

OREM RECREATION SLOW PITCH RULES

The philosophy and intent of the Adult Softball Program is to provide adults an opportunity to associate and play the game of softball in a structured, but recreational nature. *Please remember to use common judgement and proper courtesies at all times.*

Field Supervisors

Field supervisors are game officials. It shall be their duty to make decisions concerning field conditions. The field supervisor, along with the game umpire(s), shall handle field disputes or emergency situations.

Umpires

The assigned umpires shall have complete jurisdiction and control of the game. It shall be the duty of the umpire to administer rules and decisions as set forth in the ASA rule book with the exceptions noted herein under *League Rules of Play*.

Game Time

Game times will be: 6:00, 7:00, 8:00 and 9:00 p.m. If either of the teams is unable to field seven legally rostered players for the first game of the evening, a 10-minute grace period will be allowed before the game is forfeit. However, the game clock will start at 6:00 p.m. A 5-minute grace period will be allowed for the remaining games. However, the game clock will be started. All regular season games will be 7 innings or 50 minutes, whichever comes first. No new innings may start after 50 minutes. If a game is tied at the end of regulation (7 innings or time) the *Tie Breaker rule* will be in effect, play will continue until there is a winner (extra innings). As per Orem City Ordinance, all park lights must be out at 10:30 p.m. If a game is not completed at that time, the Rain Out rule will be in effect. **Note:** Warm-ups will be allowed on the grass areas outside the park, and on the grass between the fields. Do not warm up around the stands or snack bar as this may impose a danger to the spectators or general public.

Forfeits

Any forfeiting team will pay a \$30.00 forfeit fine. The \$30.00 forfeit fee goes to the opposing team. Forfeiting team will be required to pay amount owed to the Recreation Dept./opposing team before their next week's game(s).

Postponed Games and Rain Outs

The postponement of games will not be considered. All games must be played as scheduled except for rain outs / power outages. The Supervisor and umpire may call a game due to any unsafe condition arising with field, weather or equipment. In case of a power failure, sprinkler malfunction, etc., which prohibits further play, the *Rain Out Rule* will be in effect. In case of inclement weather, **CALL THE RAIN OUT HOTLINE # 229- 7101**, on game day **after 4:00 p.m.** to see if games will be played. It is the **MANAGERS** responsibility to call when in doubt whether the games will be played. The Orem Fitness Center will have the updated rain out information available, call 229-7154. **Rain out games may be rescheduled at the end of the season if time permits or if playoff standings are affected.**

. **Less than 4 complete innings have been played:**

The game will be resumed at the exact point where the game was stopped.

. **At least four complete innings have been played:**

If the game is tied, the game will be rescheduled and play will resume from the point where it was called. If the home team is ahead they will be the winners.

Team Standings

Division standings will be computed on a win-loss system. The team with the highest win-loss percentage at the end of league play will be the Division Champion. If there is a tie for a place, the tie will be broken by 1) head to head, 2) run differential between the two teams. If there are multiple teams with the same record, the tie will be broken by (1) head to head, (2) run differential, (3) how teams did against a higher ranked opponent, (4) total runs scored among the tied teams.

Teams

Each jersey shall have a number on the back/front visible for the scorekeeper and the umpire to see. Numbers must be stenciled or silk screened on; no taped numbers or numbers "written" on shirt with marker, etc. will be allowed. There shall not be any duplicate numbers. Two players may not share the same jersey, IE. Substitutes, trading. Teams must have jerseys by Monday, May 3, 2010.

An official team is composed of 10 players. A team may start with 7 players with no designated outs. If a team has 7 players at game time they **must** start the game. As players arrive, they may be inserted at the end of the lineup, but be sure to notify the scorekeeper.

Teams have the option of batting everyone at the game which allows for free substitution. Or teams may use the substitution rule which is as follows: List no more than 10 batters in the line up. Any additional players are designated as substitutes. Player A (in starting lineup) is replaced by Player B (a substitute). Player A can be re-inserted. but must return in the exact same spot where he started and Player B comes out of line-up and his eligibility is over for that game.

