

Tahoe City Parks and Recreation General Softball Rules 2021

**Tahoe City Parks and Recreation Softball Leagues are governed by
ASA softball rules with these modifications.**

I Code of Conduct/Spirit of the Game (Sportsmanship)

- A. *In order to promote good sportsmanship, it is the responsibility of the team, team captain, and its players to make sure the game atmosphere is friendly and fun for both staff and fellow participants. This will include all behavior before, during and after each contest.*
Remember: "You're playing for a T-shirt"!!
- B. **Alcohol Policy – Alcohol is NOT permitted on school property. It is the responsibility of the team manager to enforce this policy with their players before after and during the game.**
- C. **Dogs** - Must be on leash while on school property. Dogs are not allowed on the athletic fields.

II. PLAYERS, SUBSTITUTES, & EQUIPMENT

Number of players - A team must have eight (8) players to start and finish a game. Any late players will be placed at the end of the batting order and enter the field immediately. If a team is playing with the legal limit and extra players arrive late, they can be added to the line-up prior to the start of the fourth inning after reporting in with the scorekeeper.

Equipment – Illegal footwear: Metal cleats, boots, sandals, and flip-flops. Only ASA approved bats are allowed. Tahoe City Parks and Recreation Department will provide one new and one used game ball. The 12” softball will be used for the Men’s and Coed divisions.

Jewelry – Players shall not wear jewelry of any kind and will be asked to remove it prior to the start of the match. Medical bracelets and necklaces are allowed.

Roster: The maximum a team roster may hold will be eighteen (18) players. Players may participate on ONE (1) team per division including the playoffs. You may not swap or switch teams once you have declared yourself as a participant and signed the roster for a team in a division. Managers may add players to their team anytime during the season. But players must play a minimum of four (4) games during the regular season to be eligible for playoffs. Players must sign the team roster before they participate in any league game. All hardship cases will be dealt with on a case-to-case situation, and be discussed and decided by the Parks and Recreation Supervisor.

Illegal Rosters and Players: If a team is found to be using an illegal player(s), the game will be declared a forfeit, the team manager will receive a minimum of a one game suspension and the team will be on probation for the remainder of the year. A repeated violation of this rule could result in the team being suspended from the league for the remainder of the year. There are no protests for this situation. All players must be able to provide proper identification when asked by a league representative.

Player Ejections – Any player ejected from a game due to unsportsmanlike conduct must immediately leave the complex/field. A team will not be allowed to substitute for an ejected player for the remainder of the game. Furthermore, every time that the ejected player is due to bat, an out shall be declared and the team will also lose a defensive position as well. Any player who is ejected will be suspended for a minimum of one league game (this does not include the game from which the player was ejected) and his/her manager must arrange a conference with the Recreation staff before they will be allowed to resume play. A team may continue playing after player ejection/s as long as the minimum number of players (eight) is met; however, if a team receives two (2) ejections in a single game, then the game will automatically be declared a forfeit.

Substitutes and batting line-up – A team may substitute any player an unlimited amount of times. However, if the original player listed on the roster re-enters the game, they must re-enter into the same spot they started in the batting line up. Additionally, all teams may include their entire line-up in the batting order. If extra batters are included in the batting order and any batter unable to bat or be legally substituted for will be declared out the first time of such appearance. They will then be removed from the line-up for the remainder of the game. The batting order will then proceed as if the position was never in the line-up. The offending team’s manager is responsible to inform the scorekeeper of the player’s absence.

III. THE GAME

- A. **Length of Game** – All games will be schedule for 7 innings or 65 minutes which ever comes first. No new inning will begin after 65 minutes. Mercy rule will be in affect for all games. An inning begins once the umpire has declared the 3rd out.

- B. **Forfeit Time/Forfeits** - The clock starts at game time. The “official” time will be taken care of by the umpire and/or scorekeeper. There is a ten-minute grace period before a forfeit is declared; however, the time will be running. If a team is short players, they may opt to play a game for fun; however their game will count as a forfeit. Umpires and scorekeepers will not work forfeited games. Additionally, any team who forfeits three (3) games will be dropped from the league. Thus, if a team is dropped, all wins, losses and fees will be forfeited as well.

