

WEBSTER GROVES PARKS AND RECREATION DEPARTMENT

33 East Glendale Rd.

Webster Groves, MO 63119

MEN'S RECREATIONAL LEAGUE (D Leg. Play only)
SLOW-PITCH SOFTBALL RULES AND INFORMATION (Revised 1/2018)

I. ELIGIBILITY

- A. Players must have reached their eighteenth (18th) birthday before they are eligible to participate.
- B. There is no limit to the number of players on the roster. All players must sign their respective team roster before participating.
- C. No additions may be made to the roster after 5:00 p.m. on the day of the team's 3rd game.
- D. A player may play for one (1) and only one team per league. A player's name may appear on one (1) team roster. Players found to have played on a team other than their own, is found to be on two rosters, or found playing under an assumed name shall render all games having played in as forfeit loses.
- E. Webster Groves Parks and Recreation staff reserves the right to restrict team placement in specific leagues / divisions based upon their efforts to produce competitive balance and an enjoyable experience for each team.

II. THE GAME

PLAY IS GOVERNED BY AMATEUR SOFTBALL ASSOCIATION (ASA) RULES. Any exceptions not covered by the amended rules below will be interpreted according to ASA rules.

A. TIME LIMIT:

- 1. GAME TIME IS FORFEIT TIME.
- 2. Games are played until a winner is declared after seven (7) innings or the time limit has expired. Unless noted otherwise, no new inning will begin after fifty-five (55) minutes have elapsed. The umpire, or umpire's designee, will keep the official game time.
- 3. **HOME TEAM IS THE OFFICIAL SCORER.** Should discrepancies in the score arise during a game, the home team's book is official.
- 4. Any game suspended due to the time limit is considered an official game.
- 5. Any game suspended due to inclement weather or power outage is official if four (4) innings (3 ½ if home team is ahead) have been played.
- 6. Extra innings are allowed if time permits.

B. 10/15/20 RUN RULES: A team leading by 10 or more runs after the completion of 4 ½ innings if the home team or 5 innings if the visitors shall be declared the winner. A team leading by 15 or more runs after the completion of 3 ½ innings if the home team or 4 innings if the visitors shall be declared the winner. A team leading by 20 or more runs wins the game **immediately upon hitting a 20-run lead**, so

long as 2 innings have been played (1 ½ if home team is ahead).

C. BATTING: There are two choices. Each team must declare their choice to the umpire and opposing manager.

1. List all available players in the lineup. In this case there is unlimited defensive substitution, the batting order never changes and one courtesy runner (see item J) per inning is allowed.

2. Bat 10 and have substitutes The 10 starting players in the lineup may change defensive positions with other starters. Substitutes can be entered in the game, replacing the starter's position in the batting order. Only the starter who was substituted for may re-enter the game for the original substitute. The substitute is then ineligible to participate in the rest of the game. The 11th player (EP) is considered a starter. No courtesy runners are allowed.

3. Players removed from the game due to injury or ejection can do so without receiving an automatic out when he comes to bat. Simply remove the player from the batting order. **EXCEPTION:** If 8 players are left; see Rule G.

4. All players when coming to the plate will start with a **1 and 1 count**. There is no courtesy foul. Any foul ball on the third strike will be considered an out and a dead ball, meaning runners cannot advance.

5. There is no stealing allowed in our slow-pitch softball leagues.

6. A hard hit ground ball or line drive that strikes the pitcher or comes dangerously close will result in the batter being called out. The ball is dead and runners may not advance.

D. EQUIPMENT

1. The Parks & Rec. Department will provide 1 new game ball, 3 used softballs and bases per game. Teams are responsible for all other equipment. Umpires will supply the game balls. After the 3 used softballs are hit out of play, teams will need to have "backup balls" available to speed up play. For example, if the 2nd used ball is hit out of play, the umpire will throw in the 3rd used ball. If the 3rd used ball goes out of play, the umpire will wait for some of the used balls to be retrieved or allow a "backup ball" to be thrown in from one of the teams. **ONLY .52 core, 275 compression, yellow, 12-inch balls are allowed.** The league may use core .44/400 balls until the old supply is used up. "Backup balls" may be leather or synthetic cover with any color stitch. "Backup ball" specs must be readable. Unreadable balls WILL NOT be allowed to be used. If neither team has a "backup" ball, the umpire will wait as long as necessary for the balls hit out of play to be retrieved. *Please keep an eye on balls hit out of play and retrieve them quickly so your game will not have to be delayed.*

2. Metal or steel spikes are not allowed.

3. A strike mat will be used for the season. A legally pitched ball (arc of 6'-12') that hits the mat is a strike. A legally pitched ball that hits the plate is a ball. The strike mat is 17x36.

