

**FALL 2015
ADULT SOFTBALL LEAGUES
Playing Rules and Regulations**



UPPER MORELAND TOWNSHIP DEPARTMENT OF PARKS AND RECREATION
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All teams participating in UM Township's Department of Parks and Recreation Adult Softball Leagues shall abide by all official 2015 ASA softball rules EXCEPT as stated herein...

1. **UMPIRE:** One umpire shall be present for all games, and is paid **\$36.00** in cash prior to the start of each game. Each team pays **\$18.00** cash (please remember to bring correct change, umpires may not have change). In case of a forfeit by one team, do not pay the Umpire; the department will pay the official by check (and deduct it from the "forfeit fee" amount paid by each team at the seasons' start). All officials are ASA certified and assigned by the league, requests for certain officials will not be honored.

2. **SOFTBALLS:** Type: Trump MG – 61 .47 COR, Cork Center softball – yellow balls will be available at the Park Office for games played at Masons Mill. **Please use only one new ball per game.**

3. **HOME TEAM RESPONSIBILITIES:** The home team is responsible for obtaining the game ball, cones (coed) AND the official scorebook from the park attendant's office. Home team may keep the ball after the game. **The Home Team is listed first on the schedule.** Visiting team must supply one good back-up ball (coach received a ball at the meeting) and supply their lineups to the home teams prior to the game starting. Home team must REPORT THE SCORE by either filling out the score sheet or texting or calling the coordinator.

4. **LEAGUE FEES:** **No team will be allowed to participate until their league fee is paid in full. No exceptions.**

5. **ROSTERS:** No player is allowed to participate without signing the roster. Rosters must be submitted to the UMPR Office prior to the first scheduled game. **Players are permitted to be on ONE (1) league roster at a time (it is possible to play in the Coed and Men's leagues at the same time). If a player would like to change teams, he/she must call the office and request to be dropped...we will notify the coach and the change will be effective the following Monday.** At that time, said player may add him/herself to another roster and the coach must submit that roster prior to the start of the game. Players may NOT play for more than one team per league per night. Teams should have at least 10 players; players may be added throughout the regular season.

To add a player, simply have him/her sign a new roster form. Fill in the top portion and the player should fill out their portion completely with signature.

- All players must be at least 18 years of age.
- Players must sign a roster before playing in any capacity of a game. A player will be considered illegal/ineligible until the roster is signed. The other team may protest the game, at which time we will check the lineup with that team's roster and determine eligibility. If a player is caught in a game without signing a roster, said player will be suspended for the remainder of the game and that game will be counted as a forfeit for the team using the illegal player.
- **Coaches will be held liable for failure to ensure that everyone on their team has signed a roster.**
- Players may change teams up to and including **September 9**, after which they are committed to the team with their name on the roster and may not be deleted UNLESS released by their coach. Any player released and picked up after that date will NOT be eligible for playoffs no matter how many games he/she plays.
- **After the rosters freeze, if a team forfeits out of the league, those players are NOT ELIGIBLE to participate on other teams. Penalty = forfeit for the games in which that/those player(s) participated.**

6. **SCOREBOOKS:** Keeping score is the responsibility of the Home Team but should be checked for accuracy by the Visiting Team. Be sure to include **first initial and last names** of each player. **Substitutions must be recorded and protests must be marked. Game will NOT count towards playoffs if the book is not kept correctly. Please date each game and write the team names on top of the score page...**it is much easier to locate games that way. Please date the book.

7. **WARM UPS:** Team may not fungo softballs into the backstop. **If a team is hitting fungos into then fencing they will start the first inning with one out.** Teams may hit Wiffle balls into the fences without penalty. Also, please be courteous of general park-goers and do not interfere with the present game while warming up.

8. **PITCHING:** **legal = 6-12 feet for coed & 6-15 feet for men.** *Pitch height is the discretion of the official.* The pitcher must have one foot in contact with the Pitchers Plate while preparing to pitch and show the ball to the batter. The pitcher may then step in any direction to pitch the ball; however, one foot must be in contact with the Pitchers Plate at the time of release. Pitching Mound to Home Plate Distance > 50'.

