

Lufkin Parks & Recreation Adult Softball Playing Rules

REVISED 2023

ARTICLE I – Rule Affiliations

1. In softball, all areas not specifically covered in these By-laws and Constitution are subject to the playing rules of the Amateur Softball Association or ASA.
2. Any matter not covered in these articles and rules shall be left to the discretion of the Lufkin Parks & Recreation Department (LPAR).
3. LPAR shall have the power to schedule or re-schedule any games necessary to complete the season on time.

ARTICLE II – Officials and Protests

1. All games are in the hands of the umpires. All umpire's decisions are final and are not open to contest. Every player, team, and spectator is required to respect his or her authority. Unsportsmanlike conduct will not be tolerated. Any unsportsmanlike behavior by a player could result in the removal of the player from the league. Players must call time to discuss a call with umpires.
2. All player eligibility and uniform protests will be handled by LPAR staff.
3. Protests must be made to the umpire at that time and then filed with the League Supervisor immediately. This formal notification will be done by the Head Coach that is protesting the game. The opponent's Head Coach will be notified by the umpire at the time of the protest.
4. There will be a twenty-five (25) dollar charge for protests. Fees must be paid immediately. A refund will be granted for protests that are approved.
5. Judgment calls cannot be protested.

ARTICLE III – Team Rosters

1. Blue sheets must be turned in to the LPAR representative before the team's first game of the day.
2. Anyone participating in a game must be on a team's blue sheet. Identification may be required to verify identity.
3. Players must be at least 16 years of age at the time of participation in Men's and Co-Ed leagues and 16 years of age in the Women's league. Identification may be required to verify age.
4. Teams will be required to
5. A minimum of 4 females is required for a team to be considered Co-Ed.
6. Only 2 female players will be allowed on the field for a Men's team.
7. The roster limit is 20.
8. Any player being added to the roster must be added by five (5) pm on game day. Any players being added after 5 pm must consult with an LPAR representative to determine eligibility. Roster changes may be made as long

- as a team still has four games remaining. All players must sign their team roster to be legal.
9. Any player playing four (4) games with a team may not change rosters.
 10. All players must play in at least four (4) games to be eligible for any type of playoffs
 11. Players may play every night of the week but only one team each night.

ARTICLE IV - General Playing Rules

1. Line-ups MUST be turned in to the official scorekeeper ten (10) minutes prior to game time with the first and last names of players, and shirt numbers. Any manager failing to comply with this rule makes his game subject to forfeiture at the discretion of the umpire.
2. All subs must be listed on the sub list of the official batting order for a player to legally enter the game as a substitute.
3. Games may be started early whenever the occasion arises, but both managers must consent.
4. In Co-Ed, if there are back-to-back same-gender batters an out will be issued for not following the alternating M & F batting order.
5. Shorthanded Rule:
 - A. Teams may play shorthanded
 - 8 Players for Men's or Co-Ed
 - 9 Players for Co-Ed with a penalty of an out for missing batter.
 - B. Teams need to have eight (8) players but can add more on the sub list before the game is started.
 - C. Teams may not add extra hitters after the clock starts.
 - D. In the event of an ejection the team must have available players on the sub list to fill in for the ejected player(s) or a win by forfeit will be awarded to the opposing team.
6. In case of a double forfeiture, the game will not be played later, and each team receives a loss.
7. In the event of a double forfeit during tournament play a coin toss will determine the winner.
8. Every player will begin at-bat with one (1) ball and (1) strike. One extra foul.
9. No infield practice will be permitted before or between games.
10. Length of the game - 7 innings or 55-minute time limit. No new innings will start after 50 minutes.
- 11. Game time is forfeit time.**
12. A completed/regulation game is defined as follows:
 - A. Four (4) innings or 40 minutes of play if the game is discontinued because of rain, weather, or other causes which make further play impossible.
 - B. The run rule is 20 runs after 3 innings, 15 runs after 4 innings, and 10 runs after 5 innings.

