

ADULT SOFTBALL OFFICIAL RULES AND REGULATIONS

Rules not specifically addressed will be governed using current U.S.A. Softball rules.

TEAM REGULATIONS

1. Manager's Responsibilities:
 - A. Reading and understanding of the league rules and informing their players of the rules.
 - B. Up to date knowledge of scheduled games including rainout make-up games.
 - C. Maintaining control over his/her players and fans in all circumstances including disputes on the field. Umpires will discuss disputes with manager only. Players are not to question an umpire call or ruling.
2. Official Team Roster/Waiver: must be completed and received by the league administrators before the start of the first game. It is the managers' responsibility to see that this is done. Teams will have until the completion of half of the scheduled games to adjust the roster.
 - A. Managers, not umpires, will have the option of challenging rosters until the completion of the second inning. Roster checks after this point will only be allowed when a player in question enters the game after the second inning.
 - B. No player shall be less than 18 years of age by the scheduled start date of the league.
3. Men's Teams: must have a minimum of 8 players to start and finish a game. There will be no automatic out assessed to the missing players. Late arriving player(s) are to be added to the end of the batting order. A Maximum of 10 players will play the field. No women may play in a men's division.
 - A. An extra player, referred to as an "EP", is optional, but if one is used, it must be made known to the umpire prior to the start of the game. If an "EP" is used, all 11 players must bat and any 10 may play defense.
 - B. If both teams agree a team may bat every player in attendance.
 - C. Defensive positions may be changed but the batting order must remain the same throughout the game.
4. Coed Teams: are typically made up of 10 players (5 men & 5 women), however women may outnumber men.
 - A. Teams may play with 9 players but must abide by the following:
 - If the ratio of players is 5 men & 4 women an automatic out will be assessed after the ninth batter.
 - If the ratio of players is 5 women & 4 men no out will be assessed after the ninth batter.
 - B. Coed teams may also use "EP" players equaling 12 total players (6 men & 6 women).
 - "EP" players are optional, if used it must be made known to the umpire prior to the start of the game.
 - If "EP" players are used, all 12 players must bat, any 10 (5 men & 5 women) may play defense.
 - C. If both teams agree, a team may bat every player in attendance, if the order remains the same and the order alternates boy/girl. Any doubling of women must occur at the end of the line-up.
 - D. There will be no restrictions on defensive positions regarding the men/women playing on the infield/outfield or pitcher/catcher.
 - E. COED RULE: Any walk to a male batter will result in a two-base award. The next batter, a female must bat. Exception: with 2 outs, the female has the option to walk or hit.
5. Ejections: Any player, team, or spectator who displays any form of unsportsmanlike conduct such as a flagrant rule violation, vulgar language, engaging in fighting or obviously attempting to injure anyone will be ejected from the complex. Ejected players must leave the complex immediately. Failure to do so will result in forfeiture of the current game. Further penalties could be assessed, could the situation warrant, including suspension from all future leagues sponsored by Blue Valley Recreation. Fees will not be refunded.
 - A. Any player ejected from a game will be subject to the following:
 - First ejection – Suspended for the remainder of the evening and must leave the park.
 - Second ejection in a season – Suspension from the next two league games.
 - Third ejection in a season – Suspension from all league play for a period of one year.
 - B. Should 2 players from the same team be ejected from a game, the team will forfeit that game.
 - Any team forfeiting the first game of a doubleheader, due to ejections, will automatically forfeit the second game.
6. Courtesy Runners: Only ONE courtesy runner will be allowed per inning (In coed divisions males run for males and females run for females). That courtesy runner can be any player on the roster, however, if that runner is on a base when their time to bat occurs then the baserunner is out and that player will bat.

