

## 2016 CITY OF UKIAH ADULT SOFTBALL LEAGUE RULES

*Managers are required to inform ALL their players and fans about the rules.*



### **ASA Rules are in effect for all games along with the following supplements:**

1. Players must be at least 18 years old to play in the City of Ukiah Softball leagues.
2. All bats used must bear the ASA 2000, 2004, or 2008 certification mark and must not be listed on an ASA non-approved list, or must be included on a list of approved models published by ASA. Wood Bats must be labeled "Official Softball" or must be deemed to be a softball bat in the judgment of the umpire. Umpires will be inspecting bats both prior to, and during games, to ensure the legality of all bats used during the contest. If an Umpire finds an illegal bat during the game, it will result in an immediate forfeit. Use of an illegal bat will result in a 2 year suspension.
3. A player may only play for one slow pitch division team (except Co-ed). Once registered on a roster, the player cannot transfer. All non-playing coaches names must be on the roster and identified as coaches (no fee).
4. All softball players must have a visible number on their jersey/shirt.
5. No metal spikes are allowed (1<sup>st</sup> Offense: Immediate Ejection, 2<sup>nd</sup> Offense: One Year Suspension).
6. The Community Services Department "Players Code of Conduct" will be strictly enforced.
7. Sportsmanship, proper language, no physical/verbal abuse, and refraining from taunting are expected from **every player and spectator**. Some actions may justify immediate ejection from the game and/or league/facility.
8. No smoking or alcoholic beverages are allowed on the playing field or in the dugouts. No player or manager may be intoxicated just prior to or during a game. Umpires and/or league officials have the authority to make these determinations. **No Outside Alcohol (Immediate Forfeit).**
9. When a player is ejected he or she has *5 minutes* to leave the Complex (parking lot OK) or their team will forfeit the game. Refer to "Players Code of Conduct" for penalties.
10. No one other than players or coaches are allowed in the dugout or on the field during a game. This includes batboys/girls, scorekeepers, friends, family members, players from other teams, etc.
11. ASA Blood rule will be in effect. ASA double base at first rules are in effect.
12. For slow pitch, you must have a minimum of 9 players to begin a game (10<sup>th</sup> player is not an out). If the 10<sup>th</sup> player arrives during the game, they must bat in the 10<sup>th</sup> spot.
13. Lineups with names and jersey numbers must be turned into scorekeeper 10 minutes *prior* to start of game. Lineups may have a maximum of 12 batters.
14. A team forfeits the game if they can not field a team 5 minutes after the official start of a game. That team must pay a forfeit fee of \$50.00 to the league *prior* to playing another scheduled game. *Note:* In the case of a "double forfeit", both teams get losses. **Forfeits count as 1.5 losses.** Two forfeits will eliminate teams from consideration for playoffs. If a team forfeits three times, they will be removed from the league.
15. Sponsor fees (\$350) must be paid by the advertised deadline and player fees (\$40.00) must be paid the night of their *first* game (no pay-no play). No refunds for sponsor fees after the registration deadline. No player refunds once a player is registered on the team roster. Fees cannot be transferred.
16. Game length: No inning begins after 70 minutes
17. Run Rule: Game is over if a team is ahead by twenty (20) runs after 4 innings or twelve (12) runs after 5 innings. ASA rules apply for tie breakers, regular season and playoffs.
18. B1 – B2 and Co-ed leagues will play with the "one-up rule". If a player on team 'A' hits a home run, team 'A' cannot hit another home run until team 'B' hits one. If team 'A' does hit one, it will be an automatic out. There will be unlimited home runs as long as a team is only one up at a time. Any additional home runs in the same inning will be an automatic out. Unlimited home runs in Women's Leagues.
19. No more than three warm-up pitches or one minute between innings. Both the mat and the plate will be used for calling strikes (the black portion around the plate is considered part of the plate).
20. Batter starts with an implied one-and-one count. The first foul ball with two strikes on the batter will not be an automatic out. The second foul ball with two strikes will be an automatic out.

21. **BASE RUNNING:** Sliding at all bases is permitted, as it is the base-runners responsibility to avoid collision. Players shall not intentionally collide with any other players. In the case of a runner intentionally colliding with a fielder, the runner will be called out and may, at the umpire's discretion, be ejected from the game. All base runners must either slide or give up their right to a base (avoid a collision by stopping or leaving a base path) if the defensive player (e.g. catcher) has possession of the ball and able to make an apparent play on the base runner. If a defensive player is not in possession of the ball, so that they are able to record an out (apparent play at any base), they cannot block the base (e.g. home plate) or be in the base path so as to impede (obstruct) the base runners right to that base. Under such circumstances, the defensive player shall be responsible in avoiding a collision. If a collision does occur under these circumstances the runner will always be considered safe and the obstruction rule shall be enforced. Runners must get down or out of the way on potential double plays, at any base or the plate. If the player fails to do so, the player failing to slide is charged with an out and the batter shall be declared out as well. In addition, all runners not declared out, shall return to the last base occupied at the time of the pitch.
22. Re-entry: Any player may be substituted and re-entered once, providing players occupy the same batting positions whenever in the line-up. Players may not re-enter a second time. The starting player and their substitute may not be in the line-up at the same time. If a player re-enters the game a second time or a player re-enters the game in a position in the batting order other than their original starting or substitute position, this is an illegal re-entry.
23. Courtesy runners are allowed if an injury is involved. The substitute runner is the player who made the last out. Courtesy runners may only be used for **two** players during the course of a game (use wisely).
24. All Protests must be stated to the home plate umpire and scorekeeper at the field and must be submitted in writing with a \$20.00 protest fee to the Recreation Department within 24 hours after the completion of the game in question. The \$20.00 protest fee will be returned only if the protest is upheld. Judgment calls by officials during the game cannot be protested. Protests will be settled by the Ukiah Recreation Department.
25. Rosters are "frozen" after the **6<sup>th</sup>** game of the season. A player must play in at least **two** regular season games to be eligible for post-season play.
26. Teams that win their league and/or league championship must move up to the next highest level of play next year (if returning at least 50% of their roster).
27. **Use of an illegal player (not on the roster, underage, on another team, etc.) will result in an immediate forfeit, the suspension of the illegal player for the remainder of the season (all leagues) and at least a 1 game suspension for the team manager.**

### Methodology Used to Determine League Standings

In the event of a tie in the final standings, the following criteria will be used to decide the winner in the following order:

1. Head to head record
2. Run differential in head to head games (if more than one game played head to head)
3. Best record head to head among tied teams (if more than two teams tied)
4. Most runs scored in all league games
5. Least runs allowed in all league games
6. Coin flip