

Coats Recreation Adult Co-ed Softball League Rules

I PURPOSE

The purpose of the League is to provide Coats residents and members of the surrounding community the opportunity to play softball. The League will promote, and regulate competitive play and good conduct among affiliated members. Coats Parks and Recreation, as governing organization, will develop and administer rules that will uphold these standards.

II MEMBERSHIP

All teams must be approved by the Parks and Recreation Department and must comply with all rules and regulations as set forth by the department. Each team must submit a team roster form and wavier, signed by all players, the end of registration. Any player or coach forging names on a team roster or waiver will automatically be disqualified from participation in the program for one (1) calendar year from the point of discovery.

III GENERAL

All authority not covered in these Rules and Regulations shall be invested in the Coats Parks and Recreation Department. The department will have jurisdiction over all coaches and players. Amendments may be made to these rules by the department as circumstances dictate.

IV BY-LAWS

1. REGISTRATION AND ELIGIBILITY

- 1.01 All participants must be eighteen (18) years of age by the start date of the league.
- 1.02 Teams using ineligible players will be subject to forfeiture of games in which ineligible players have participated.
- 1.03 Team rosters are limited to 16 players.
- 1.04 Team managers are responsible for the enforcement of and adherence to all eligibility rules and submission of a final completed team roster.
- 1.05 The deadline to add a player to your roster will be May 28th. After this date, a player may only be added to your roster with prior approval from the Park Director. All waivers and fees must be signed and paid before a team or player is eligible. Roster changes may only be made at the discretion of the Recreation Director.

2. RULES

- 2.01 Any rule not specifically covered in these local rules will be governed by the official USA softball playing rules.
- 2.02 In this Coed league, all batters go to the plate with one ball and one strike.
- 2.03 An out is called after a third strike, including a foul ball that is hit after two strikes.
- 2.04 Pitching distance will be set at 46'. The base length distance will be set at 60'.

- 2.05 A maximum of five (5) over the fence home runs will be allowed per game per team. After reaching this maximum, all other hits over the fence will be called an OUT and runners on base MAY NOT advance. No player shall be removed from the game for excessive home runs.
- 2.06 This league may make use of an extra player (EP), not a designated hitter (DH). If an EP is used, it must be made known prior to the start of the game and be listed on the line up sheet in the regular batting order. Failure to complete the game with all batters listed on the line up as a result of an ejected player results in an out being scored each time the vacated EP position comes to bat. If all players cannot be used due to injury or illness, the batting position is skipped over with no out being given. When an EP is used, all 12 on the starting line up must bat and any 10 of those 12 may play defense. The EP may be substituted at any time but the batting order must stay the same. The substitute must be a player who has not yet been in the game.
- 2.07 Runners will be called out if they remain on their feet and crash into a defensive player attempting to make a play on the runner and holding the ball or receiving the ball.
- 2.08 Fielder Regulations – Pitcher and catcher need to be of the opposite sex, two females / two males in the infield, and two females / two males in the outfield. Base stealing is not permitted.

3. PLAYING TIME

- 3.01 A game may begin with eight (8) players. NO OUT will be assessed for the missing ninth or tenth position. A team failing to place at least eight (8) eligible players on the field at game time will forfeit the game. Starting time shall be as indicated on the playing schedule.
- 3.02 After the game begins up through the third inning, you may add up to the tenth (10) player by adding to the bottom of the batting order.
- 3.03 Any player may be substituted for or replaced and re-entered once, provided the players occupy the same batting position in the batting order. The starting player and their substitute may not be in the line-up at the same time. If the player re-enters the game a second time or a player re-enters the game in a position in the batting order other than their original starting or substitute position, this is considered an illegal re-entry.
- 3.04 There will be a 10 minute grace period for the first game of the night ONLY. A team having eight (8) players present at game time must begin play immediately or the umpire, after fair warning, may forfeit the game.
- 3.05 Any team forfeiting two (2) games will be required to pay a reinstatement fee of \$70.00 in order to continue participation in the program. Forfeiture of three (3) games will result in expulsion from the League.
- 3.06 No new innings shall be started after sixty (60) minutes of playing time. If after the third out and there is still time remaining, the next inning shall start.
- 3.07 Games tied after sixty (60) minutes of play and/or seven (7) complete innings shall continue play until a winner can be declared.
- 3.08 Mercy rule = 20 runs after 3 innings, 15 runs after 4 innings or 10 runs after 5 innings.

- 3.10 Teams whose line-ups are reduced due to injury may continue play as long as they field eight (8) eligible players. Scorers will skip these positions in the batting order for the remainder of the game with no penalty incurred. An injured player may be replaced by anyone not in the current lineup. If a runner is needed, the last out for the team will substitute.
- 3.11 Teams whose line-ups are reduced due to ejection may continue the game as long as they field eight (8) eligible players. An out will be scored each time the vacated position comes to bat.

4. POSTPONED GAMES

- 4.01 For practice and game days, the Parks and Recreation Department will have the final decision on field cancellations. The weather hotline can be reached at 910-890-4946. Decisions will be made by 4:00pm.
- 4.02 Games that are suspended due to inclement weather shall be continued from the point of suspension as rescheduled by the Recreation Department.

5. PROTEST

- 5.01 The only legal protest is one involving the use of an ineligible player.
- 5.02 The team protesting ineligible players must notify the umpire at the time they suspect an ineligible player is participating. A recreation staff member will request a photo ID from the player in question to compare to the team's roster. Please make sure all players bring a photo ID to the games! Said player will submit his/her ID to the game manager immediately. If the game has already started, and a player is determined ineligible, their team will forfeit. If the game has not started, said player will be removed from the dugout and will become a spectator. If a player cannot show a photo ID, they will be removed from the game and a substitute will be allowed in their spot. No protests can be made after a game has ended.

