

Edwardsville Parks and Recreation

Slow Pitch Softball Rules

Summer 2020

A.S.A. rules will govern all situations not specifically outlined in these rules. The Recreation Staff reserves the right to act on any situation that may arise not covered by these or A.S.A. rules. In the event a safety issue should arise regarding equipment, field conditions or players, the A.S.A. Umpire, A.S.A. rules and City employees will have final ruling.

Eligibility – Players are subject to Edwardsville Parks and Recreation eligibility rules listed below.

1. Participants are not allowed to participate in more than one league of the same type. Example: A player cannot play in two different slow pitch leagues such as Co-Ed A & Co-Ed B. However, a player may play in a Co-Ed league as well as a Women's or Men's league.
2. **All rosters must be turned in by the beginning of the team's first game. Any changes must be made by the third (3rd) week, in order for the player to be eligible.**
3. Players must be at least 17 years of age with a parent's permission or 18 years of age or older.
4. Ineligible players are defined as:
 - a. Anyone who submits a falsified registration.
 - b. Anyone playing who has not registered or paid.
 - c. Anyone playing for more than one team in the same league.
 - d. Anyone who violates ASA rules listed in the participant manual.
 - e. Anyone ejected from a game that has not paid the ejection fee of \$20.

****When an ineligible player is discovered and protested, and the protest is upheld, the game in which that player was playing in will be forfeited by the team using the illegal player.****
5. Once a player has participated in a game or match for a given team during a sports season, said player may not switch teams for any reason.
 - a. In the event the Parks and Recreation Department deems it necessary to move a player or players to a different team to avoid dissolution of a particular league, the recreation Supervisor may move players in the best interest of all participants and the department, with the Director and R.A.S.E. board permission.

Fees and Protests

1. A team forfeiting a game will be charged \$25. All forfeits will be tracked at the fields. The forfeiting team must pay the concession stand the \$25 fee in order for your team to play the following game. This will allow a team to pay the fee the night of their next game. A receipt will be given for the payment.
2. Any team that forfeits any games and does not pay the fee may be suspended from the league and lose their spot in the following year's program without any refund.
3. Any team that forfeits four (4) games in the same season may be dropped from the league without any refund of the entry fees or forfeit fees.
4. Any team protesting a game must be made to the umpire and supervisor immediately. Captains of the protesting team must submit their protest in writing to the Recreation Supervisor within 48 hours after the protested game. A protest fee of \$25 must accompany the written protest.
5. Games played on Friday or weekends have until the close of business on the following Monday to file their protest.
6. Any team having their protest upheld will have the \$25 fee returned.
7. All ejection fees (\$20) must be paid in the main parks office by 5pm of the person's next game in order to be processed by the recreation Supervisor.

8. Once ejected, a player may not play until the \$20 fee is collected. The player will be classified as ineligible until the fee is paid and any team using said player(s) will be subject to the ineligible player rule listed above.

