RICHMOND PARKS & RECREATION DEPARTMENT
2014 SOFTBALL LEAGUE RULES

Rosters & Eligibility

1. Each team must submit their roster to the Park Office before the registration deadline of **April 4th**. **A roster must include: team name; captain's name, address, and phone numbers (home and work); and each player's printed name, signature, complete address, home phone number, and age. All signatures on the form must be in ink.** (Rosters may be signed at the ball diamond before a player plays in their first game)

2. All players must be eighteen (18) years of age or older **and** out of high school.

3. **NO** deletions may be made to the roster until the following dates:

   Industrial League /May 12- May 16 Commercial League / June 2- June 6
   Mixed Leagues (Thurs.) / May 26 – May 30

   All roster changes must be completed by 12:00 Noon the last day of the open roster period. No players may be added after these dates. Plan ahead; include any substitute you may need for the rest of the season.

   --A player may be deleted from the roster with a medical excuse written by a doctor, after the team has forfeited one game for not having eight (8) players to start a game and before the postseason tournament. A substitute may be put on the roster in their place. This must be done at the same time the medical excuse is submitted to the Park Office. The person deleted from the roster is ineligible to play for the remainder of the season and postseason **(all teams/all leagues)**.

4. Additions to the roster must be made **in person** (no exceptions - no excuses) by the new player. He/She must fill out and sign their name to their new team's original roster form. Player deletions from a team's roster may be made over the phone (# 983-7275) *only by the team captain.*

5. A player may not play for two teams in the same league. A player may move to a different team; however, he/she must be removed from one roster before he/she can be placed on another, and may not play for two different teams in the same league during the same week.

6. Any eligible player on the final roster may play in the post-season tournament no matter how many games he/she played during the regular season.

7. **Industrial League only: All players must be full-time employees** of one company; one city, county, state, or federal government; or one military installation. This includes:
   a. A player must have been continuously employed by the company on a full-time basis since **April 1** of this year.
   b. A player must work the minimum number of hours per week normally worked at the industry by a full-time employee.
   c. A player must receive payment directly from the company. No employees from a temporary service will be eligible.
   d. A player who has established seniority on the job and is temporarily laid off (must have worked sometime in 2014), may continue to play in the Industrial League if he/she does not secure full-time employment with another business associated with the league.
   e. A player who quits, is fired, or is no longer employed may not continue to compete.
   f. In case of a complete factory shut-down, members of that factory roster shall be allowed to finish the season while working elsewhere.
   g. Employment will be verified before the start of the season.

   If any of your players do not qualify, the player cannot play in the Industrial League. The team may play in the Commercial League.

8. A team will forfeit the game in which an ineligible player has been caught participating in. In addition, the captain of the team will be suspended for one (1) game and the ineligible player will be suspended from **all leagues** for the remainder of the season, including tournament play. If a captain is suspended for a second offense in the same league, he/she will be suspended from that league for the remainder of the season, including tournament play.

General Rules

NSA Softball Rules will be used with the exception of the following league rules:

1. Game times will be indicated on the league schedule. A team failing to field a team within ten minutes of the scheduled starting time (not from the end of the previous game) will automatically forfeit the game. A team forfeiting any three games during the season for not having enough players to start the game, will immediately be dropped from the league with no refund, and will not be eligible for tournament play.

2. No new inning will start after 1 hour from the first pitch of the game. The home plate umpire will keep track of the official time. Any stalling will draw a warning, then a forfeit.

3. Games that are tied at the end of regulation will be continued for one inning, with every batter starting with a 3 balls, 2 strikes count. The player who made the last out of the previous inning will begin the inning on second base. If at The end of the inning the game is still tied, it will remain that way and the game is over.

4. A team must have a minimum of 8 players to start or to continue a ball game, or the game will be declared a forfeit. There is a maximum of 10 players on the field at a time.

5. When a team starts a game with 8 or 9 players (no out will be declared for the empty batter's spot), the team may add a ninth and tenth player at any time during the game. An added player shall bat last in the batting order. In order to use an EP (extra player), a team must start with 11 players (12 for mixed).

6. If a player is lost for any reason and cannot be replaced, an out will be called when his/her spot comes up in the batting order. A player who leaves the game so a team must play short-handed, may not return.

