

CHAPEL HILL PARKS AND RECREATION DEPARTMENT

ADULT SOFTBALL LEAGUE RULES

GENERAL INFORMATION

At the time of registration, teams are required to pay \$200 deposit. The remainder of the fee is due before the first game. Failure to comply with the deadline for remaining fee will result in forfeiture of all games until the fee is paid. Forfeiture of three games will result in ejection from the league.

Men's leagues will be played on Monday and Wednesday. Games will be played at Homestead fields.

Each team will be allowed 20 players on its roster. All players must fill out and sign the player contract release form if they are to participate in the league. All rosters will be final after the fourth game of the season. No additions will be allowed after the fourth game. If the use of a player not on the roster is discovered, the team using the illegal player will forfeit the game or games in question. **Player must play in a minimum of three (3) games to be eligible for the tournament.**

All participants on the roster must be 18 years or older.

The team captain is responsible for informing all team members of league information (schedule changes, postponements etc.) Information on cancellations will be recorded on the athletic hotline 685-8277 also.

A decision to postpone a game due to inclement weather will be made by 5 p.m. if possible. It will be announced on the athletic hotline, 685-8277.

Rescheduled games may be played on Sunday evenings. The Chapel Hill Parks and Recreation Department will not give consideration to other leagues when rescheduling games.

In the event of lightning and heavy rain, teams and staff shall leave the field and seek shelter, and wait 15 minutes. If the weather clears within the 15-minute time period, the game will be resumed. If the weather does not clear, the game will be rescheduled. The game will resume in the inning that it was stopped.

The department will make two (2) attempts to make up rained out games. If the second attempt is rained out, the game may not be played.

Players may **not** play on more than one team or one league in the Chapel Hill Parks and Recreation league at the same time.

Animals are permitted on trails only and must be on a maximum 6ft. leash. Any player refusing to take dogs cats, etc. from the field will be ejected from the game being played and/or the team may forfeit the game if the player and/or animal have not left the playing site within a five-minute period of being asked to do so.

Jersey Rule

All players on a team shall wear jerseys identical in color and trim. The style can be mixed (v-neck or crew neck). Significantly different shades of the same color are not acceptable. Any player whose jersey does not conform to the jersey rule shall not be permitted to participate in a game.

Jerseys must have a six-inch number on the back. Numbers must be permanent (ironed on, sewn on, or silk-screened). Marker pens are not allowed.



PARKS AND RECREATION

www.chapelhillparks.org

Register online: www.chapelhillparks.org

For more information, call (919) 968-2784

Email parksrec@townofchapelhill.org

The field supervisor has the authority to allow/disallow a jersey for play. No protest will be allowed on their decision.

LEAGUE RULE

The field supervisor is the first line representative of the Parks and Recreation Department at each site. He/she is responsible for implementing athletic policies. No spectator, player or coach may overrule any decision made by the supervisor within the guidelines set by the Parks and Recreation Department. The field supervisor has the authority to maintain order in the bleachers, on the bench and on the playing field.

Games won or lost by forfeit shall not be considered played games. These will be counted in the league standings.

Use of a suspended player will result in forfeiture of the game and an additional suspension of three games for the ineligible player. Any player ejected from the final regular season game will be suspended from the first game of post season play.

The league administrator may challenge the eligibility of any player. Proof of eligibility rest with the player.

Each team must supply one (1) new ball per game. Failure to supply a new ball will result in a formal warning to the team in violation. If it is the first offense, the game will be played provided the team can at least supply a playable ball. If a team violates this rule a second time, the game will be forfeited and a win will be awarded to the opposing team.

If a team does not have a new ball or a playable ball as set forth in the rule above and is unable to supply one by game starting time, the game will be forfeited and a win will be awarded to the opposing team. There will be no warning in this situation. A first offense is a forfeit.

