

ADULT SOFTBALL OFFICIAL RULES AND REGULATIONS

Rules not specifically addressed will be governed using current A.S.A. rules.

TEAM REGULATIONS

1. Manager's Responsibilities:
 - A. Reading and understanding of the league rules and informing their players of the rules.
 - B. Up to date knowledge of scheduled games including rainout make-up games.
 - C. Maintaining control over his/her players and fans in all circumstances including disputes on the field. Umpires will discuss with disputes with manager only. Players are not to question an umpire call or ruling.
2. Official Team Roster/Waiver: must be completed and received by the league administrators before the start of the first game. It is the managers' responsibility to see that this is done. Teams will have until the completion of half of the scheduled games to adjust the roster.
 - A. Managers, not umpires, will have the option of challenging rosters until the completion of the second inning. Roster checks after this point will only be allowed when a player in question enters the game after the second inning.
 - B. No player shall be less than 18 years of age by the scheduled start date of the league.
3. Men's Teams: must have a minimum of 8 players to start and finish a game. There will be no automatic out assessed to the missing players. Late arriving player(s) are to be added to the end of the batting order. A Maximum of 10 players will play the field. No women may play on a men's team.
 - A. An extra player, referred to as an "EP", is optional, but if one is used, it must be made known to the umpire prior to the start of the game. If an "EP" is used, all 11 players must bat and any 10 may play defense.
 - B. If both teams agree; a team may bat every player in attendance.
 - C. Defensive positions may be changed but the batting order must remain the same throughout the game.
4. Coed Teams: are typically made up of 10 players (5 men & 5 women), however women may outnumber men.
 - A. Teams may play with 9 players but must abide by the following:
 - If the ratio of players is 5 men & 4 women an automatic out will be assessed after the ninth batter.
 - If the ratio of players is 5 women & 4 men no out will be assessed after the ninth batter.
 - B. Coed teams may also use "EP" players equaling 12 total players (6 men & 6 women).
 - "EP" players are optional, if used it must be made known to the umpire prior to the start of the game.
 - If "EP" players are used, all 12 players must bat, any 10 (5 men & 5 women) may play defense.
 - C. If both teams agree, a team may bat every player in attendance, as long as the order remains the same and the order alternates boy/girl. Any doubling of women must occur at the end of the line-up.
 - D. There will be no restrictions on defensive positions with regard to the men/women playing on the infield/outfield or pitcher/catcher.
 - E. COED RULE: Any walk to a male batter will result in a two base award. The next batter, a female must bat. Exception: with 2 outs, the female has the option to walk or hit.
5. Ejections: Any player, team, or spectator who displays any form of unsportsmanlike conduct such as a flagrant rule violation, vulgar language, engaging in fighting or obviously attempting to injure anyone will be ejected from the complex. Ejected players must leave the complex immediately. Failure to do so will result in forfeiture of the current game. Further penalties could be assessed, could the situation warrant, including suspension from all future leagues sponsored by Blue Valley Recreation. Fees will not be refunded.
 - A. Any player ejected from a game will be subject to the following:
 - First ejection – Suspended for the remainder of the evening and must leave the park.
 - Second ejection in a season – Suspension from the next two league games.
 - Third ejection in a season – Suspension from all league play for a period of one year.
 - Rainouts do not count as a suspended games served.
 - B. Should 2 players from the same team be ejected from a game, the team will forfeit that game.
 - Any team forfeiting the first game of a doubleheader, due to ejections, will automatically forfeit the second game.
6. **NEW** Courtesy Runners: Only ONE courtesy runner will be allowed per inning (In coed divisions males run for males and females run for females). That courtesy runner can be any player on the roster, however, if that runner is on a base when their time to bat occurs then the baserunner is out and that player will bat.

