

**CITY OF AUBURN
PARKS, ARTS & RECREATION DEPARTMENT**



SOFTBALL LEAGUE



RULES & REGULATIONS

Welcome & Introduction

Revised 4/24

Rules hi-lighted in "yellow" designates rule change or clarification for current season.

On behalf of the City of Auburn, we would like to welcome you to the Auburn Parks, Arts & Recreation Adult Softball program. We hope this program provides you and your teammates with opportunities to pursue your health, fitness and competitive goals.

Auburn Parks, Arts & Recreation strives to offer superior programs for the Auburn Community. Adult Softball is one of the largest programs offered by Parks, Arts & Recreation. The rules contained in this rule book are for the good of the overall softball program. Coaches and players are encouraged to give input on league rules and format. Most of the rules in this book have come about through suggestions from coaches and players. We talk rule changes on a yearly basis, if there is significant support for a rule change we will then ask the coaches to vote to see if we should implement said rule. If you have questions or comments please feel free to contact the league coordinator.

The City of Auburn Parks, Arts & Recreation reserves the right to change any rule or regulation whenever due cause warrants, i.e. ASA/USA SOFTBALL rule changes, safety factors, changes in costs, facilities do not meet standards, etc. If a change is made, all team managers affected by the change will be notified by the League Coordinator. The athletic staff reserves the right to add any rule or regulation when the addition will benefit the program. Rules not covered within the booklet will be found in the current ASA rule book. It is the team coach's responsibility to know and understand ASA/USA SOFTBALL and City League Rules, and to inform team members of rules and league requirements.

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All games will be governed by the Official Amateur Softball Association (ASA/USA SOFTBALL) Rule Book, in conjunction with the following supplemental league rules. **If the following league rules contradict rules in the ASA/USA SOFTBALL Rule Book, Auburn Parks, Arts & Recreation rules will be used.**

RULE I

TEAM REGISTRATION & ELIGIBILITY

- A. All league business will be conducted by the coach/assistant coach only.
- B. Teams will be accepted into the Auburn Parks, Arts & Recreation Adult Softball league upon receipt of league fees and completed roster forms from a minimum of 10 players.
- C. Team will be charged an entry fee that covers the cost of umpires, scorekeepers, field maintenance, lights, association dues, game balls, administration and Washington state sales tax. Included in the team fee is a charge for player fees to fund capital improvement projects and non-resident fees. The team entry fees are required by the registration deadline. Spring Season Fees are based on a 12 game season for men's, women's and coed leagues, summer season fees are based on 12 games for all leagues.
- D. Priority System:(only used for registrations received before early registration deadline only if necessary)
In order to provide a quality program, we have set a maximum limit on the number of teams allowed to play on Auburn Parks, Arts & Recreation facilities each year. It is also very important that services be provided, first, to the Auburn Community. Therefore, a priority system has been established to allow teams into league play. Proof of residency/employment must be submitted with league fees and rosters.
Priority #1 – Returning teams with over 50% of players from previous year's roster.
Priority #2 – New teams with over 50% of the players residing within the incorporated Auburn City limits.
Priority #3 – All teams that do not meet the above criteria. If necessary team with most Auburn residents will be placed first.
- E. An Auburn Resident is defined as any person who resides or owns property within the incorporated Auburn City Limits (some Auburn addresses are not within the incorporated city limits).
- F. Falsification of the above information is grounds for expulsion from the league without refund.
- G. A team which fails to submit a completed roster (Minimum 10 players with signatures), by the established registration deadline, will not qualify for Returning Team or New Resident team status.