9. **HITTING:** If a batter hits a foul ball after two strikes, that batter shall automatically be called out. If the foul ball is caught in the air, it is live and runners may advance. No intentional bunting or chop hitting. *We will NOT be adopting the ASA rule supplement #22 – Foul Ball / Foul Tip.*

COED LEAGUE NOTE:

- Any walk to a male batter will result in a two base award when followed by a female batter and the female batter must bat. **EXCEPTION:** With two outs, the female batter has the option to walk or bat. A male runner advancing to second without touching first base shall be called out if appealed.
- Outfield Rule – **there will be a hash mark placed on both foul lines approximately 60' from 1st & 3rd bases.** When a female batter is at the plate, there may only be 6 defensive players positioned in front of the coned area (arc parallel to the infield cut out) UNTIL the ball is hit. Penalty: delayed dead ball.
- If a 7th defensive player is positioned in front of the cones before the ball is hit AND the batter/runner gets to first base AND all other runners advance the play stands.
- If a 7th defensive player is positioned in front of the cones before the ball is hit, the offensive team manager must elect to take either the result of the play **OR** the result of the delayed dead ball obstruction. Effect: the batter/runner will be awarded first base AND all other "forced" runners advance one base.

10. **RUNNERS:** There is **NO** stealing permitted. Once the pitcher has the ball, base runners must either return to the base or advance to the next base; they may not stand between bases and wait for a defensive play. Base runners may not leave the base while the pitcher is within 8 feet of the Pitchers Plate. **In a force out situation** where a defender is attempting to throw to the base behind the runner, the base runner proceeding to the next base must give themselves up by sliding or surrendering by running to the inside or the outside of said path. Failure to do so **may** lead an umpire to call out the runner proceeding to the base behind runner in question. Defenders must throw the ball for an umpire to make this call. If the runner's initial direction of surrender happens to interfere with defender, runner may not be ruled as interfering, officials decision. If runner changes initial direction and interferes with defender, runner may be ruled as interfering. **Calls are strictly the judgment of the umpire.** Base distance = 65'

-Courtesy Runners: Teams may designate one player (**Coed one player per gender**) per game for need of a courtesy runner at anytime during a game. Runners must be used for that designated player for the remainder of that game, however once designated player runs for themselves, runner is abolished.

- Runner must be the last same gender out **or** last same gender person in batting order if no out is recorded OR at start of game.

Runners may not leave the base until the ball is hit. If the umpire sees the runner off the base the runner is called out. After a pitch when the ball hits the ground, it is deemed a dead ball. Runners may step off the base **UNLESS, in the umpires' opinion, the runner was trying to gain an advantage as the play was deemed dead.**

11. **1 AND 1 COUNT:** Rule 7 Section 3 B (ASA rules): Adult Slow Pitch Only, Prior to the pitch the batter will enter the batters box with a one ball one strike count.

12. **SLIDING:** you should slide to avoid injury and confrontations. We do not have a "must slide" rule, BUT if danger exists, the runner must slide or surrender or will be called out. Simultaneous arrival of the ball, defensive player and runner is the discretion of the official as long as the runner attempts to avoid injury. **Decisions are umpire judgment.**

Note: A player who has possession of the ball and is waiting to make a play MAY be positioned in the baseline and/or block the base. A player waiting for the ball in order to make a play **MAY NOT** be positioned in the baseline until they have control of the ball.

13. **NUMBER OF PLAYERS PRESENT:**

All players must be at the field and VISIBLE at the start of the game, or they will be considered absent. If because of this visibility rule, the minimum number of girls is not reached, then no Extra Player will be allowed.

MEN'S: Teams may play a game with a minimum of **8 players**

COED: Teams may play a game with **9 players**, but must have **2 women present**.

