



ADULT SOFTBALL LEAGUE RULES

League Director: Tyler McLead

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Weather Hotline (call after 4:30pm): 574-534-3200

League Website: www.leaguelineup.com/gprdsoftball

A. ADMINISTRATION

1. The Goshen Parks and Recreation Department (GPRD) supervises the Adult Softball program. Decisions that are rendered by GPRD are final.
2. The program is governed by USA Softball rules with GPRD modifications and policies.

B. TEAM REGISTRATION

1. Teams can register from February 7 through April 12 at the Goshen Parks Office during the regular business hours of 7:00am – 4:00pm. Teams will be accepted on a first come, first serve basis. The league fees must be paid in full for a team to be officially registered.
2. No refunds will be issued once the payment has been accepted.

C. MANAGERS

1. The manager is the primary link between their team and league management. It is the manager's responsibility to obtain all information regarding league play. Responsibilities include but are not limited to:
 - a. Reading rules and policies prior to league play and informing the players of the rules.
 - b. Submitting team roster and registration fee on time.
 - c. Having all players read and sign the team roster before playing and ascertain the eligibility of each player signing the roster.
 - d. Informing GPRD staff of changes in his/her address and/or telephone number.
 - e. Obtaining league information pertaining to registration deadlines, make-up games and league tournaments.
 - f. Maintaining control over his/her players in all circumstances including disputes on the field.

D. LEAGUE FORMAT

1. Each game will have one umpire and one scorekeeper.

2. Double-headers will be played during the regular season followed by a single-elimination tournament.

E. LEAGUE DIVISIONS

1. Please consider the league divisions prior to registering a team:
 - a. **Monday C:** recreational league whose teams are often composed of inexperienced players or players wanting to play in a less intense, fun atmosphere.
 - b. **Tuesday B:** intermediate league whose teams are often composed of moderate to highly skilled players that may have played together in previous seasons.
 - c. **Thursday A:** upper league whose teams are often composed of highly skilled players that have played together in previous seasons.
2. Teams will be evaluated at the end of every season. When necessary, teams will be encouraged to either move up or down levels in an effort to maintain competitive balance in the leagues.

F. PLAYER ELIGIBILITY

1. A team roster may include up to 5 players who are 16 or 17 years old by the date of the first game of the season and must have separate waiver signed by a parent or guardian. All other players must be 18 years of age by the first game of the season.

G. TEAM ROSTERS

1. Team rosters must contain a minimum of 12 players, a maximum of 20 players and must be submitted prior to the first game.
2. Teams will only have 3 weeks after the start of the season to complete their rosters. In order to participate in the remainder of league and tournament play, a player must have played in a minimum of four games during the first three weeks of the season.
2. Participants may only play for one team on any given league night. If a player plays on multiple nights that team cannot consist of more than 4 players playing multiple nights unless approved by League Director.
3. All players and substitutes must sign the official Team Roster before they are allowed to participate. Violation of this rule will cause the game in question to result in a forfeit. All players must fill out all required information on the roster in order to play.
4. Only players and substitutes recorded on the roster may participate in a game. If a team is caught playing an unregistered player they will be forced to forfeit their next scheduled game.

H. FORFEITS

1. Team Managers must contact the League Director as soon as possible if forfeiting a game (preferably before 12:00pm of game day or sooner) so that the GPRD staff has ample time

to contact everyone affected. If the GPRD is not contacted within a reasonable amount of time, a forfeit fee will be assessed to the team (see below).

2. A team will forfeit a game if it does not have a complete team present 5 minutes after the scheduled game time. A team can start with 8 players.
3. The official clock will be the umpire's watch. At the time of the forfeit the umpire must clearly declare that the game is forfeited. Umpires are not permitted to officiate the forfeited game under any circumstances.
4. **Forfeit Fees:** 1st & 2nd offenses = \$20.00 per game | 3rd offense and more = \$30.00 per game. Forfeit fees must be paid at the park office before a team can play their next scheduled game.
5. Upon the third forfeited game in one season, the team's playing status in the league will be evaluated.

I. CANCELATIONS/COMPLETED GAMES

1. Games will start promptly at the designated time unless postponed due to weather or an unforeseen circumstance as determined by the League Director. Please call the Weather Hotline at 574-534-3200 after 4:30pm for updates on field conditions.
2. Every effort will be made to makeup cancelled games. Games may need to be made up on a different league night other than the one you play.
3. A game will be considered complete after 4 innings of play or 3 ½ innings if the home team has the lead.
4. All games ending as a result of the Time Limit Rule will be considered completed games.

