

2023 Softball League Rules & Regulations



1. Team Registration
 - a. A team will not be in a league until the team fee of \$340 has been submitted.
 - b. A fee of \$5.00 will be assessed for each non-resident player.

2. Player Eligibility & Roster Limits
 - a. Maximum team roster is 18 players.
 - b. You must be 18 years of age to participate
 - c. All players must be on the team roster on file at the Park and Recreation Department in order to play.
 - d. Team roster must be turned in 24 hours before the first game.
 - e. All additions and changes to the roster must be made in writing by the team manager.
 - f. All rosters will be frozen as of June 1st (Exceptions would include documentation indicating a job transfer out of the area, a medical issue with a doctor's statement or at the discretion of the Park and Recreation Director.)
 - g. Any team using an ineligible player (not registered with the team) will forfeit all games the player played in.
 - h. Teams stay with the manager. Change of manager must be submitted to the Park and Recreation Department in writing.

3. Schedules
 - a. Schedules will be handed to managers at the Manager's meeting.
 - b. Managers will be sent league schedules, which will also be posted on the Greendale Park and Recreation website: gpr.greendale.k12.wi.us.
 - c. The Department will schedule all games.
 - d. The number of games played by each league will be determined by the Park and Recreation Department and based on the number of registered teams in each league.
 - e. The first named team on the schedule will be the "home" team and will sit on the first base side benches.

4. Uniforms
 - a. Uniforms or hats are not required.
 - b. Metal cleats are not allowed.
 - c. If metal cleated/spiked shoes are discovered, they must be removed from the player's shoes or the player will be ruled ineligible for participation.
 - d. Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game.
 - e. Medical alert bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body so the medical alert information remains visible.

5. Game Balls & Bats
 - a. Game Balls
 - i. A new game ball will be provided by the Department for each game.
 - ii. Each team must use their own ball when playing in the outfield.
 - iii. Leagues will use Restricted Flight – 2 balls: (.52 core ball/compression composite)

b. Bats

- i. All bats must have an aluminum/aluminum alloy barrel. Composite handles are allowed, but barrels must be aluminum/aluminum alloy. Bats must be single or double wall with aluminum barrels.
- ii. All bats must conform with the approved/non-approved bat list published by USA Softball. The official list of USA Softball/ASA approved/non-approved bats is available on the Park & Recreation Website and will serve as the master list. Per USA Softball/ASA: bats, "shall be free of burs, dents, cracks, sharp edges, rattles and show no signs of excessive wear."
- iii. Bats will be stickered early in the season (first 2 weeks). Any manager wanting additional bats to be stickered after the first two weeks MUST send an email to Kelly Schmidt (kelly.schmidt@greendaleschools.org) at the Park & Rec office one week in advance of preferred use to make arrangements for stickering.
- iv. Note – Managers are in charge of reminding their roster players (and subs) that non-stickered bats are illegal.
- v. The umpire will have final authority if any bats are suspected to be non-compliant.
- vi. Indistinguishable bats will also be considered banned for league play.
- vii. Penalty for use of banned, loaded, doctored or altered bats:
 1. First offense - Any player/team caught using an illegal bat will forfeit the game and, the owner of the bat and/or player that used the bat will be suspended from the next two games.
 2. Second offense - Any player/team caught using an illegal bat will forfeit the game immediately and the player and manager/coach will be suspended for three games (on top of any other suspensions that might be occurring).

6. Community Center Softball Fields

- a. Pitching distance will be 50 feet.
- b. Batter boxes may or may not be marked. Batter box area will be in the opinion of the umpire. (Check ASA rules for clarification)
- c. Base path will be at 65 feet.
- d. All players and equipment such as bats, gloves, etc. must be within dugout limitations and behind fences. Penalty according to ASA rules.
- e. Dead ball area will be the line from the end of the fence extended straight out.

7. Umpires

- a. If for some reason there is no umpire present at the start of the game, the two teams must agree to a temporary substitute and begin play. Those games will not be rescheduled and will count in standings. No protests accepted when using substitute umpires selected by teams.

8. Rules

a. Warm-Ups

- i. Warm-up bats - No bat rings. Only 2 bats allowed (2 official softball bats or 1 lettered warm-up bat and 1 official bat).
- ii. Batting practice before games should take place at the end of the fence in foul territory. No batting practice until both games are over.
- iii. There will be no infield practice between any games or before the 1st game.
- iv. No team shall take to the outfield for practice if there is a game still being played on the other diamond.
- v. Failure to acknowledge this rule will result in forfeiture of that team's game.
- vi. No warm ups will be allowed on the sidelines except if past the sideline fence extension. This will be enforced by the umpire and/or Field Supervisor.