7. The second team listed on the schedule is designated as the HOME team. The home team will be responsible for keeping the official scorebook. Both teams should make their line-up available to the other team 10 minutes prior to game time, and inform each other of line-up changes during the game. Changes to the starting line-up may be made without penalty until the game begins.

8. Games are to be seven innings in length OR the one (1) hour time limit, whichever comes first. Extra innings may be played if time allows. **At the end of four complete innings of play (3-1/2, if the home team is ahead), the 20-run rule is in effect, the 10-run rule is in effect after five innings (4-1/2, if the home team is ahead).**

9. Rain-out games of less than five innings (4-1/2, if the home team is ahead) will be rescheduled and started from the beginning. Any game interrupted after the end of five complete innings (4-1/2, if the home team is ahead) will be final. The umpire(s) will have the final decision.

10. Teams should be warmed up and ready to play at game time. No warm-up time will be given on the field (except before the first scheduled game time, and in the outfield). At no time will teams warm up on the infield!

11. One (1) warm-up pitch will be allowed between innings. Before the first inning, and when a new pitcher enters the game, three (3) pitches will be allowed. Any additional pitches will be declared a ball to the batter, unless the umpire has not called the batter to the plate. The warm-up pitch(es) must be made in a timely manner and prior to the umpire calling the batter to the plate.

12. A batter will start each turn at bat with a 1 ball - 1 strike count.

13. At the beginning of an inning, after an out, or a play has finished, the ball must be returned directly to the pitcher and cannot be thrown around the infield. **ONE WARNING WILL BE GIVEN BT THE UMPIRE. If the ball is then thrown around the infield, the next batter will be given an intentional walk.**

14. **Only rubber cleats** may be worn. Absolutely **NO metal spikes!**

15. The Richmond Parks and Recreation Department will show complete support to the umpires of the softball leagues.

16. **Mixed League:**
    a. Teams may play with the following combinations: (5 males and 5 females) or (4 males and 5 females) or (4 males and 4 females). At no time during the game shall the number of men exceed the number of women.
    b. Defensive positions shall include 2 males and 2 females in the outfield, 2 males and 2 females in the infield, and 1 male and 1 female in the pitcher-catcher positions.
    c. The batting order must alternate male-female (or female-male). Exception: If a team uses four men and five women, the team must bat two females back to back in the ninth and first batting order positions.
    d. Any walk to a male batter will result in a two base award. The next batter (a female) will bat. EXCEPTION: With two outs, the female batter has the option to walk or bat.
    e. A male batter will use a 12-inch softball yellow optic black stitch (**MSP 44/400 or 52/275**), and a **female batter will use an 11-inch softball (GWSP 47). ALL BALLS MUST BE STAMPED N.S.A. approved**

17. **BATS**
    The attached list of bats are banned from play unless they contain the NSA re-certification mark: (**LIST SUBJECT TO CHANGE AS UPDATED BY N.S.A.)**

General Information

1. Uniforms: It is recommended that all players on a team wear the same color shirt.

2. Softballs: When your team supplies a new softball or a good used softball, you need to use an approved softball. This season we are using 12 inch –yellow optic black stitch MSP 44 / 400.0 lbs max or 52/275 softballs. And must be stamped **N.S.A approved.**

3. The home team must furnish a new approved league ball. The visiting team must furnish a good used ball. In case of a lost ball, the home team must furnish a good used ball, then the visiting team, etc.

4. The teams must keep the bats in order and away from the home plate area.

5. Only players, managers, and scorekeepers shall be allowed on the playing field during a game. Children are to be kept off the playing field.

6. No softball games will be postponed or rescheduled unless approval is given by the Sports/Fitness Coordinator. Changes to the schedule will be very limited after the schedule is printed.

7. A team must protest a player's eligibility **after the first pitch of the game** and before the last pitch of the game. When a team is protesting a player's eligibility, the home plate and base umpires must look at a valid driver's license to verify the person's identity. The umpires will look even if they know the person. If the protest can be handled at this point it will be ruled on by the umpires. If the protesting team wishes to pursue the matter further, the following rule (#8) must be followed.

