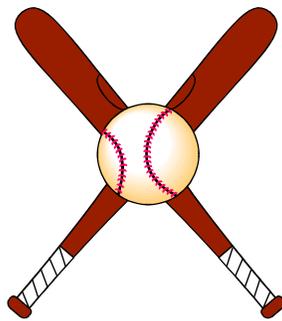




**2016**

**Adult Softball**



**Rules Manual**

# Huxley Parks and Recreation Department

## League Rules, Policies, and Procedures

---

### A. Liability Statement

The City of Huxley Parks and Recreation, its employees or appointed agents assume no responsibility for any personal injury or loss that any team member or spectator may incur as a result of these programs. Individuals are encouraged to have their own personal health/accident plan for any such injuries that occur. Players may be held responsible for unnecessary damage that may occur as a result of misconduct in a facility.

### B. Eligibility

1. All players must be at least 18 years old at the start of the season and have completed high school.
2. Teams may have up to 15 players on their roster.

### C. A.S.A. Rule Exceptions or Changes

The Huxley Parks and Recreation department will follow the rules provided by the national ASA governing body. The following are local variations from the ASA rulebook by section, as listed in the rulebook:

#### Field & Equipment

##### **Rule 1:**

For all leagues, a mat will be used for calling balls and strikes. If the pitched ball hits the mat or the plate and is in accordance with all pitching regulations, it will be called a strike. **Pitch height will be between a 6' and 12' arc.**

##### **Rule 2:**

The playing field will include a line in the outfield, 175' radius from home plate, from foul line to foul line. All outfielders must remain behind this line until the ball is hit. Effect: Delayed dead ball with the batter choosing either to 1) take the result of the play or 2) take a one (1) base award with all runners advancing one (1) base at the time of the pitch.

##### **Rule 3, Section 1, B:**

Teams will be provided with ASA stamped, .440-core optic yellow softballs with a maximum compression of 375 lbs. at the start of the season. Beyond these initial softballs, teams must provide their own game balls for each game. All balls must be an optic yellow ball with the specifications above.

##### **Rule 3, Section 6, A-D:**

Uniforms will not be required for participation in this league, however all players must wear a shirt.

##### **Rule 2, Sec 6.G:**

Metal Cleats are not allowed.

#### Team Requirements

##### **Allowable Lineups**

1. 4m – 4f, 5m – 4f, 5m – 5f, 4m – 5f, 6m – 6f, 7m – 7f
2. Teams playing shorthanded are not required to take an out for each missing player.
3. It is not permissible for teams to start with 5 males and only 3 females or vice versa.
4. Teams batting more than 10 players may have up to 14 players as long as there is an equal number of males and females.

**Rule 4, Section 1, A, 1:**

If a team has less than eight (8) players, it is permissible for a team to use players who are not on their roster to bring their total to eight (8) in order to not forfeit the game. The manager using non-rostered players must inform the umpire and opposing manager and receive approval of the opposing manager to use the players. Once approved, the opposing manager forfeits his/her right to protest the eligibility of those players. If a team's rostered players show up, they must be subbed in for the non-rostered players, **unless the opposing manager approves their continued participation.**

**Rule 4, Section 1, C, 3:**

Once the game begins, a 9th or 10th player who arrives late may be added to the batting order. The 9th or 10th player may enter the game defensively at any time other than if the current batter has received a pitch. Teams are not allowed to add additional batter after the start of the game.

**Rule 4, Section 4:**

Two (2) extra players (EP's) are optional. Co-ed teams can bat up to fourteen (14) players. Teams must have the players present at the start of the game if they will be using EP's. Coed teams must use EP's in multiples of two (2).

**Rule 4, Section 5:**

Unlimited substitutions will be allowed (can enter and leave the game as much as you want), however **players must always occupy the same position in the batting order**, even if they change fielding positions.

**Rule 5, Section 4:**

Forfeit time will be five (5) minutes past **scheduled** game time; however, the clock will start at the scheduled game time. This will be strictly adhered to. There will be no delay in waiting for the 9th or 10th players.

**Rule 7, Section 3, B:**

In addition to this rule, batters will be allowed one (1) courtesy foul on the third strike.

**Base Running****Rule 8, Section 4, G:**

The stealing rule will not be used.

**Rule 8, Section 9, B-C:**

A courtesy runner may be used for an injured player. The last player to make an out who is the same sex of the injured player is to be used as the courtesy runner.

**Miscellaneous****Rule 11, Section 1:**

The at-bat team will keep the official scorebook with umpires checking the official book each half inning.

**D. Game Procedures and Other Rules**

1. Each team is required to have a responsible person available to keep the official score sheet while they are at bat. In order to tally a run, you must bring the runner home on the scorecard. This means that the diamond must be completely blackened out. If you fail to bring the runner home, you may lose the run.
2. There will be no beer, alcohol, soft drinks, food items, or smoking on the playing field under any circumstance.
3. Home Run Limits: Co-Ed Leagues – 3

## **E. League Awards**

1. T-shirts will be given to the tournament champion.
2. In the case of a tie, team rankings will be determined by:
  1. Prior head-to-head competition
  2. Total games won (including non-divisional games)
  3. Fewest runs allowed per game played

## **F. Smoking and Alcohol Policy**

1. Alcohol is prohibited while participating in Parks and Recreation Leagues and Programs.
2. No beer in the dugout at any point before, during, or after scheduled games.
3. Smoking is not permitted anywhere in the parks, including fields, dugouts, concession areas and bleachers.
4. Players in attendance but not active for the game are subject to both the drinking and smoking policies.

### **Regulation Game**

A regulation game shall consist of EITHER 7 innings or 55 minutes, whichever comes first. An inning may be finished which has begun before that time. There will be a 15 run rule after 3 innings and 10 after 5 innings.

Umpires are not required to notify teams that time is almost expired.

The umpire is empowered to call a game at any time due to lightning, darkness, rain, or other causes which endanger the safety of the players. 4 innings will constitute a completed game in case of inclement weather.