4. **Webster Parks and Recreation will follow ASA's outlawed or banned bat list that is listed on their website.** You may go to the certified equipment section of www.asasoftball.com for a complete list. The umpire will have the final say in determining if you are using an illegal bat or not. If you really feel that you need to use one of these bats then you are probably in the wrong league. Anyone found to be using an outlawed bat will be called out at the plate. The 2nd infraction will be suspension from the game and the next scheduled game.

E. THE FIELD

1. All rules mentioned here are for the lighted softball diamond at Blackburn Park.
2. Unless otherwise ruled by the umpire, a ball that strikes any part of a tree that overhangs the fence in the outfield in fair territory is considered a ground rule double, regardless of where it lands.
3. A ball that touches any part of a tree in foul territory is an automatic dead foul ball.
4. The fence line is the out-of-play line. Any ball that exits the play field through the fence openings is out of play. The light poles are in play if a ball first hits the ground. The ball is dead and foul if the ball hits the light pole on the fly.
5. Two bases are awarded on an over throw.

F. HOME RUNS: A ball traveling over any point of the short fence from left-center to right field will be ruled a home run. Any ball traveling over the tall fence in left field will result in a ground-rule double. A team may hit three (3) ground rule doubles over the tall fence in left field with no penalty. Everything hit over the tall fence in left field after three (3) per game is an **OUT**.

G. MINIMUM NUMBER OF PLAYERS:

1. Teams must have a minimum of eight (8) players at game time to avoid a forfeit. Should a team have exactly 8 players, whether it be to start the game or as a result of injury during the game, the opposing team must provide a **non-defensive catcher**. (See item H.) EXCEPTION: A TEAM THAT REACHES 8 PLAYERS AS A RESULT OF PLAYER EJECTION - the game is a forfeit in this case. Teams with 9 players will not have such a catcher.
2. If a team plays with eight (8) players the 9th spot in the batting order will count as an out. The 10th spot in the batting order will not count as an out.

H. NON-DEFENSIVE CATCHER: This catcher is provided by the offensive team for the sole purpose of returning the ball to the pitcher. The catcher is to move away from the area if there is a play developing around home plate. If the non-defensive catcher is deemed by the umpire to have interfered in a live ball play, it shall be enforced as runner interference would.

I. FORFEITS

1. Any team forfeiting 2 game throughout the season will be dropped from the league without a refund.
2. If there is a forfeit on the last game of the night, the umpire (who must turn off the lights) is not obligated to stay. He/She may leave immediately upon declaring the forfeit and turn the lights off.
3. There will be a \$50 fine/penalty if notification for Monday through Friday if three hours is not given prior to game time or 5 p.m., whichever comes earliest. Your team will be suspended until fine/penalty is paid. Call Kevin at (314) 963-5686.

J. COURTESY RUNNER:

1. Allowed once per inning and may be used at any time (provided a team is batting the roster, not using the re-entry rule). The last player to make an out will be the courtesy runner (player at the bottom of the batting order if in the 1st inning).

2. This rule is intended to aid people who may have injured themselves but can still hit and play the field. Sometimes it is not used for this purpose; having said that, the department repeats: “may be used once per inning, period”. Base runners who cannot continue and cannot be substituted because the team has already used their courtesy runner will be called out.

3. Using a courtesy runner a second time in an inning or using the wrong player to run will result in an out; it does not matter if this occurs unintentionally.

K. TIE-BREAKER FOR PLAYOFFS

1. Head-to-Head
2. Division record
3. Non-division record
4. Least number of forfeits
5. Run differential
6. Coin flip

III. THE UMPIRE / UNSPORTSMANLIKE CONDUCT:

A. The umpire has complete discretion to eject any player or spectator from the **park** (the parking lots are considered part of the park) for unsportsmanlike conduct, profanity, or similar activity. Anyone touching, bumping or striking an umpire or verbally threatening to do so will be ejected and dismissed indefinitely from further league play. Unsportsmanlike conduct can result in one or more of the following:

1. Player ejection from game and removal from the park.
2. Player suspension
3. Player dismissed from league
4. Declare game a forfeit
5. Team suspension
6. Team dismissed from league with NO REFUND

B. If a player uses profanity as judged by the umpire, both teams will be warned not to use profanity again. If profanity is used again by a player from either team, **that player will be ejected.**

C. A player suspected to be intoxicated may be disqualified to play by the umpire.

D. The umpire has complete authority to disqualify, eject, forfeit, double forfeit or suspend play at any point for any behavior deemed unsportsmanlike by any team or spectator. This includes players before, during and after the player's game.

