

**CITY OF DELTA PARKS,  
RECREATION AND CULTURE  
2018 ADULT SOFTBALL  
LEAGUE RULES**

**FEES AND PLAYER REQUIREMENTS:**

1. A team representative/manager is responsible to register their team name and pay team fee prior to the registration deadline.

The set FEES for the Delta Parks and Recreation Softball Leagues are:

**Summer League                    \$275.00 Per Team**  
**\$20 per player fee due 1<sup>st</sup> night of league**

**Fall League                         \$225.00 Per Team**  
**\$20.00 per player-Player Fees per team**

**All Rules listed are in addition to or correction of A.S.A. book rules.**

1. **Once sponsor or player fees are paid**, there will be no refunds granted unless the Delta Parks and Recreation Department cancel a league. The Sports Coordinator must approve exceptions.
2. Every participant in league or tournament play must **sign a roster waiver/release form** prior to participating. **If a player fails to sign a roster before play they can be ejected (see rule #16).** Please refer to This form releases the City of Delta, team sponsor, softball workers, Umpires, Delta County ASA and all other personnel connected with the City League Softball from any and all liability in case of an accident, injury or other loss connected with playing in said leagues.
3. **Teams may add players** to their roster at any time during the season prior to the final two (2) games. New players must sign the team roster waiver/release form with the Softball Field Supervisor and pay a player fee to be eligible to play.
4. **Players may participate in as many leagues as they wish** but on only one team per league. Players must also sign a roster waiver/release form for each league and pay a player fee in which they participate.
6. **A player** must file a request with the Sports Coordinator in writing if he/she would like to change teams. This must be done at the Bill Heddles Rec. Center in the Sports Coordinator's office. After a seven-day waiting period, players will be eligible to participate in the league on their new team.
7. If a **team disbands** entirely during league play, the Sports Coordinator may allow all of the players on that team to be eligible to be signed by another team without the usual seven-day waiting period. (see Rule #6 above)
8. **All players must be fifteen (15) years of age** to participate in the Delta Parks and Recreation Softball Program. (Must be 15 by August 1<sup>st</sup> of that year.) Any minor under of the age of 18 must have permission in writing from Parent and Athletic Director(if participate in high school sports) on file with sports coordinator before participating.
9. During **Fall League only**, teams are allowed to **"pick-up" up to three players**. These pick-up players must have signed a roster and paid a player fee for their primary team to be eligible to be "pick-up" players.

## GAME RULES:

1. The City will **provide four softballs** for each game. Any softball required thereafter must be furnished by the teams. Teams will alternate who provides softballs after the 4 and if a team can't provide a ball the game will be declared a forfeit by that team.
2. The City will provide helmets for optional wear.
2. **Batters will start with a One (1) ball and One (1) strike** count with one courtesy foul. All other batting rules will remain the same. (Slow Pitch Only.)
3. Each team must supply their **own bats**.
4. All **game times** will be set after registration and posted on each league schedule.
5. **Home run limit will be one home run per team per inning.**
6. **If a ball is hit into the net on the green field it will be ruled a home run and will go towards the 1 up homerun rule.**
7. **A legibly printed line-up** sheet including first and last names must be given to the official scorekeeper ten (10) minutes prior to the scheduled starting time along with a designation of a team captain. Failure to do so may result in a forfeit. Line-up sheets will be available at the Softball Complex.
8. **Games** shall begin on time and teams must field at least eight (8) players for Slow Pitch or the game will be declared a forfeit. The void batting spot(s) will be considered an out until the player(s) enters the line-up (or the team can choose to freeze their lineup with 8 or 9 players-(**Please refer to coed rule#1**) but can't add any players once this is done). Once a player or players arrive they may take the field immediately or assume their position in the batting order. At no time will play be suspended to allow a player who arrives late to warm up. **There will be a five (5) minute grace period for the first game of the night only! If a team does not have the minimum number of players by the end of the grace period, then that team shall forfeit the game.** The minimum number of players must be on the field at game time. **No Exceptions!** If neither team has the minimum number of players, it will be a double forfeit.
9. **For both men's and coed, teams will be allowed to bat 12 with 2 extra hitters. Men's teams can choose to bat up to 12 and coed can bat 10 or 12 but not 11 alternately men and women.**
10. If a **player is injured** during a game, the team may finish with less than ten (10) players in Slow-Pitch. Teams will not be required to take an out for injured player if there is no sub available. The injured player may not return to the lineup for any reason if there wasn't a sub available and that batting spot on the lineup was removed. (Blood rule is exempt.)
11. **A new inning** may not be started after one hour for slow pitch. The only exception is the case of a tied game. In the event of a tie, the game shall continue using the NCAA tiebreaker system (last out of the last inning to 2<sup>nd</sup> base) until a team wins. This system will also be used for any game going to extra innings no matter if time has run out or not. If time runs out while the visiting team is at bat, then that particular inning will be the last. If at the end of this inning the score is tied it will be played using the NCAA tiebreaker system.
12. **If after the completion of the fifth inning a team is ahead ten or more runs the game will be ruled complete but will continue play until at least 50 minutes have been played. If one team is ahead by 20 or more runs after 2 completed innings the game will be ruled complete but will continue play until at least 45 minutes have been played. Score will not be kept after either of these scenarios but umpires will remain on the field. This rule will be in effect unless both teams agree to be down playing at the time of the run rule.**