Everyone who plays on the team must be on the roster and have signed a waiver prior to the deadline of Friday, May 7, 2010. Please turn line-up cards into the scorekeeper ten (10) minutes prior to game time. Please attach your line-up card to the pulley system located just inside the building by the stairs and then send it up. If you need to make additional changes, contact the scorekeeper via the white speaker box on the field. Substitute players may enter the game at any time with proper notification to the umpire and the scorekeeper. A starter may re-enter the game in the same place in the batting order. A substitute player may not re-enter the game. See *ASA Official Rules, Rule 4; Sec. 5A*.

Waivers / Rosters

All rosters/pink forms must be turned into the scorekeeper at the game site by **YOUR FIRST GAME**. Rosters must be completed with printed names, addresses, and signatures for all players. **All new players must sign the White Roster & Pink Waiver forms before playing.** Players can be added/dropped though **Friday, May 14, 2010** by the *Field Supervisors*. Rosters will be frozen after that date. A player must be on the roster to play in the post season tournament. **NO** Players may be added during the tournament, even if players are injured, move, etc. Rosters will be kept at the field for questions of eligibility that arise. **A player may play on 2 or more teams as long as they are not in the same division. For example: A player can play in a men's DH league on Monday and Rec league on Monday. A player can play on Tuesday and again on Thursday.**

Injured Player

Teams may make a roster change at any time through the season if a player is injured and can not play the rest of the season. The only exception will be during tournament play. **NO** new players may be added to rosters, even if there is an injury, move, etc. Written notification accompanied with a note from the player's physician certifying the injury must be presented to the league director before a new player will be added. However, loss of a player to an injury does not guarantee the approval of a replacement. **Each new player will be required to sign the roster and a waiver form.**

Illegal Players

If a team is found using an illegal player (a player who has not filled out a waiver or is not on the roster), the coach will be notified, the illegal player will be removed from the game, and there will be an **OUT** in that spot in the line up, regardless of the number of players still in the line-up. The short handed rule will apply if necessary. A second offense will result in a team forfeiture. All illegal player protests will be handled on the field. addresses, and signatures for all players. **All new players must sign the White Roster & Pink Waiver forms before playing.** Players can be added/dropped though **Friday, May 14, 2010** by the *Field Supervisors*. Rosters will be frozen after that date. A player must be on the roster to play in the post season tournament. **NO** Players may be added during the tournament, even if players are injured, move, etc. Rosters will be kept at the field for questions of eligibility that arise. **A player may play on 2 or more teams as long as they are not in the same division. For example: A player can play in a men's DH league on Monday and Rec league on Monday. A player can play on Tuesday and again on Thursday.**

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. It is mandatory that every player on the team have a shirt with a silkscreened, heat screened number on it to play (**no tape or marker numbers**). Teams are encouraged to have the same color shirts, but they are not required.

. Three balls and two strikes will be played. A foul ball on the third strike is an out.

. No stealing will be allowed.

. **Any player participating in ANY ADULT LEAGUES (MEN'S, WOMEN'S, OR COED) must be at least 18 years of age.**

. Any player being ejected from a game will also be suspended for the next game. After a second ejection over the course of the season the player will be suspended for the remainder of the season.

. **Any team forfeiting a game will pay a \$30.00 forfeit fine.**

. Anyone intentionally throwing a bat will be removed from the game at the discretion of the umpire.

. A game will end any time after 5 innings, when a team is behind by 12 runs and has completed its turn at bat or after 4 innings, when a team is behind by 20 runs and has completed its turn at bat.

. No infield between innings and games.

. Team warm-ups will take place in the designated areas only. Please do not warm up on the walking path from the parking lot to the ball park. No warm-ups will be permitted around the pavilions or by spectator benches.