J. REGULAR SEASON

1. Teams will play double-headers one night per week during the regular season. The length of the season is dependent on how many teams register for that particular night.

K. TOURNAMENT

1. The regular season will conclude with a single elimination tournament. The tournament will be seeded based on the following criteria:
 - a. Winning percentage
 - b. Head-to-Head competition
 - c. Runs allowed
 - d. Runs scored
2. Teams with the best seed will be given home field advantage.
3. Prizes will only be awarded for teams finishing first and second in tournament. Prizes may be shirts or trophies.

L. TEAM LINEUPS

1. Team Managers must submit their lineups on the provided lineup sheets to the scorekeeper at least 10 minutes prior to the start of every game.
2. Each team must have a minimum of 8 players to start a game. Anything less will be automatic forfeit.
3. If a player cannot continue because of an injury or emergency circumstances and a substitute is not available to take his/her batting position in the order, their position will be erased and the next batter in the order will be due up to bat. That player will not be allowed back in game.
4. Teams starting with 8 or 9 players may add players arriving late to games into the last position in the lineup. These players must play the field first before batting.
5. Players can switch defensive positions during a game but must maintain their positions in the original batting order.
6. Extra Player (EP) – Teams may bat up to 11 players but only 10 players can play the field at one time.

M. EQUIPMENT

1. The parks department will provide the game balls.
2. No metal spikes are allowed. Proper footwear will include shoes with a soft pliable rubber soles or cleats. Players caught wearing metal spikes will be ejected.
3. Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game.
4. Bats must meet ASA/USA standards and have one of stamps shown below. Bats with stamp still need to be checked on USA Non-Approved bat list. Bats may not contain any titanium alloy. A list of USA Non-Approved bats can be viewed on our website at www.leaguelineup.com/gprsoftball.

It is not up to the umpire to check bats prior to every game. Team Managers must make sure the bats their teams are using are legal.



5. ASA/USA Rule -All bats must be free of burrs, dents and visible cracks or will not be allowed to be used.
6. Any bat involved in a serious injury from a batted ball may be confiscated by the home plate umpire and delivered to the Goshen Parks and Recreation Department for review. Any player refusing to follow this policy will be suspended indefinitely.

N. GAME RULES

1. **Time Limit:** all games have a 60 minute time limit. No new inning with start after time runs out unless the score is tied (see tiebreaker rule). All games ending as a result of the Time Limit Rule will be considered regulation games.
2. **Starting Count:** the starting count for every batter in all league games will be 1 ball and 1 strike.
3. **Home Run Limits:** the home run limits for each league are as follows:
 - a. Monday C & Tuesday B: 2 homeruns per team per game.
 - b. Thursday A: 4 homeruns per team per game.
 - c. Subsequent homeruns will be considered outs.
4. **Run Rules:** 20 runs after 3 innings | 15 runs after 4 innings | 10 runs after 5 innings
5. **Courtesy Runners:** teams may use 1 courtesy runner per inning. Any eligible player on the official lineup including available substitutes may be used as a courtesy runner. If the courtesy runner is on base at the time he or she is scheduled to bat, an out will be recorded and the next batter comes to the plate.
6. **Foul Balls & Home Run Balls:** Team Managers are responsible for getting someone to retrieve foul balls and home run balls if they were hit on their side of the field and get them back to umpire.
7. **Batter's Box:** Since batter's boxes are generally not marked for league play, the umpires will use their best judgement when making calls related to the area. The benefit of the doubt will go to the batter.
 - a. The batter's box area is 4' wide x 7' long.
 - b. If the umpire declares one or both feet of the batter are clearly outside a reasonable batter's box area when contact is made with the ball, the batter will be declared out.
 - c. A batter touching home plate with his or her foot when contact is made with the ball will be declared out. The batter is out whether the ball is hit fair or foul.
8. **Pitching Arc:** The limited pitching arc is 10' maximum and 6' minimum. Pitched balls judged not to meet the minimum or exceeding the maximum will be declared illegal. The batter still has the right to swing at the pitch with the risk of being called out.
9. **Infield Fly:** The infield fly rule will be enforced when a fair fly ball which can be caught with ordinary effort by an infielder, pitcher, or catcher when FIRST & SECOND or FIRST, SECOND, & THIRD bases are occupied with less than two outs.
 - a. Any outfielder that positions him/herself in the infield on the play shall be considered an infielder.
 - b. When it seems apparent that a batted ball will be an infield fly, the umpire shall IMMEDIATELY declare "INFIELD FLY- THE BATTER IS OUT."
10. **Chopping & Bunting:** No bunting or chopping a pitched ball allowed.
 - a. Batters called for bunting or chopping the ball will be declared out and any base runners must return back to original base.
 - b. DEFINITIONS: A bunt is a tapped ball not swung at, but intentionally met with the bat and tapped slowly within the infield. A chopped ball hit occurs when the batter strikes downward with a chopping motion of the bat so that the ball bounces high into the air.