- vii. Umpires will review ground rules and inspect bats prior to the start of the game with team managers.

b. Players & Teams

- i. Ten players constitute a team
 - 1. A team may start with, or end with, at least 9 players.
 - 2. If an injury occurs, the team may continue with eight players - record an out at point where injured player would bat in lineup.
 - 3. Any time that the team drops below eight players, the team is penalized the game, it is ruled a forfeit, (however the forfeit fee will not be imposed).
- ii. Teams may bat ALL players attending their game.
- iii. Re-entry rules to the batting order will apply.
 - 1. Note – Should a player leave the game due to injury and be unable to bat, their team will not be penalized an out at their spot in the batting order.
 - 2. However, if that player misses an at-bat, they are not able to re-enter the game defensively. Only 10 players play defense.
- iv. Teams must present a lineup of at least nine players before the start of the game, or will forfeit.
 - 1. There will be a 5-minute grace period prior to such forfeitures; 5 minutes after scheduled game time.
 - 2. The 5 minutes will be deducted from the playing time. Umpire's watch will be official.
 - 3. Umpire has discretion to allow another inning of play if the team that was late is ahead at the end of the regulation time limit.
 - 4. In case of a forfeit, the team will be assessed a \$25.00 fee payable at the Recreation Department prior to the next scheduled game. On a forfeit, the umpire will not work the game. If a team is short of a full roster, roster substitutions from another team may be made pending the approval of both managers and game umpire, umpire has final decision.

c. Game Play

- i. A pitch must have a perceptible arc and reach a height of at least 6' from the ground while not exceeding a height of 12' from the ground.
- ii. Thursday leagues will operate with 2 called strikes, or 1 swinging strike. 3 called balls constitute a walk. Balls that hit the mat or home plate will be called a strike.
- iii. No stealing allowed.
- iv. Overthrows
 - 1. All overthrows that stay within the dead ball fence area will be playable.
 - 2. All overthrows outside of the dead ball fence area will be according to ASA rules.
 - 3. When using CC #3, a ball hit into the wooded area is considered in play. Any ball contacting the trees on CC #2 will be a dead ball.
- v. Sliding – the major concern related to the issue of sliding is focused on the dangers of crashing into a fielder (be it the catcher OR any other fielder).
 - 1. At NO TIME, may a base runner flagrantly run, block, roll, and/or crash into a fielder. Persons will be penalized to the maximum degree - PENALTY: Runner declared out, 3 (three) years' suspension.
 - 2. We encourage base runners to slide when it is appropriate and not to slide when it isn't.
 - 3. Plays at the plate will not require an "automatic slide" situation.
 - a. Persons may not make ANY attempt to jar a fielded ball or break-up a play AT ANY BASE.

- b. Base runners must slide directly to the base they are advancing to OR AVOID ANY CONTACT BEYOND INCIDENTAL by running “around” (and remain within the required baselines) a fielder attempting a put-out.
 - c. A runner MAY NOT JUMP or HURDLE to avoid a tag (will be called out).
 - 4. FIELDERS (in particular, CATCHERS): remember that you must not OBSTRUCT any base runner. Fielders must stay clear from the base runner UNLESS they are in possession of the ball attempting to make a put-out.
 - vi. Courtesy Runner Rule
 - 1. Each inning, one player may be designated as requiring a courtesy runner.
 - 2. The courtesy runner will be the last player out or the last batter if needed in the first inning (when an out hasn’t been recorded yet).
 - 3. Should the designated player suffer an injury requiring them to leave the game, another player may take on the designation.
 - 4. One additional courtesy runner designation may be added mid-game should a player suffer an injury and both managers and umpire agree.
 - vii. Interference
 - 1. Fielding interference that occurs from other ball fields, the umpire's opinion can and may award bases.
 - viii. Appeals
 - 1. 3 major types
 - a. Missing a base.
 - b. Leaving a base on a caught fly ball before the ball is first touched.
 - c. Batting out of order.
 - 2. The umpire will call time.
 - 3. The umpire will call safe or out.
 - 4. Appeals cannot be made after a pitch.
 - 5. Any infielder can make an appeal.
 - ix. No new innings will start after the 50-minute time limit except in case of a tie. Umpire's watch will be official.
 - x. Extra Innings
 - 1. If at the end of the time limit (or 7 innings if completed before the time limit is reached) the score is tied, one additional inning will be played in an attempt to break the tie.
 - 2. If the game remains a tie after the additional inning, the game shall be counted as a tie and 1/2 win and 1/2 loss recorded.
 - xi. Slaughter Rule
 - 1. Any team having a 13-run lead at the end of 5 innings or the away team at the end of any other inning, or the home team in the bottom of an inning will be declared the winner.
 - 2. If the home team scores enough runs to enact the slaughter rule in the bottom of the inning, the game will be stopped at that point.
 - xii. It is the responsibility of team managers to “sign-off” for the correctness of the final score. This procedure must take place immediately after the game. Once submitted, SCORE SHEETS WILL STAND (SIGNED OR UNSIGNED). NO EXCEPTIONS WILL BE MADE.
 - xiii. All other rules will follow ASA bylaws.

