

# Baxter Sports Complex

## Adult Slow-Pitch Softball Rules

### Spring 2017

#### A. GENERAL INFORMATION

1. Games are played at Baxter Sports Complex located at 909 48<sup>th</sup> Street. Note the field number for each game of the season is located on the schedule. They may vary throughout the season.
2. Games will be scheduled on one particular day throughout the season, i.e. every Monday, Tuesday, Wednesday, etc. Under no circumstances will the Program Director reschedule games on a different day of the week.
3. Each team must pay \$10.00 in cash to the umpire at the start of every game.
4. Baxter Sports Complex will provide an official scorebook for the start of each game. Teams will alternate taking book between innings. If any action is disputed, the umpire may stop play and mediate the issue by looking at the scorebook.
5. If games are postponed due to rain, they will be made up as soon as possible. Rescheduled game information will be available to managers soon after the rained out game day. Managers will be contacted by the Program Director with make-up information. **MANAGERS ARE RESPONSIBLE FOR CONTACTING THEIR PLAYERS AND INFORMING THEM OF RESCHEDULED DATES.** All games each night are not necessarily cancelled because of adverse weather so please check the status of your scheduled game. The status of scheduled games will be reached after 4 p.m. for weekday games. Please **DO NOT CALL** to see if games are postponed before 4 p.m. The rain out information will be posted on the complex's Facebook and website/rainout hotline, once available.
6. Entry fees will not be refunded once league scheduling is completed. Refunds prior to the start of the season will be considered upon request and will not be guaranteed.
7. Weekly league standings will be posted on the complex's Facebook, as well as at Fort Madison Sports Complex.
8. The Complex, League Officials and its agents are not responsible for any injury, accident or loss incurred by a player(s) or spectators as a result of this program. Individuals are encouraged to have personal health/accident insurance to cover injuries.
9. Regular season champions in each division will receive a \$75 gift certificate to Baxter Sports Complex.
10. End of the season tournament awards:
  - a. 1<sup>st</sup> place - \$75 gift certificate to Baxter Sports Complex, tournament trophy, & championship shirts (must be on the team roster to receive a shirt).
  - b. 2<sup>nd</sup> place - \$50 gift certificate to Baxter Sports Complex, tournament trophy.
11. The Program Director must be notified immediately when a team changes managers and/or addresses in order for them to receive league correspondences.

12. Each team must provide one managers phone number and email address to the Program Director. This address will be used to contact teams on rain outs, make ups, player discipline, etc. Softball questions and/or suggestions may be sent to; Baxter Sports Complex (909 48<sup>th</sup> Street) Wesley Holtkamp, Program Director: 319-372-2932 [wes.holtkamp@gmail.com](mailto:wes.holtkamp@gmail.com)

## B. ELIGIBILITY

1. Player must be 16 years of age.
2. If the status of a player's eligibility is questioned, the Program Director will check on such matters at the request of the team manager.

## C. ROSTERS

1. Registration and roster forms must be completed and submitted to the Program Director prior to the season with your registration payment.
2. Team managers will be able to make additions and changes on their rosters until the end of week 4 of the season. All rosters become frozen after this date.
3. Players can only be listed on one roster throughout the season. If a player is on two roster at the end of the season tournament and the Program Director is notified by the opposing team prior to their game, that player will not be able to play in that game.
4. A player can change teams by obtaining written consent from the manager releasing the player and the manager adding the player. Approval of the Program Director is also required.
5. It is not the umpire's responsibility to check on illegal players until protested. If an opposing manager believes an illegal player is being used, he/she should bring the concern immediately to the attention of the umpire after the player in question has entered the game. He or she should then follow the protest procedure as outlined in this manual under Rules and Regulations (#15).

## D. RULES and REGULATIONS

1. 2017 Amateur Softball Association rules will apply in all situations except for those designated herein.
2. Players must wear shirts and shoes while participating. Team uniforms are not required, but encouraged. **Metal spikes are not allowed (including screw-on or screw-in metal tipped spikes).**
3. Smoking inside Baxter Sports Complex will not be permitted. Alcohol will be allowed in the dugouts, but is not allowed on the field of play. Should the complex staff deem this to be problematic; the ability to have alcohol in the dugouts will be revoked.
4. Any player determined to be intoxicated, harmful to him/her self or others, will not be allowed to participate in the game and must leave the park at once.

