

Official Adult Softball Rules
City of Boerne Parks and Recreation Department
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I. DEFINITION and RULES

Boerne Parks & Recreation Department (BPARD) – is the organization responsible for conducting all aspects of the Adult softball program. This includes, but is not limited to, registration, conducting meetings (with managers, umpires, scorekeepers, suspension hearings & more), league schedules & standings and awards, and providing quality service to the league.

BPARD Staff – is responsible for the conducting league registrations and the maintenance of league schedules and updating league rosters when applicable and providing quality service to the league.

Game Rules – ASA/USA official softball rules will be followed as closely as possible with certain BPARD league rules applied.

Umpires – are scheduled through BPARD. Umpires are responsible for conducting BPARD softball games from the time of “pre-game” through the last out. Umpires are also responsible for providing quality service to the league.

Game Time – the official time listed on the BPARD League schedule (located at (www.quickscores.com/boerne) Game time is forfeit time. BPARD reserves the right to schedule games as deemed necessary.

Team Managers – are completely responsible for registering their team. This includes but is not limited to: attending managers’ meetings, receiving schedules, updating their team’s rosters as needed, turning in game line-ups, personal, player and fan behavior at all times including from “pre-game” through the last out, handling protests and awards pick-up. Team managers are the teams’ liaison between their players and BPARD as well as between their players and umpires and/or score keepers. They are to play the game according to the rules set by the BPARD league.

Assistant Manager – the team’s assistant manager will act as the team manager in his or her absence.

Players – these are the members of the registered teams. Players are responsible for their own behavior at all times. They are to play the game according to the rules set by the BPARD league.

Pitching – All pitchers are required to wear a protective fielder’s mask.

Stealing – There will be no stealing in the BPARD softball league.

Rainout Games – Once the regular posted schedule is complete, an email will go out to the managers with the rainout schedule.

Blood Rule – A player, coach or umpire who is bleeding or who has blood on his/her uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If a runner needs to be substituted, the person who made the last out will be the ‘courtesy’ runner. The game will not be delayed, but the player will be allowed to return to the game when the bleeding has been contained and any clothing that has blood on it has been removed or covered. Free substitution will be allowed when the player can return to the game. If the Blood Rule leaves only seven players, the game may continue. Because of the Blood Rule, every player should have a change of clothing and every team should carry a first aid kit.

Jewelry - The City of Boerne strongly recommends the removal of all jewelry before playing any athletic activity. A player may be asked to remove any jewelry deemed to be a safety issue. Failure to remove any jewelry once requested by the umpire will result in a game forfeiture. The City WILL NOT be liable for injuries incurred due to jewelry or any lost or broken jewelry.

Bats - The use of illegal bats is prohibited. All bats must have an official, current ASA/USA certification mark. Prior to each game, all bats to be used will be required to be placed inside the “bat-check bucket” located outside the home and visitor dugout areas. Umpires will check all bats at this time. Only bats that are deemed legal will stay in the bucket and may be used in league play. Bats found to be illegal will be taken out of the bucket and banned from use in any BPARD softball league game. No more bats may be added once “game clock” starts and buckets will be considered “frozen”. Players (from either team) found to be using an illegal bat after this point shall be ejected from the game.

Balls - Men hit 12” COR .52 softballs with 300 compression and women hit 11” COR .44 softballs with a 375 or less compression. Teams will only be allowed to use the City of Boerne softballs. Balls will be signed by BPARD Athletic coordinator or stamped with a TAAF logo. Balls will be on sale at the PARD Office or Northrup Park for \$5.00 per ball. **Penalty for illegal ball use:** batter who hit the illegal ball will be called out, base runners (if any) will return to previously occupied bases and runs scored (if any) will be nullified.

II. SUPERVISION AND ADMINISTRATION

- The BPARD Athletic Coordinator will handle all matters concerning rules, eligibility, conduct, behavior, etc., not covered in this printing.
- Officials will be appointed by the BPARD
 - 1) All officials (umpires) appointed shall have complete charge of the game as outlined in the rules and regulations.
 - 2) For this league we will run one (1) official.

III. ELIGIBILITY OF PLAYERS/TEAM ROSTERS

- All team registration is done by the team manager and rosters are turned in during the process. All teams must follow the proper registration procedure to be eligible for league play. An official roster is a form provided by BPARD that includes team managers, assistant managers, and all players first and last names. Rosters could also include email, phone numbers, etc. Completed rosters are due prior to the first game and will result in forfeit should it not be turned in by deadline. Rosters are kept at the BPARD office and can be updated throughout the season. It is the manager’s responsibility to make sure a roster is current. In the event a player is suspended and not listed on the team roster that is on file with BPARD, the entire team could also be suspended. Roster forms may be downloaded from our website: <http://www.ci.boerne.tx.us/89/Parks-Recreation>. A roster MUST be turned in to the Athletic Coordinator on the FIRST NIGHT OF LEAGUE PLAY. Coordinators will have the rosters at the field each night. All players MUST sign the roster before they can play. A team may not add new player(s) to their roster after their 4th regular season game.