6. EQUIPMENT

- 6.01 Each team shall furnish all team equipment necessary for each game. Coats Recreation will give each team a dozen balls at the beginning of the season.
- 6.02 The Parks and Recreation Department will schedule umpires for all games. However, the home team will be requested to provide the official book.
- 6.03 The penalty for use of illegal equipment shall be forfeiture of all games in which said equipment is used.
- 6.04 All bats should have the ASA stamp. Bats may be a maximum of thirty eight (38) ounces in weight and thirty four (34) inches in length. Titanium and cone grips are not permitted. For a listing of bats that meet these requirements, visit www.asasoftball.com. The user and/or the owner of an illegal bat used in a game will be expelled for the remainder of the season.
- 6.05 Game balls must be optic yellow in color and be ASA stamped. This league will use a (12) inch softball and must meet the requirements of a fifty two (.52) COR and three hundred (300.0 lbs) compression.

- 6.06 Each team will hit the ball that Coats Recreation provides. Each team must present a game ball to the umpire prior to the game. Umpires will check to insure the balls are legal. The opposing pitcher will keep the ball throughout the game and teams will exchange balls at the end of the game. When a foul ball is hit, the batting team is expected to have another ball ready for play. This ball must be checked by the umpire as well before play resumes.
- 6.07 All catchers are urged to wear a catcher's mask.
- 6.08 No jewelry can be worn during games. Medic alert bracelets or necklaces may be worn if taped down or covered by an undershirt.
- 6.09 Children are not permitted in the dugout.

V. UNIFORMS

Each team must outfit their players with jerseys of the same color and no duplicating numbers. No steel or metal cleats will be allowed. Players wearing metals cleats will not be allowed to participate. Jerseys are considered to be matching if the primary color of the shirts is the same and the primary color of the numbers is the same. The umpire's decision in this matter shall be final.

VI. PLAYERS CODE OF CONDUCT

- 1.01 The Town of Coats Parks & Recreation Department has a zero tolerance for unsportsmanlike conduct or behavior by an individual (players, coaches, officials, spectators, or parents) at any town function or event and said behavior will be subject to partial or permanent suspension.
- 1.02 Unsportsmanlike conduct is defined as but not limited to the following: harassment of officials or participants, use of profane language or gestures, and public threat or physical violence.
- 1.03 The length of the suspension will be determined by the Game Manager and Park Director.
- 1.04 Any player, coach, spectator or parent that enters the field of play and confronts and/or makes contact (i.e. cursing, shoving, pushing, etc.) with an official or participant is suspended from the program and any Parks and Recreation related facilities for any practice, game, or activity for one calendar year from the date of the incident.
- 1.05 No player, coach or spectator shall refuse to abide by an official's decision.
- 1.06 No player, coach or spectator shall be guilty of objectionable demonstration of dissent at an official's decision.
- 1.07 No player or coach, other than the Head Coach, should discuss with an official in any manner the decision reached by an official.
- 1.08 No player or coach shall be guilty of using unnecessary rough tactics in the play of the game against an opposing player.

- 1.09 No player, coach or spectator shall be guilty of personal verbal abuse upon any official for any reason.
- 1.10 No player, coach or spectator shall be guilty of physical attack as an aggressor upon any players, official or spectator.
- 1.11 No alcoholic beverages are allowed on any Town of Coats property. Anyone violating this rule is subject to arrest and expulsion from the League. Smoking is allowed, but only in the designated area located near the parking lot.
- 1.12 No player, coach or spectator shall use profanity. Offending players/coaches may be subject to ejection, possible suspension/expulsion from the league.
- 71.13 If ejected, a player or coach must vacate the premises. Failure to abide by this will result in forfeiture of the game.
- 1.14 Any player, coach or spectator ejected by an official or park staff will be subject to suspension. Any ejection due to fighting will result in expulsion for one (1) year. A suspension from the game is also a suspension from the playing site. A second ejection in the same season results in a suspension from all remaining games for that season. If circumstances warrant, the suspension may include all competitive programs offered by the Town of Coats Parks and Recreation Department. Seasonal suspensions may be appealed to the Park Director.
- 1.15 Game suspensions may apply to regular season games and/or tournament play and may, at the discretion of Coats Parks and Recreation, be carried over to future seasons.

VII. Lightning Policy

1. When thunder is heard, or lightning is visible, the thunderstorm is close enough to strike your location with lightning. Suspend play and all players, coaches, fans and umpires should Take Shelter Immediately!
2. Flash (Bang) Method – Count seconds between lightning flash and thunder and divide by 5 – this gives the distance of lightning in miles. If count is 30 seconds or less Take Shelter Immediately!
3. If anyone is struck by lightning CALL 911 IMMEDIATELY. People who have been struck by lightning do not carry an electrical charge and are safe to handle. Apply CPR immediately if you are qualified to do so.
4. 30-minute rule. Once play has been suspended, wait at least 30 minutes after the last thunder is heard or flash of lightning is witnessed prior to resuming play. Any subsequent thunder or lightning after the beginning of the 30-minute count, reset the clock and another 30-minute count should begin.
5. At the conclusion of the first thirty (30) minute delay, the game officials will determine whether or not to continue or cancel the game(s). NOTE: If lightning is still visible after the first thirty (30) minute delay, the game(s) will be cancelled and rescheduled on another day.