9. Protests

- a. All protests must be submitted in written form to the Greendale Park and Recreation Department within 48 hours after scheduled game time.
- b. No protests will be accepted on umpire judgment calls.

- c. The Recreation Supervisor will review protests and a decision made within a reasonable amount of time and related to the parties involved.
- d. The Department requires a \$25.00 protest fee to accompany the written protest. If the protest is upheld, the \$25.00 will be returned; if the protest is denied, the \$25.00 will be forfeited.
- e. In order for a protest to be official, notification of intent to protest must be made in accordance with ASA rules and recorded on the score sheet.
- f. Any disputes over eligibility of players must be brought to the umpire's attention by the manager of the protesting team at the field, and at time of the infraction, and followed up, in writing, to the Park and Recreation Department within 48 hours.
 - i. Ineligible Player Inquiry: If a manager questions a player's eligibility, it must be requested, at the field, to the umpire at game time.
 - 1. Umpire notes protest on the score sheet.
 - 2. Umpire calls the player (whose eligibility is under review) to home plate.
 - 3. Umpire has the player circle their name on the master sign-in roster and on the back side of score sheet, have the player
 - a. Print their name with middle initial
 - b. Address & City, State, Zip
 - c. Home phone
 - d. Work phone
 - e. Birthdate
 - f. Provide a driver's license and write the license number down.
 - 4. Manager must follow-up to the Park and Recreation Department per league rules.

10. Behavior

- a. Any players, for any reason that are ejected from a game, will be automatically suspended from the next played game. However, the umpire has the discretion to determine whether it was a flagrant cause and whether the next game suspension will be enforced. Umpires, managers and players (or player) will be notified of this one game suspension.
- b. If for any reason a player is ejected from a game for the 2nd time in a season, he will automatically be suspended from any Greendale Park and Recreation Department leagues for the duration of the season.
- c. All decisions will be made by the Park and Recreation Department Director and may be appealed to a hearing committee (consisting of one player, one umpire and one manager) set-up by the Director.
- d. The five reasons for automatic ejection are swearing, alcoholic beverages, throwing a bat, intentional rough play, or touching an umpire.
- e. In the case of maliciously throwing the bat, a player, after due process, will receive an automatic suspension for the remainder of the season and a 1-year (14/15 games) suspension the following year. A player or players will have 48 hours after the League Manager's decision in order to request an appeal hearing.
- f. All program participants (managers, team members, team supporters) are expected to respect, abide, and behave in accordance with the decisions rendered by the umpires. Persons found guilty of violating this policy will be dealt with accordingly.
- g. The Greendale Park and Recreation Department supports a "zero tolerance" policy in regard to any actions by managers, team members, and team supporters deemed verbally or physically threatening towards umpires or field staff.

11. Inclement Weather

- a. In the event of threatening weather, call the Park and Recreation Department at (414) 423-2803 after 3:30pm. to confirm the schedule. Only if games are canceled will there be any reference to softball game status. Managers should also monitor their email for updates to share with team members.

