

MCKINLEYVILLE PARKS & RECREATION

A DIVISION OF MCKINLEYVILLE COMMUNITY SERVICES DISTRICT

Co-ed Wood Bat Softball League

RULES & REGULATIONS:

TEAM ROSTER

A team roster may include no more than sixteen (16) players. All rosters and release forms must be turned in prior to your first game.

GENERAL RULES:

1. All games will be played under Official ASA Slow Pitch Co-ed Rules with the exceptions noted in these Rules.
2. Batters will start each at bat with a 1 ball and 1 strike count. Batters are allowed one foul ball after the second strike. A second foul ball with two strikes will result in the batter being called out.
3. 10 players may play the field, **2** of which **must** be women.
4. A team must have eight (8) players to start and finish a game, but not less than seven (7) if a player is injured while playing. If a team takes the field with less than 10 players, at least 2 must be women.
5. If a player is ejected, you may play with one less than you started with. If more than one person (Coach and/or Player) are ejected, the game is a forfeit, even if substitutes are available.
6. If after the game starts player(s) leave voluntarily, play will continue without penalty as long as eight (8) legal players are available to play. NOTE: Teams can finish a game with as few as 7 players if due to injury.
7. Optional Extra Player(s) (EP) Rule is in effect. If the EP(s) Rule is used, you list all players batting on the scoring sheet in the regular batting order. Any 10 may play the field at anytime. However, the batting order never changes.
8. A game that is tied at the end of an inning shall be continued by playing additional innings until one side has scored more runs than the other at the end of a complete inning, or until the team second at bat has scored more runs in it's half of the inning.
9. **After (65) minutes of playing time, no new inning will begin. If one team is ahead after a complete inning of play, regardless of the number of innings played, the game is official.** NOTE: Delays resulting from rain, injury to player, or protest will not be included as playing time. If the home team is at bat and the time expires, the game will be called if the home team is ahead in the score.

UMPIRES:

1. There will be one umpire scheduled for each game.
2. **Umpires are instructed to discuss matters with the coach or manager only.**
3. The umpire is the representative of the league, and as such, is authorized and required to enforce each section of these rules.
4. The umpire shall have the authority to make decisions on any situations not specifically covered in the rules.
5. There will be no appeal on any decision of any umpire on the grounds that he/she was not correct in his/her conclusion as to whether a batted ball was fair or foul, a base runner safe or out, a pitch a ball or strike, or on any play involving accuracy or judgment; and no decision

rendered by any umpire will be reversed except when he/she is convinced it is in violation of one of these rules.

6. In case the manager, acting manager, or captain or either team seeks reversal of a decision based solely on a point of rules, the umpire whose decision is in question will, if in doubt, confer with his/her associates before taking any action, but under no circumstances will any player or person other than the manager, acting manager, or captain of either team, have any right to protest any decision and seek its reversal on a claim that it is in conflict with these rules.
7. The umpire shall have complete authority over the game and the players thereof, and may expel any player, coach, or spectator from the field for unsportsmanlike conduct of a gross and will nature, or for cursing at the officials or opponents.
8. **Anyone who is ejected for any reason must sit out for the remainder of the game. It is the Manager's responsibility to enforce this rule. If the person is ejected and does participate in the game, the game will be forfeited and both the original player and the Manager must sit out for the remainder of the season.**
9. The umpire shall have the authority to ask any player, coach, or spectator to leave the facility if deemed necessary.
10. If a player commits an intentional, flagrant or malicious act, he/she will be suspended. The length of suspension will be determined by the umpire, based on the incident for which the player is involved.
11. Fighting will result in expulsion from the league.
12. Any player, coach or fan who verbally abuses, physically touches, pushes, threatens physical harm or strikes an official, score keeper, or supervisor will be expelled for the remainder of the season.
13. In the case where an umpire expels a player and such player refuses to leave the field within two (2) minutes after expulsion, the umpire shall forfeit the game to the opposing team.

SCORE KEEPERS

1. The home team is required to provide an official scorekeeper. Each half inning the official scorekeeper is to report the score to the umpire who in turn will announce the score to **BOTH** teams and record the score on the official score card. Score appeals must be made before the next pitch of the next half inning. After this, the score becomes official and **CANNOT** be appealed, protested or changed.

LINE UPS

1. Your line-ups must be written and made available upon request (10) minutes before your scheduled game time. **Line-ups must list last name followed by first name (Smith, John).** Changes may be made until game time without penalty. If the previous game is late, your game time starts five minutes after the previous game's conclusion. **Delays in getting line-ups count as game time.**

HOME RUN RULE:

1. Each team is allowed three (3) "free" home runs. After a team has hit three home runs a Home Run Equalizer Rule is in effect (field 4). Each over-the-fence home run after the first three "free" home runs (field 4) in excess of one more than the opponents will result in a one base award. Existing base runners must be forced to advance to the next base.

UNIFORMS AND EQUIPMENT

1. Uniforms for each team shall consist of shirts of same color. Numbers are not required on uniform jerseys.
2. Ball caps, visors and headbands are optional for players.

3. No cut-off shorts or bathing suits allowed. Softball shorts (coaching type) or long baseball-type pants are recommended.
4. **No steel cleats** may be worn. Shoes must be worn at all times.

CASTS/PROSTHESES:

1. All casts, splints, and braces must be padded. Prostheses may be worn. Any of this equipment judged by the umpire to be dangerous is illegal.

JEWELRY:

1. Exposed jewelry, which is judged by the umpire to be dangerous, may not be worn during the game. NOTE: Players will be asked to remove jewelry if judged to be dangerous. If they fail to do so, the player will be ejected from the game. If an umpire does not request certain jewelry be removed the McKinleyville Parks and Recreation Department is not held responsible for any injury that may occur. This rule is only enforced to assist players in recognizing hazards.

BATS:

1. See Rule 3 Section 1 of the 2016 ASA GUIDE & PLAYING RULES for specific guidelines.
2. **PLAYERS MAY ONLY USE ASA APPROVED WOOD BATS.**
3. Women players may use an ASA APPROVED metal bat upon approval of both managers and the umpire before play begins.

SOFTBALLS:

1. McKinleyville Parks & Recreation will provide one (1) new softball per game. Each team must provide any additional balls to be used while their team is batting. All softballs **MUST** comply with **Rule 3, Section 3** of the 2016 ASA Rules of Co-ed slow-pitch Softball.
2. A 12" ball will be used for male batters and an 11" ball is optional for female batters. (12" ball may be used for all players if both teams agree)
3. **No other equipment is provided by MCSD.**

GAME TIME IS FORFEIT TIME:

1. If the minimum number of players (8) is present the game shall begin. There will be no grace period for game times. However, if the previous game is running late, your game time starts five minute after previous game's conclusion. Player(s) arriving late can be added **AT THE BOTTOM OF THE BATTING ORDER** when he/she is physically present. After the batting order has gone around, no other player can be added to the batting order.

PLEASE KEEP YOUR DUGOUT CLEAN:

1. All teams are required to clear their dugout promptly at the conclusion of game to ensure the next game starts in a timely fashion. Team meetings shall be held outside of the playing field.

Note: Dogs are not allowed anywhere in the Hiller Sports Complex.
(Only service dogs are allowed)