- All league teams will have a roster on record with the BPARD. If a roster is incomplete, protests may result in a forfeit.
- City league rosters may carry a maximum of fifteen (15) players.
- All players participating must be 17 years or older. Players under 18 years of age must have parent's consent form filled out, signed, and turned in to the BPARD office in addition to signing the team roster.
- A player must be registered at the BPARD office or at Northrup Park.
- A player may participate on any team provided they are listed on the roster and the teams play different leagues. Any player on two team rosters within same league is illegal.
- A player who has been suspended from league play for any reason and who has not been reinstated, shall be considered an ineligible player until he/she schedules a meeting with the Director of Parks and Recreation to discuss the suspension.
- **ROSTER CHECK:** any roster check must be requested prior to the completion of the 3rd inning or 25 minutes played. If a roster check request is made, both teams will be checked, and all players must have & present proper identification. Failure to provide identification will result in a forfeit. If an illegal player is discovered, the offending team will forfeit that game.

IV. GENERAL GAME REGULATIONS

- Game time is forfeit time. All team members **MUST** be at the field and ready to play at this time. The parking lot does not count.
- **TEAM LINE-UP:**
 1. Teams may start and finish a game with eight (8) players with the missing players placed in the ninth and tenth spot in the batting order. If the ninth player arrives, he/she must assume the ninth batting position. If the tenth player arrives, he/she must assume the tenth batting position. If a player is ejected, injured, or has to leave the game for any reason and there is not a sub to replace them, the game will continue. Teams will not be penalized with 'ghost outs' for missing ninth and tenth players.
 2. The Extra Player (EP) may be used. A team may start with 11 players in their line-up, with any 10-playing defense.
 3. **Pick up players:** A maximum of three (3) pick up player(s) can play and be protected from any protests from the opposing team IF the manager picking up the player(s) approaches the Athletic Coordinator and umpire before the game begins so that opposing team can be informed. The opposing team will then be given the choice to allow play or take the forfeit. Opposing team will have no say in who pick up players can/will be. Pick up players must be on a current BPARD league roster. Teams will not be allowed to pick up beyond a 10-player line-up. Ex) Teams having seven (7) players can pick up a maximum of three (3) players. OR Teams having nine (9) players can pick up a maximum of one (1) player. If the manager chooses not to ask for permission, the existing ASA rule will be in effect and the game will be played as normal. **NO PICKUP PLAYERS ARE ALLOWED DURING THE END OF SEASON PLAYOFF TOURNAMENT!**
- **LENGTH OF GAME**
The umpire will permit fifty (50) minutes playing time or seven (7) full innings, from the time "play ball" is called 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. **All innings that begin with less than one (1) minute left on the clock shall go to a one-pitch format.**
 1. In all leagues, the "run ahead rule" is as follows: (A) 20 runs ahead after three (3) innings, (B) 15 runs ahead after four (4) innings, and (C) 10 runs ahead after five (5) innings.
 2. In the event of rain, four and one-half (4 1/2) or five (5) innings of play, depending on the status of the home team, or one-half (1/2) of the game time limit will constitute a game. If games are suspended and have not reached this point, they will be replayed from the point and time at which they were suspended.
 3. Rain out games will be rescheduled at the end of the regular season schedule. Some rainouts may be played as double-headers during the regular season. A game will be complete only if 4 completed innings have been played OR 35 minutes.
 4. When a light failure, serious injury, etc. causes suspension of the game. Please see above rule. The umpire shall have jurisdiction to call the game.
 5. 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.
 6. In case of a tie score between the teams, **during league play**, at the end of fifty (50) minutes or seven (7) full innings, one (1) complete additional inning of play will be allowed. The "extra-inning" will be a one pitch inning. The offensive team shall begin its turn at bat with the player who completed the last at-bat in the previous inning placed as a runner on second base. At the end of the extra inning of play, a tie will stand should both team's score be the same. **In Coed**, there will be no 'courtesy' foul if extra inning is played. **One (1) pitch innings will continue during tournament play until a winner is decided.**
- All batters will start with one ball / one strike count. Batter will be out for any foul ball in excess of one on the second strike or for any called third strike. Example: Batter fouls off the first pitch (strike two), fouls off the second pitch, (batter is out). If the second pitch is a called third strike, the batter is out.
- Men hit 12" COR .52 softballs with 300 compression. Teams will only be allowed to use the City of Boerne softballs. Balls will be signed by BPARD Athletic coordinator or stamped with a TAAF logo. Balls will be on sale at the PARD Office or Northrup Park for \$5.00 per ball. **Penalty for illegal ball use:** batter who hit the illegal ball will be called out, base

runners (if any) will return to previously occupied bases and runs scored (if any) will be nullified.

