



## City of Conroe Parks & Recreation ADULT SOFTBALL RULES

**I. SUPERVISION AND ADMINISTRATION** In all matters not covered in these rules and regulations, the Program Coordinator will handle all matters concerning rules, eligibility, conduct, behavior, etc.

Rules are subject to change during the season if deemed necessary by Conroe Parks and Recreation staff. *(Rules are current as of 7/12/19)*

### **II. ELIGIBILITY OF PLAYERS/TEAM ROSTERS**

A. All teams must follow the proper registration procedure to be eligible for the league.

B. All players participating must be eligible under the rules set forth by the Amateur Softball Association (A.S.A.). Any rules not covered by PARD Rules will then proceed to A.S.A. for jurisdiction/enforcement.

**C. No more than 3 players from any Conroe “C” League team may be in the line-up for a Conroe “D” league team. Teams caught violating this rule will be required to immediately drop down to the maximum 3 “C” League players to continue playing that game and night. Once a team drops down to the maximum 3 “C” League players and their line up drops below the required minimum 8 players to start a game the team in question will have to immediately forfeit that game**

D. A player may be on only one roster per team per league. Any player on two team rosters within the same league is illegal. If protested, both teams will forfeit their games. A temporary player may only be used with the permission of the opposing team. However it is the responsibility of the opposing team to question the eligibility of the player before the game starts by asking the umpire. If the opposing team objects, then that player may not play in the game.

E. A player, who has been suspended from league play for any reason and who has not been reinstated, shall be considered as an ineligible player until reinstated by the Program Coordinator.

F. The responsibility for the eligibility of players will rest with the manager(s) of the teams.

**G. All players must be 18 years of age or older to be eligible to play.**

### **III. CLASSIFICATION BREAKDOWN**

## **A. MENS' LEAGUES**

1. D Leagues: Each team is allowed a total of one (2) over the fence home run in a game. Any over the fence home runs over one (2) will constitute an automatic out. "D" leagues are geared for more recreational play, less competitive.

2. D League (2 HR + One and One up): Each team is allowed 2 home runs, and then plays by the "One and One Up" home run rule- plainly stated this means no team can ever be more than one "over the fence" home run ahead of the opposing team. For example, if Team A has 1 "OTF" home run and team B has 0 "OTF" home runs, Team B can then hit 1 "OTF" home run to tie the number of "OTF" home runs acquired by Team A. At this point they can either hit another "OTF" home run, putting them ahead by 1 "OTF" home run or when Team A come back up to bat they can hit 1 more "OTF" home run to bring Team A ahead by 1 "OTF" home run again. If Team B never hits an "OTF" home run, Team A can only get 1 "OTF" home run, or vice versa. Any over the fence home runs in excess of the one ahead will constitute an automatic out. Not a half inning ending out. In the case of Team A getting both of their homeruns and Team B getting none, Team A must wait for Team B to get 2 homeruns before they can advance the number of homeruns they can get.

3. C League: Each team is allowed a total of three (3) unobstructed home runs in a game. Any over the fence home runs over three (3) will constitute an automatic out.

4. On any fair batted ball hit over the fence for a home run, the batter and all runners are credited with the run. The batter and any runners on base are not required to run the bases.

## **B. CO-REC LEAGUE**

1. Each team is allowed a total of one (2) over the fence home run in a game. Any over the fence home runs over one (2) will constitute an automatic out.

2. The On any fair batted ball hit over the fence for a home run, the batter and all runners are credited with the run. The batter and any runners on base are not required to run the bases.

3. Co-Ed Outfield Line- When a female player is up to bat all players in the outfield must stand behind the outfield Co-Ed line until the ball is hit. Infield players must stay off of the grass until the ball is hit. Once contact is made, infield and outfield players can move freely about the field. This Co-Ed line will be placed at the 175ft mark from home plate. That is 140ft from the fence which is 315ft from home plate.

