

COOKEVILLE LEISURE SERVICES DEPARTMENT

CANE CREEK SPORTSPLEX

Men's Softball League By-Laws

Fall 2025

- 1) There is an Advisory Committee. This committee and the Leisure Services staff will advise by-laws, protest, rule interpretations, team division placement, and other appropriate matters.
- 2) All teams will play 12 games. If more than 10 teams, we will play two rounds. The first round of games will be played according to their win/loss record. All 12 games will count in the final standings. Less than 10 teams will be one division.
- 3) If teams tie for first or second place in the regular season final standings, they will remain tied.
- 4) The contact person (coach) for each team is responsible for informing and ensuring the entire team follows the league by-laws and WSL rules. Coaches must submit a completed roster with the correct league fees by the established deadline. Rosters will be submitted through Team Sideline. The link to the platform can be found here:
<https://www.teamsideline.com/sites/cookeville-tn/content/85/Softball>
- 5) Leagues and Divisions will attempt to be scheduled on the following nights. This is a guideline only and is subject to change due to make up games:
 - a) Monday: Church Co-Ed League
 - b) Tuesday: Co-Ed League
 - c) Wednesday: Men's Open League
- 6) The official roster will be on file in the League offices. All participants must create an account and register for a team. All players must be at least 18 years of age the date of the first game they play. New players must be put on the roster before the game to be eligible to play that night. There is a 1 game waiting period for all roster transfer players. There will be no transfers after the seventh game of the season. NO EXCEPTIONS. A player playing under a false name is an illegal player. Coaches may review other team's rosters at any time during the game and protest the opposing team's roster and players. If a team is playing an illegal player the game will be a forfeit, and the illegal player and coach of the team will be suspended for two additional games. If the violation occurs twice, the team will forfeit the rest of the season with no refund. The Leisure Services staff will make all final decisions on all roster protests. Suspended players MAY NOT play for another team while on suspension.
- 7) You may not play for more than one team in the Co-Ed or Men's Division. You can play for a Men's and a Co-Ed team during the same season. Players participating in more than one division will be required to be placed on the official roster of both teams.
- 8) There will be a limit of 15 players to a roster, every addition after 15 will incur a \$7 player fee.
- 9) A team shall consist of nine (9) or ten (10) players on defense. A game may begin with 9 players. The absent player must be placed in the 10th batting position. The absent player must be placed in the 10th batting position. An out will be declared each time the 10th position comes to bat. A team cannot continue to play with less than nine (9) players. You may bat 10, 11 or 12 players. If players leave and can not be replaced, you must take an out for each player less than the number you started with.

- 10) All players shall wear shirts with different numbers on the back. Steel cleats are prohibited. If a player has steel cleats on their shoes, the umpire will request the shoes be replaced.
- 11) When an umpire ejects a player, coach, or manager, that person automatically draws a 2-game suspension. This is not appealable. Any profanity or other unsportsmanlike conduct by a player, coach, or spectator directed towards an umpire or Leisure Services staff is subject to suspension, depending on the severity of the action. The Leisure Services Department reserves the right to dismiss such person(s) or team(s) from the league with no refund. Any player found guilty of fighting (before, during, or after the game) shall be barred from league play for the remainder of the season. The advisory committee shall be consulted on all severe suspensions. Anyone ejected from a game must leave the field. For flagrant ejections, players must leave the SportsPlex. Harassment of umpires of Leisure Services staff will not be tolerated and touching an umpire or Leisure Services Staff in any manner shall result in a suspension of at least one year. Any coach or players suspended for violation of any of these by-laws shall also be placed on probation for the remainder of the season. When an umpire ejects a person, a written report will be filed by the umpire and turned in to the Leisure Services staff.
- 12) No tobacco products will be allowed anywhere in the Cane Creek SportsPlex, including the dugouts. Use of tobacco products will result in an ejection.
- 13) No Alcohol. If there is any evidence of alcohol by a team on City property, inside the dugout, or team area, the game will be a forfeit. Ball bags and team coolers are subject to be opened by the Leisure Services staff if deemed necessary. If a player is caught a second time with alcohol, that person will be suspended for the remainder of the season and will not be allowed to play for another team or division.
- 14) Music may be played during games, but it must be radio-friendly and free of explicit language or inappropriate content
- 15) Legible lineup cards/sheets that include starters and substitutes are to be submitted to the scorekeeper 10 minutes before game time. The scorekeeper will call for lineups. All players not available at game time should be placed on the lineup as substitutes.
- 16) Game time is forfeit time. The only exception is for the 6:15pm game time with a 5-minute grace period.
- 17) Teams that forfeit 3 times out of the first 7 games for the season will be out of the league.
- 18) Teams will play 7 innings or 1 hour, whichever comes first. During the first 3 innings of the game, 10 run max rule. Once 10 runs have been reached the half-inning is over. The run rule is 15 runs after 4 innings and 12 runs after 5 innings. A new inning will not start if there is no time left on the clock when the 3rd out is made, unless the game is tied. Teams will be allowed to finish the inning they have started. If teams are tied at the end of regulation (7 innings or no time on the clock), teams will use the international tie breaker system. The last batter of the previous inning will start each new inning on second base.
- 19) Each team must provide a men's 12-inch yellow 44 cor/400 or 375 compression slow-pitch ball. A team hitting a ball out of play, or one ruled not playable by the umpire will be required to provide another playable ball. Any altered ball or core or compression will be declared an illegal ball.
- 20) All bats must have a maximum bat performance of 1.20. The Miken Ultra, Ultra II, Freak Nasty, and any Senior bat are illegal bats. The Board and Staff will review any additional bat that becomes illegal during the season.