RULE II

PLAYER REGISTRATION

- A. **All players must be 18 years old to be eligible to participate.**
- B. **Only registered players are allowed inside of fence, this includes coaches, batboys and scorekeepers**
- C. No refunds will be given once schedules have been completed.
- D. All player information must be completed and the player and coach/assistant coach must sign the roster addition form. It must be received by the office prior to player being eligible to participate. Faxed or emailed player additions may take up to 48 hours to process, online registrations are immediately eligible. If you have questions about player eligibility please call the office 253-931-3043. Players not on the roster who participate in a game will cause that team to forfeit said game.
- E. In the event of team/player eligibility questions the Team Coach/Assistant Coach/Player is responsible to supply proof of team roster and player additions (e.g. copy of roster/player add form with stamped date received or preprinted roster from Auburn Parks, Arts & Recreation).
- F. A team shall not have more than 20 players listed on the roster at any one time.
- G. Players may play on more than one Auburn Parks, Arts & Recreation registered team playing on the same day. No accommodations will be made for teams that may have games at the same time.
- H. A player may transfer from one team to another but must first fill out a drop form and then fill out another add form that must be signed by the coach of the team to which he/she would be added.
- I. **No players may be added/transferred to teams after the third Monday of May (Regular Season) or the second Monday of August (Extended Season).**
- J. All players will be required to carry picture ID (e.g. driver's license or state ID card). Players must be able to produce ID if requested by game official, scorekeeper or league coordinator.
- K. **If a coach believes a player is illegal, he/she must announce the player protest no later than first pitch of third (3) inning, or when said player(s) is added to the lineup.**
 - 1. Time must be called.
 - 2. Coach shall request the umpire to ask the player(s) in question to produce proper picture I.D.
 - 3. If the player cannot provide I.D. acceptable to the game official, the said player(s) will have until the end of the game to provide proper I.D. If no I.D. is available by the end of the game, the game official will declare the game a forfeit.
- L. If proper I.D. is submitted, the said player's name shall be verified using the team's roster, the following business day by league director. If the said player's name does not appear on the roster, the game is an automatic forfeit.
- M. Additionally, use of illegal players may result in immediate team suspension from the league (no refunds).

- N. All illegal player issues shall affect only the game in which the matter was raised. Protests will not be retroactive.

RULE III THE GAME

- A. Game times will be scheduled as following:

1. Double Header Leagues

Monday-Friday

6:00, 7:10 PM

or

Monday-Friday

6:30, 7:40 & 8:50 PM

Sunday

5:00; 6:10, 7:20; 8:30 PM

8:20, 9:30 PM

- B. All games shall consist of seven (7) full innings with the following exceptions:

1. No new inning will begin after one (1) hour and five (5) minutes of play on all games.

Exception: Tie games. In the event of a tie the teams will continue to play until the tie is broken. The scorekeeper will make note on the score sheets of starting time of each game.

2. All lights will go off at 11:00 PM, NO EXCEPTIONS!!

3. A game will be considered complete if the full one hour and five minutes was played, regardless of the number of innings completed.

4. If the home team is ahead by ten (10) or more runs after 4 ½ innings, the game will be stopped.

5. If the visiting team is ahead by ten (10) or more runs after five (5) complete innings, the game will be stopped.

6. If a game is called due to rain, darkness or other unforeseen circumstance, it will be considered complete after three (3) innings. If game end prior to both team having the same number of at bats, score will revert back to last completed inning.

- C. Up to ten minutes grace will be given for the 6:00 PM game only, but no new inning will begin after 7:05 PM. The game must start when both teams have a minimum 8 players.

- D. All leagues will use the "FLIP-FLOP" Rule: In the 4th inning and beyond, when the run rule is exceeded and the home team is losing, the home team will remain at bat and become the visiting team. If the team (new visiting team) does not score enough runs to reduce the run difference below the run rule the game is over. If they reduce the difference below the run rule, then the new home team will bat. If they score enough runs in the bottom of the inning to exceed the run rule, the game will be over, if not, the game will continue under this format. If the situation reverses, teams would flip/flop again.

RULE IV PLAYER/SUBSTITUTIONS

- A. If a team starts the game with eight (8) or nine (9) players, they may add players arriving late any time during the game to equal ten (10) players. Once your team reaches ten (10) players and it is after the first pitch of the third inning, any new player (s) will be added by the regular substitution rule. (See the Official ASA/USA SOFTBALL Rule Book).

