than five (5) males may play in the field at a time.
- 13.6. Mercy Rule:
 - 13.6.1. 10 run Rule after 5 innings, 15 run rule after 4 complete innings unless home team is up to bat and they are already up by 10 or 15 runs then game will be over and inning will not be completed.
- 13.7. Courtesy Runner
 - 13.7.1. The player to record the last out will be the courtesy runner if a runner is used.
 - 13.7.2. The courtesy runner must report to the umpire before being allowed to run.
 - 13.7.3. Coed Teams: Must be the last out of the gender using the courtesy runner.
- 13.8. Home Runs
 - 13.8.1. 1 homerun + 1 up rule.
 - 13.8.2. To end the game, the other team has to have the chance to hit a homerun so the other team can't hit a homerun to go 1 up to end the game.
 - 13.8.3. Less than 5 minutes no more 1 up homeruns.
 - 13.8.4. Men's Teams: If both teams have hit their 3 home runs, the 1up rule will be used.
- 13.9. Strike Zone
 - 13.9.1. A "strike mat" will be used to determine balls and strikes. If the softball touches any part of the mat on a legal pitch (6'-12' arc), it will be considered a strike.
 - 13.9.2. Players and coaches cannot question ball and strike calls at any time.
- 13.10. Safety Bases
 - 13.10.1. First base and home plate have "safety bases". Runner must use the safety base and

defensive player must use normal first base to make a play

13.10.2. If defensive player only tags safety base, runner is safe. Runners using first base instead of safety base on a close play at first (umpire's discretion) will be ruled out. On extra base hits, runner should round normal first base and keep going.

13.10.3. Runners always use safety home plate; touching or crossing regular home plate will result in an automatic out.

13.11. Commit-Line

13.11.1. A Commit-line is placed 25 feet from home plate on third base line.

13.11.2. It is a force out once the runner has crossed this line.

13.11.3. Once runners have crossed this line, they cannot return to third base; if they do, it is an automatic out.

13.11.4. Runners may not be tagged out past the commit-line.

13.12. 200ft Line

13.12.1. All Coed games will use a 200 foot outfield line with the "200 ft. rule" in effect.

13.12.2. When any female batter takes a legal at bat, all four (4) defensive outfielders must take a defensive position behind the 200 foot outfield line. All infield players must take a legal position on the infield dirt.

13.12.3. There are no restrictions for male batters. The defense may play in front of the 200 foot line if desired.

13.12.4. If in the judgment of the umpire that the "200 foot rule" or "Infield dirt rule" was broken the umpire will automatically rule a double to the batter. All runners will advance accordingly, and a dead ball situation will take effect at that point. The violating player will be warned. If this rule is broken and the batter hits a triple or advances past 2nd base, the violation is nullified and play will resume.

13.13. Infield Fly

13.13.1. Infield fly is when there is someone on first and second base or first, second and third with less than two outs.

13.13.2. The umpire shall immediately call the batter out when an infield fly rule occurs.

13.13.3. Runners may advance at their own risk.

13.14. Over-throw

13.14.1. When an over-throw is made by an infielder or outfielder that goes over a boundary fence or line, the base runner is awarded two bases from the runners position at the time of throw release (**base runner is going to + 1**)

13.14.2. All balls inside stationary fence lines are live

balls.

13.15. No Contact

13.15.1. When a defensive player clearly has the ball and is waiting for the runner, the runner must either: **A.** Give up and consent to an out; **B.** slide legally into the base. **C.** Avoid all contact with defensive player.

13.15.2. No runner under any circumstances may (deliberately or not) crash into a defensive player. **If so, the runner will be called out and possibly ejected from the game and a dead ball will be declared at that point.**

13.15.3. Defensive Players may not block the base path without the ball. Obstruction will be called.

13.16. Pitching

13.16.1. Pitchers must face home plate when pitching.

13.16.2. Once a motion is started to home plate, the pitch must be delivered.

13.16.3. The pitch shall be released at a moderate speed

13.16.4. The pitch must be delivered with an arc no less than 6 feet, and a maximum height of 12 feet from the ground.

13.16.5. Pitchers must not "quick pitch" a batter.

13.16.6. Batter must have both feet in the batter's box for pitcher to make his or her pitch towards home plate.

13.16.7. **FACE MASKS FOR PITCHERS ARE AVAILABLE AND ENCOURAGED TO BE WORN!**

14. League Standings

14.1. League standings will be updated and available to you online. Seeding for the tournament is based on Win/Loss record.

14.2. Tiebreakers for seeding are as follows.

- Head-to-Head points
- Points scored against the team
- Coin flip

14.2.1. For 3 or more tied teams, the team with the highest total point differential between the tied teams (when they played each other) will take the higher seed.

14.2.2. Any team that has forfeited any game against the team(s) that they are tied with will automatically take the lowest seed tied for.

15. Tournament

15.1. Tournament is a Double Elimination tournament that will begin the week following the conclusion of the regular season.

15.2. Tournament schedule will be released at the conclusion of the regular season.

15.3. All teams will make the playoff tournament.

16. Unsportsmanlike Conduct

- 16.1. Unsportsmanlike conduct will not be tolerated. Any abusive or inappropriate conduct (physical or verbal) will not be tolerated any Tremonton City program. Abusive or inappropriate conduct directed towards spectators, referee, opposing players, league officials, or Tremonton City staff before, during, or after games may result in the suspension of the offending player(s). (View Code of Conduct)

17. Reschedules

- 17.1. Games will not be rescheduled unless there is extenuating situations and previously cancelled by the Tremonton Recreation Staff.

18. Weather Cancellations

- 18.1. Cancellation games will be determined by 4 p.m. the day of the game. Call the Rain Out phone number 435-257-9489.
- 18.2. Coaches and team representatives are responsible for informing all players of this procedure.
- 18.3. In the event of a cancellation, games will be rescheduled later in the season if time permits. Updated schedules will be posted online.

19. Communication

- 19.1. All communication from teams to a site supervisor and referee must come through a team captain. Captains shall be identified before each regulation game to game official.

20. Protests

- 20.1. League game protests are discouraged and will not be accepted on judgement decisions. The site supervisor will settle protests.
- 20.2. If protests cannot be settled by the site supervisor, a written protest must be written and submitted to the League Coordinator by 3:00 pm the next business day.
- 20.3. A \$25 hearing fee will be required and must accompany protest that is refundable if honored.