11. **Sliding:** Players must try to avoid contact and slide on a close play at any base. Sliding is not mandatory but avoiding contact is strongly encouraged.
 - a. At no time may a base runner flagrantly run, block, roll and/or crash into a fielder. The offending player will automatically be called out and may be ejected from the game at the umpire's discretion.
 - b. Players are encouraged to slide on close plays at home-plate. Teams should instruct on-deck batters to assist runners coming home during these situations. Many of the problems experienced at home-plate stem from lack of team communication.
 - c. We encourage baserunners to slide when it is appropriate and not to slide when it isn't. The majority of softball injuries are related to sliding.
 - d. Roll sliding is prohibited at any base or home-plate. In addition, a baserunner may not jump, hurdle or leap to avoid attempted put-outs.
12. **Obstruction:** Fielders must stay clear of the baserunners unless they are in possession of the ball, in the act of fielding a batted ball or about to receive a thrown ball. Obstruction calls are in judgement of the umpire.
13. **Interference:** Defensive players must be given the opportunity to field the ball anywhere on the playing field. Players and coaches must make room for plays to be made. Interference calls are in judgement of the umpire.

O. TIE BREAKER RULE

1. No game will end in a tie. If the game is tied after 7 innings or the 60 minute time limit, the visiting team will bat in the top of the next inning with the player that is scheduled to bat last in the inning placed on second base (e.g., if the number five batter is the leadoff batter, the number four batter in the order will be placed on second base. The home team will repeat the same process.
2. All batters will start with a count of 3 balls and 2 strikes.

P. PLAYER CONDUCT

1. Each and every participant must behave respectfully and courteously in the spirit of fair play.
2. *Unsportsmanlike Conduct includes, but not limited to, acts or conduct such as, vulgar, obscene, or profane language; protesting a judgment call during the game; or disrespectfully addressing or contacting an umpire or any GPRD staff member gesturing in such a manner as to indicate resentment.*
3. Each Team Manager is responsible for his team members and the fans supporting his team.
4. Alcoholic beverages and weapons are NOT allowed in the park or dugouts. Player may be ejected immediately, no warnings are required.
5. Teams and/or individuals with reports of unsportsmanlike conduct, including ejections and warnings, will be reviewed by GPRD for possible suspension from future games.

Q. EJECTIONS/SUSPENSIONS

1. Ejected players must leave the facility immediately.
2. A player ejected from a game is ineligible to play for any team in any division until the player has paid the fine and served a 2 game suspension in the division where the ejection occurred.
3. If a player is ejected more than once throughout his entire participation in the league, he will be permanently expelled from the league.
4. The following acts are subject to ejections and the subsequent suspensions:
 - a. Any deliberate action which may potentially cause injury to another player.
 - b. Excessive use of physical force in arguing with another player, fan, or umpire.
 - c. The malicious destruction of property in or around park property.
 - d. Foul language (especially directed at umpires or staff).
 - e. Any physical or verbal threats towards an umpire, staff member, player or fan.
 - f. Excessive complaining of calls including balls and strikes or other calls made.
 - g. Throwing Bats: intentional throwing of a bat will result in an automatic ejection.
 - h. A suspended player is required to pay a fine of \$20 and present the fine receipt to the League Director before he/she is eligible to participate again. Fines must be paid in person at the Parks Office. Fines not paid by player will result in further suspension.

R. RULINGS

1. The umpires or and League Director have the right to make immediate decisions and impose necessary disciplinary action if the situation warrants it. Rule interpretations are subject to appeal, however, all judgment calls are final.

S. PROTESTS

1. A Team Manager may request an explanation on the application or interpretation of the rules. If the explanation is not satisfactory, a Team Manager must indicate to the umpire, before resuming play, that the team reserves the right to record that disagreement as an official protest immediately following the game. At the end of the game, the team has the right to confirm it as a protest by recording it on the score sheet. Protests may be made only on rule interpretations, not judgment calls. The following must be noted on the score sheet: date, score at the time of the protest, time that the protest was made, incident ruling causing the protest, and signatures of both Team Mangers. The umpire will turn in the score sheet and report to the staff by 12:00pm the next day. If the written report is not received by the deadline, the protest will not be upheld. All decisions made by the staff on protests are final.

T. SITUATIONS NOT COVERED

1. Situations not covered in this document will be decided by the League Director.