

City of Sunset Hills
Department of Parks and Recreation
Adult Slow-Pitch Softball
League Rules
(Revised 3/2011)

Welcome to the City of Sunset Hills and thank you for choosing our adult softball leagues for your enjoyment and recreation. All softball league participants and spectators are required to follow ALL rules and regulations described in the A.S.A. Umpire Rule Book as well as ALL City of Sunset Hills Municipal Codes. It is the team manager's responsibility to inform all players of league rules. All players must be at least 18 years of age.

EQUIPMENT:

The City will provide 2 balls per game. The home team will be responsible for providing balls after those 2. Every team is home team for half the session so all is even. The specifications on the balls we use are **.44 Core** and **375 Compression**. We will allow .44 core and 400 compression but nothing over 400. **THE CORE MUST BE .44.** The umpires will check balls that go into play. The specifications must be clearly labeled on the ball or it will not be allowed into play.

Check the approved bat list at www.asasoftball.com. Umpires will carry a list with them and there will be a list on hand at the concession stand. You may ask to have a bat checked at any point in the game.

RAINOUTS:

Two (2) weeks of rainouts are built into each session. These rainouts will be played in the originally scheduled order on the same league night at the end of the session. Further rainouts will be played on other evenings or weekends. The City of Sunset Hills will make every attempt to play these games based on field availability, but reserves the right to cancel any session and/or refund money for unplayed games.

EJECTIONS AND SUSPENSIONS:

Vulgarity and profanity will not be tolerated. Managers are in charge of their players and fans' conduct. Players or fans ejected because

of profanity or misconduct must leave the area surrounding the field of play or that team will forfeit the game. Any persons ejected are automatically suspended from the next team game (scheduled, rescheduled or championship).

Harassment of the official(s) before, during, or after the game may result in the ejection of the individual(s) involved in the game for unsportsmanlike conduct. Every time an ejected player's spot comes up to bat it will be considered an out. Umpires have the authority to remove any ejected persons from the complex.

Any player, coach, or fan that is ejected from a game for whatever reason will be reported to the Parks & Recreation office and will be suspended from attendance/participation in his/her team's next game (including scheduled, rescheduled and playoffs). The Parks & Recreation Department may lengthen suspensions for any length of time and may seek removal from leagues if circumstances so warrant.

REMOVAL FROM LEAGUE:

Any player or spectator who strikes, attempts to strike or verbally threatens an official, player or spectator will be suspended from the league for one calendar year.

Any player or spectator ejected for unsportsmanlike conducted for the second time in one season will be suspended from the league for one calendar year.

The league director reserves the right to remove any team from the league and deny the opportunity for re-entry depending on the severity of the situation.

MINIMUM PLAYERS:

All teams must have a minimum of 8 players.

Teams may play the entirety of the game with the minimum of 8 eligible players with no penalty.

There are no automatic outs. If neither team can produce 8 players then both teams will forfeit.

ADDING PLAYERS AFTER START OF GAME:

If the 9th and 10th (eligible) players arrive after the start of the game then he/she can enter the game immediately. Players entering after the start of the game must be placed at the end of the line-up.

RUN RULES: (ALL LEAGUES)

The game is over when any one team is winning by 20 runs after 3 innings, 15 runs after 4 innings, or 10 runs after 5 innings.

TIME LIMIT:

There is a 55-minute time limit. No inning will be started after 55-minutes. In the event of a cancellation due to rain or other circumstances, a game will be considered complete after 5 innings.

EXTRA INNINGS:

If a game is tied after 7 innings or at the end of the regulation time limit, 1 extra inning will be played. Each batter will begin with a 3 ball 2 strike count, and each team will begin with a runner on second base. That runner will be last out of the previous inning. In the event of a tie after the extra inning, the game will end with that score and both teams will be awarded a draw.

FORFEITS:

The game is considered a forfeit if one of the teams cannot produce the appropriate number of eligible player by game time. No grace period will be given to teams unable to arrive on time with the proper players.

Forfeiting teams concede 7 runs to the opposing team. After the third forfeit, the team will be excused from the league with no refund.

Managers: Please call the Park office (314-842-7265) if you know that you will have to forfeit the game due to lack of players.

PLAYERS MOVE TO ANOTHER TEAM:

Players may play on multiple teams in separate leagues unless leagues are schedule for the same day. No player is eligible to sign up on 2 separate rosters for 2 teams playing on the same league night. Any player on a Sunset Hills roster may "sub" for another team as long as that team has a minimum of 7 players from the original roster. The number of "subs" may not exceed half the number of rostered players.

WARM-UP AREAS:

Warm-ups are permitted in dead ball area but not in foul territory.

LEAGUE TIES:

League ties will be determined in the following order:

- A. On a head-to-head win basis if possible
- B. Total head to head runs between the two teams in question
- C. Total league net runs will be used for teams still tied after A and B (Net runs = total runs offensively - total runs defensively.)