13. **NO INFIELD PRACTICE BETWEEN GAMES!!** Teams may warm up on the outfields and the West areas between the Black Field and Red Field only.  
**No warming up on the infields at any time.**

14. **The strike zone** for all slow pitch leagues will be a mat that is placed behind home plate and any part of home plate. If the pitch has a minimum arc of 6' and maximum arc of 12'(ASA rule) and comes in contact with any part of this mat or home plate it will be called a strike.

15. **Only authorized personnel will be allowed in dugouts** (as determined by the umpires). The team managers are responsible for keeping unauthorized persons out of the dugout. The umpire will stop the game until person(s) are cleared. **CHILDREN WILL NOT BE ALLOWED IN THE DUGOUT AT ANY TIME DURING THE GAME.** This is for safety reasons.

16. Any player, manager, or coach who is ejected from a league game or league tournament game must contact the Sports Coordinator between 8:00 am – 5:00 PM.

**Penalty for ejection:**

- a. **First ejection** results in removal for the remainder of that game and suspension from any other games in that league until a \$25.00 fee is paid.
- b. **Second ejection** during the same season for a player, manager or coach will result in a two-week suspension from participation in all City of Delta leagues, an additional \$25.00 fine, and they must request in writing to the Sports Coordinator for reinstatement.

17. **No more than two coaches** per team shall be on the field. Only one manager and the designated team captain shall confer with the umpires. Any misconduct from player, coaches and fans may result in ejection. (See # 16).

18. **Any player(s) caught playing under someone else's name will be ejected and the team will be required to forfeit that game.** The manager will be also be ejected. (See # 16). Player(s) who violate this rule will be banned from further play in all City of Delta leagues for the remainder of the year and the team will be placed on probation. Players must provide a photo ID if requested by softball staff.

19. If a team **forfeits (4) four** games during the season they may be taken off the schedule.

**GENERAL RULES:**

1. **A \$50.00 fee is required with any written protest.** The fee will **not be refunded** under any circumstances, even if the Sports Coordinator grants the protest. A protest may only address an interpretation of the rules and never a judgement call. All protest must be filed in writing within 48 hours after the completion of a game to be considered. The protest must be filed at office of the Sports Coordinator at Bill Heddles Recreation Center.

2. The Sports Coordinator reserves the right to **review and/or reassign** any team that qualifies for higher or lower classification during the season within their league.

3. **Ties at the end of the season** for league position and playing order for the end of season tournament will be decided as follows:

- Head to Head play will be the first consideration. If both teams have won a game, it will be decided by point difference (**net points**).
- If a decision regarding the tie cannot be arrived by this method, there will be a single playoff game between the teams involved

4. One attempt will be made to **make-up games** that are cancelled or postponed by the City's representative due to weather or other valid reason.
5. **NO ALCOHOLIC BEVERAGES MAY BE CONSUMED AT MOUNTAIN VIEW PARK UNLESS A PERMIT IS OBTAINED (only good for parking lot).** (City Code Section 5.10.030 and 5.10.040.) If a permit is issued, the organization and sponsoring person will be responsible for cleanup. **NO ALCOHOLIC BEVERAGES OR GLASS CONTAINERS ARE ALLOWED IN THE FENCED AREA!**
6. There will be **no smoking** allowed in the dugouts or on the field.