- B. Teams may drop down to eight (8) players any time during the game. The first player dropped may drop with no penalty. Every player afterward will be an out in the batting order. The batter will have ten (10) seconds to enter the batters box. A strike will be called for failure to take their position. If the batter still does not enter the box they will be called out.
- C. Teams may bat up to 20 players with free substitution defensively.
- D. **Coed Only:**
 - 1. A team may play with more male players than female players, with a maximum of five (5) male players and a minimum of four (4) female players (no maximum).
- E. Courtesy Runners
 - 1. Each team will be allowed two(2) courtesy runners for any two players for the entire game. In addition, if a player is injured (meaning physically unable to make it around the bases), then he/she may be replaced as a runner, but may not continue in the game. The replacement runner will be the last player that made an out. No "gentleman" agreements for additional courtesy runners.
 - 2. Last person out will be the courtesy runner. If no outs have been made, then use the last possible batter. **Penalty:** If an illegal runner takes the base, the defensive team may protest that runner. If this protest is made prior to the next pitch, the illegal runner will be declared out. If the defensive team fails to protest prior to the next pitch it is no longer a protestable situation and the runner shall be considered legal.
 - 3. Coed teams will be allowed two (2) courtesy runners for each gender.

RULE V PITCHING REGULATIONS

- A. Pitching height: The pitch must be delivered with an arc and reach a height of at least six (6) feet from the ground. While not exceeding ten (10) feet from the ground. (6 to 10 feet).
- B. All Leagues: In any game, the pitcher will have the option of pitching from the standard 50 foot plate, or from any point up to 6 feet behind the pitching plate that is within the width of the existing pitching plate. All pitching rules that apply to the pitcher's actions before and during the release of the pitch (with the exception of the pivot foot being in contact with the pitching plate), along with the restrictions on height, speed, etc., shall remain in effect.
- C. Warm-up Pitches:
Each pitcher will receive three (3) warm-up pitches to start the game. After the start of the game, pitchers will receive only one (1) warm-up pitch between innings. New pitchers will be allowed three warm-up pitches when they first enter the game. The pitcher has ten (10) seconds to deliver the pitch. Umpire does not call verbal "illegal pitch".



RULE VI BATTING

- A. A team coach/assistant coach or representative must have batting line-up submitted to the official scorekeeper ten (10) minutes prior to start of scheduled game. **First and Last names must be given to the scorekeeper.**
- B. Teams may bat up to twenty (20) players if they choose.
- C. Coed leagues only: All players on the lineup must bat. Players will bat on an alternating basis between male and female. Either sex may bat first. If playing under substitution option #2, teams having more of one sex than the other must rotate them into the batting order as listed below.

Example: 8 men and 5 women listed on the lineup:

1st Batter	#1 Female	9th Batter	#5 Female
2nd Batter	#1 Male	10th Batter	#5 Male
3rd Batter	#2 Female	11th Batter	#1 Female
4th Batter	#2 Male	12th Batter	#6 Male
5th Batter	#3 Female	13th Batter	#2 Female
6th Batter	#3 Male	14th Batter	#7 Male
7th Batter	#4 Female	15th Batter	#3 Female
8th Batter	#4 Male	16th Batter	#8 Male



- D. Coed Leagues only: If a male batter walks and is thrown at least one strike the next female batter must bat. If no strike is thrown the female batter has the choice to hit or walk. (The male batter, who walked will always go to second base).
- E. On-Deck Batters:
 - 1. Each team will be allowed to have one (1) on-deck batter; all others will remain in the dugout.
 - 2. On-deck batter may not have more than two (2) warm-up bats and must remain in hands.
 - 3. Teams must remove all bats from playing area after their turn at bat.
- F. One-One Count
 - 1. Each batter will assume a one-one count when they come to bat. (1 ball and 1 strike).
 - 2. Each batter will receive one (1) extra foul ball, after two (2) strikes.