- Players must wear shirts, pants or shorts, and shoes at all times. Athletic footwear is required. NO street shoes, boots, metal cleats, or hard football type cleats can be worn.
- **Home Runs: Men's League-Three (3) home runs with ONE-UP Rule in effect.** (*one-up rule applies for the entirety of game including any extra innings that are played) All other fair, untouched balls, hit over the fence will be counted as an out. When a player hits a home run, he does not have to touch each base or first. It is considered a "Hit & Sit". If there are runners on base, they do NOT have to go to the next base, they can return to the dugout.
- **COURTESY RUNNERS:** Teams will be allowed up to two (2) courtesy runners per inning. Umpires must be notified when a courtesy runner enters the game. A courtesy runner whose turn at bat comes while on base will be 'out', the runner will be removed from the base and come to bat. A second courtesy runner, if not yet used that inning, may be substituted at this time to avoid this 'out'. **In Coed, two courtesy runners will be allowed per inning in any of the following combinations: two male, two female, one male/one female.**

V. FORFEITS

- No forfeit shall be declared earlier than the scheduled time. TWO EXCEPTIONS:
 1. Team suspension from league.
 2. Advance notification to the BPARD Office by team manager that his/her team is unable to play as scheduled. This must be completed by 4:00pm.
 3. Four (4) forfeits by a team will disqualify them from any post season tournament that season.

VI. PLAYER CONDUCT

- **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 such as: evict the person(s) from the park, call the police and/or press charges.
 3. Should the disruptive person(s) be a player(s), no warning is required before taking appropriate action. Abusive behavior will not be tolerated.
- In the event a player is ejected, the following DISCIPLINARY ACTIONS will be followed:
 1. Any player or coach ejected from a game by the umpire will be required to leave the playing field, including the dugout and the park. The team cannot **pick up** another player to fill the vacated spot in the line-up. 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. If a team does not have either one of these, an automatic out will be taken every time their place comes up in the line-up. Suspension shall be for a minimum of one (1) game. All ejections will result in an indefinite suspension pending meeting with League Administrator.
 2. Suspensions will carry over from season to season. EXAMPLE: A player ejected from the final game of the season will be suspended for the first game of the next season.
 3. Any player, coach or spectator threatening or handling an umpire or city employee will be liable to charges. Behavior deemed inappropriate may result in suspensions from all future city and state athletics for an indefinite period of time. Suspensions will be reviewed after one year.
 4. Physical violence, especially attacks on a game official before, during, or after a game or fights, confrontations between players will result in an immediate one (1) year suspension and/or banishment from any or all City of Boerne leagues or tournament play.
 5. Certain suspensions will remain indefinite and will require the player in question to set-up a meeting with the BPARD Director to address/discuss the issue at hand. Length of suspension will be determined after this time and player and team captain will be notified.
- Players may not consume alcoholic beverages on the field of play during the game in which they are playing. Smoking (cigarettes, cigars, and pipes) will not be allowed past the dugout. Violations of this rule will cause play to stop immediately, and the player(s) will be ejected from the game.
- Children under 16 years of age are not allowed in the dugout during games AT ANY TIME.
- Teams are responsible for cleaning out the dugout area after their games. Trashcans are located near dugouts and bleachers for your convenience.

VII. COED RULES

- **Seven (7) males and three (3) females constitute a coed team.** The following ten (10) player combinations are allowed: 6 males/ 4 females; 5 males/5 females; 4 males/6 females; 3 males/7 females. The following nine (9) player combinations are allowed: 7 males/ 2 females; 6 males/3 females; 5 males/4 females; 4 males/5 females; 3 males/6 females; 2 males/7 females. Teams may start and finish with a minimum of eight (8) players in any of these combinations: 7 males/1 female; 6 males/2 females, 5 males/3 females; 4 males/4 females; 3 males/ 5 females; 2 males/6 females; 1 male/7 females. Teams will not be penalized with 'ghost outs' for missing ninth and tenth players. *Alternating batting order is not required.* All substitutions must be gender specific.
- Teams are limited to 7 runs per inning for the first 3 innings of play. After the seventh run is scored the teams will switch sides regardless of the number of outs. Runs are unlimited for remainder of game.