GAME LIMITS

1. The Schedule will determine "Home Team" for single-header games. For Doubleheader games, a coin-flip will determine "Home Team" for the first game then teams are switched for the second game. The umpire is the official timekeeper. Game time begins when the umpire announces play ball. The umpire will announce the starting game time to eliminate any discrepancies in the time limit.
2. All games will be 1 hour or 7 innings in length. No new inning may start after 55 minutes unless the game is tied.
 - A. If the game is tied after 7 innings or 1 hour, the game will continue for **ONE ADDITIONAL INNING**, using the "Tie-Breaker Rule". Under this rule, each team starts the inning with the player who completed the last official at bat, as a base runner on second base. **If the score is still tied, after the additional inning, the game will be counted as a tie.**
3. At the scheduled game time, if either team is short the required minimum number of players (refer to team regulations) a grace period of 10 minutes will be allowed to reach the minimum required. Once both teams have reached the minimum number of required players the game will begin immediately. Grace period time will be deducted from the game playing time.
 - A. Teams must have a minimum of 8 players to start and finish a game.
 - B. In the event a forfeit is declared due to lack of players those in attendance may divide and scrimmage.
 - The umpire will work the scrimmage.
 - All play must stop 10 minutes before the next scheduled game.
 - C. In doubleheader leagues, teams that forfeit the first game of their doubleheader, due to lack of players, will have until the scheduled start time of the second game to reach the minimum number required. Once the minimum numbers of players are present, the second game will begin immediately. No grace period will be given in the second game of a doubleheader.
4. In the event a game is stopped due to inclement weather 4 innings or 3 ½ innings where the home team is leading will be a complete game.
 - A. It shall be a suspended game if, once a game has become officially complete, the visiting team ties the game or takes the lead and the home team does not get to complete its turn at bat.
 - B. If a game is stopped prior to becoming complete it will be rescheduled and played, resuming at the point it was stopped.
5. The batter will enter the batter's box with a count of 1 ball & 1 strike. Once the batter has 2 strikes, he/she is allowed 1 foul ball. The second foul ball hit with two strikes will result in an out.
6. **Strike Mat:** A strike mat will be used to determine ball and strikes, if the pitched ball touches any part of the mat **or home plate**, on a legal pitch (6'-10' arc), it will be considered a strike.
7. **SCORING LINE:** A scoring line will be used, at home plate, for baserunners.
 - All runners must cross the scoring line.
 - **Runners will be called out for:** crossing through or jumping over the batter's box / touching Home Plate or strike mat.
 - All plays at Home are force outs, no tags allowed.
 - A runner is out if the fielder catches the ball, on home plate or Strike Mat, before the runner crosses the scoring line.
 - If the strike mat becomes dislodged, the fielder must touch Home Plate or the area where the strike mat is normally set.

COMMITMENT LINE

A six-foot commitment line shall be marked perpendicular to the foul line at 30 feet from home plate.

- Once a runner has touched or crossed the commitment line, he/she: (a) cannot return to third base and penalty he/she does is an out, (b) must continue home, (c) can no longer be tagged out by the defense (if tagged past commitment line, runner is safe).
 - The defensive player must touch Home Plate **or Strike Mat** for a force out.
 - The ball remains live.
8. ASA rules regarding base stealing will not be used for league play. There will be no base stealing.
 9. **SLIDING RULE:** A runner is out when he does not slide or avoid contact if the fielder has the ball or is in the act of fielding the ball. If the fielder is not in the act of fielding the ball, the runner is not required to slide and the fielder must yield the base and the baseline. Any intentional contact by the runner or fielder will be grounds for ejection.

10. **SAFETY STEP-OFF RULE:** Baserunners may “step-off” 1st or 3rd base if they feel they could be hit by a batted ball. However, they must retouch the base before advancing and are subject to being doubled-up if a fielder with the ball touches the base or the runner first.
11. **RUN SPREAD RULE:** A game will end if either team is leading by 15 runs after 3 innings, 12 runs after 4 innings or 10 runs after 5 innings (all divisions).
12. **FLIP/FLOP RULE:** IF; at the start of the 7th inning and VISITOR team is leading and both teams agree; then the teams will flip/flop - HOME/VISITOR for the remainder of the game.
13. **COED Teams – runs per inning limit:** There will be a 7-run limit per inning during innings 1-4. (Exception: unlimited runs may be scored if one of the innings 1-4 is declared the final inning of the game.) Unlimited runs may be scored in innings 5, 6, and 7 and in all extra innings.

