

City of Waxahachie
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CITY OF WAXAHACHIE PARKS & RECREATION

ADULT SOFTBALL LEAGUE RULES

***HERE TO PROVIDE FUN-DURING THE BEST
PART OF YOUR DAY***

LEAGUE RULES AND REGULATIONS

City of Waxahachie Parks and Recreation reserves the right to change any rule or regulations whenever due cause warrants a change. If a change is made, all team managers are to check the provided website or the bulletin board at the Complex for changes. In addition, Waxahachie Parks and Recreation reserves the right to add additional rules and regulations when they will benefit the program.

LEAGUE REGISTRATIONS

Each team that registers is registering for a particular league - NOT division.

Each team will be placed in a division in which best benefits the league, division, and team. A team may request which division they would like to participate in, but the field director will make the sole decision.

LEAGUE WEBSITE

The City of Waxahachie Adult Softball League will provide the following web address for its scheduling, league standings, and any other related information.

www.teamsideline.com/waxahachie

Please check this website for your schedules.

NO SCHEDULES WILL BE MAILED!!

ELIGIBILITY OF TEAMS AND PLAYERS

Minimum Age Requirements

For recreational play, the minimum age is 15 years of age or in the 9th grade.

Player Eligibility

Open Leagues - Everyone is welcome. There are no residency or employment requirements. There are no additional fees for non-residents.

Church Leagues - Each player must be a member or prospect of the church for which he/she plays. All church teams **must** have their roster signed by the pastor of the sponsoring church. No more than **two** church teams may join together to form a team. Before each game, both teams will gather at home plate for a word of prayer.

Rosters - Rosters will not exceed 20 players. New players may be added to the roster throughout the season, although the coach/manager must add these players to the roster 24 hours prior to your next scheduled game. These players may be added to the roster by contacting the site supervisor. A team roster is due to be filled out and turned in prior to your first game. This can be turned in to the Site Supervisor at the fields. **ALL TEAMS MUST TURN IN A ROSTER.**

OFFICIAL RULES

U.S.A. Rules will govern with the following exceptions:

Jerseys – No requirement.

BALLS – ALL BALLS MUST BE PURCHASED FROM THE SPORTS

COMPLEX!! Each ball must have an identification mark on it. If a ball is put in play and does not have the identification mark on it – it will be up to the opposing pitcher to notify the umpire to determine if the ball is legal. Once the ball is pitched – all play will become legal. Each ball will be a **.52cor/300 yellow optic**. If a team fouls off a ball or hits one out of the park, they are responsible for replacing it with an approved playable .52cor/300 yellow optic ball purchased from the concession stand!

Men's Leagues - Teams will supply a 12" yellow optic ball for each game.

Co-ed League – Teams will supply an 12" yellow optic ball for each game.

Bats -

ALL bats MUST be an approved bat from a respective softball association.

For USA Softball refer to the banned bat list for banned bats. www.usasoftball.com

USSSA bats MUST have the 2013 thumbprint logo.

Equipment may be confiscated by the umpire or field director at any time, and or if someone is hit with a batted ball.

NO Senior Bats will be allowed. If found using one the player will be called out and ejected for that game.

Batters enter the box with 1-1 count (NO EXTRA FOUL)

Line-Ups – can be obtained at the concession stand or from an umpire.

All line ups **MUST** have first and last names listed on the

line –up. **First names only or nicknames will NOT be allowed!!**

Game Starting Requirements

Men's - Coed

1. A team may start (first pitch of the game) with 8 players. No automatic out will be assessed in the missing 9th & 10th players' spots. A team starting with 8 players may go up to 10 players at any time a legal player becomes available. A team starting with 8 players may **not** go up to 11 players.
2. A team may start with 9 players. A team starting with 9 players may not go up to 11 players.
3. A team may bat up to 20 batters in the line-up and may play any 10 the field, as long as the batting order stays the same.
4. **Coed 10 Players, 7 male (max), 3 female (min), males and females may play any defensive position and there are no requirements/restrictions for how many of each are in the outfield, infield, or battery. Offensively, the batting order shall be alternating through the first 6 batters (if only playing with 3 females). When playing with more females you must continue to alternate batting order.**

This means when a male batter walks he does not get to go to 2nd when followed by another male batter.

**-A FORFEIT WILL BE DECLARED ANYTIME A TEAM IS UN-
ABLE TO FIELD 8 DEFENSIVE PLAYERS-**

Home Runs – Field #1 – 6 Any home run in excess of 6 will be an out.

Field #2 – 3 Any home run in excess of 3 will be an out.

Field #3 – 0 for church league. (excess will be an out)

Field #3 – 3 for men's leagues. (excess will be an out)

Field #4 – 0 for men's leagues.

(Each team is responsible to know how many home runs they have hit.)

All home runs are hit and sit, which includes all base runners.