OUT OF PLAY:

Any ball beyond the dugout fence extended will be out of play and considered a dead ball.

If the ball is thrown or blocked out of play by the defensive team, then any base runners will be awarded 2 bases, the base they are approaching and the following base.

SUBSTITUTIONS:

Teams must bat all eligible present players, not just those who played in the defensive half of the inning. MUST BAT ENTIRE PRESENT ROSTER.

Free defensive substitutions will be allowed. Any player may enter any defensive position at any time and as often as needed.

If a pinch runner is needed due to injury or other circumstances, then the runner must be whoever made the last out.

If an injured player bats multiple times in their offensive half of the inning, then he is allowed a pinch runner each at bat.

Only 1 player is allowed a pinch runner per inning.

RUNNERS:

Any runner off the base struck with a batted ball will be called out.

Any ball striking a runner in contact with the base will be a live ball.

Base runners may not step outside the base line at anytime unless they are giving themselves up for an out.

Runners may not leave (lead off) the base until the pitch crosses the plate

Any bases runners caught leading off before the pitch will be called out.

Stealing is not allowed.

Runners must slide or give themselves up. Any runner who does not and purposefully collides with the defensive player will be ejected.

PITCHING:

Every batter will begin with a 1-ball 1-strike count.

A foul ball with 2 strikes is an out and runners may not advance.

The pitching mound will be measured out to a distance of 53 feet.

The pitcher must be in contact with the pitching rubber when releasing the pitch. If not in contact with the pitching rubber then the illegal pitch rules will apply.

HOMERUN RULE:

On field #4 homeruns will be all you can get.

On field #2 there will be a 4 homerun limit with the one up rule going into effect.

In any one game if a team hits 4 homeruns, every homerun after that point is considered an out until the other team "catches up" to the 4 homerun limit.

When both teams are at the 4 limit, then the 1 up rule will go into effect. Any homerun hit beyond the 1 up will also be considered an out. (Inside the park homeruns to not count towards the homerun tally.)

If a fielder deflects a fly ball over the fence it is considered a homerun but does not count towards the tally.

PITCHING ARC:

The legal pitch arc will have a minimum floor of 6 feet and a maximum ceiling of 12 feet. Any pitch within those requirements will constitute a legal pitch.

Legal pitches are decided by the umpire and may not be argued.

An illegal pitch will be considered a delayed dead ball.

If the batter takes the pitch it is a ball.

A batter can decide to swing at an illegal pitch rendering it a live ball and regular rules apply.

Strike mats will be used. Any legal pitch that falls on the mat is an unarguable strike. Hitting Home Plate is not a strike and will be considered a ball.

SCORE KEEPING:

Both teams must keep score in case of discrepancies.

The umpire will keep the official score.

Both teams must sign the umpire's scorecard for the official end of the game score.

COED SUPPLEMENTAL RULES:

1. The 10 defensive players on the field must be split evenly at 5 men and 5 women. It will be allowed to play more women than men but not more men than women, except if playing shorthanded. If shorthanded with only 4 women, than 5 men may still play in the field. It is never permissible to play more than 5 men on defense, even if shorthanded. 4 women must be in the field at all times. No team may play with less than 8 players. Both men and women can play any position on the field at anytime.
2. The batting order must alternate between women and men. No 2 men are allowed to bat back to back even in shorthanded situations. 2 batting orders will be implemented, 1 women and 1 men, both alternating.
3. Any male batter that is issued a walk will immediately be awarded second base. The woman on deck may choose to hit or take the free base at first. The decision must be made before the next pitch. A pitch to the female batter implies the decision to hit and give up the free base.
4. Women may substitute for women as pinch runners and men for men.

SUNSET HILLS ATHLETIC FIELD RULES AND PROCEDURES:

1. Alcoholic beverages are allowed. **NO GLASS BOTTLES. GLASS BOTTLES WILL BE CONFISCATED IF FOUND ON THE PREMISES.** This includes all spectators. Observe city ordinances. No smoking or drinking on the field or foul territory will be allowed. Alcohol must be kept behind the bench. No food or other outside beverages will be allowed. All food and drink must be purchased at the concession stand.
2. Any roster changes must be made in writing to the park office.
3. Uniforms are not required but shirts must be worn at all times.
4. The City of Sunset Hills will provide 2 balls, umpires, and bases for each game.

5. Protest must be made immediately with the umpire. Umpires will note all pertinent information. A protest must also be made in person and in writing to the park office within 1 business day. A protest fee of \$25 must accompany the written protest. The fee will only be refunded if the protest is ruled in your favor. The Park office will make a decision within 5 business days of receiving the written protests. All decisions are final.
6. The Parks and Recreation Department reserves the right to add, omit, or revise any rules at any time. Managers and players will be made aware of rule changes either verbally or in writing. The Recreation Supervisor or Site Supervisor may interrupt any game at any time if he/she feels there is cause to do so. They may also eject any player or spectator at any time if he/she feels there is cause to do so.