HOME RUN RULE (A home run is defined as a fair ball hit over the fence. These rules do not apply to inside the park home runs)

1. **All teams in both Men’s and Coed divisions will be allowed at least one homerun.**
Once both teams have hit one homerun, the game will continue using the “**One-Up Rule**”. Until then either team is allowed one home run (even in the bottom of the 7th).
 - Under this rule teams may hit additional home runs to go “one-up” on their opponent.
 - However, if time has expired or the game has reached the bottom of the 7th or extra innings, the HOME team may not go “one-up”.
 - All home runs exceeding these restrictions will result in the batter being called out.
2. **UNLIMITED HOME RUN HITTER: (Men’s Divisions Only)**
 Prior to the game, at the coaches meeting, teams may choose to designate a player as their Unlimited Home Run Hitter.
 - BOTH TEAMS MUST AGREE TO PLAY USING THIS RULE.
 - One player is allowed unlimited home runs including the bottom of the final inning.
 - All other players will be allowed to hit home runs, as well, following the current “One-Up Rule”.
 Exception: If the UHRH is walked, the next homerun, by any hitter, counts toward the UHRH and not towards the “One-Up-Rule”.

PITCHING

1. **Slow-Pitch:** The ball must be delivered with a perceptible arc and reach a height of 6- 10 feet from the ground.
2. **Pitcher’s Box:** The pitcher must at least one foot inside the pitcher’s box at release.
 - The pitcher’s box is defined as a 2ft x 6ft box behind the pitching rubber.

UMPIRE AUTHORITY

During a ball game the umpire is in full authority. During all league play there is a UIC (umpire in charge) at the complex. Problems or complaint about an umpire should be directed to the UIC.

1. Harassment of umpires will not be tolerated and cause for immediate ejection.
2. Any argument of a judgment call (including balls and strikes) is cause for ejection.
3. If an immediate rule clarification is required, the manager, in a professional manner, may ask for time out to discuss it with the umpire.
4. If anyone shoves, strikes, threatens or abuses any umpire, complex employee, player, or fan before, during or after a game, he/she may be subject to suspension from league play and possible legal action.

COMPLEX GUIDELINES

1. A \$1 gate fee will be charged to all persons 18 and over entering the complex. Those paying the gate fee will receive a token worth \$1 at the concession stand.
2. No pets are allowed.
3. No coolers are allowed except water containers.
4. No food or drink may be brought into the complex.
5. No alcohol may be brought into the complex. Anyone found with outside alcohol will be asked to leave the complex and the team may be forced to forfeit the current game.
6. Our complex is a smoke-free facility. Smoking will only be permitted in the parking lot.

INCLEMENT WEATHER

1. BVRC INCLEMENT WEATHER LINE: **(913)685-6099 ext. 4**
 - Weather updates are also available on our website www.bluevalleyrec.org.
2. Every effort will be made to schedule rainout make-up games on the regular league night. However, make-up games could be scheduled on a different night.

LEAGUE STANDINGS

League schedules and standings will be updated weekly and posted on our website www.bluevalleyrec.org. Discrepancies in standings should be reported to the league.

EQUIPMENT

1. Each team will provide and hit its own softball. **Yellow Balls Only.**
 - Men hit a 12" red stitch ball with an (A.S.A.) or (U.S.A.) stamp MSP.52/300lb Comp.
 - Women hit an 11" red stitch ball with an (A.S.A.) or (U.S.A.) stamp of MSP.52/300lb Comp.
2. Metal cleats are prohibited.
3. **FIELD DIMENSIONS: Base Distance / Pitching Distance**
Slow-Pitch Men's & Coed 70 feet / 50 feet
4. Any bat with the stamped 1.20 BPF or any bat with the USA Softball Logo  may be used.
 - No wooden Bats allowed.
 - If using a bat stamped ASA Softball, refer to the following.

QUICK REFERENCE GUIDE