- C. **Tie Games** – All games during the season and playoffs will be played out. **The international tie-breaker rule will be affect for the 2021 Season.**
International Tiebreaker Rule: When a softball game is tied at the end of seven innings or 65 minutes, the International Tie Breaker rule goes into effect. At the start of each inning, a runner is placed on second base with the intent of accelerating opportunities to score and bringing the game to a speedier conclusion. The runner is the last batter to make an out in the previous inning. At least one full inning is played, allowing each team the same chance to score. If the score remains tied, the same process is used in each inning until a victor emerges.

- D. **Infield Warm-ups** – Infield warm-ups will be allowed, only if there is a minimum of ten (10) minutes remaining prior to the next scheduled game. This time must be shared equally with the opponent.

- E. **Contact** – Contact between the base runner and the fielder is prohibited in any league. Any contact may be viewed as interference and the base runner may subsequently be ruled out. Avoid all contact at all costs.

- F. **Courtesy Runners** – Use of courtesy runners may be requested. The courtesy runner will be the player who made the last out. For CoEd the courtesy runner will be the last out from the same gender of the batter.
- G. **Injured Players** – If a player sustains an injury on the field of play during the course of play and can not be substituted for legally, their batting position will incur an out the next time they come to bat and then they will be removed from the line-up for the remainder of the game with no subsequent penalty. The legal limit of eight (8) players must still be met.
- H. **Home Run Rule** – A maximum of three (3) over-the-fence home runs will be allowed per game, after the third home run, the equalizer rule will be in affect, where a team can not hit more than one beyond their opponent, otherwise it will be declared an out (equalizer rule). The scorekeeper will keep track of all over-the-fence home runs on the score book.
- I. **Mercy Rule** – There will mercy rules in place for all leagues. A game will end if one team is up on another team by more than twenty (20) runs after five (5) innings of completed play or fifteen (15) runs after six (6) innings of completed play.
- J. **Season Format** – Each team will play a minimum of 10-12 games on their respective league night. Midway through the season, if decided for the sake of equitable competition, staff may switch teams in adjacent divisions if both teams agree. Team records will go with them to the new division and into the playoffs
- K. **Playoff Format** – Each division schedule will announce their playoff format. All playoff games will be 70 minutes in length or 7 innings, which ever comes first. Championship games will be a full seven innings.
- L. **Playoff Eligibility** – To qualify for playoff games, a player must have participated in at least four (4) league games. Individuals who do not meet this requirement may petition to have the minimum game requirement waived (hardship cases). All petitions must be made in writing to the Recreation staff two weeks prior to the scheduled playoff games.
- M. **Protests** – Protests are allowed only on rule interpretations and player eligibility, not on judgment calls. Protests must be verbally filed with the umpire and scorekeeper before the next pitch legal or illegal and followed by a written protest. Written protests must be submitted by the end of the next working day and accompanied by a \$25 non-refundable fee. If the protest is upheld, the fee will be returned. The decision of the program supervisor on all protests will be final.
- N. **Rescheduled Games** – In the event of inclement weather, please call the Recreation office at (530)583-3440 after 2:00 pm to see if games will be played that evening. If games are rescheduled, the team manager will be notified of the new date and time.

IV. **PITCHING / UMPIRES**

- A. The pitcher shall take a position with both feet firmly on the ground and with one or both feet in contact with the pitching rubber. The pitcher must be in contact with the pitching rubber when the ball is released. The minimum height for the pitch is over the batter's head and the maximum height is 12 feet. The extended plate will be used for Men's leagues. A ball hitting any part of the mat or

plate will be counted as a strike. A foul ball on the third strike is an out. This strike zone shall be enforced in All Leagues.

- B. The umpires have the power to rule on any matters not specifically covered in these printed rules.
- C. An umpire reserves the right to “call” a game, if he/she deems the safety of any participant(s) is in jeopardy.