Coed - 3 home runs on F1

1 home run on F2

Time Allowances: 7:00, 8:00, & 9:00 (10:00 if needed)

1. There will be a 55-minute time limit.
2. The run rule will be:
 - 25 runs after 2 innings (*travesty)
 - 20 runs after 3 innings
 - 12 runs after 4 innings
 - 10 runs after 5 innings
3. If a game is tied at the end of the regulation time, play will continue with 1 pitch being thrown to all subsequent batters. (Batters will enter the batter's box with a 3-2 count.) The batter will accept the result of the pitch whether the ball is hit, a walk, or a strikeout.

Forfeits- For **ALL** games there will be a 5-minute grace period, if a team does not have 8 players, the 5 minutes will come out of the 55 minutes. Teams that must use the grace period, waiting for players, will be penalized two (2) runs. If both teams use the grace period, no penalty runs will be awarded.

DO NOT ASK THE UMPIRES TO WAIT FOR YOUR BALL PLAYERS.

If a team forfeits three games in consecutive weeks, that team will automatically be dropped from the schedule.

The final score of a forfeit will be determined by the field director.

Helmets – Any defensive player or offensive player may wear a helmet at any time. The City of Waxahachie recommends the use of helmets to all participants at all times.

Footwear - No steel, or metal tip cleats (i.e. football, soccer) will be allowed during league play. (The player will be asked to change shoes.) Shoes **MUST** be worn. **Penalty -ejection**

Profanity – Outbursts of foul language will not be tolerated.

Official Score - The official score will be kept on the scoreboard by the home plate umpire. The umpire must be notified immediately for any corrections.

Courtesy Runner - A courtesy runner may be allowed in each half inning, any player can be used to run (except coed 2 courtesy runners per half inning one male for male and one female for female. If a courtesy runner is on base while their turn comes up to bat, they will be called out on base. They will then take their turn at bat.

Jewelry – Exposed jewelry (including fitbits, apple watches, etc..) which is judged by the umpire to be dangerous, must be removed and may not be worn during the game. (No loops or facial jewelry will be permitted) Fitbits may be worn under a wristband.

Co-ed League – **There will be four cones placed in the outfield; only one defensive player can be in front of the cones prior to the pitch.** If more than one defensive player is found to be in front of the cones prior to the pitch, the offensive team has the option to take the result of the play or the batter can be awarded first base. Once the ball is hit all the other defensive players can move up to play the ball. When the ball is batted and hits the cone - bases will be awarded in the umpire's judgment. If the male batter walks, he always goes to second base. If the male batter walks with less than two outs, the female batter must bat. If the male batter walks with two outs, then the female batter has the option to bat or walk.

Infield Practice – No infield practice such as batting, pepper or any other practice shall be conducted prior to each game. The only practice allowed is for the infielders to warm up throwing to first and the pitcher warming up in the first inning.
Teams must warm up in the outfield on the grass. **Penalty is loss of first at bat.**

Stealing – (Men's Leagues Only) Stealing is permitted as long as the runner does not leave the base until the ball reaches the front edge of home plate. If the ball touches the ground prior to reaching the front edge of home plate, hits the batter, the ball is **dead** and the runner must return to the last base touched.

Pitching – In all leagues the pitching plate will be set at 50ft – BUT there will be a line located at 56ft. The pitcher may take a position from the front edge of the pitcher's plate to 6ft behind the pitcher's plate within the 24 inch width of the pitcher's plate with both feet firmly on the ground – the pitcher still must meet all the requirements of Rule 6 – Pitching Regulations (Slow Pitch) in the **Rule Book**.

Safety Middle Rule – There will be a line marked on each side of the pitchers plate two feet to the left and two feet to the right. There will also be an imaginary line two foot over the pitcher's head. If a **line drive** is hit up the middle and the pitcher is within the safety middle rule area the following penalties will be applied to each team:

1. Out (dead ball)
2. Inning Ending Out (dead ball)
3. Inning Ending Out & Ejection (dead ball)
4. Forfeit (dead ball)

Strike Zone – The strike zone is a mat measuring 21” x 39” from the front of the plate to the end of the mat. A legally pitched ball not struck that lands on any part of the plate or mat will be called a strike. Any ball that lands short of the plate or hits the batter will be called dead immediately.

Music in Dugouts – Music can be played in the dugout ONLY in between innings. Once play begins the music must be turned off. No vulgar music will be tolerated. You will be asked to turn music off completely.

PROTESTS

Rule Interpretation - Must be filed in writing with the Field Director within 24 hours of said protest. Protests must be accompanied by a \$25.00 cash protest fee. All protests must be registered with the umpires and site supervisor during the game.