13. A double base will be used at the first base. The runner must run through the orange portion in foul territory, while the defensive player must play the white bag.
14. Any teams that forfeit more than four (4) games will be dropped from the schedule.

ARTICLE V -League Rules

1. Batting Line-Up and Defensive Positions

- A. Men's teams may have one extra hitter, batting a total of 11.
- B. Co-Ed teams may have two extra hitters, batting 12, as long as one is female and one is male.
- C. If a team begins the game with an extra hitter it must end the game with an extra hitter.
- D. In Co-Ed, when a male player is batting the defenders may position themselves as they please. If a female player is batting there must be two female defenders and two male defenders in the dirt and two female defenders and two male defenders must be behind the co-ed line. The pitcher/catcher combination will always be male/female.
- E. In Co-Ed, the batting order rule may not be altered.
- F. In Co-Ed, a 200' line will be used in the outfield. All outfielders must remain behind the line until the woman hits the ball. In the event of an infraction, the batter will be awarded a double.
- G. Illegal batting lineups will be an automatic forfeit.

2. Stealing

- A. Men's division players are allowed to steal once the ball reaches home plate.
- B. Co-Ed players are not allowed to steal.
- C. A player caught leading off after the ball is pitched will be called out as the ball is dead.

3. Walking

- A. In Co-Ed a walk to a male batter will result in a two-base award. The next batter (a female) shall bat.
- B. With 2 outs, the female batter has the option to walk or bat.

3. Home Runs

- A. Men's: 4/Team/Game with excess home runs ruled as outs
- B. Co-Ed: 4/Team/Game with excess home runs ruled as outs (Both male and female home runs count toward the team limit)
- C. Batters do not have to touch first base following a home run. Also, base-runners do not have to advance following a home run.

4. Halo Rule

1. The Halo Zone is a marked box measuring 1 foot on each side of the pitching rubber and from the ground to 1 foot above the pitcher's head.
2. A dead ball out is called when a batted ball is a line drive hit directly at the halo zone. If it is a line drive through the zone it is out. If the pitcher is outside of the zone but the ball passes through the halo zone then it is an out.
3. If the ball hits the ground anywhere in between the two lines (halo zone) then it is an out regardless of whether it is in front or behind the pitcher.
4. If the ball hits the ground outside of the halo zone on the initial impact and then rolls into the zone, it is not an out.
5. Pitcher is not protected if the ball is hit outside of the halo zone.
6. If the same batter is called for a Halo infraction twice in a game that player will receive an offensive ejection. OFFENSIVE EJECTION-In the event that there is an offensive ejection, the player will be eligible to play defense only and the offensive spot will be an out for the remainder of the game, no substitute will be eligible in that spot.
7. If at any time the umpire feels a ball was intentionally hit into the Halo zone the batter will be immediately ejected

ARTICLE VI – Equipment and Uniforms

1. Players must play with the same color shirt. Players are required to have a number on the back.
2. Any bat that is currently certified by an association, not on the ASA non-approved list, and passes the compression test may be used; all bats must be ready for inspection by the umpire and LPAR prior to and during games.
3. No Metal Cleats.
4. Any player caught using an illegal bat is subject to ejection from the game and the league.
5. Ball Specifications –must meet all ASA specifications, Optic Yellow 12 in., .52 COR. 300 compression for men. Must meet all ASA specifications, 11in .52 COR. 300 compression for women. Must meet all ASA specifications,
 - a. Men will hit 12" balls and Women will hit 11" balls.
 - b. Balls must have a clean, readable ASA stamp.

6. The use of illegal bats or balls will result in an automatic out. After the first offense, the game will be forfeited by the team using illegal equipment.

ARTICLE VII – Inter-League Games

1. If “A” plays B: five (5) home runs will be used and “A” must give up four (4) runs at the beginning of the game.
2. If “A” or “B” plays “C”: three (3) home runs will be used and “A” and “B” must give up seven (7) runs at the beginning of the game.