Game, Field, Players and Equipment

1. Edwardsville Parks and Recreation will schedule staff and umpires for each game at each field scheduled. When available, 2 umpires will be used for games.
2. Each team shall designate a captain at the beginning of each game. The captain shall be the only one to address the official on matters of interpretation or to obtain essential information. The captain will have the ability to challenge a roster following this format:
 - a. The captain must challenge the player in question when the player takes the field defensively or when the player comes up to bat; whichever comes first. If the player in question is on the home team and on the field, the challenge must occur prior to the third out. If the player in question is on the visiting team, the challenge must occur as soon as they come up to bat. If that player does not come up to bat in the top of the first, the challenge must occur as soon as the visiting team takes the field.
 - b. No roster challenges can occur after the completion of the first inning unless in a substitute situation. The challenge must occur immediately in this case.
 - c. All challenged players must show proof of ID or they will be disqualified from the game until proper ID can be shown.
 - d. If the umpire or supervisor is aware of an illegal player, they may force a forfeit upon the team which violated the rule.
3. Teams shall be composed of ten (10) players. Each team must have a minimum of nine (9) players at game time in order to avoid forfeit. Failure to have the required number of eligible players to start or continue a game will result in forfeit. If a team has only nine (9) players, they will start play. If playing shorthanded and a substitute arrives, of the correct sex for Co-Ed only, the substitute must be inserted immediately into the vacant spot. If the team is playing with nine (9) players they will receive an out every time the tenth player should bat, which may constitute the end of an inning. Should both teams fail to reach nine (9) players, a double forfeit will occur.
4. In the event a player becomes unable to continue, and no other eligible substitutes are available, that spot in the batting order becomes an automatic out for the remainder of the game. Teams may not fill this spot at a later time during the game.
5. All Co-Ed teams must have a minimum of nine (9) players: four (4) males and five (5) females or five (5) males or four (4) females. Starting and Co-Ed game with less than ten (10) players will force the team to take one out for the vacant position.
6. Two different sized balls will be used in Co-Ed play. When the men bat, they will use a 12-inch ball and when the women bat, they will use the 11-inch ball. If the wrong ball is used, the manager of the offensive team has the option of taking the result of the play or having the last batter bat over. The batter will assume the ball and strike count prior to the wrong ball being discovered.
7. Co-Ed positioning of players – This will be directed by A.S.A. Co-Ed rules, which states there must be two (2) men and two (2) women in the infield and outfield and one must pitch and catch.
 - a. Shorthanded Rule: If a team plays shorthanded with either three (3) in the infield or outfield, at least one (1) of the three (3) must be male and one (1) must be female.
 - b. Failure of a player following these rules may result in said player being disqualified.
 - c. Failure of a team following these rules may result in forfeit.
8. A.S.A. game balls will be provided for game use. Participants must bring their own warm up balls.
9. Only bats stamped with one of the three (3) A.S.A. Official Certification Mark for Official Softball shall be legal. Teams are responsible for checking the A.S.A. website to verify if their bat has been moved to the officially banned list.
 - a. Bat handles must be taped or rubber covered.

- b. Any player caught using an illegal bat will be removed for the remainder of the game and an out issued in the position for the first offense.
 - c. A second offense will mandate the player be ejected and require said player(s) to pay the \$20 ejection fee before returning the following game.
 - d. A third offense will be an automatic suspension from the league.
 - e. Violations will be kept on the player(s) record for the entire session.
10. Metal cleats are prohibited! Players may not wear metal or screw in cleats of any kind. Any player caught with these type of cleats will have to change them immediately. Players may not continue to play until they removed the illegal cleats. Players may not play in bare feet or open toed shoes.
 11. The home team will be listed last on the schedule and shall occupy the 3rd base dugout.
 12. Roster Limits: 25 players total, per roster. (Adult leagues only).

Innings and Time Factors

1. The regulation length of a game will be seven (7) innings or one (1) hour, for regular season games. No Inning shall start after 55 minutes has expired on the official time clock. **All playoff games will last 7 innings or if the mercy rule comes into effect.**
 - a. Mercy Rule: The game will be called if any of the following run differentials are reached: 20 after 3 innings, 15 after 4 innings or 10 after 5 innings.
2. Game time is forfeit time. A ten (10) minute grace period shall be allowed for the first game of the night only.
3. If an inning starts before time has expired and continues after time has expired, the inning will be completed unless the home team is ahead.
4. Official time will start with the delivery of the first pitch. The umpire or scorekeeper's watch will be the official time. The time limit may be adjusted for delays only at the discretion of the umpire and/or scorekeeper. Protests for time limit rules must be made prior to the umpire leaving the field after the game is concluded.
5. If a regular season game is tied at the end of seven (7) innings, and time allows, an extra inning may be played. As long as there is time, additional innings may be played. Both teams will have the opportunity to bat and the last out from the previous inning shall start on second base. If time expires and the teams are still tied, it will go down as a tie on both teams record.
 - a. A Playoff game will continue to follow the extra inning rules until a winner is determined.
6. If the weather forces a game to be called early, 5 innings will constitute an official game or 4 ½ if the home team is leading. The results of the game will be recorded as such.
7. Games called early due to weather not reaching the official inning limit will be continued from the point the game was halted. The game will not start over.

