Adult Slow Pitch Softball League Rules

It is the goal of our department to provide programs that encourage sportsmanship, respect and fun!

General rules
1. The following rules shall govern all team and leagues under the jurisdiction of the Napa Parks and Recreation Department. With the exception to these local guidelines, all rules will be administered in accordance with the Amateur Softball Association Rule Book.

2. All games will be played according to the league schedule. There will be no schedule changes except in an extreme case in which the Parks and Recreation Services Department will have the final authority.

<table>
<thead>
<tr>
<th>ZERO – TOLERANCE</th>
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<tr>
<td>3. Smoking is prohibited in all City parks, buildings and facilities. No. 12.48.020</td>
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<td>4. Alcohol is prohibited in all City Parks, buildings and facilities - No.12.36.220</td>
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<td>5. Alcohol is prohibited in all school district buildings and facilities</td>
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<td><strong>Zero tolerance</strong></td>
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<td>• If alcohol is seen or suspected on a player(s) on your team anywhere on the premises (this includes parking lots) the entire team will forfeit and be required to immediately vacate the facility.</td>
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<td>• The guilty player(s) and the team manager will be suspended from the following week’s game(s). *If you play on multiple nights, it will affect every night.</td>
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<td>• If a player is seen or suspected with alcohol BEFORE or AFTER play, same rules still apply.</td>
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<td>• If a player is caught more than once with alcohol. He/she will be suspended for the remainder of the season and put on one (1) year probation. (No rosters adds allowed for a team who has a suspended for any reason during the season the suspension occurred).</td>
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6. **Verbal Harassment** - Players will not be allowed to verbally harass opposing players, spectators or City staff. Harassment includes profanity, objectionable comments, questioning calls, arguing, threats, or otherwise rude behavior. Penalties can include:
  o Ejection from the game plus a minimum of 1 (one) week suspension from all league play. Ejected player is counted as an out every at bat.
  o Players may also be expelled from a game at any time. If in the official’s opinion the behavior displayed by the player warrants an ejection they may do so without previous warnings.

**PLAYER ELIGIBILITY**
1. All players must be a minimum of eighteen (18) years of age. A seventeen (17) year old can be listed on a team roster but not eligible to play until following his/her birthday. Men participating in the Men’s 50+ league must be 48 years of age on or before the first game in which they play.
2. A Player may play on more than one team per league, as long as that player is not playing on multiple divisions on the same night and no more than 2 divisions are between the divisions played in. Question of a player’s eligibility must result from the opposing team’s protest (protest process page 7). Illegal players will be subject to league suspension and teams using ineligible players can be subject to forfeiture of any and all games played.

TEAM ROSTER
1. A minimum of eight (8) players will be allowed on a roster and a maximum of eighteen (18). A maximum of 14 awards will be given to the team that wins their division.

2. Roster changes during the 1st week of play can be made at the fields with authorization from Parks & Recreation Department. **Roster adds will not be accepted if any player on team has been suspended for any reason**

3. After week 1, rosters will be at our main office. If you would like to add a player AFTER week 1 you must do so by following the steps below:
   - Set up an in-person meeting with the Program Coordinator - Amanda Downs
   - Manager must complete a roster form (can be found on teamsideline.com/napa) with added players name and obtain player’s signature prior to meeting. Adds must be approved by Program Coordinator
   - Pay $15 add fee per player at time of add.

   NO ADDS ALLOWED AFTER WEEK 3. NO EXCEPTIONS.

4. Playoffs - only players list on the roster are eligible to play. All players must have played in at least two (2) regular season games to be eligible for playoffs and must show a photo ID before taking the field. Any player without a photo ID at playoffs will be ineligible to play.

GAME TIMES & LIMITS
1. Game times will be 6:30pm, 7:45pm and 8:00pm

2. If for any reason the games are started late, the time limit of one hour and ten minutes still applies from the start of the game, as recorded by the scorekeeper. A new inning officially begins upon the 3rd out of the previous inning. Innings will be played to completion unless the home team is ahead at the start of the bottom of the inning.

3. The scorekeeper’s/umpire’s watch is the OFFICIAL TIME.

4. Seven (7) innings or one hour and ten minutes shall constitute a game, whichever comes first. A game will be considered official after five (5) complete innings (or 4 ½ if home team is ahead) or forty minutes.

5. Forfeit time is the scheduled game time. Failure of a team to appear, in their dugout, with at least 8 rostered players at game time will forfeit the game. Upon the opposing team’s approval the clock may start and teams can wait 15 MINUTES for players to arrive. If players fail to arrive after 15 minutes, the game will be called a forfeit. Outcome of game stands once game has started. *3 forfeited games in a season could cause the team to be dropped from the league. No portion of the entry fee will be refunded in this case.