C. The Conroe PARD reserves the right to place and/or switch a team's classification or division at any time.

## **IV. EQUIPMENT**

A. **SOFTBALLS** - All teams should have balls ready to give the umpire in case balls are fouled out of play. **All Men's league play will use 12", ASA stamped, core .52, 300 compression softballs.**

**All Co-Rec League play will use 12", ASA stamped, core .52, 300 compression softballs pitched to men and 11", ASA stamped, core .44, 375 compression softballs pitched to women.**

**B. BATS - These are considered ASA Modified Leagues. Any and all bats used in league play must be in accordance with the current ASA or USSSA Guidelines. If a batter is found with an illegal bat during game play, the batter will automatically be considered an out and will be ejected from the game, this player will also be banned from all Conroe Parks and Recreation Department Softball Leagues and Tournaments for a period of 8 weeks of Conroe League play. Bats must be eligible for use by either ASA or USSSA.**

**Bats must be inspected by the umpires prior top each game. Bats that are approved will be placed in a bucket to be hanged on the fence during the game. Only bats in this bucket can be used in the game. If a bat enters the dug out at any time the bat will then become ineligible for the rest of the game.**

**If a bat is deemed ineligible upon the official's initial visible inspection, that bat will be held by CPARD personal until the owner of the bat is done playing for day/night.**

**CPARD personal will have access to a weight scale. If they deem it necessary CPARD personal can weigh a bat to determine eligibility.**

**If the bucket or bats in the bucket interfere with the play on the ball, it will be deemed a dead ball situation.**

C. Team shirts are optional for Conroe PARD league play.

D. No metal spikes/cleats may be worn in Conroe league play.

## **V. REGULATIONS FOR GAME CONDUCT - GENERAL**

A. Game time is forfeit time. Game time is the time listed for your team on the current schedule.

### **NUMBER OF PLAYERS IN LINE-UP**

**A line-up must consist of at least 5 (Men's League) players or 3 men & 3 Women (Co-Rec) from your current roster. A team may pick up players until 10 players. Teams WILL NOT be allowed to pick up players past 10 players if they are not already on their roster.**

A legal line-up will consist of no fewer than eight (8) players and no more than 10 unless the team chooses to use an EP (extra player). Co-Rec play may have more females than males in the field and in the line-up. Co -Rec play may have more males than females in the field but not in the line-up. No team may start a game short handed with an EP.

If a team does not have at least eight players present to start or finish the game, that team will forfeit the game. Players must be present to be considered a team. If neither team has a legal number of players present, the game is a double forfeit.

1. EP in C league play - The line-up will consist of eleven players and substitutes.

2. EP in D League play - The line-up can consist of as many batters that show up. No Line-up substitutions and no players can be added after the first pitch of the game.
3. EP in Co-Rec League play - The line-up will consist of twelve players (six males, six females) and substitutes.

### **THE EP RULE**

Conroe PARD league play allows teams to use an extra player, EP. During PARD league play, if a team chooses to use the EP, and a player becomes injured or ejected, the said team will lose the EP position if no substitutes are available. If a substitute is available they may be put in to replace the injured or ejected player. Exception "D" leagues where there is no substitution.

If no substitute is available, the team must cut the line up, to ten (10) players (Men's or Co-Rec). This is done without liability to the team when in the playing field or when at bat. The players in the EP position may become legal substitutes. The PARD league is a recreational league and allows teams to play shorthanded.

**IF YOUR TEAM PLAYS IN A.S.A. OR OTHER POST-SEASON TOURNAMENTS, THIS MAY NOT BE HOW THE "EP" IS HANDLED IN REGARDS TO INJURIES AND/OR EJECTIONS. PLEASE CHECK YOUR TOURNAMENT RULES.**

### **C. LENGTH OF GAME**

The umpire will permit fifty (50) minutes playing time or seven (7) full innings, from the time the coin is flipped until he/she calls the last inning. The umpire shall have jurisdiction to call the game without notifying the manager of the last inning. When an inning has started, the inning must be completed unless home team is at bat and leading in the number of runs scored.

The umpire will ask both captains to join him/her on the field, the umpire will then communicate to the teams which team is home and which team is away as posted on the Conroe teamsideline Schedule, once this is done the umpire will start the game clock.