Substitutions

1. An eligible substitute may take the place of any player (same gender in Co-Ed) in the original player's spot of the batting order. The original player may re-enter the game in the same spot of the batting order.
2. Captains must notify the umpire of any substitutions.

Batting

1. The batting order of each team must be on the lineup card and delivered to the scorekeeper at least five (5) minutes before the scheduled game time
2. Six (6) males and six (6) females will make up an official Co-Ed batting order. A team may use nine (9) or ten (10) players. The batting order must be alternate between males and females. If a team uses an odd number of batters, such as nine (9) or eleven (11), there will be an automatic out between the last batter and the first batter due to an uneven number of men and women.

3. In Co-Ed games, a walk to a male batter will result in a two base award. The next batter, a female, will bat. With two (2) outs, the female batter has the option to walk or bat.
4. Women's and Men's slow pitch may have up to eleven (11) players in the lineup.
5. All batters start with a one (1) ball, one (1) strike count. When a batter has two (2) strikes against them and hits a foul ball, it will be considered dead and the batter is out. All runners must return to the base from which they started.
6. The base coaches, the batter and on deck hitter are the only people permitted on the field when a team is batting. No bat boy or girl shall enter the playing area during a live ball.
7. The batter must take a full swing. If the batter bunts or chops the ball, it will be an out.
8. Any batter throwing the bat with reckless abandon may be ejected. The umpire's judgement shall prevail.
9. The infield fly rule is in effect. The rule is as follows: when there is a potential force out at Third Base (runners on first and second or runners on first, second and third) with less than two (2) outs, a fly ball is hit and, in the umpire's judgement, an infielder could field the ball, the batter is declared out. It does not matter if the fielder catches the ball or not, the batter is still out. The base runners may advance at their own risk of being put out as well.
10. All players on defense, other than the catcher, must be in fair territory when the ball is pitched or the batter will be awarded first base.
11. Home Run Rule: In the Men's A & B, and Coed A & B leagues, each team is allowed three (3) home runs per game. However, the Men's C and Co-Ed C leagues are allowed two (2) homeruns per game. Each home run after the third has been hit will be counted as an out for the batter.

Bases and Base Running

1. Stealing is not allowed in slow pitch. Runner may lead off the base when the ball crosses home plate.
2. Base runners must attempt to avoid the tag of a fielder who has the ball waiting to tag the runner out. The base runner may give themselves up by slowing down and accepting the tag.
3. Base runners are not allowed to "bowl over" fielders. The runner must avoid contact with the fielder at all times.
4. Runners will be called out and ejected from the game if the umpire determines contact was flagrant.
5. Runners are allowed to slide.

Pitching and Catching

1. The pitching distance for Men's, Women's and Co-Ed will be 50 feet.
2. The pitcher shall take a position with both feet firmly on the ground and with one or both feet in contact with the pitcher rubber.
3. A legal pitch shall be delivered to the batter with an underhand motion.
4. The pitch shall be delivered at a moderate speed. The speed is left entirely up to the judgement of the umpire.
5. The ball must be delivered with a perceptible arc and reach a height of at least six (6) feet from the ground, while not exceeding a maximum height of ten (10) feet from the ground. Pitches outside of that range will be called an illegal pitch and counted as a ball in the count. The batter may swing at a pitch declared illegal, but will face an outcome of their decision. If the batter swings and misses it will be a strike. If the ball is hit, then it is in play.
6. Pitchers will receive three (3) warm-up pitches between innings and five (5) warm-up pitches in relief.
7. The pitcher may use any windup desired as long as they do not continue wind up after the release and the ball is not pitched behind their back or between their legs. However, no fake pitching, referred to as "Fake Pumps" will not be allowed.
8. The pitcher shall not attempt a quick pitch of the ball before the batter has taken his or her position or when the batter is off balance as a result of a previous pitch.
9. On a catch and carry of a foul ball, the runners advance at their own risk.
10. All overthrows will result in a one plus one base awarded to the runners from the release of the throw.