- b. All attempts will be made to reschedule rainout games. In case of a rainout, make-up double headers may be scheduled.
- c. If a game is rained out on the last meeting of teams, a time will be scheduled by the Park and Recreation Department at the end of the season if the outcome will have a bearing on the awarding of t-shirts.
- d. In case of a rainout, the game will be suspended from point of play and continue at a later date. It is the manager's responsibility to make sure the umpire-scorekeeper has the right situation written on the score sheet. Whether the game will be made-up to 5 or 7 innings will be up to the discretion of the Department Director and based on whether it is involved in doubleheaders or not.
- e. Lightning/Thunder Delays - any time lightning is seen or thunder is heard there is a 30 minutes delay which restarts every time lightning is seen or thunder is heard. Do not wait under the pavilion.

12. Injury

- a. In case of injury, the umpire will mark the time, with the exception of a blood borne ruling.
- b. The Department, School District, or the Village of Greendale, does not provide hospital/medical insurance coverage for people participating in any sponsored activities. Participants are encouraged to obtain their own insurance prior to, and for the duration of, the activity they participate in.

13. League Standings

- a. Standings will be updated every week and posted on the department website (gpr.greendale.k12.wi.us).
- b. Tie breaker for league standings will be the following criteria (in order):
 - i. Head to head
 - ii. Runs allowed
 - iii. Runs scored
 - iv. Coin Toss

14. Awards

- a. T-shirts will be awarded individually for 1st place and 2nd place finishes (in end of season tournament) in the 9-10 team leagues (1 per registered player up to 18) and to 1st place team finisher (tournament) in the 5-6 team league.

Additional Co-Ed Softball Rules

1. Players/Teams

- a. Ten players constitute a team (5 men and 5 women-Pitcher (F1), Catcher (F2), First Baseman (F3), Second Baseman (F4), Third Baseman (F5), Shortstop (F6), Left Fielder (F7), Left Center Fielder (F8), Right Center Fielder (F9), and Right Fielder (F10));
- b. A team may start with, or end with, at least 9 players (there must be a minimum of 5 women). If the game begins with nine players and the tenth player arrives late, that person must bat in a rotating (women/men) position.
- c. If a team has more men than women, upon mutual agreement of **BOTH** team managers, play may begin without a forfeit.
- d. If an injury occurs, a team may continue with eight players - record an out at point where injured player would bat in lineup.
- e. Any time the team drops below eight players, the team is penalized the game, it is ruled a forfeit, (however the forfeit fee will not be imposed).
- f. If there are more of one gender than the other, you can bat ALL players as long as the males and females take turns batting.
- g. If there are 9 players (5 guys and 4 girls) lead off and 9th spot will be of same gender

- h. Should a player leave the game due to injury and be unable to bat, their team will not be penalized an out at their spot in the batting order. However, if that player misses an at-bat, they are not able to re-enter the game defensively.
- i. Teams must have two males and females in both the infield and outfield and one male and female as pitcher and catcher.
- j. Fielder may not switch positions once the inning has started, except they may switch to replace a pitcher, or in case of an injured player. Free substitution of players is allowed.
- k. Players of the team in the field may be stationed anywhere in fair territory, except the catcher, who must be in the catcher's box, and the pitcher, who must be in a legal pitching position at the start of each pitch.
- l. Outfielders may not occupy the infield (no closer than 25' of the outer edge of the infield-edge of the outfield grass) until after the ball has been hit.

2. Game Play

- a. The Co-Rec league will operate with 2 called strikes, fouls or missed strikes or any combination of for the women.
- b. 2 called strikes, one swinging strike or one foul ball will be used for the men.
- c. 3 balls will constitute a walk for all batters. All pitches that are within the height restrictions (6-12') and hit home plate or the mat will be called strikes.
- d. Any male batter who is walked, gets an automatic two (2) bases. The next batter, a female, must hit.
- e. If a female gets a hit in the outfield there can be no throw out at first. **(*New this year)**
- f. No bunting or chopping of the ball.
- g. Courtesy Runner Rule
 - i. One player of each gender per inning may be designated as requiring a courtesy runner.
 - ii. This must be agreed upon by both managers and the game umpire before the start of the game.
 - iii. The courtesy runner will be the last same gendered player out.
 - iv. Should the designated player suffer an injury requiring them to leave the game, another player may take on the designation.
 - v. One additional courtesy runner designation may be added mid-game should a player suffer an injury and both managers and umpire agree.

It is the responsibility of the managers to familiarize themselves, the team, and all players with the rules and regulations as set forth in the previous pages. It is also their responsibility to abide by these rules and control the actions of their players at all times. Ignorance of the rules will not excuse you or your players.