ARTICLE VIII – List Players

1. Will not be used.

ARTICLE IX - Ejections

1. Any player ejected from any league game must leave the complex immediately.
2. Any player ejected from any regular-season league game is subject to a minimum of two (2) league game suspensions from each league.
3. Any player ejected from any league tournament game will be suspended for the remainder of the tournament(s) in which he or she is participating in. In addition, a minimum of two (2) league game suspensions per league will begin the following season.
4. Any player on suspension is not allowed in the team dugout during games.
5. Suspensions carry over to the following seasons.

ARTICLE X – Facility Rules and Conduct

1. There will be no smoking in the complex.
2. Alcoholic beverages are not allowed at any time on city park grounds, including the parking lots.
3. Profanity or vulgarity will not be allowed in the complex.
4. Violation of any of the above rules may result in immediate ejection from the game or suspension from the league.
5. In the event of an ejection the team must have available players on the sub list to fill in for ejected player(s) or a win by forfeit will be awarded to the opposing team.
6. Sportsmanship is encouraged and expected. Behavior that is not exhibiting sportsmanship is not welcome in an LPAR league.

*Please check www.teamsideline.com/lufkin for all schedules, scores, and standings. As well as, important updates and upcoming events.

We encourage questions and feedback that will improve your player experience. Please do not hesitate to contact our office if you have any concerns with coaches, players, officials, or spectators.

Code of Conduct for Spectators/ Players

- The parent and spectator shall support the players, coaches, officials and league staff. Players and spectators shall not “coach” or “officiate.” Players and spectators agree as follows:
- Players and Spectators will be positive role models.
- Players and Spectators will display and instill in all players, the principles of good sportsmanship and team play.
- Players and Spectators will conduct themselves in a manner that best serves the interest of the players.
- Players and Spectators will do their best to provide the players a positive experience.
- Players and Spectators will make certain that their children show respect for all other players, coaches, officials, league staff and spectators.
- Players and Spectators will not ridicule or demean.
- Players and Spectators will inform the coach of any disability or ailment that may affect the safety of their child.
- Players and Spectators will treat all players, coaches, league staff and officials fairly and with respect.
- Players and Spectators will comply with the decisions of the officials and observe all rules, policies and procedures as established by the LPAR and coaches.
- Players and Spectators will respect the opponent and avoid any confrontation with opposing players, spectators, coaches or officials.
- Players and Spectators will be drug and alcohol free while attending any LPAR event.

Players and Spectators shall NOT...

- ❖ **Use abusive or profane language or gestures.**
- ❖ **Taunt or humiliate any other spectator, coach, league staff official or player.**
- ❖ **Question an official’s call.**
- ❖ **Abuse, mistreat or mishandle any LPAR equipment or property.**

Violation of these rules may result in the removal from the facility and/ or remainder of the league

I HAVE READ THE ADULT RELEASE BELOW

TEAM NAME _____ **LEAGUE** _____ **PRIMARY COLOR** _____

PRINT NAME

SIGNATURE

PHONE #

DATE

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Coach: _____ **Phone#** _____

Adult Release

I hereby acknowledge that I intend to participate in the above-named activities and/or programs with the City of Lufkin, Parks and Recreation Department. I understand and agree in my participation that the City of Lufkin and/or any other facility used by the City of Lufkin, Parks and Recreation Department; its agents and employees, will not be liable or responsible for property damage or personal injuries of any kind or character which may occur during the said programs or activities, and I do hereby release and forever discharge the said, City of Lufkin from all damages, personal injuries, claims, suits, demands, or causes of action arising out of or in connection with the said activities and/or programs.

I hereby represent and warrant that I am in good health and that I have no physical condition which represents a risk of participation in any program, sport, and facilities owned or used by the City of Lufkin, Parks and Recreation Department.

I hereby grant the City of Lufkin permission to use my photograph in any and all publications for all purposes including web site entries newsletters, without payment or any other consideration in perpetuity.

The above and foregoing release has been read and is understood by the signed individuals.