. Blood rule situations: Refer to the ASA Rule Book (Rule 4 - 9). No umpire or field supervisor shall give any treatment should a problem arise. **Managers** will be responsible for providing treatment. (We will provide band-aids)

- . During tournament play, all protests will be handled by the field supervisor.
- . Courtesy runners will be allowed. It must be the person who made the last out. In coed, it must be the person of the same gender who made the last out.
- . Managers have the option to bat every player that attends the game. If a player shows up after the game has started, managers may add that player at the bottom of the line-up (even if that team has batted through the line-up all ready).
- . If a player in the line-up is injured during the game and cannot continue play, an OUT will NOT be enforced. That spot will be skipped in the lineup. ** (COED: if it puts two men back to back the options will be: 1- designated out).
- . Double 1 Base: Batter hits the ball, st is running to 1st base. Defensive player must touch the White part, the Runner must touch the Orange part. When the runner rounds the bag, turns toward second and then returns to 1st base, he must touch the white part of the bag.
- . **Home Run Rule: For 2010 it is 3 per team then 1 up after that.**
- . **NO METAL CLEATS!!! NO EXCEPTIONS!!!**
- . **Illegal Bats: No Titanium Bats are allowed at any time. For bats that are not legal for use: (as per ASA rules), please refer to the Illegal Bat list you received with your team packet, visit the ASA website at www.asasoftball.com, or check with the field supervisor.**

Coed Rules of Play

All rules listed in this book apply to this league. The following rules listed below are in addition:

- . Men will use a 12" ball & Women will use an 11" ball when batting.
- . Must use and alternate batting order, i.e.: male-female or female-male. You may bat female, female, but NOT male, male.
- . Catcher/Pitcher: if the pitcher is a male, the catcher must be female or male catcher and female pitcher.
- . Other fielders: infield 2 female, 2 male: outfield 2 female, 2 male.
- . If the male batter walks he automatically advances to 2nd base. The female batter will bat. With two outs, the female batter has the option to walk or bat.
- . You may NOT play more men than women. You may play more women than men.
- . Designated infielders must stay on dirt part of the infield. They may not play on the grass.
- . If there is a pregnant female, or injured player playing and that person would like a courtesy runner, that player must announce to the other team, scorekeeper and umpire.
- . If you have more men than women, the substitution rule will be in effect (See page 4)
- . All players may bat, provided you don't have more men than women. You can only play ten players in the field at one time. If you have more than ten players show up for the game, you may put them on the batting line up card, provided you alternate male, female, etc, and don't bat more men than women. You can then rotate players in and out of the game.

Protests

Due to the recreational aspects of the league, protests are discouraged and should be the exception rather than the rule.

Protests shall not be considered if they are based on a judgement call by the umpire. Protests of misinterpretation of the rules shall be considered and must follow these procedures.

- . Protests must be reported to the plate umpire, scorekeeper, and opposing team captain by the captain or manager prior to the next pitch.
- . If a league question (not ASA rule) arises on the field and a decision needs to be made at that time, BOTH team captains and the field supervisor must meet and come to a decision. When the decision has been made by all three, that decision will stand and not be protestable.
- . All protests must be submitted in writing to the League Director in the Orem Fitness Center no later than 5:00 p.m. up to two working days after the game in question along with a \$20 protest fee. If the \$20 protest fee is not included with the written protest, the protest will be invalid.
- . Protests regarding an illegal player: See "Illegal Players" page 5 *No protest fee will be required for the protest of illegal players.*
- . A formal protest should include the date, time and place of game, names of the umpires and scorekeeper, the rule and section of the ASA rule book, and all essential facts of the protest. If the protest is allowed the fee will be returned. If the protest is disallowed, the protest fee will revert to the league prize fund.

Unsportsmanlike Conduct

Any player or team involved in fighting or unsportsmanlike conduct will be suspended from the game plus the next scheduled game while the case is in review by the League Director for possible further disciplinary action and penalties.

Player Code of Conduct

The following "Player Code of Conduct" has been adopted by the Recreation Department. These rules of conduct will be strictly enforced during the season. It is the manager's responsibility to ensure that all his players know and abide by these rules.