Balls allowed in the softball leagues: ASA approved and stamped 52cor, 300 lbs. **Optic Yellow Balls is preferred for games.**

The balls used in the League shall consist of optic yellow covers

Black Colored Marking & Stamp

Max 300 lbs

Max .52 cor



Men 52Cor 300 lb. Max Compression Red Stitch

All batters will start with a 1 ball, 1 strike count.

If a team disbands before the end of the season, all remaining games will be credited to the opponents.

In the event of a tie for first or second place regular season seedings will be determined by:

- looking at game results from head to head competition
- use of point spread
- last resort, a one game playoff

All other ties will be determined by a draw.

There will be no grace period. Game time is forfeit time. At least 8 players per team must be on the field and ready to play. A game may begin with 8 players. The 9th and 10th players may enter as the team changes from offense to defense and vice versa. Any team that forfeits 3 consecutive games may be dropped from the league. If a team is reduced to fewer than 8 players, the game will be forfeited.

The field supervisor's time is the official time. It is recommended that team managers synchronize their watches with the field supervisor to ensure the one hour, ten-minute time limit is being awarded from the start of the game. If there is less than one minute left of regulation time, a new inning will not be started. The field supervisor will use a countdown clock to keep official game time.

A regulation game shall consist of 7 innings, unless the team second at bat scores more runs in 6 innings than the first team at bat scored in 7 innings (exception: Run ahead rule).

Run ahead rule: If after 3 innings of play a team is ahead by 20, 15 runs after 4 or 12 runs after 5 the game shall be considered complete.

A game stopped because of the 1 hour 10-minute time limit shall be regulation.

GAME TIEBREAKER

If the score is tied after the completion of nine (9) innings of play, the following tiebreaker rule will be enforced.

- The field supervisor will revert back to the last un-tied inning after 4 ½ - 5 innings (regulation game) and declare a winner.
- If the score is tied after 5 innings and each inning up to 9, starting with the top of the 10th inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player scheduled to bat last in that respective half inning being placed on second base.

A courtesy runner will be allowed for injuries (one time). The injury must happen in the game being played. A legal substitution must be made if the player cannot return. If sub is not available and the player can't continue, there will not be an automatic out in the batting order. That player will be skipped in the batting order.

The extra players may be used provided it is known prior to the start of the game and his/her name is indicated on the line up score sheet. The extra player must remain in the same position in the batting order the entire game. The extra players may enter the game on defense for any player or position in the field. If due to an injury a team can not field an extra player after starting with one, it will not be an out each time that space comes up in the batting order.

If the extra player is used, all 15 players max must bat and any 10 can play defense.

Line up cards must be submitted to the field supervisor at least 5 minutes prior to the start of the game. It is the team's responsibility to find the supervisor and submit the line up sheet. Line-ups must have jersey numbers, first and last names and player positions.

Visiting team- If your line up is not in the official score book by game starting time, the umpire will have home team take the field and will call for the first batter. The umpire will then start a 20-second count. If your team line up is not in the scorebook at the end of the 20 second count, the ball is dead and the batter is out. This will be repeated until your team line up is recorded in the official scorebook.

Home team- If your line up is not in the official score book by game starting time, the umpire will call for the first batter. He/she will then start a 20-second count. If your team line up is not in the scorebook at the end of the 20 second count, the ball is dead and the batter is awarded first base. This will be repeated until your team line up is recorded in the official scorebook.

As soon as the line up is recorded in the official score book, the field supervisor will immediately instruct the umpire to halt the 20 second count and play ball.

THE GAME

ASA rules will govern play as interpreted and enforced by the umpire on the field and league supervisor, except as they may be modified in these league rules.

The offensive team is required to retrieve foul balls. Failure to do so may constitute delay of game. Delay of game could result in a forfeiture of the game.

Wearing a catchers mask will be optional; however, the Parks and Recreation Department will not be responsible for any injuries resulting from an individuals decision no to wear a mask.