11. Anyone wanting to intentionally walk a batter need only to tell the umpire. No pitches need to be thrown.

Appeal Plays

1. There are three major appeal plays
 - a. Missing a base
 - b. Leaving a base early on a sacrifice fly
 - c. Batting out of order
2. A dead appeal play is when an umpire may not make a decision until requested by a captain, coach or player. The appeal must be made before the next legal pitch or before the defensive team has left the field. Any infielder, with or without the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught ball. The administering umpire should then make a decision on the play.
3. In all games, an appeal may be made during a live ball by touching the base missed or left too soon on a caught ball or by tagging the runner committing the violation if they are still on the playing field.

Conduct

1. Good sportsmanship is vital to the league and is expected from all participants. A team is responsible for the action of each of their team members and all spectators in attendance for their team. Anyone who does not follow good sportsmanship is subject to ejection.
2. Alcoholic beverages are not allowed. Players listed on the scorecard who are detected of having consumed alcohol prior to, during or after the game will be ejected. No Warning or Exception!
3. Smoking and any form of electronic cigarettes are not allowed in the park per Illinois state and City of Edwardsville smoking statutes.
4. No foul language will be tolerated.
5. Umpires will not tolerate any intentional delays of the game. The umpire or supervisor has the right to call the game if someone is stalling out the time limit.
6. Verbal or physical abuse by players, umpires or spectators will not be tolerated. Players will be ejected from the game and risk suspension from future games or the league.
7. Each team is required to clean up their area after the game.
8. Fighting is an automatic ejection and suspension. The minimum length of suspension is two (2) games. Additional suspensions shall be dependent upon the severity of the infraction and left to the discretion of the Recreation Supervisor.
9. To purposely injure or the intent to injure another player is an automatic ejection and suspension. The length of suspension is at the discretion of the recreation Supervisor.
10. Scorekeepers and supervisors shall not be held responsible concerning questions about playing rules, illegal substitutions or ineligible players. All inquiries involving these matters should be directed to the umpires.
11. If at any time the umpires are unaware of improper conduct by any team on or around the field, the supervisor has the authority to take proper action. Supervisors have the authority to eject players and spectators for violating rules.
12. No person shall harass an official or any employee of the City of Edwardsville before, during or after a game. This conduct will result in ejection and possible suspension.

Additional Information

1. Rained out or suspended games will be rescheduled when and where possible by the Recreation Supervisor. Games shall only be rescheduled by the Parks and Recreation Department.

2. League standings will be determined in the following order:
 - a. Won – Loss record
 - b. Head to head record
 - c. Runs scored head to head
 - d. Runs against head to head
 - e. Overall runs scored
 - f. Overall runs against
3. Games will be cancelled no earlier than 3:30pm weekdays and 9:00am weekends. In the event the weather changes after those times, the umpire and supervisor will have the authority to make any decision at the time of the game.
4. The supervisor and umpires will decide on the matter of resuming play after a rain delay. Players should not leave the park until they have been officially notified that games are rained out.
5. The supervisor and umpires will have final say on playing conditions after a rain delay. Their judgement will take precedents and is final.
6. Captains and players should log on to www.cityofedwardsville.com and visit the Parks Department page where there is a section dedicated to rainouts and cancellations, check their e-mails or check our Facebook page “Edwardsville Parks and Recreation”
7. Any team finding it impossible to play a game on the date and time schedule may request the game to be rescheduled. A request needs to be made to the Parks Office no later than five (5) working days prior to the originally scheduled date. The Parks department will make every effort to accommodate the request if it is deemed appropriate.
8. Blood Rule: Should a player open a cut or begin to bleed, that player must be replaced with a courtesy player until the bleeding is stopped. If blood is on any part of the “uniform”, that part must be changed before the player is allowed to re-enter the game.
 - a. The injured player may return to the game once the wound has been cleaned and bandaged.
 - b. Re-entry, designated player and extra player rules may be waived in some circumstances.
 - c. Reasonable time may be granted by the umpire for an injured player to return.
9. The A.S.A. re-entry rule will apply. A starter may be withdrawn from the game and re-entered in the same spot in the batting order once. Players may not re-enter a second time, and the starter and the substitute may not be in the game at the same time. To bat an Extra Hitter (EH), a team must have 11 players present at the start of the game.