6. If any game is held up because of injury or any other necessary delay authorized by the umpire, the time will be added to the game. The successive game(s) will be awarded any additional time due them caused by the original
INFIELD PRACTICE - PRE-GAME
1. Infield practice will only be allowed if team lineups are turned in to the scorekeeper and time allows. The visiting team will assume practice time first, followed by the home team. All warm-ups and infield practice must be concluded before game time.

PITCHING RULES
1. The pitch shall be released with an underhand motion at a moderate speed. The speed is left entirely up to the umpire. The umpire shall warn the pitcher who delivers a pitch with excessive speed. If the pitcher repeats such an act, after being warned, he/she shall be removed from the pitcher’s position for the remainder of the game.

2. The ball must be delivered with a distinctive arch of at least 6 feet from the ground after it leaves the pitcher’s hand until it reaches home plate. The pitched ball shall not reach a height of more than 12 feet at its highest point.

3. The catcher must be within the outside lines of the catcher’s box until the pitched ball is batted, or reaches home plate.

4. If a female is pitching, any male player who hits up the middle within glove’s length of the female will be called out. This is a judgment call by the umpire.

ILLEGAL BAT
1. Any player entering the batters box with a bat that does not have an ASA certification sticker or is listed on the ASA Illegal Bat List will be ejected from the game. Teams will not be further penalized each time such ejected players are to bat and suspensions will only be for the game in progress.
   *Old, single walled bats (“vintage” bats) will be accepted.

LINEUP
Recreational Batting Order - The manager must list all rostered players playing in the game. The manager may list the players in any order and may freely substitute players on defense. A player may be added to the line-up at any time. However, a player listed on the line-up and not present at their time of bat will be counted as an out and removed from the line-up not to be re-entered. The batting order may not be changed once it has been submitted with the following exceptions:

Reasons that the line-up may be changed without penalty include:
1. Late Addition - a player arriving after the line up has been submitted will be listed following the last player on the lineup.

2. Injury - an injured player will be dropped from the batting lineup; the batting order will resume with the next batter. If an injury occurs to a player while that player is on base, the last player who made an out will substitute for the injured player on base. Injured players may not re-enter the game.

3. Emergency - Player who leaves the game due to some emergency will be dropped from the batting lineup; the batting order will resume with the next batter. Players leaving the game may not re-enter.

4. Defensive Ejections - a ejected player will be dropped from the batting lineup; the batting order will resume with the next batter.

5. Offensive Ejections - An ejected player will be dropped from the batting line-up; the batting order will resume
with the next batter. Players ejected while occupying a base will not be replaced and will be counted as an out one time only. Players ejected prior to entering the batter's box will be removed from the line-up with no penalty.

**RULES OF PLAY**

1. Teams may use a maximum of ten (10) players on defense. A team must start and finish a game with at least eight (8) players. For all co-ed games, a team cannot have more men in the field than women. There must be four (4) women in the field at all times. A team cannot play with 5 men and 4 women in the field, unless the opposing manager approves.

2. All divisions will play under the 3-2-1 count rule. Each batter enters the box with a count of 1 ball, 1 strike. After three balls batter is awarded his/her base. Two strikes and a batter is out. Each batter will receive one courtesy foul ball. If a batter has two strikes and hits the ball foul, they are given one extra strike. Any foul ball hit with two (2) strikes on the batter, after a courtesy foul, is an out.

3. **HOME RUN RULE** – For all games at NVC field 1, there will be a maximum of 3HR allowed per team per game. Any homerun hit in excess of the three (3) will be an automatic out. On JFK fields 3 & 4, there are unlimited homeruns. It is the offensive team’s responsibility to retrieve the ball and play may be suspended.

4. No leading off. Runners may advance only after the ball has been hit.

5. Balls beyond an imaginary line in extension of the player bench fencing shall be called "out of play". On all out of play overthrow, the base runners are awarded two bases from the time of the throw.

6. Profanity can result in immediate ejection from the game.

7. **No metal cleats will be allowed.**

8. Blood Rule - a player, coach, or umpire who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire's judgment.


10. **DOUBLE FIRST BASE** – Only runners advancing to 2nd may use the inside (white) base unless the throw pulls the defensive player off of the base or the throw comes from foul territory.

**The Batter**

1. The batter is "out" when he bunts or chops the ball downward.

2. A batter is **not** awarded 1st base when hit by a pitched ball.

3. A strike in slow pitch is any legally pitched ball touching any portion of home plate or the mat.

4. A batter-runner shall not be declared "out" if he runs to first base out of the 3-foot lane, unless he interferes with the throw or with a fielder playing the ball.
THE RUNNER

1. COURTESY RUNNER RULE - A courtesy runner will be allowed upon the approval of the opposing team, and will be the player who made the last out. (Exception Men’s 50+ Division). Teams may decline to allow courtesy runners at any time. Each request for a courtesy runner is independent from the previous and must be approved separately.