If the 9th and/or 10th player arrives after the start of the game and is NOT listed in the starting lineup, he/she **may be entered at the start of the next half inning & must bat at the end of the line up. Players may be added at any time during the game allow for a full team.**

Teams with fewer than 10 players may list a player/s in the lineup even though they are not present, but when his spot comes up to bat, that spot is considered an out until the player shows up (in this instance, he can enter the game on offense OR defense at the next dead ball). If you start with 10 or 11 players, you must finish with 10 or 11. No EP may be used if entire lineup is not present at the start of the game.

Exception: if player is injured or cannot continue for any reason OTHER THAN AN EJECTION and you have no subs, you may finish with one less player, but an out is recorded every time that player would have batted. **If a player is ejected and you do not have a substitute, a forfeit is declared at the time of the ejection.**

14. **DESIGNATED HITTER (DH):** may be used, provided it is made **known prior the start of the game** & is listed on the starting line up. You may use one DH per gender.

A. A "DH" must remain in the same spot in the batting order the entire game.

B. A "DH" may not enter the game on defense. If so = player is ejected for the remainder of the game. *Exception: The "DH" may not enter on defense UNLESS the "DH" is the only player available AND the defensive player they were DHing for gets injured.*

C. The player being "DH"ed for may bat for him/herself during the game, thus eliminating the "DH". In this instance the "DH" may not re-enter the game.

D. The "DH" may be substituted for & may re-enter.

15. **COED LEAGUE MEN/WOMEN RATIO:** per team = 7 men / 3 women. If used, the "EP" may be either gender, BUT ONLY 7 MEN MAY PLAY THE FIELD. **If there are only 2 women at a game, the game will be legal, but only 9 players may play in the field.** DEFENSE: 7 men and 2 women may play any of the 9 positions (must have one pitcher and one catcher). **You will not be charged with an out for missing a 3rd female. But, you may NOT use an Extra Player. See note under rule 13.**

16. **EXTRA PLAYER (EP):** may be used provided it is made known prior to the start of the game AND is listed on the starting line-up. **Each team may use 2 extra players.** If an "EP" is used, 11 OR 12 people are listed in the lineup and any 10 of those players may take any of the field positions at any time. Field positions may be switched throughout the game. An "EP" may be withdrawn and may re-enter as any other starting player. The "EP" must remain in the same spot in the batting order the entire game. **EP's may NOT be added to the lineup after the start of the game.**

Coed Note: EP may NOT be used with only 2 women present. If using an Extra Player you MUST have 3 women on defense. It is the coach's responsibility to verify that the females are present prior to the beginning of the game.

17. **RE-ENTRY:** **all players** may be withdrawn and re-entered provided they occupy the same spot in the batting order. *It is never permissible for a player and his/her substitute to be playing at the same time.*

18. There is a **25-RUN MERCY RULE**. AT ANYTIME in the game when the deficit becomes 25 or more, the game is automatically over.

19. There is a **15-RUN RULE** in effect, starting in the 5th inning. The losing team must bat in the inning that the 15-run rule would take effect. EXAMPLE: in the top of the 5th inning, the away team goes up by 15 runs; the game is not over because the home team did not get a chance to bat in the bottom of the fifth inning (the inning they fell behind by the 15 runs). Likewise, if the home team is winning in the bottom of the 4th inning by 15 runs and the away team fails to score, the game is over and the home team need not bat.

20. **PLAYOFF ELIGIBILITY:** A playoff eligibility form must be completed before a team can play a playoff game. A player must have played in appropriate amount of games to be eligible for playoffs. Players who do not meet playoff eligibility will not be permitted to participate in playoffs. Players must have played in at least **3** games to be eligible.

Any team using an ineligible player during a playoff game will be charge with a forfeit for that game. If you feel an opposing team is using an ineligible player, you may protest that game at any point before the last out. If the player is eligible, the result of the game stands, if the player is deemed ineligible, it will be a forfeit. Standard protest rules apply (see protest rule #28). The commissioner will not look up eligibility unless a proper protest is submitted, unless he/she has a suspicion that an ineligible player is being used.

Playoff Roster Limits: Men's = max of 18 players Coed = max of 24 players

21. **PLAYOFFS:** Umpire fees for the **playoff finals only** are included in the League Team Fee and are paid by the Department.