RULE VII HOME RUN LIMITS (Men's & Coed)

- A. Home Run Limits (untouched over the fence)
All Leagues 1 per game, each additional being an out.
- B. Batter hitting home run only needs to touch first base then may go to dugout base runners must each touch at least the next base. Base runner(s) need to touch next base.

- C. Team hitting home runs/foul balls over the fence will be responsible to retrieve said ball. **Penalty:** The team at bat must replace ball prior to the next batter; if the ball is not replaced, an out will be called on your next batter. Penalty may carry over to the next inning.

RULE VIII

TEAM & PLAYER SUSPENSION

- A. Any player ejected from a game will face a minimum suspension of the next two (2) consecutive games from Department sponsored league activities. The suspension is effective immediately (e.g. ejection occurs in the first game of double header...player must sit out second game and next league game). A second ejection in the same season will result in a minimum suspension of the next three (3) games. A third ejection in a season will result in a 12 month suspension from All Department sponsored activities.
- B. A hearing is required before being readmitted to league play.
- C. **Ejected player/coach must leave the ball park area immediately. The game will not continue until ejected player leaves the grounds.** The ejected player will have one (1) minute to be out to the parking lot or the game will be forfeited. Failure to supply umpire/scorekeeper with name of ejected player (s) will result in a forfeit.
- D. Suspended players are not allowed on the field as a base coach and are not allowed in the dugout.
- E. A team playing a suspended player will forfeit all games the suspended player participated in during the suspension. This could result in a team suspension from the league.
- F. Coaches and players are responsible for the conduct of their players and spectators and may be ejected if, after being requested to help resolve a problem, fail to make an effort to do so.
- G. Any coach/player or fan who confronts an umpire, opposing player, fan or City Staff person in any part of the park facility before, during or following a game and physically or verbally threatens or assaults them shall be suspended until a hearing is held to determine the appropriate suspension (s) to be imposed.
- H. A team playing an illegal or suspended player in a playoff game will forfeit that game and all remaining games.
- I. **Possession of or consuming of alcoholic beverages or marijuana in all city parks is prohibited as stated by city ordinance. A cooler containing alcoholic beverages in or near your dugout will be considered, in your possession. Any team in violation will be suspended and may be expelled from the league without refund. A first violation will be immediate forfeiture of game with the team being placed on probation for remainder of season. If a second violation occurs that team will be suspended from further league play with out refund.**

- J. A team will be suspended if they accumulate five (5) Regular Season and four (4) Extended Season ejections in a season. That team will be suspended from league play for the remainder of the season.
- K. A hearing will be held before team will be allowed back into the league.
- L. **A second player ejection in one game will result in forfeiture of that game.**

RULE IX CASUAL PROFANITY

- A. Casual Profanity pertains to expletives and verbal unsportsmanlike language not necessarily directed at umpires or opposing players, but are most likely a player uttering them out of frustration. This type of behavior is penalized by "outs" being declared against the offending team.
 1. If the team is at bat and unsportsmanlike words are used, the next batter will be declared out.
 2. If the act is committed by a player remaining at bat, he/she will be called out.
 3. If the act is committed by the defensive team, the first person to bat in the next inning will be declared out.
 4. The outs will be treated as a delayed dead ball situation.
 5. If the violation occurs in the bottom of the last inning, where the fielding team may not bat again, the ejection rule will be applied. If a team has an eligible substitute, they can continue the game.
 6. A game may be ended by a casual profanity out.
- B. All other verbal unsportsmanlike language directed at umpires, opposing players or City Staff would warrant an ejection.



RULE X FORFEITS

A forfeit will be declared by the umpire in favor of the team not at fault in the following cases:

- A. If a team appears with less than eight (8) players at game time.
- B. Violation of ASA/USA SOFTBALL or Auburn Parks, Arts & Recreation rules.
- C. A team which forfeits **more than two (2) games** may be suspended from further league play and **will not** be eligible for the playoffs. Team league fee will not be refunded.