2021 CO-ED SUPPLEMENT

- A. Number of Players** - A team must have eight (8) players to start and finish a game. The maximum number of players allowed on the field is ten (10). A team may never have more than five (5) men or less than three (3) women on the field or five (5) women or less than three (3) men on the field. After reporting in to the scorekeeper, teams may place late arriving players in the field immediately.
- B. Line-up/Batting Order** – Each player involved in the game must be placed in the batting order. The batting order must alternate woman/man or man/woman throughout the line up. Any batter unable to bat or be legally substituted will be declared out the first time of such appearance and will be removed from the line-up for the remainder of the game. The team manager is responsible to inform the scorekeeper of a player's absence.
Injured Players: If a player sustains an injury on the field of play during the course of play and can not be substituted for legally, their batting position will incur an out the next time they come to bat and then will be removed from the line-up for the remainder of the game with no subsequent penalty. The legal limit of eight (8) players must still be met.
- C. Defensive Positions** – Four outfielders must be behind the 200' line until the ball is hit. Dispersion of players must include two (2) women in the outfield and two (2) women playing infield positions (first base, second base, shortstop or third base). **Exception:** When there are three (3) women who are present, then they must be positioned as two (2) outfielders and one (1) infielder, or one (1) outfielder and two (2) infielders. Catcher and Pitcher does not count as one of the positions. Outfielders must adhere to the 200' line rule. The next position may be either an infielder or outfielder, not the catcher or pitcher. The Catcher and Pitcher must be opposite sex.

THE GAME

- D. Courtesy Runners** – Courtesy runners are allowed at any point during the game. The courtesy runner must be the player of the same sex who made the last out.
- E. Over-run Rule and Sliding** – Sliding is permitted and encouraged. Runners must avoid the fielders. A fielder may not block the base when there is no play. There will be a ten-foot (10) over-run line for runners at second and third base. A runner rounding a base or who passes the ten-foot (10) over-run line will be in jeopardy to be put out. At second and third base runners are still required to comply with the ten-foot (10) over-run line rule. A double safety base will be used at first base. Runners must touch the orange safety base when there is a play at first base. When the ball is through the infield, the runner may touch the white base to round the base.
- F. 2/3 Commit Line (All Coed Divisions)** – If a runner crosses the 2/3 mark down the third base line, the runner must commit to home plate and it then turns into a force play at home plate. The runner must NOT touch home plate, just run touch across the scoring line. If a player touches the plate & is called out, the home run still counts against the team's total.

- G. **Contact** – Contact between the base runner and the fielder is prohibited in any league. Any contact may be viewed as interference and the base runner may subsequently be ruled out. **Avoid all contact at all costs.**
- H. **Ten Run Rule** – After a team has scored ten (10) runs in an inning, they must retire to the field with the exception of the last inning of the game, which is unlimited. The only way for a team to score more than ten (10) runs in a single inning is if the bases are loaded, nine runs have already scored, the batter hits a grand slam, and then **all** four runs count.

PITCHING

For ALL Coed leagues – All batters will start with a 1 to 1 count. Each team will pitch to the opposing team. The pitcher must be a player or manager and must wear a fielding glove at all times. The minimum height for the pitch is over the batter's head and the maximum height is 12 feet. The extended plate will be used for All leagues. A ball hitting any part of the mat or plate will be counted as a strike. A foul ball on the third strike is an out. This strike zone shall be enforced in All division.

Legal Pitch: The legal pitch arc is over the batter's head - 12'. Pitches that are too low or too high will be called "illegal pitch" by the umpire and are automatically balls. However, the pitch is live and can be put into play by the batter. If the batter swings, the "illegal" status NO LONGER applies. (If the batter swings and misses it is a strike.)

2 No quick pitching is allowed. The pitcher must allow the batter a chance to get set or reset. The umpire will stop play if a pitcher is not allowing the batter time to set and will issue a warning. Repeated warnings may result in ejections.

However, once a batter is set in the box, the pitcher may pitch.

3 Walk Rules -If a any batter is intentionally walked, that player is awarded second base and the next player has the option to hit or walk to take first base.