In all leagues, a fifteen (15) run ahead rule will be used after three innings or 10 runs after 5 innings.

A game called by the umpire shall be regulation if four or more complete innings have been played, or if the home has scored more runs in three or more innings than the visitor team has scored in four or more innings. The umpire is empowered to call a game at any time because of darkness, rain or any other cause that places the players in danger.

If a game is interrupted by rain or light failure before three or more complete innings have been played the game will be considered a rain out and be made up at the end of the season.

**RAIN OUT GAMES WILL BE RESCHEDULED AT THE END OF THE REGULAR SEASON SCHEDULE. IN THE EVENT OF RAIN, PLEASE CALL OUR PARD INFORMATION LINE, (936) 522-3920. (NO Later THAN 3:30 PM).**

In case of a tie score between the playing teams at the end of fifty (50) minutes play or seven (7) full innings, a tie will stand as a ½ win and a ½ loss.

After the first complete inning, no warm-up of infield will be allowed. Three (3) warm-up pitches will be allowed if there is a change in pitchers.

#### D. BATTER'S COUNT RULE

All Leagues – Batter starts off with no strikes and no balls.  
The third strike foul rule will apply.

#### E. THE "BLOOD RULE":

ANY PLAYER WHO HAS A BLOOD INJURY DURING THE GAME, MUST LEAVE THE GAME AND MAY NOT RETURN UNTIL THE INJURY HAS BEEN PROPERLY CLEANED AND BANDAGED.

If the uniform has blood on it, the uniform must be changed. This player may return to the game upon approval from the game umpires.

F. One courtesy runner per inning may be used. The courtesy runner is the last out of that particular inning.

G. First aid kits will be available at the ball fields.

H. Home and Away classification shall be determined by the teamsideline website.

I. Hitting up the middle - If the umpire believes the hit is intentional, a verbal warning will be issued for the entire team. If the hitting up the middle action continues, the umpire has the right to eject the next player that he believes is intentionally doing so.

### VI. CO-REC SOFTBALL RULES - SPECIFIC

A. 12"(Men) ASA stamped, core .52, 300 compression softball and 11"(Women), ASA stamped, core .44, 375 compression softballs must be pitched to all batters.

B. If a player leaves the game for any reason, the substitute must be of the same gender.

C. Defensively, two (2) males and two (2) females must take positions in the outfield, two (2) males and two (2) females must take positions in the infield and the pitcher and catcher must be of different gender.

D. The line-up should consist of five (5) men and five (5) women alternating in the batting order. The number of women may exceed the number of men by **only** one (1), example: five (5) women, four (4) men. Exception: **If using the EP (batting 12), the team must have two (2) EPs, one male & one female. A team can only bat ten (10) if they have the legal five (5) men and five (5) women in their line up, no other combination is allowed. A team may NOT bat eleven (11) regardless of the gender mix.**

The minimum number of players allowed on the playing field is four (4) men and four (4) women, for a total of (8) players. A team is allowed to play with nine players. **If the ninth player is a male, an out will be recorded each time the batting order reaches his turn. The male batter will still be allowed to bat after an out has been recorded.** If the ninth player is a female, she may play and bat as normal.

E. Extra player (EP): All twelve (12) must bat and any ten (10) players may play defense the two (2) EP's must be of different gender.

F. If a male batter is walked he automatically advances two bases. The next batter, female, must bat if there are no outs or one out. When there are two outs, the female batter has the option to bat or walk.

G. The Co-Rec Line is where the dirt of the infield meets the grass of the outfield.

## **VIII. FORFEITS**

A. No forfeit shall be declared earlier than the scheduled time. **TWO EXCEPTIONS:**

1. Suspension of a team.
2. Advance notification to the Parks and Recreation Department Office by team manager that his/her team is unable to play as scheduled. **THIS MUST BE COMPLETED BY 4:00 P.M.**

B. Double forfeits are not a tie game; they are counted as a loss for both teams. A team must be present at the field in order to award a forfeit to said "winning team." If neither scheduled team has enough players present, a double forfeit will be declared.