- D. In the event of game forfeiture, teams may use the field (including infield) for practice. Teams must vacate field, ten (10) minutes prior to the next scheduled game time or one hour from your scheduled game time if yours is the last game scheduled for that field.
- E. **30 minute Rule:** When teams are scheduled a double header against each other, and if the first game of double header is a forfeit for lack of players, the second game will start 30 minutes after the start of first scheduled game. This rule only applies to teams who are scheduled to play each other.

RULE XI PROTEST

- A. All protests must be filed, in writing the next business day, to the Auburn Parks, Arts & Recreation Office, 910 Ninth Street SE, Auburn, WA 98002.
- B. Protest forms are available from the scorekeeper. A \$25.00 fee must be paid when filing protest at Department office. If protest is considered valid, the \$25.00 fee will be refunded and the game will be corrected. If the protest is denied, the \$25.00 will be forfeited to the league. **The only call that you may protest is an umpires misinterpretation of a rule, you may not protest judgment calls.**
- C. All protests must be filed with the umpire and scorekeeper before the next pitch after the incident.
- D. All player eligibility protest must be made to the umpire and scorekeeper before the game is over. If the player does not have identification, he/she will be removed from the game and must sign the official score sheet. The player in question will then have 48 hours to show photo ID with signature to the Auburn Parks, Arts & Recreation office.
- E. The time limit and official score sheet cannot be protested. It is the coaches' responsibility to check with the official scorekeeper to make sure that it is correct.

RULE XII PLAYING FIELD

A. PLAYING FIELD

Fields: Games will be played at the Following Fields:

1. Game Farm Park Fields #1 - #4, 3030 R Street SE.



RULE XIII EQUIPMENT

A. Game Ball:

1. The official game ball will be a Dudley Thunder Hycon .52 COR/300 compression ball 12" (Men's) and Dudley Thunder SY .44 COR/375 compression ball 11"(Women's).
2. The scheduled score keeper will be responsible for providing one (1) new game ball and a back-up ball (one 11" and one 12" for coed games).
3. If both game balls are hit out of play the game will only continue if one of the original game balls are returned or a suitable replacement ball (Dudley Thunder Hycon .52 COR/300 compression only). **Penalty: The team at bat must replace ball prior to the next batter; if the ball is not replaced, an out will be called on your next batter. Penalty may carry over to the next inning.**
4. If both balls are returned to the umpire after the game the Home team will get one ball (determined by the umpire) the other ball will be used as a back-up for the next game or given to the scorekeeper for the next day's game.

B. Softball bats:

1. All bats must be marked "Official Softball" or "Official Slo-Pitch" by the manufacturer and has the ASA(USA) Softball or USSSA approval stamp.
2. Performance standard for all bats will be a Bat Performance Factor (BPF) or 1.20 or less.
3. Any size (weight or length) softball bat may be used. ([bat rules](#)).



Any bat that does not meet the above criteria or is altered in any way or banned from use in USSSA games is used in a game, player will be ejected from that game and serve a 5 game suspension, first offense, 1 year second offense, will carry over to next season. Team will be put on probation for one year. If a second player from that team uses an illegal bat during probation period the entire team (includes all players on official team roster) will be suspended for one year from date of offense.

C. No Metal Cleats are allowed.

RULE XIV INCLEMENT WEATHER

- A. In the event of rain, the decision to play will be made by 4:00 PM. Therefore call (253) 931-3043 option #2 after 4:00 PM (3:00 PM on Sunday) for rain out information. In case of rain the rain out line will be updated as conditions change. Please arrange for the coach or assistant coach to call and then relay that information to the players.
- B. If a game is canceled because of inclement weather, it shall be rescheduled by the Auburn Parks, Arts & Recreation.
- C. Games will be rescheduled during the week when possible, but some games may need to be made up on weekends.