Only official softball bats will be used. They must not exceed the legal diameter and length and must have the official ASA stamp of approval on the exterior. Any bats without the stamp visible on the exterior may be questioned and disallowed by the game official (umpires/field supervisors). Bats that are banned by ASA are not allowed in the Chapel Hill Parks & Recreation League. See ASA website for list of banned bats.

Bats listed on the ASA non-approved bat list will not be allowed in the Chapel Hill Parks and Recreation Departments softball leagues. The umpires and staff enforce this rule. Anyone caught using these bats in any form will be ejected from game and may be expelled from the league for the remainder of the season. Any bat in question may be confiscated by authorities. List of ASA non-approved bats can be found at www.asasoftball.com

1. must bear **either** the ASA approved 2000, 2004 or **2013** certification mark as shown below, and must not be listed on an ASA non approved list.



The home team should always use the dug out on the 1st base side.

The pitcher is allowed 5 warm up pitches upon entering a game and 3 pitches between innings.

Two umpires will be scheduled for all games. In the event that there is only one umpire and the field supervisor can not find a replacement, the game will be played with one umpire.

- League pitching height 6-12 ft.
- Base distance 70ft

- Game ball Optic Yellow or White

LIGHTENING GUIDELINES

If activity has been suspended due to lightning, the designated weather watcher should wait at least 30 minutes after the last lightning flash or sound of thunder prior to resuming activity. Each time additional lightning is observed or thunder is heard, the minimum 30-minute waiting period should be reset. A clear sky or lack of rainfall are not adequate indicators for resuming play. The minimum 30-minute return-to-play waiting period should not be shortened. Play should not be resumed even after the 30 minute waiting period if any signs of thunderstorm activity remain in the area or if the weather forecast indicates the threat is not over.

All individuals should have the right to leave an athletic site or activity, without fear of repercussion or penalty, in order to seek a safer structure or location if they feel they are in danger from impending lighting activity. Safety is the number one consideration, the activity can be made up later.

ATHLETIC RULES OF CONDUCT

The following rules of conduct are sportsmanship guidelines utilized to maintain a positive and safe atmosphere during recreational athletics sponsored by the Chapel Hill Parks and Recreation Department. These rules will be applied to all sports/athletic programs, youth and adult. Each participant/team will be provided with this information and it is the responsibility of each team manager/coach to inform their team members. Ignorance of these rules will not be considered an acceptable excuse for violation.

The field supervisor is the first line representative of the Parks and Recreation Department at each site. They are responsible for implementing department policies and guidelines. No spectator, player or coach may overrule any decision made by the supervisor within the guidelines set by the department. The field supervisor has the authority to maintain order in the bleachers, on the bench and on the field.

The rules of conduct will be in effect before, during and after each game/match/practice beginning with departmental preseason practices and continuing through the conclusion of league tournament play. All athletic special events will be governed by these rules. These guidelines will apply to all events conducted by the department regardless of whether these events are on city owned property or rental facilities.

Each league in each sport will have league rules to meet requirements of that particular sport. These league rules can result in suspension.

Team and/or individuals suspended as a result of infractions of the Rules of Conduct will not be given refunds for team or individual fees.

A participant is defined as a player, coach, or assistant coach, spectator, team or a team follower.

Any department staff member has the authority to eject a participant from a Parks and Recreation event or property (for further reference see the Chapel Hill Code, Sec. 12-3-u).

Repeated violations by team(s) or individuals will result in more severe penalties being applied.

Violations of the Rules of Conduct at the conclusion of seasonal play may result in a penalty application in succeeding programs and/or seasons.

Penalties applied for any situation or circumstance not specifically covered in these Rules of Conduct will be left to the discretion of the League Administrator.

Participants ejected from a game/match/practice must leave the facility in 60 seconds. Failure to do so will result in a forfeit of the activity.