GAME LIMITS

1. Home team is determined by a coin flip. The umpire is the official timekeeper. Game time begins when the umpire announces play ball. The umpire will announce the starting game time to eliminate any discrepancies in the time limit.
2. All games will be 1 hour or 7 innings in length. No new inning may start after 55 minutes unless the game is tied.
 - A. If the game is tied after 7 innings or 1 hour, the game will continue using the "Tie-Breaker Rule". Under this rule, each team starts the inning with the player who completed the last official at bat, as a base runner on second base. Each subsequent inning will start the same until a winner has been determined.
3. At the scheduled game time, if either team is short the required minimum number of players (refer to team regulations) a grace period of 10 minutes will be allowed to reach the minimum required. Once both teams have reached the minimum number of required players the game will begin immediately. Grace period time will be deducted from the game playing time.
 - A. Teams must have a minimum of 8 players to start and finish a game.
 - B. In the event a forfeit is declared due to lack of players those in attendance may divide and scrimmage.
 - The umpire will work the scrimmage.
 - All play must stop 10 minutes before the next scheduled game.
 - C. In doubleheader leagues, teams that forfeit the first game of their doubleheader, due to lack of players, will have until the scheduled start time of the second game to reach the minimum number required. Once the minimum numbers of players are present, the second game will begin immediately. No grace period will be given in the second game of a doubleheader.
 - If no players are present, from either/both teams, at the start of a double header, both games are immediately forfeited.
4. In the event a game is stopped due to inclement weather 4 innings or 3 ½ innings where the home team is leading will be a complete game.
 - A. It shall be a suspended game if, once a game has become officially complete, the visiting team ties the game or takes the lead and the home team does not get to complete its turn at bat.
 - B. If a game is stopped prior to becoming complete it will be rescheduled and played, resuming at the point it was stopped.
5. The batter will enter the batter's box with a count of 1 ball & 1 strike. Once the batter has 2 strikes, he/she is allowed 1 foul ball. The second foul ball hit with two strikes will result in an out.
6. ASA rules regarding base stealing will not be used for league play. There will be no base stealing.
7. SLIDING RULE: A runner is out when he does not slide or avoid contact, if the fielder has the ball or is in the act of fielding the ball. If the fielder is not in the act of fielding the ball, the runner is not required to slide and the fielder must yield the base and the baseline. Any intentional contact by the runner or fielder will be grounds for ejection.
8. RUN SPREAD RULE: A game will end if either team is leading by 15 runs after 3 innings, 12 runs after 4 innings or 10 runs after 5 innings (all divisions).
9. FLIP/FLOP RULE: IF; it is the start of the 7th inning and VISITOR team is leading and both teams agree; then the teams will flip/flop - HOME/VISITOR for the remainder of the game.

HOME RUN RULE (A home run is defined as a fair ball hit over the fence. These rules do not apply to inside the park home runs)

1. All divisions in both Men's and Coed leagues will be 1 homerun divisions. **Once both teams have reached 1 homerun**, the game will continue using the "One-Up Rule". Under this rule either team may hit additional home runs to go "one-up" on their opponent. However, if time has expired or the game has reached the bottom of the 7th or extra innings, the HOME team may not go "one-up". The home team is always allowed at least one home run per game.
2. All home runs exceeding these restrictions will result in the batter being called out.

PITCHING

ASA pitching rule: The ball must be delivered with a perceptible arc and reach a height of at least 6 feet from the ground while not exceeding a height of 10 feet from the ground.

EQUIPMENT/SAFETY

1. Each team will provide and hit its own softball. **Yellow Balls Only.**
 - Men hit a 12" red stitch ball with an A.S.A. stamp MSP.52/300lb Comp.
 - Women hit an 11" red stitch ball with an A.S.A. stamp of MSP.44/375lb Comp.
 - Coed teams use one of each.
2. Metal cleats are prohibited.
3. All exposed jewelry judged unsafe by the umpire should not be worn. Exception; medical alert bracelets and necklaces.
4. **NEW** Any bat stamped 1.20 BPF may be used.
 - A. All wooden bats are prohibited.

UMPIRE AUTHORITY

During a ball game the umpire is in full authority. During all league play there is a UIC (umpire in charge) at the complex. Problems or complaint about an umpire should be directed to the UIC.

1. Harassment of umpires will not be tolerated and will be cause for immediate ejection.
2. Any argument of a judgment call (including balls and strikes) is cause for ejection.
3. If an immediate rule clarification is required, the manager, in a professional manner, may ask for time out to discuss it with the umpire.
4. If anyone shoves, strikes, threatens or abuses any umpire, complex employee, player, or fan before, during or after a game, he/she may be subject to suspension from league play and possible legal action.

COMPLEX GUIDELINES

1. A \$1 gate fee will be charged to all persons 18 and over entering the complex. Those paying the gate fee will receive a token worth \$1 at the concession stand.
2. No pets are allowed.
3. No coolers are allowed except water containers.
4. No food or drink may be brought into the complex.
5. No alcohol may be brought into the complex. Anyone found with outside alcohol will be asked to leave the complex and the team may be forced to forfeit the current game.
6. Our complex is a smoke-free facility. Smoking will only be permitted in the parking lot.

INCLEMENT WEATHER

1. BVRC INCLEMENT WEATHER LINE: **(913)685-6099 ext. 4**
 - Weather updates are also available on our website www.bluevalleyrec.org.
 - You can also request to have a text message sent to you when games are cancelled.
2. Every effort will be made to schedule rainout make-up games on the regular league night. However make-up games could be scheduled on a different night.

LEAGUE STANDINGS

League schedules and standings will be updated weekly and posted at the complex. You may also view schedules and standings on our website www.bluevalleyrec.org. Discrepancies in standings should be reported to the league.

1. Division champions will receive t-shirts.
2. In case of a tie the following tie-breakers will be used;
 - A. Head-to-Head
 - B. If the tie cannot be broken using head-to-head, all tied teams receive awards.