E. Players involved in fighting or physical encounters are subject to immediate action by the umpire. All incidents of this nature will be reviewed by the league office and further disciplinary action may be taken including suspension or dismissal from the league. (All league fees are non-refundable). The league office will make the final decision in any such incident.

F. Players ejected for unsportsmanlike conduct are ineligible to play for the remainder of the game **AND** ineligible to play the next scheduled game. Players must leave the park within 5 min. or their team will forfeit the game.

G. If a defensive player is waiting with the ball to make a tag play, it is illegal to crash into him. Take out slides are also illegal. You must give yourself up. Any player doing either will be ejected from the game. On close plays, it's

perfectly acceptable to slide or try to score standing up. The closeness of a play is a judgment call for the umpire. If the catcher is blocking the plate without the ball, it is permissible for the base runner to touch the strike mat.

H. Tournament game / if thrown out of a tournament game you are ineligible for the remainder of the tournament.

I. Any player throwing/flinging a bat into the backstop/fencing or slamming a bat into the ground will be immediately be ejected from the game. The player will also be ineligible for the following game. No warnings will be given.

J. No glass bottles/containers are allowed in the park! Even if you are pouring it into a cup. Any team found in possession of glass containers WILL FORFEIT the game automatically. THIS IS YOUR WARNING! No other warnings will be issued. NO EXCEPTIONS! If it is prior to your game, you will forfeit your game. If it is after your game, you will forfeit your next game.

K. No alcohol or smoking is allowed on the playing field, this includes the coaching boxes. Failure to comply will result in your ejection from the game.

L. A fake tag of any sort at any base is illegal. Any player who attempts a fake tag will be ejected from the game. No warnings need to be given.

M. The playing of music is not allowed once a game starts.

N. Spitting on home plate or the strike mat will result in ejection.

O. Decisions of the umpires are FINAL!

IV. PROTESTS

Protests will be accepted only in writing and filed within 24 hours (or first working day) after the incident in question. The following must be included in order to hear the protest:

1. Notify the umpire and opposing captain IMMEDIATELY. If the next pitch has been thrown, it is too late to protest. (Exception: player eligibility).
2. Submit detailed written protest, complete with all game information and what is being protested.
3. Include \$30 protest fee.

You may protest rule interpretations and player eligibility. If a protest is upheld, the \$30 protest fee will be returned.

Player eligibility protests must be made to the umpire BEFORE the completion of the game. If a team waits until the end of the game, it will not be heard. If a team questions a player's eligibility to the umpire, the umpire will stop the game and ask if the team wishes to protest a player's eligibility. If the team decides not to do so, any further attempts to protest the particular player will be denied for that game. However if the above protest criteria is not met, player eligibility protests will not be heard.

V. GENERAL INFORMATION

Public urination will not be tolerated. Any incident will be reported to the Police Department. The offending team will be banished from the league and forfeit their league fee. There are two restrooms located within a 30 second walk from the field.

Teams are responsible for removing trash, debris, and cans from their dugout and depositing them in the proper containers following their games.

Umpires have the authority to call games off due to inclement weather or conditions/circumstances that make play unsafe.

If you bring a pet to the park, it must be leashed or tethered at all times. **THIS IS THE LAW.**

RAIN POLICY: Review of playing conditions of the fields will be determined by the Parks & Rec. department by 5:00 p.m. of the game day. Managers are responsible for calling the rainout hotline (963-5343) after 5:00 p.m. to check on field conditions. Sunday leagues may call after 1:30 p.m.

RAINOUT HOTLINE: 963-5343, this line will also be updated with standings, playoff pairings, etc. Teams should use this line as their **FIRST** source of information.

EXTENDED LEAGUE DATES: Every effort will be made to complete the league due to rain out games. If 80% of scheduled games are completed the season will be considered complete. Rain out games maybe played on days other than the day the team is signed up to play on for league play. Summer Leagues must be complete by the end of August.

AWARDS:

League Winner

The maximum number of T-shirts given per team is 14.

Tournament Winner

\$50 Weber's Front Row Pub & Grill Gift Certificate to 1st place winner

\$25 Weber's Front Row Pub & Grill Gift Certificate to 2nd place winner