- 1. No Player Shall:** At any time lay a hand upon, shove, strike or threaten an official. Officials are required to immediately suspend player from further play and report such player to the League Director. Such player shall remain suspended until his case has been considered.
- Minimum Penalty:** suspension from 2 league games and placed on probation for the remainder of the season.

Maximum Penalty: Placed on suspension for life, and/or assault charges filed.

2. No Player Shall: Refuse to abide by officials decisions.

Minimum Penalty: Officials are required to immediately suspend player from further play and report such player to the League Director. Such player shall remain suspended until his case has been considered.

Maximum Penalty: Left up to the discretion of the League Director

3. No Player Shall: (or Spectator) Be guilty of objectionable demonstration of dissent at an officials decision. Only one representative(the manager), shall be allowed to have any verbal contact with the officials. No foul or abusive language will be allowed. Use of the vulgar "F" word will immediately receive the maximum penalty.

Minimum Penalty: Warning by the official.

Maximum Penalty: Removal from the game and park.

4. No Player Shall: Discuss with an official in any manner the decision reached by such official except the manager or captain.

Minimum Penalty: Warning by the official.

Maximum Penalty: Removal from the game.

5. No Player Shall: Be guilty of using unnecessarily rough tactics (during the game) against the body or person of an opposing player.

Minimum Penalty: Officials are required to immediately suspend players from further play and report such player to the League Director. Placed on probation for the remainder of the season.

Maximum Penalty: Suspension for two league games and placed on probation for the remainder of the season.

6. No Player Shall: Be guilty of an abusive physical or verbal attack as an aggressor upon any player, official, or spectator. Officials are required to immediately suspend players from further play and report such player to the League Director. Player will remain suspended until his case has been considered.

Minimum Penalty: Suspension from two league games and placed on probation for the remainder of the season.

Maximum Penalty: Suspension for life, and/or assault charges filed.

7. No Player Shall: Use alcoholic beverages or smoke in the immediate vicinity of the scheduled playing area, as denoted by City Ordinance. Players who, in the opinion of the umpire appear intoxicated shall be ejected from the game.

Minimum Penalty: Placed on probation for the rest of the season.

Maximum Penalty: Suspension for the remainder of the season.

8. Any player being placed on probation for the rest of the season and reported against for violating the "Code of Conduct" will be given a maximum penalty of suspension for the rest of the season.

9. Any player removed from a game must leave the recreation facility (OUT OF SIGHT, OUT OF SOUND) immediately. Failure to do so will carry a penalty of suspension for the remainder of the season and forfeiture of the game for the team.

10. All City Softball League participants are governed by the afore stated rules which cover all conduct activities before, during and after the game.

11. The Advisory Board has the prerogative of modifying any *Player Code of Conduct* rule and/or penalty when deemed appropriate.

12. Participants may be held for damages caused by negligence of intentional acts.

13. Teams are responsible for the conduct of their spectators. Failure to attempt to control disruptive spectators may result in forfeiture to the opposing team.

14. Provocation is not a defense to any suspension or removal. All players are presumed to have notice of this rule.

15. Any player recommended for suspension shall have the right to a hearing either before the protest committee or the ASA as soon as possible

16. NO Alcoholic Beverages in Parks. Orem City Code 13-1-9. It shall be unlawful to consume or possess any alcoholic beverage within a park or at the Fitness Center (Ord. No. 661, Revised, 04/10/90)

Rule Changes implemented Fall 2009

1. Pitching from behind the pitching rubber:

A pitcher may pitch from behind the pitching rubber. Up to 5' back. For safety and reaction time.

2. Illegal / Altered / Non-approved bats:

A player using an illegal, altered, non-approved bat is out. There is no forfeit. A second player caught using an illegal, altered, non-approved bat will be ejected and must leave the field in a timely manner (one minute). An out will result in that players spot for the remainder of the game.

3. Player Ejection:

The player must leave the dugout in a timely manner (one minute) then must also leave the park (out of sight out of sound). Failure to do so will result in either a forfeit or two runs for the opposing team.