A. **Once ANY game reaches regulation length, it is considered a legal game and will count towards standings. Playoff exception: If a game gets cancelled prior to the trailing team completing their turn at bat in the 5th inning we will play the game from the beginning on the makeup date.**

B. The top teams in each league are invited into a playoff tournament (number of teams invited depends on the number of teams registered).

C. First series is one game; subsequent series are best of 3 (based on number of teams)

D. If there is a tie for any of the playoff positions, the tiebreaker shall be:

- Head to head record of all teams involved (best percentage)
- Runs against (forfeit games do not count).
- Run differential of teams involved
- Record vs all playoff teams
- Coin toss

22. **PLAYOFF ELIGIBILITY FORMS:** To help eliminate any occurrence of teams unknowingly using ineligible players for the playoffs, we are asking each manager to please complete the Player Eligibility Form throughout the season. The form allows you to mark the dates in which your players have participated. Please fill out the names as it appears in the official scorebook (i.e. first initial last name). Submit this form prior to playoffs beginning or your team will NOT be permitted to compete in the playoffs. **Your team will NOT be allowed to participate in playoffs until this form is submitted.**

23. **INCLIMATE WEATHER:** In the event of inclement weather, the department will attempt to email or text each manager. If you are in doubt, you may call Masons Mill Park at (215) 659-3388 or check the breaking news section on www.uppermoreland.org. Please notify your players if the game is postponed, do not have everyone call the park at the same time. The department will make a decision by 5:00PM, after this time, the decision will be made by the umpire/staff at the field.

24. **MAKEUPS:** The department schedules all make-ups. Make-Ups will be scheduled as time/field

space permits throughout the original schedule. **Managers are responsible for checking the makeup schedule and/or contacting the office to find out when a game is being played. Failure to show up to a makeup game will result in a forfeit. Schedule will be emailed and posted on website.**

25. **PLAYER EJECTIONS: (UMP&R has the right to take additional action if the situation warrants, up to and including expulsion for our leagues for life)** Sportsmanship is of the utmost importance in Upper Moreland Parks and Recreation's leagues. Ejections will be discussed between Department staff AND the official who felt the ejection was warranted. If needed, managers will be asked to make a statement. Players involved are NOT to call the office; this may result in an additional offense. **If a player is ejected and no substitute is present to replace that player the game will be a forfeit.** The following is a list of consequences for being ejected from a game:

1st Offense: Any player or coach ejected from a game shall be ejected for the remainder of that game **plus** the team's next scheduled game; however, if there is a physical attack, said player shall be ejected for a period to be determined by the Department. Managers are responsible for reporting ejections.

2nd Offense: Said player shall be ejected for that game **plus** the next 3 games.

3rd Offense: player or coach is ejected for the remainder of the season and may not participate in any Parks and Recreation sponsored activities for a period to be determined by the Department. In addition, in accordance with Township Code, Title 6...player shall not be permitted in any Twp. Park facility for a period of one (1) year.

- The UMPR staff reserves the right to adjust any suspension/ejection as deemed necessary.
- Any player found participating in a game from which he/she is ejected, shall result in ejection of said player **and** the team manager for the remainder of the league season, without refund.
- Any Parks & Recreation Dept. Staff and any ASA League Official may eject any player, coach, manager, or fan that interferes with proper functioning of the league, park, or facility.
- No refunds of team fees or forfeit fees will be provided to ejected teams as a result of improper actions or conduct at field sites.

26. **CURSE RULE:** Players will be ejected for the remainder of the game for using inappropriate language as determined by the umpire. Warnings need not be given to enforce this rule, solely at the discretion of the officials, league coordinators or department staff. Upon review of the situation, a player who is ejected for the curse rule **may also be charged with a 1st offense** (see rule #25 regarding *substitutes for ejections*) depending on the severity of the dissent.

27. **ALCOHOLIC BEVERAGES, SMOKING AND/OR TOBACCO PRODUCTS ARE STRICTLY FORBIDDEN** in all parks and school properties.