- Men hit 12" COR .52 softballs with 300 compression and women hit 11" COR .44 softballs with a 375 or less compression. Barring team is responsible for switching game balls during their at-bat. It will be considered an illegal hit if the batter hits the wrong size softball. The batter will bat again, without penalty added to the count. Teams will only be allowed to use the City of Boerne softballs. Balls will be signed by BPARD Athletic coordinator or stamped with a TAAF logo. Balls will be on sale at the PARD Office or the Northrup Park for \$5.00 per ball.
- Home Runs: **Three (3) home runs (one-up rule applies*)**
 - Walks: If a male batter is walked he automatically advances two bases **if followed by a female batter in the line-up**. The next batter, if female, has the option to bat or walk. Two bases will not be awarded if males are batting back-to-back.
 - The EP may be used in Coed play. A team may start with 12 players (8 males/4 females; 7 males/5 females; 6 males/6 females; 5 males/7 females; 4 males/8 females) in their line-up with any 10-playing defense. (minimum of 3 females) ***There may NEVER be more than seven (7) males on the defensive field at one time.*** Teams cannot begin a game with an 11-player line up unless the extra player is female.
 - All batters will start with one ball/one strike count. Each batter will be allowed one 'courtesy' foul ball after the second strike. Batter will be out for any foul ball in excess of one on the third strike or for any called third strike. Example: Batter fouls off the first pitch (strike two), fouls off the second pitch, ('courtesy' foul ball), fouls off the third pitch (batter is out). If the second pitch is a called third strike, the 'courtesy' foul ball is irrelevant, and the batter is out. **In Coed, there will be no 'courtesy' foul if a one pitch extra inning is played due to tie score.**

VIII. DETERMINATION OF CITY DIVISION WINNER:

The team with the best overall record will win first place*. The team with the next best record will be second place. Exceptions:

In case of a tie for the league winner, the following tie-breaker procedure will be used to determine the order: 1) Head-to-Head results between teams, 2) Head-to-head run differential, 3) Average run differential for season, 4) Total runs for.

*If there are excessive rainouts, where regular season or playoff games are unable to be played, the athletic supervisor reserves the right to declare a winner.

IX. PROTESTS

1. Protests that will be considered are those involving the following:

- Misinterpretation of a playing rule.
- Failure of an umpire to apply the correct rule.
- Failure of an umpire to impose the correct penalty for a violation.

Notification of the intent to protest must be made immediately before the next legal or illegal pitch, except on player eligibility protests.

The manager of the protesting team must immediately notify the umpire that the game is being played under protest. The plate umpire will notify the opposing manager and will log the situation to indicate the number of outs, location of base runners and any other information regarding the protest. The game will be continued and the protest will be ruled on later by the League Administrator. Protests will not be allowed after the game is over and both teams and/or umpires have left the field. All protests regarding player eligibility must be brought to the attention of the plate umpire before the umpires have left the field; the game will be played under protest and ruled on by the League Administrator. Protests on player eligibility or rules must be filed in writing at the Athletic Office. The time limit is twenty- four (24) hours, however weekends and holidays will not count in the time limit. A \$25.00 administrative fee must accompany each protest. The fee will be returned if the protest is approved by the League Administrator.

X. PROTECTING THE PITCHER RULE

- Pitchers will be protected from line drives that are batted through the "Protected Pitching Area", this will result in a dead ball out, no runners advance. The protected pitching area, marked on the field, and ranges from the pitcher's head to the pitcher's feet is measured 1ft on each side of the pitching rubber
- Pitcher is not protected if the ball is hit outside of the "Protected Pitching Area"
- IF the pitcher is outside of the "Protected Pitching Area" and a ball is batted through the "Protected Pitching Area", it will still result in a dead ball out, no runners advance.
- PENALTIES
 - Team occurrence per game:
 - 1st team occurrence - Dead ball. Batter is out. (inning continues)
 - 2nd team occurrence - Dead ball. Inning ending out. If same player commits 1st & 2nd occurrence, below highlighted rule applies.
 - 3rd team occurrence - Dead ball. Game forfeit.
 - **Individual occurrence per game:**
 - 1st occurrence - Dead Ball. Batter is out.
 - 2nd occurrence - Dead Ball. Player is ejected from game and normal ejection rules apply.

XI. PAY AT THE PLATE

- Umpire Fee: \$30 per game (\$15 each team)
- Each team will pay the umpire \$15 cash prior to the start of the scheduled game; IF a team does not have their umpire fee, they will forfeit the game
 - a. Forfeits: Any team that forfeits will pay the \$30 Umpire Fee for each scheduled game they forfeit
 - i. Forfeits must be paid before the next scheduled game
 - ii. *IF a team forfeits in advance, before 4:00 pm of gameday, they will not have to pay the umpire fee
 - b. **Teams are responsible for having exact change**