RULE XV LEAGUE STANDINGS

- A. League standings will be kept to determine playoff seeding for end of season tournament. Will be available on-line at www.teamsideline.com/auburnwa .
- B. Standings will be updated on a weekly basis.
- C. The following tie-breaker format will be used for teams that are tied in the standings at the end of the season.
1. Least number of forfeits
 2. Winner in head-to-head competition.
 3. Point differential in head-to-head competition.
 4. Point differential in overall competition.
 5. A tie-breaker game (time permitting).
 6. A coin flip if both teams are eligible for the playoffs.
- D. Moving Down A League
Your team must have finished in last place in your division/league the previous season or if your team finished below .500 the previous season and has no more than five (5) roster changes from the previous year's roster.
- E. Moving Up A League
If your team finished in first place in division/league play and/or tournament playoff play the previous season, you MUST move up one league level.
- To petition the upward league movement, you must have a minimum of ten (10) new players from the previous year's roster.

RULE XVI GAME OFFICIALS

The Auburn Parks, Arts & Recreation contracts with the Seattle Metro ASA/USA Softball to umpire the Adult Softball Program.

If a team coach/assistant coach are satisfied or dissatisfied with the performance of any umpire, the coach/assistant coach is requested to file, in writing, specific complaints or suggestions to Auburn Parks, Arts & Recreation.

The Recreation Coordinator and the ASA/USA Softball Umpire-In-Chief will then review these comments. After review, if further action is warranted, the Recreation Coordinator and ASA/USA Softball will take necessary action.

RULE XVII SCOREKEEPERS

- A. Field Supervisors are hired by the Auburn Parks, Arts & Recreation as City Employees.
- B. If team coaches/assistant coaches are satisfied or dissatisfied with the performance of a scorekeeper, the coach/assistant coach is requested to file, in writing, specific complaints or suggestions to Auburn Parks, Arts & Recreation. The Recreation Coordinator will review these comments. After review, if further action is warranted, the Recreation Coordinator will take necessary action.
- C. Home team will be official book but both teams are responsible for making sure the game score is correct after each ½ inning.



RULE XVIII MISCELLANEOUS RULES

- A. Teams determined to be playing down may be disqualified from playoffs or moved to a playoff for a high league more suited for their playing level (could be on a different night).
- B. MEDICAL INSURANCE: The City of Auburn does not carry medical insurance to cover players injured during practice, league, or tournament play. When all rules and regulations are strictly followed, the potential of injury still exists. Involvement in softball activity is done at the participants own risk.
- C. Coaches are responsible for covering the league rules with team members so that they are aware of them. Ignorance of the rules is no excuse. Please take a copy of these rules with you to all games.
- D. Hitting softballs into fences for batting practice is not allowed. Using whiffle balls and/or tennis balls will be allowed.

- E. **Batting Practice will not be allowed anywhere on Game Farm Park Fields #2 or #3.**
Failure to follow this rule may result in forfeiture of game.
- F. Parking: Please follow the advice of local and state Police Departments regarding vehicle theft prevention. Don't make it easy for car theft prowlers. Please remember to conceal your valuables, (wallet, purses, hand bags, cameras, etc.) out of view or leave at home. Please help by following these simple steps. Thank You!
- G. It is recommended that each team provide their own first aid kits.
- H. Please help keep the Parks looking nice by using the trash cans.
- I. The Recreation Coordinator has the authority to make rulings on any and all dealings regarding this league. All decisions are final.

RULE XIX

LEAGUE CONTACT INFO

Rick Bruya, CPRP, CYSA

Recreation Coordinator

Auburn Parks, Arts & Recreation

910 Ninth Street SE

Auburn, WA 98002-6200

Phone: 253-931-3043

Rain Out Line 253-931-3043 option#2

Weekdays after 4:00 PM, Weekends after 3 PM

<https://teamsideline.com/auburnwa>

Email - rbruya@auburnwa.gov

Office Hours: Monday-Thursday 7am-8pm; Friday 7am-7pm & Saturday 9am-4pm