5. Managers will be responsible for the conduct of their players and must inform players of schedules, make-up games, league rules and policies.
6. The Program Director, umpire, and/or the complex supervisor reserve the right to suspend any player from competition when harmful, profane, abusive and unsportsmanlike language or behavior of any degree is directed towards league officials, umpires, scorekeepers, or members of the opposing team before, during or after the game. The Program Director will determine the length of suspension and notify participant involved.
7. Game officials shall have the authority to evict any player, manager, or spectator from the game and from the complex, and/or to stop and forfeit a game to the opposition, if in their opinion league rules have been violated.
  - a. A player who is ejected from a game must leave immediately and will be suspended from playing or coaching for the remainder of that game and for their next played game.
  - b. If a player physically assaults an official, scorekeeper, or staff member, he/she may receive up to a 3-year suspension from all Baxter Sports Complex's programs, and legal action may be taken.
8. Any equipment or facility damage caused by abusive, flagrant, unsportsmanlike behavior of a player, manager or spectator will be the responsibility of that individual(s) to pay for all costs associated with repair and/or replacement of the damaged items.
9. Only the team manager will be permitted to discuss game situations with the umpire.
10. If a team is waiting on players there is a 10 minute grace period before the game is ruled a forfeit. Example: if your team plays at 6:15, you have until 6:25 to field a team before having to forfeit the game. Again, there is a **10 minute grace period**.
11. No new inning will start after sixty (60) minutes from the first pitch of the game.
12. Protest Procedure:
  - a. The team manager must notify the umpire before the start of the top of the second inning if they are protesting the game due to an illegal player. The remaining game will be played under protest. Teams will not be able to protest an illegal player after the second inning has started, unless illegal player joins game after the 2<sup>nd</sup> inning, they will then have an inning and a half to protest after joined.
  - b. The umpire will mark the official scorecard, sign it, and show it to both managers, who will both be asked to initial the scorecard.
  - c. The team manager must file a written protest to the Program Director along with a \$40.00 deposit before 3:00 p.m. on the next work day following the game under protest. If the protest is upheld, the deposit will be refunded.
  - d. In tournament, an illegal player on the teams lineup (brought to the attention of the umpire and upheld) will be asked not to play and will result in an out every time his/her name comes up in the lineup for the remainder of the game.
  - e. No complex staff member is responsible for delivering a protest.
  - f. All protests concerning rules will be acted upon by the Program Director. The decisions reached shall be final.
  - g. Umpire judgment calls may not be protested, i.e., whether a player is out or safe, whether a pitched ball is a ball or strike, or whether a ball is caught or not, etc.

13. Forfeits:

- a. A team must have at least eight (8) players to start a game for the men's and coed leagues. A team failing to have eight (8) players at the scheduled starting time will forfeit the game. No exceptions will be made. This means all players must be dressed and ready to assume playing positions at game time.
  - b. If a team drops down to less than eight (8) players during a game, the game will be declared a forfeit by the umpire.
14. A team starting the game with less than ten (10) players (8 or 9) will not be assessed an automatic out for the missing player(s). Once a team begins the game, but is forced to continue with fewer players, an automatic out(s) will be assessed for each missing player(s). A game will continue after a player is ejected unless less than eight (8) players remain.
- a. A player arriving late may be inserted into the line-up. This player must assume a vacant position in the batting order.
  - b. A team will not be assessed an automatic out if they lose a player to the blood/injury rule.
15. Games are to be seven (7) innings in length OR the time 60 minute limit, whichever comes first. If the game is tied, the ASA tiebreaker rule will take effect. At the end of three (3) complete innings of play (2 ½, if the home team is ahead), the 20 run rule is in effect, the 15 run rule is in effect after four (4) innings (3 ½, if the home team is ahead), the 10 run rule is in effect after five (5) innings (4 1/2, if the home team is ahead).
16. Games that are tied at the end of 60 minutes (no matter what inning) or after seven (7) full innings (if before 60 minutes) will continue to be played one extra inning. If the score is still tied at that time, the ASA fast pitch tie breaker rule will be used (last out from the inning before will start on second base and the team will start with one out).
17. A game suspended by the umpire due to unplayable conditions will be replayed from the time of the suspension, with new line-ups allowed, when the suspended game is replayed. If 5 innings or 4-1/2 (if the home team is ahead) have been played, the game will be declared a complete game.
18. A game stopped due to an injury severe enough to demand emergency assistance (i.e. ambulance), will be temporarily suspended at that time by the umpire. The game will resume from that point to the full 60 minutes time limit or its conclusion, whichever comes first. Blood/injury rules players will be allowed to return to the game at the umpire's discretion.
19. Carpet/mat will be used to determine balls and strikes. A strike will be called when any part of the ball hits any area of the mat or plate. **The pitch height limit will be at 6' and 10'.**
20. Batter will start with a one ball, one strike count. A batter shall walk after three (3) balls and is out after two (2) strikes. A batter is also out if the second strike is a foul ball.
21. Team listed second on the schedule will be the home team and will take the third base dugout.
22. Courtesy runners: Men - one runner per inning, Coed - one runner of each gender per inning. (Courtesy runner should be last player that was "called out" of same gender)
23. Time out will be called when in judgment of the umpire all immediate play is apparently completed.