Player Eligibility - A team can protest eligibility of a player with the umpires only during that game. Player eligibility protests will only be accepted in the first inning (after the game has started with the first pitch), or first inning of entry, EP protest would be accepted with first at bat or first entry on defense. Protests filed during the game shall be made only by the participants of the game being played. (If there has been no official roster turned in by said team, the protest will be automatically assessed. If a player is found to be listed on two different rosters, it doesn't matter which one he/she was on first, the protest will be assessed.) If said protested player is not on the roster or cannot show proper Identification and can go no further than the parking lot to retrieve, the umpires will declare the game a forfeit. If the protest is upheld, the \$25.00 fee is returned. If the player is legal, the fee is forfeited and the game continues.

Judgment Calls - NO protests accepted.

DISCIPLINARY ACTION

Any player or coach ejected from a game for unsportsmanlike conduct will be required to leave the playing fields and go to the parking lot. Once ejected - the following player or coach will not be allowed to participate in ANY game until the ejection committee has met and determined the penalty. If this player or coach is caught participating in a game before the determined penalty, the team that the player or coach is found to be participating with will have to forfeit the game being played.

Note: Failure to leave the dugout when ejected from a game may constitute a forfeiture of the game for his\her team.

If the same player or coach is ejected on another occasion, the offender is automatically suspended for the remainder of the season.

ANYONE (player, coach, spectator, etc.) threatening or handling an umpire, official, or City employee will be liable to charges and suspensions from all future City and State athletics for an indefinite period, to be reviewed after one (1) year.

SPORTSMANSHIP

“It’s A Sport!”

“Be A Sport!”

Athletic competition at the community recreation level can be a rewarding lifetime activity. The City of Waxahachie endeavors to provide a safe and enjoyable experience that is worthy of the time and money expended in an activity which can be enjoyed by the entire family. The end product, or the quality of the experience, will rest with the attitude each participant brings to the contest.

As a staff, we hope the individual competitors will rely on an old standard-----***Sportsmanship***. Compete hard and compete within the rules. What society might see at the college or professional level does not necessarily enhance the experience at the community level. When the moment of frustration rears its head----experience the moment and move on with the contest. Remember, enjoy the recreation activity for just what it is----**A GAME**. Pursue victory with honor.

NOTICE TO ALL PARTICIPANTS

The City of Waxahachie carries **NO** medical insurance and assumes **NO** liability for personal injuries or loss of personal property of persons participating in these activities. A participant’s family policy must cover any medical costs incurred.

FIELD CONDITIONS

In case of inclement weather, the Parks and Recreation Department will determine whether or not the field is playable. Coaches and Players may contact the rainout\information line about game field conditions **after 4:30 p.m.** The rainout\information telephone # is **972-938-5719**. Cancelled games will be made up at the end of the regular season, and teams will automatically play the next week’s games per the current schedule.

WAXAHACHIE PARKS AND RECREATION RESERVES THE RIGHT TO ADJUST LEAGUE SCHEDULES OR FORMATS DUE TO INCLEMENT WEATHER CONDITIONS DURING THE SEASON.

A game called by the umpire shall be regulation if 4 or more complete innings have been played, or if the team second at bat has scored more runs in 3 ½ innings than the other team has scored, or if more than 35 minutes has run off the clock.

Games that are not considered regulation shall be resumed at the exact point where they were stopped. If games resume on a different day, each team may start with a new line-up. If runners were on base, the batter or batters listed at the bottom of the line-up would be placed on base to run.

ALCOHOLIC BEVERAGES AND GLASS CONTAINERS

NO ALCOHOLIC BEVERAGES ARE PERMITTED IN THE WAXAHACHIE SPORT COMPLEXE AND IF SEEN CONSUMING IN THE DUGOUT OR IN THE COMPLEX YOU WILL BE ASKED TO LEAVE THE PREMISES.

NO GLASS CONTAINERS ARE ALLOWED IN THE WAXAHACHIE PARKS OR SPORT COMPLEXES!!

THE CITY OF WAXAHACHIE HAS PASSED A 10:00 PM CURFEW FOR ALL PARKS.

PETS – Pets are NOT allowed in the Plaza areas....ONLY Hike & Bike Trail

TIE BREAKERS & RECORDS (Must go by losses NOT wins)

Head-to-head against each other.
Points between teams involved.
Least amount scored on each teams defensive
Flip a coin.

AWARDS GIVEN FOR LEAGUE PLAY

15 INDIVIDUAL 1ST PLACE AWARDS
15 INDIVIDUAL 2ND PLACE AWARDS

WAXAHACHIE SPORTS COMPLEX

No Skate Boards

No Bicycles

Please stay on the provided driving areas.

Do Not drive on the grass.

Gates will be locked as soon as the last game is finished.

Each team is responsible for cleaning out the dugouts.

NO Smoking (including electronic) are PROHIBITED in the sports complex

ALL FINAL DECISIONS WILL BE MADE BY THE FIELD DIRECTOR!!!!