Alcohol related penalties - League and Game Officials may deem a game as a forfeit if he/she suspects intoxication of any player(s) on the team. *The following actions will be in addition to township penalties: team and/or individual intoxication*

- *1st offense - team forfeit and/or player suspended for two games.*
- *2nd offense - team suspended from the league and/or player suspended from all department activities for one year.*

Tobacco related penalties - a fine of no less than \$50 but up to \$600.

Spectators may not possess or consume alcoholic beverages or at games. Smoking and tobacco products are prohibited in all parks or on any township property. Violators subject to penalties as provided by Twp. ordinances.

28. **PROTESTS:** Please review the procedure and if you are unsure, protest!

- A. Protests must be made known to both teams (either by the coach or official) at the time of the protest. The protest must be made before the next pitch or before all infielders have left fair territory, or if on the last play of the game, before the umpires leave the playing field. NOTE: After one pitch has been thrown (legal or illegal) no change can be made on any umpire's ruling. Teams should mark in the scorebook when a protest was filed.
- B. All protests must be properly filed according to the ASA rulebook.
- C. The protest must be submitted to the Parks and Recreation office in writing within 48 hours. After investigation, the UMPR staff will make the final decision on the protest.

D. A Protest Fee of \$25 must be submitted (payable to Upper Moreland Twp.) along with the written protest. This fee will be returned if the protest is found to be valid. If found to be invalid, the \$25 is not returned.

29. SAFETY is important. All accidents and injuries shall be noted in the scorebook, the scorebook signed by the umpire, and reported to the Masons Mill Park Office or Parks & Rec. Office within 24 hours. A detailed report will then be prepared. Note that players and spectators are covered only by LIABILITY INSURANCE provided by U.M. Township and as team members of the A.S.A. No coverage for accidental injuries or loss-of-work time is provided.

- Teams desiring coverage for accidental injuries and/or loss-of-work should purchase this insurance on their own. Said coverage is available through A.S.A. if desired. Team Managers shall advise all players of this information.
- Team rosters must be signed by all players prior to participating in the league...players are to participate at their own risk being aware of the hazards of playing competitive sports.

30. PRIZES: Trophies will be awarded to the playoff tournament champion and playoff runner-up in each league. T-shirts may also be awarded to the playoff champion.

31. PLAYER SHIRTS: To aid with scorekeeping and officiating, we are recommending that all teams have matching jersey's by the third game of the season. Numbers should be of contrasting color, placed on back of shirt. Jerseys are a suggestion; umpires will not declare a forfeit if any player of the team in question does not wear a numbered shirt.

32. HOME RUN RULES: The first three batted balls that clear fence in the air per team will be considered home runs. Teams may hit additional home runs once the opposing team reaches at least two home runs. Once at three home runs, no team may have more than a two home run advantage over the other team. All balls that clear the fence in the air once you have reached three home runs or any ball clearing the fence in the air that would put you up by more than two HRs (once three HR's has been reached) will be considered an out.

Any fair fly ball touched by a defensive player that clears or has cleared over the fence in fair territory, should be declared a four-base award and **WILL NOT be included in the total of over-the-fence home runs.*

Example: team A hits three home runs in the top of the first inning, they may not hit additional home runs until team B hits at least two HR's. If team A hits a fourth HR it will not be a HR it will be an out and all runners return to their previous base. When team B reaches their second HR, team A may hit another HR (they will be up two at this point and may not hit another). If team A has their three HR's; team B bats in the bottom of the first inning and hits five HR's in a row, this is legal, but they may not hit another HR until team A hits a fourth, then team B may hit one more... After a team reaches three HR's, they cannot be ahead in HR's by more than two.

33. SPECIAL FIELD RULES: to be reviewed with Umpire and agreed to by both Managers before each game begins. **Any ball that hits the ground in play and then bounces over, through, next to or under the fence will be considered a Ground Rule Double.** This allows runners to advance two (2) bases.

- All calls are strictly the judgment of the Umpire and are final.
- Other site concerns: to be agreed to by the 2 Managers and the Umpire prior to each game throughout the season.