24. A batter is called out if his entire foot touching the ground is completely outside the lines of the batter's box, or any part of his foot touches home plate when the ball is hit. The ball is dead immediately, and all runners must return to their bases.
25. The pitching distance is 50 feet per A.S.A rules. If a step is taken it can be forward, backward or to the side provided the pivot foot is in contact with the pitcher's plate and the step is simultaneous with the release of the ball.
26. The quick return pitch is an illegal pitch. A pitcher shall not attempt a quick return of the ball before the batter has taken his position or is off balance as a result of a previous pitch. A ball shall be called on the batter if he does not swing at the pitch. No runners can advance.
27. A double first base will be used in league play to help alleviate collisions between players. The batter/base runner must run to the orange bag when a play is being made on him/her at first base. If the batter tags the white bag and contacts the first baseman, interference will be called on the batter/base runner. However, if the first baseman contacts the runner as he/she is attempting to tag the orange bag, interference will be called on the fielder. On a single, double, triple or homerun the batter is not required to tag the orange bag; he/she may use the white bag when rounding first base. Once the batter/base runner passes first base the whole bag may be used.
28. Children are not allowed in dugouts or on the playing fields at any time during warm-ups, league, or tournament play.
29. Base stealing is NOT allowed.
30. HOME RUN LIMITS
  - Men's – 4 home runs (progressive)
  - Co-ed – 3 home runs (no matter the gender)
31. BATS
  - We ban the same bats that ASA bans. *You can find the list of banned bats by going to [www.asasoftball.com](http://www.asasoftball.com) and clicking on Certified Equipment in the upper right hand corner. You then choose bats (Go) and it will take you to Click here for ASA's non-approved bats listed. You can check your personal bat by clicking the arrow on Display All.*
32. BALLS
  - Leagues at Baxter Sports Complex will be using balls this year that the ASA has designated as official for tournament play. The balls will be .440 COR and 375lbs. for 11inch and .520 COR and 300 lbs for 12 inch.
33. OUTSIDE ALCOHOL
  - Any player caught bringing outside alcohol into the complex will be ejected from the game plus the teams next scheduled game. If this occurs during a game the team will be forced to take an out in that players spot in the batting order. There will be no tailgate parties or drinking alcohol in the parking lot at Baxter Sports Complex.
34. CASUAL PROFANITY/SPORTSMANSHIP RULES
  - Casual profanity shall not be used. These are loud, audible expletives not directed at umpires or other players. Players that throw a bat will also be subject to this rule. These outs will not affect an individual player, they are considered "team outs". When the umpire assess such outs the ball will stay live until the play is complete. If it ends up being the third out of that inning, that half inning is over. If the rule is called on the defense, the umpire will enforce the out when that team comes to bat and they will start that inning with their out(s).

## E. Co-Rec Rules and Regulations

1. Teams must have eight (8) players to start the game.
2. Batting order shall alternate between sexes.
3. A team starting the game with less than ten (10) players (8 or 9) will not be assessed an automatic out for the missing player(s) if the teams line-up consists of;  
Five (5) males and four (4) females  
Four (4) males and five (5) females  
Four (4) males and four (4) females.  
Playing six (6) males and four (4) females or six (6) females and four (4) males is allowed, but the extra male must play catcher. Batting order must alternate sexes.  
Teams can still play with five (5) males and three (3) females or five (5) females and three (3) males but will need to take an out where the 4<sup>th</sup> player for either gender is missing.
4. If extra players (EP) are used, teams may bat twelve (12) players; six (6) males and six (6) females. When substituting EP on defense, it may occur at any half inning in the game for any position (must be woman-for-woman or man-for-man basis). Batting order must stay the same throughout the game. If a team decides to bat ten (10) and have EP substitute into the line-up for another player half-way through the game, he/she will replace the player in batting order.
5. Defensive positioning must include two (2) males and two (2) females in the outfield; two (2) males and two (2) females in the infield; and one (1) male and one (1) female in pitcher and catcher positions (unless playing (6) males and (4) females).
6. Walking a male and/or female:  
Walk with less than 2 outs  
- male is granted 2 bases (female has no option – must bat)  
Walk with 2 outs  
- male is granted 2 bases (female gets option – walk or bat)  
- female is granted 1 base
7. Sliding is allowed, but not required. Metal spikes may not be worn.
8. A 12” softball will be used for men and an 11” softball for women during league play.
9. Teams will alternate keeping the scorebook between half innings.
10. In addition to these Co-ed rules, all the other rules and regulations listed in this manual and in the A.S.A rule book will be followed during league play.

**HAVE FUN!!**