2. For All Coed Games: A “commit” line will be drawn perpendicular to the third base line approximately 22 feet from home plate. Any runner crossing this line must continue toward home plate. Until the runner crosses this line, he/she may return to third base. "Extended Home Plate Line" - An extended chalk line from first base will be extended across home plate approximately 5'-6'. Runners crossing this line will be considered "safe".

If the runner touches home plate, he/she will be declared out! This is a safety rule. The runner must touch the home plate line in order to score. All plays at home are force outs.

3. For all Men’s Divisions and Women’s League: Player coming home may touch either home plate or the orange mat and will be considered safe. This rule is in place to help avoid contact between the runner and the defensive player at home.

DEAD BALL AND LIVE BALL

1. A pitched ball that strikes the ground is considered a "dead ball".

2. When a “foul-tip” occurs, the ball is "dead" and runners may not advance.

3. A batter may swing at an illegal pitch and the play stands.

4. The ball is dead when a base runner fails to keep contact with the base to which he is entitled until a legally pitched ball has reached home plate.

5. The ball is dead after each strike or ball.

6. Once in play, the ball remains "live" until the umpire calls "time" which should be done when the ball is held by a player in the infield area, and in the opinion of the umpire, all play has ceased.

POSTPONED GAMES

1. Any postponed games, rain-outs or otherwise halted games will be replayed at the discretion of the Parks and Recreation Department. Games will commence where they left off, as recorded by the official scorekeeper, at the department's earliest convenience. Make-up games will not necessarily be played on the same diamond, night, or time as had been originally scheduled.

TEAM STANDINGS

1. Scores and Standings will be updated every Monday by 5pm. Please visit www.teamsideline.com/napa for the most up to date information.

2. All leagues will be played strictly on a percentage basis. Tied games will be recorded as ½ win, ½ loss. If teams are tied in league standings, the following tiebreaker will be in effect:
   - Head-to-head competition
   - Run differential
   - Coin toss
3. Playoffs will be held the week following regular season play for the top 4 teams in each division. 1st place vs. 4th place and 2nd place vs. 3rd place. The winners of the two games will play in the championship game @ 9:00 pm that evening. The higher seeded team will always be the home team.

**MANAGER’S RESPONSIBILITIES**

1. To notify team members of all league rules, to make sure the rules are observed, and to make sure all team players meet eligibility rules.

2. Each manager shall see that his team is ready to play at the scheduled time. Managers are responsible for the conduct of their players and spectators directly connected with their team.

3. Players and/or teams found using any facilities without prior approval can be suspended from the league.

   *What to use the fields? Ask us how!

**DUTIES OF UMPIRES**

1. It will be the duty of the umpire to administer decisions of the game in accordance with the current years’ official ASA rulebook, adopted herein by the Parks and Recreation Department. All league games are under the control and direction of the umpire, and only team managers and/or captain may discuss decisions with umpire on the diamond during the game.

2. Umpires will not hold up a game to look up rules between innings or between batters. All situations warranting rule interpretation should be handled through the protest procedure via the Parks and Recreation Department and Sports Advisory Board.

3. Umpires shall have power to order a player, coach, captain, manager, or spectator to do or cease doing any act which in their judgment is necessary to give force and effect to one or all of these rules and to inflict penalties so stated in the rules.

**PROTEST**

1. A protest shall not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of the umpire. Highly technical protests and those that could have little or no effect on subsequent play or final results of the game shall not be considered.

2. A protest involving the misinterpretation of a playing rule, failure of an umpire to apply the correct rule on a given situation, and failure to impose the correct penalty for a given violation shall be received and considered providing the below listed procedure is followed:
   a. A protest will be considered only if the officials, scorekeeper and opposing team representative are notified at the time of the dispute, before the ball is put back in play and the game is officially recognized as being played under protest.
   b. All protests must be submitted in writing to the League Director accompanied by a $50.00 protest fee within 24 hours of the disputed game. For games played on Fridays team have until the following Monday at 5pm. All grievances shall be conducted by the team manager and/or player representative.
   c. The protest must contain the following information:
      a. Date, time, and place of game
      b. Names of officials, scorekeepers, teams and team representatives
      c. The rule and section of the official rule under which the game is being protested
      d. All the essential facts and circumstances that created the protest
3. In all cases the ruling by the League Director will be considered final. The fee will be returned if the ruling is in favor of the protesting team.

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