C. Forfeiting of four (4) regularly scheduled games shall automatically suspend the forfeiting team from further league play, without the benefit of a refund. It may also affect remaining league schedules, which in turn may or may not be altered. Allowing said team to play in future leagues will be reviewed by the Programs Coordinator.

## **IX. PLAYER CONDUCT**

A. **ABUSIVE BEHAVIOR:**

1. Managers are held responsible for the conduct of their players, coaches and spectators.
2. If the disruptive person(s) is a spectator, the umpire will give **ONE (1) WARNING** to the disruptive person(s) and the team manager. Should the situation continue, the umpire has the right to **FORFEIT THE GAME OR TAKE OTHER APPROPRIATE ACTION DEEMED NECESSARY, EVICT THE PERSON(S) FROM THE PARK, CALL THE POLICE AND PRESS CHARGES, ETC.**
3. Should the disruptive person(s) be a player(s), **NO WARNING** is required before taking appropriate action. **ABUSIVE BEHAVIOR WILL NOT BE TOLERATED.**
4. *In the event a player is ejected from a game:*
  - a. The offending player(s) is/are required to leave the park for the remainder of that game.
  - b. The team cannot pick up another player to fill the vacated spot in the line-up.

- c. If a substitute or EP is listed on the line-up they are the only person who can take their place on the field and line-up.
- d. If a team does not have either one of these, an automatic out will be taken every time their place comes up in the order.

5. In the event a player is ejected from a game the umpire may:

- a. Determine that no further action needs to be taken against the player/team for their next game.
- b. Take necessary immediate action i.e. forfeit the game, require the offending player(s) to leave the park and not return for their second game.
- c. Request the Programs Recreation Coordinator to suspend the offending player(s) for their next two (2) games or more.
- d. If request is for more than two games suspension, a Suspension Committee\* will meet and determine a suitable suspension for the offense.
- e. Should a player(s) be ejected for fighting or abusive behavior towards any city official or other player(s), said player(s) will automatically be suspended from their next two (2) games the following week. *\*The Suspension Committee will be made up of the Recreation Center Supervisor and Programs Coordinator.*

6. In the event a team/team member physically or verbally abuses an umpire or a City employee, said player(s) will be immediately suspended for two (2) years from Conroe League Play.

**B. No alcoholic beverages are allowed in City of Conroe Parks. No Smoking Permitted in Parks and Recreation Facilities or Parks.** No alcoholic beverages are allowed in the dugouts. Violations of this rule will cause play to stop immediately and the Team will forfeit that game and all remaining games that night. **Individual players are the responsibility of the team captain, and thus the entire team is responsible if such behavior is allowed.**

C. Children under 18 years of age are not allowed in the dugout during games AT ANY TIME. This is done for the safety of the players and the safety of the youth.

#### **IV. PROTESTS**

ONLY the team manager may make protests. A protest logged by anyone other than the opposing team manager will not be accepted. Any and all protests must be made known to the umpires before the next pitch or the completion of the game (whichever applicable). When a team manager protests player eligibility this must be made prior to completion of the 1<sup>st</sup> inning.

#### **X. DETERMINATION OF LEAGUE WINNER**

The team with the best overall record will win first place unless the league ends with a tournament night.

In case of a tie for first place the teams will compare head to head records. If still a tie then the run differential from their head to head games will be used.

### Tournament Night:

The top 4 teams in the league will advance to the Final Four. The #1 seed vs. #4 seed and the #2 seed vs. #3 seed. The higher seed will always be the home team. In the event of a tie game between a team in the Final Four, the following inning will be played One Pitch. This means either the result of the one pitch thrown will result in a ball in play, a walk, or a an out if the umpire deems it a strike.

AWARDS: Awards will be dispersed on the last night of league games.

**If a team wins the same league/same night two consecutive times, that team must move up a league/class (if offered by Conroe PARD) in order to be able to continue playing in the future with Conroe PARD.**