Double first base – batter runner must attempt to run through the orange bag. Runner / field player may tag either bag on the initial play, but should avoid contact with the other.

- If a collision occurs when the field player is covering or blocking the orange bag, then the fault is on the field player. If a collision occurs when the field player is covering or on the white bag, it is the fault of the batter/runner.
- The entire double base is considered "the field of play" for the initial play (except fair/foul ball). Once the runner touches the bag, only the white is considered in play.

Masons Mill Field #1 - Foul pole / fence distance in right and left field is 295'

- The pole that is in play in left field of Masons Mill #1 is equipped with a pad. **Any batted ball hitting above that pad will be deemed as a home run.**

34. EQUIPMENT:

- A. **NO METAL SPIKES PERMITTED** all players must wear athletic shoes. If a player is found to be wearing improper cleats, he/she will be asked to leave the game until proper footwear is worn.
- B. Gloves must be worn by field players; any glove is allowed to be worn by any player.

35. LEGAL BATS: To be used in league play, each bat must be listed on the LEGAL BAT LIST. If a bat does not appear on the legal list, it will be considered illegal until approved AND ADDED to the list by the department of parks & recreation.

- Defining a legal Bat: **A single-wall bat is to be composed of one continuous, single shell or layer composed entirely of the same material without the use of any type of glue or bonding system with a BPF no greater than 1.20.** Any bat that is more complicated than this definition is considered a multi-wall bat. All current composite bats are constructed using multiple layers and therefore considered Multi-wall bats.
- **To get a bat added to the legal list:** documented information from a manufacturer must be provided to prove that bat's specifications meet the above definition prior to the date listed below. **No "new" bat will be considered after April 2.** UMP&R reserves the right of final decision concerning legality.

Please inform your team members to purchase bats ONLY on the bat list.

Additionally, please be sure all your players are aware of this rule and please inspect your team's bats for conformity. Teams (not umpires) are responsible for monitoring and reporting of illegal bat usage. If you are unsure if a bat is legal, please contact the department prior to purchasing it for a determination.

Illegal Bat Usage Penalties:

- 1st Team Offense: The player caught using the illegal bat will be ejected for that game **plus** the next 3 games and the coach will be suspended from the next game
- 2nd Team Offense: The player caught using the illegal bat will be ejected for one year and the coach will be suspended for the period of one year

The legal bat list is in place for league SAFETY. Each coach MUST stress the importance of not using these illegal bats to each team player.

UMPR holds the right to ban certain equipment if deemed inappropriate for play at our facilities and in our leagues. We hold the right to do this at any point during the season.

36. FORFEIT TIME: All games will start promptly at their scheduled time OR when the umpire determines that the game is ready to begin. For 6:30pm games, teams that are not ready to play will receive an automatic out during their first at bat to start the game. Two outs will be recorded for teams still not ready to play at 6:35pm and the game will be deemed a forfeit at 6:40pm if one or both teams are not ready to play. This is an attempt to keep ALL games on schedule. Later games will start at the scheduled game time OR when the umpire determines that the game is and will be considered a forfeit if one or both teams are not ready to play at the start time. **3 forfeits within 1 season will result in the ejection from the league, forfeit all fees, and lower priority for getting into the next season.**

37. GAME TIME LIMITS: We are very fortunate to have a lighted field at Masons Mill Park for softball, but that does not give our leagues credence to play through all hours of the night. All games played at Masons Mill field #1 (the lighted field) shall follow these specifications. A 6:30PM game shall not start a new inning past **7:45PM**. A 7:45PM game shall not start a new inning past **9:15PM**. A 9:00PM game shall not start a new inning past **10:45PM**. Teams may complete the current inning (top and bottom halves) but may not start a new one past the time stated.

38. All PARK ORDINANCES will apply to all league players and spectators. These ordinances provide for citations and fines and include but are not limited to:

- No alcoholic beverages, pets, or littering
- **No tobacco in any township park**
- **No pets in any township park**
- No driving or parking on turf areas; park only in designated spaces.
- Proper conduct and language in public park areas.