Rules of Conduct

RULES OF CONDUCT

1. All participants must abide by the official's decision.
2. All participants must refrain from all objectionable demonstrations of dissent at an official's decision (i.e. kicking or throwing a ball, bat, or equipment, speaking loudly to an official, making gestures toward an official, etc.).
3. During the course of a game/match, only one captain or one coach per team will be allowed to discuss decisions reached by an official with the officials.
4. All participants must refrain from using unnecessary roughness against the body and person of an opposing player during the course of play of the game.
5. All participants must refrain from using profane, obscene, or vulgar language.
6. Taunting, mocking, and/or harassment of participants or officials will not be allowed.

PENALTIES FOR ITEMS 1-6

The participant will be ejected from the game/match/practice and may be suspended from the next game (regular season or tournament) played by his/her team. A warning will not have to precede the ejection. Upon investigation of the violation, the Recreation Superintendent may take more severe steps if the violator's actions endanger the safety of participants or officials.

7. Verbal abuse of the officials or participants will not be allowed.
8. Profane, obscene, or vulgar language used maliciously toward another participant or official will not be allowed. (for further reference see The Chapel Hill Code, Sect. 12-3 - p.).

PENALTIES FOR ITEMS 7-8

The participant will be ejected from the game/match/practice and suspended from the next three regular season game/matches or the next tournament game/matches played by his/her team. Should the violation occur less than three regular season game/matches remaining, the suspension will be applied to those remaining games/matches plus the first tournament game/match played by his/her team.

9. Participants must refrain from pushing, shoving, striking, laying a hand on, or threatening to do any of these actions to another participant or official.
10. The drinking or possession of alcoholic beverages will not be allowed at Parks and Recreation Department events or property. (For further reference see The Chapel Hill Code, Sect. 12-3 m).
11. Participants are not allowed to attend any Parks and Recreation Department event or property while intoxicated.
12. Participants must refrain from any form of physical attack as an aggressor upon another participant or official.
13. Firearms, knives, or other weapons are not allowed at Parks and Recreation Department events or property. (For further reference see The Chapel Hill Code, Sect. 12-3-l).

PENALTIES FOR ITEMS 9-13

The participant will be ejected from the game/match and suspended for the remainder of the season or, if circumstances warrant, be suspended from further competitive programs offered by the Parks and Recreation Department. For violations of the above mentioned city ordinances and laws, legal authorities will be contacted.

APPLICATION OF THE RULES OF CONDUCT

Upon receipt of a written report describing a violation, the department program staff or designee will investigate the report and will in turn apply the appropriate penalty in compliance with the RULES OF CONDUCT.

The violator will be mailed a letter or receive a telephone call describing the violation and appropriate penalty. Additional copies of this letter will be issued to the team coach/manager, league supervisor, officials, etc. as needed. A parent/guardian will be mailed this letter for youth violators.

Penalties will begin immediately following the issuance of the letter or telephone call.

If the individual receiving the penalty wishes to appeal the ruling. He/she may do so by submitting a written request to the Recreation Superintendent stating the reason for appeal. An appeal must be received by the Recreation Superintendent within 48 hours.

Formal appeal meetings involving the participant and Parks and Recreation Staff will only be conducted for seasonal or longer suspensions at the discretion of the Recreation Superintendent.

If the individual receiving a ruling from the formal appeal meeting wishes to pursue another appeal he/she may do so by submitting a final appeal to the Director of Parks and Recreation within 24 hours of the previous ruling.

PROTEST

The manager shall immediately notify the field supervisor that the game is being played under protest. The game situation must be received in writing by 5:00 p.m. the day following the game. A \$25 protest fee must accompany protest. If the protest is upheld the \$75 will be returned. If it is not upheld, the fee would be forfeited to the league account.

Written protest should include the following:

- Date, time and location of the game
- The official rules or local rules under which protest is made
- The information details and conditions pertinent to the decision to protest
- All essential facts involved in the matter protested

The league administrator will review all protest. The decision will be final with no further appeal.

Complaint

A team manager may file a complaint with the league administrator for any incident deemed inappropriate by field supervisors, umpires, or the league administrator (at no cost). This can be done by telephone or in written form.