- 21) Each team is initially granted five (5) homeruns per game; however, if both teams reach the five-home run limit, then each team may hit one more homerun than the other team. If a team hits a homerun when not allowed. The ball is dead. The batter is out, and no runner can advance.
- 22) All batters will start with a 1-1 count. Each batter will be given one extra foul on the 3rd strike foul.
- 23) Upon release of the pitch: the pitcher must have at least one foot in contact with the pitching plate. The pitching arc is 6 ft minimum and 10 ft maximum from the ground. The pitcher must release the ball within 5 seconds of the start of the delivery or when the umpire says "play ball". If not, a ball is awarded to the batter. If a batter takes a pitch and the legally pitched ball first hits any part of the strike mat and not home plate, it is a strike. If not, it is a ball.
- 24) The pitcher may pitch from the pitching plate or from the pitching area, an area the width of the plate and up to three (3) feet behind the pitcher's plate.
- 25) Courtesy runner: A team may use two courtesy runners per inning. The runner may be any player on the roster. In the event the courtesy runner is on base when their turn comes to bat, the batter will be declared out. In the event the team bats around, the same pinch runner must be used. There will be no stealing of bases.
- 26) Protests: There is a \$50 protest fee. There are only 3 valid protests:
 - a) Misinterpretation of a playing rule. The protest must be made before the next pitch or before all infielders have left fair territory, or if it's the last play of the game, before the umpires have left the field.
 - b) Illegal substitute/re-entry. Protests must be made while illegal substitute is in the game and before the umpires leave the field.
 - c) Ineligible player. Roster protests can be made at any time during the game. The coach may, at no cost, ask the staff person in charge to see the opposing roster. The staff person will make the final interpretation as to the eligibility.
 - d) Protest fees will be refunded if the protest is upheld. AN UMPIRES JUDGEMENT IS NOT SUBJECT TO PROTEST.
- 27) League Official is empowered to suspend or cancel a game at any time because of weather, field conditions, darkness, panic, or any other cause which puts the umpire, players or spectators in peril. A suspended game will be continued at a later time or date. A canceled game is a game that has not started or the losing team has not completed their at bat in the 4th inning with time remaining on the clock. Canceled games will be rescheduled from the beginning at a later date.
- 28) A Leisure Services staff member will contact the coach designated on the roster by text message to let them know of any canceled games due to weather. It is the coaches' responsibility to contact their team about any cancelations.
- 29) Any team that withdraws from the league after the deadline but more than one week before the coaches meeting shall receive a 50% refund for league fees. Any team that withdraws from the league less than one week prior to the first game scheduled will not receive a refund.
- 30) Standings will be determined by win percentage, and then by head-to-head, then by deferential, and then points against.