8. In case of a protest, the team captain must notify the plate umpire, base umpire, and the opposing captain at the time of the incident. The point of protest will be noted in the official scorebook by the home team. The protesting team must file three (3) typewritten copies of the protest accompanied by a $75.00 protest fee, by 4:00 p.m. (12:00 Noon during the tournament) of the following work day to the Glen Miller Park Office. If a team is protesting a player's eligibility, the $75.00 fee is not required. In the event the protest is denied, the fee will be forfeited. If the protest is upheld, the fee will be refunded. Protests based on an umpire's judgement will not be considered.

9. It is the captain's responsibility to contact the Parks and Recreation Department to find out if games have been postponed due to inclement weather. Call **983-7280 after 3:30 p.m.** for a recorded message, or listen to FM 101 and Kicks 96. If there is no message, assume the games will be played. Then the decision will be made by the umpire(s) at game time.

10. Tie-Breakers: The champion of each division will be determined by the team having the highest percentage of wins throughout the entire season of play. The tie-breaker will be as follows:
    a. forfeits during head-to-head competition. Team forfeiting loses tie-breaker.
    b. head-to-head record
    c. run differential (head-to-head)
    d. play-off game (for first place only)

11. Teams will be seeded in the post-season tournament by division and then by final standings.

UNSPORTSMANLIKE CONDUCT RULES

1. After equipment check of softballs and bats have been made by the umpire. And if an illegal piece of equipment is then used, the Captain will be ejected for the remaining portion of that game. If a second infraction of the same occurs at any time, the Captain will have a two game suspension.

2. No smoking is permitted on the softball field at any time (this includes the dugout area).

3. **Casual profanity** shall not be used. These are loud, audible expletives not directed at umpires or opposing players. Players that throw a bat will be affected by this rule.
   a. If a batter or base runner uses profanity, then reaches base safely, he/she will be called out.
   b. If a batter or base runner uses profanity, then is ruled out as a result of the play, the next batter will be called out. If the out made by the batter or base runner is the last out of the inning, the first batter of the next inning will be called out.
   c. If a fielder or coach uses profanity, then the next batter for that team will be called out.
   d. In b) and c) where the next batter is called out, he/she will not bat.

4. Anyone ejected from a game for any of the following reasons **will** be suspended for the next game and **may** be suspended for a longer period of games, the remainder of the season, or a permanent suspension from all activities conducted at any time by the Parks and Recreation Department.
   a. Unduly questioning or disputing a judgment call.
   b. Profanity, obscene gestures, or disparaging remarks on the field, bench area, or surrounding area.
   c. Unsportsmanlike conduct.

-- If an individual is ejected from a second game in the same league, he/she will be suspended from that league for the remainder of the season, including tournament play.

-- If three participants (players, managers and coaches are considered participants) from the same team are ejected from the same game, the game is over and will be declared a forfeit to the other team.

-- Anyone ejected from a game for any reason must leave the park immediately. Failure to do so will result in a two game suspension.

5. Any player, coach, or spectator causing, directly or indirectly, any attack (physical or verbally) on anyone (umpires, spectators, players etc.) before, during, or after the game, or in the vicinity of the game site, will subject him/herself to suspension including permanent suspension from all activities conducted at any time by the Parks and Recreation Department. These would include, but are not limited to, the following:
   a. Fighting.
   b. Bumping, pushing, or grabbing.
   c. Swinging or striking at (no contact is necessary).
   d. Throwing a ball or any object at an umpire, player, or spectator.
   e. Required physical restraint to keep one from attacking another.
   f. Profanity towards umpires, players, or spectators.

-- **Charges may be brought against them, by the Parks and Recreation Dept.**

6. The umpires will report to the Parks and Recreation Department all persons that are ejected for any reason. The player and the team captain will be informed as to the length of the player suspension and when the suspension will begin.

7. No alcohol is permitted on park property at any time! Persons caught drinking on park property or under the influence of alcohol while on the playing field or in the dugout will be suspended for the remainder of the softball season and may have charges brought against them, by the Parks and Recreation Dept.

8. Any player deemed by the umpire, who intentionally is trying to hit a player while batting, sliding into, or throwing the ball at, to inflict bodily injury will be called out and suspended for the remainder of the season including tournament play. The Captain of the team will also be suspended for the remainder of the game and the next scheduled game. The second infraction of this rule by a team will result in the entire team being removed from the league. If the second infraction occurs during the last game of the regular season, or tournament play. The entire team and members will be banned from play during the next season.