### **SPECIFIC RULES TO REMEMBER!**

1. **Intentional walks** will be awarded without pitching the ball for Slow-Pitch only.
2. **There is no stealing allowed in any division**
3. **Shaved Bats are illegal and will result in immediate ejection of player caught using it!** All ASA, USSSA, and ISA approved bats are allowed. NO shaved bats allowed
4. **Courtesy Runner Rule-There will only be 1(one) courtesy runner allowed per team per inning.**
5. Extra hitter and re-entry rule will apply to Slow-Pitch and Coed league games. (as per A.S.A rules)
6. **CLARIFICATION OF THE SAFETY BAG:** If the batter runs through the first base, he/she must step on the orange safety bag in accordance with A.S.A. rules. The runner can round first base using the white bag regardless of the ball position, however he/she is now subject to tag out. If it is an infield hit, the runner must use the orange safety base.
7. **Throwing equipment will not be tolerated.** Player(s) may be warned the first time. Any incidents that follow will result in the offending player, manager or coach being ejected. If the ejected player is on base or at bat an out will be ruled and the offending player will be ejected. If the act is deemed flagrant, no warning will be given; the player will be called out and ejected. For flagrant throwing of equipment the play will be ruled dead and all runners shall return to the base occupied at the time of the violation.
8. **Profane or abusive language** from players or spectators will not be tolerated and is grounds for immediate ejection from the game/park for players and ejection from the park for spectators. Ejected persons must leave the park immediately or be subject to criminal trespass and other penalties. City of Delta Police will be called.

**COED LEAGUE RULES:** Include all of the regular league rules with the following additions:

1. Each team must have at least **five women and five men on their roster and lineup.** A team may start a game with eight (8) players. A team playing with eight players or nine players must have at least four females and four males. If a team has 8 or 9 players they can freeze their line-up and not take an out for the void batting spots. A team can only freeze with 9 players if it is 5 females and 4 males. If they have 5 males and 4 females they will have to take an automatic out in the void batting spot. If a team freezes the line-up no players will be allowed to add to the line-up after that. If a team is going to freeze the line-up they must do so before the first person on their team bats. A team can never have more than 5 males or 5 females on the field at one time.
2. **Coed defensive** positioning shall include two (2) males and two (2) females in the infield; two (2) males and two (2) females in the outfield; a male and a female in the pitcher and catcher positions.

3. The **Batting order** must alternate men and women unless you are freezing the lineup with 9 players (**Please refer to Coed #1**). The batting order may not change throughout the entire game. (Unless making legal substitutions).
4. The pitcher in all Slow Pitch Leagues may pitch from anywhere within the **pitching zone of 50' to 60'**.
5. The four outfielders must stay behind the **200-foot line** until the ball is hit when a female is batting. Infielders must have both feet in the dirt part of the infield at the time of the pitch.
6. **All coed leagues will use 12" softballs.**
7. **If a male batter has a strike pitched against him and then receives a walk**; then the woman may not receive a walk and the man only gets one base. If the man walks when no strikes are pitched, he will receive two bases and the women must bat if there are one or less outs. If there are two outs, the women will have the choice to either walk or bat if the man has no strikes pitched against him. She must make this decision before she steps into the batters box.
8. **No metal, hard plastic or polyurethane spikes or shoes** with detachable cleats are allowed in Coed or Slow-Pitch games.
9. **There will be a "runners" home plate** for all Coed leagues. Base runners must use the "runners" home plate instead of batter's home plate. If there is a play at home, whether it is a force out or not, the fielder only needs to touch the batter's home plate. In other words every play at home is treated like a force out. NOTE: There will be a "no return line" 20 feet from home plate. Once a runner passes this line they may not return to third base. In this situation, tagging the runner will not result in an out. **The defensive player must touch the batter's home plate.**

#### **RULES FOR THE FANS:**

1. **Do not leave small children** unattended or unsupervised.
2. **ABSOLUTELY NO ALCOHOLIC BEVERAGES OR GLASS CONTAINERS ARE ALLOWED ANYWHERE WITHIN THE FENCED SOFTBALL COMPLEX AREA.** Alcoholic beverages are permitted outside of the fenced softball complex **ONLY** by permit issued by the Delta Police Department.
3. **Pets will only be allowed inside the fenced area if they are on a leash.**
4. **The Delta Police Department** will handle any profanity or threats to the umpires, City Employees, or other spectators.
5. **Any person ejected** from the complex shall do so immediately or be subject to possible arrest and criminal charges from the Delta Police Department.