

**Clinton City Recreation**  
**Men's Slowpitch Softball**  
**5v5v5 League Bylaws**  
**2022**

**PREAMBLE**

**1. Warning and Disclosure:** The primary purpose of the Clinton City Recreation Adult Slowpitch Softball Program is to provide participants the opportunity to play the game of softball in a structured but recreational manner. The Slowpitch Softball Program allows participants, regardless of sex, race or creed to participate in the game of softball. All players are expected to exhibit good sportsmanship. It also provides an athletic or physical contest that is governed by the rules of the sport. The Clinton City Adult Slowpitch Softball Bylaws and USA Softball Official Rules should not be considered a guarantee that participants, spectators or others will be safe from injury, death or harm. There are risks and dangers incidental to the game of softball including but not limited to: being injured by thrown bats, thrown balls, batted balls or other objects. The game of softball involves violent physical contact and cardiovascular stress. Softball involves certain risks including but not limited to: serious neck and spinal injuries, complete or partial paralysis, brain damage, injury to bones, joints, muscles, internal organs and dental problems. Softball also involves high risk of ankle, knee, head and neck injuries. Participants engaging in softball do so with knowledge of the danger involved and agree to accept any and all inherent risks of property damage, personal injury or death. Participants and spectators assume all risks and danger of personal injury, death, losses, damages to person or property and all hazards arising from incidental to or related in any way to the Clinton City Adult Softball Slowpitch Program.

**2. Disclaimer:** The Clinton City Corporation, its Recreation Department, Parks Department, Employees, Sponsors, Volunteers, Contractors, Local Associations, Affiliates, Lessors and Lessees are not responsible for any injury, death, or loss of property to any person suffered while playing, watching, practicing, or in any other way on Clinton City Property. This includes any reason whatsoever, including ordinary negligence on the part of Clinton City Corporation, its Recreation Department, Parks Department, Employees, Sponsors, Volunteers, Contractors, Local Associations, Affiliates, Lessors and Lessees and all others who are involved and including the reckless conduct of other participants. Clinton City Corporation expressly disclaims any and all liability for any injury, death or property loss related in any way to the Clinton City Recreation Programs. This warning, disclosure and disclaimer is intended to be as broad and inclusive as permitted for applicable laws. If any portion is held invalid the remainder of the warning, disclosure and disclaimer will continue in full legal force and effect.

**RULES AND BYLAWS**

**The USA Softball Official Rules will govern play except as amended by the following Clinton City Recreation Department bylaws:**

**ADMINISTRATION**

**1. Game Description:** (a) A game consists of 3 teams competing against each other in 5 innings with no new inning starting after 60 minutes. (b) Teams play with 5 players and may have up to 10 on their roster. (c) All 3 teams rotate through the infield, outfield and batting positions for one cycle, 9 outs, to complete one (1) inning. (d) Other than the 3 team format and the following by-laws, USA slowpitch softball rules will apply.

**2. Team Rotations:** (a) Teams will draw a card when they turn their line-ups in to the scorekeeper to determine which order they will rotate in the game. (b) Every inning the Batting Team takes an alternate defensive position on the field following their turn at-bat (i.e. 1<sup>st</sup> inning they take the Outfield team position, 2<sup>nd</sup> inning they take Infield team position) to ensure a team does not face the same defensive positioning every time up to bat.

**3. Team Descriptions:** (a) **Infield Team:** A 5 person team that plays the following positions: pitcher, 1<sup>st</sup> base, 2<sup>nd</sup> base, 3<sup>rd</sup> base and shortstop positions for 3 outs in an inning. (b) **Outfield Team:** A 5 person team that

plays catcher, left field, left center field, right center field and right field for 3 outs in an inning. **(c) Batting Team:** A 5 person team that bats until 3 outs are recorded in an inning. Teams may bat up to 7 rostered players.

**4. League Format and Tournament Seeding:** Teams are guaranteed **8 games**. Teams will play **7 regular** season games into a single elimination tournament. Ranking into the single elimination tournament will be determined by the point system. The top 3 teams will play in the championship game. For a player to be eligible for tournament play, they must have played in at least 2 games during the regular season. Any team attempting to bring ineligible players will be disqualified from the tournament. The higher seed will be the home team in all tournament games.

**5. Point System:** Teams will receive 3 points for scoring the most runs in a game, 2 points for scoring the second most runs in a game, 1 point for scoring the third most runs in a game and 0 points for a forfeit. If there is a tie for the most runs scored between all three teams each team will receive 3 points. If there is a tie for the most runs scored between two teams each team will receive 3 points and the third team will receive 1 point. If there is a tie for the second most runs scored in a game those two teams will receive 2 points each. Teams will be seeded into the tournament based on the number of points earned in the regular season games. A running score of all runs scored by each team will be kept to break ties in the seeding of teams into the tournament and championship games.

**6. Tiebreakers:** Ties will be broken the following way: **(a)** Running Score **(b)** Head-to Head record **(c)** coin toss.

**7. Team Names:** All team names must be approved by the Recreation Department. No obscene or offensive names will be allowed.

**8. Rosters:** Rosters may not exceed 10 players, including the Team Manager. Teams must have 5 legally rostered players to start and finish a game. All Waiver/Release/Indemnification/Roster/Code of Conduct/COVID-19 Agreements are due at the first game, prior to the first pitch. All names must be legible. Players between 16-18 years of age are permitted to play if the player's guardian signs the Waiver/Release/Indemnification/Roster/Code of Conduct/COVID-19 Agreement. If the roster is not turned in prior to the first pitch the game will result in a forfeit along with all others played without a properly completed roster. If the roster is not handed in by the second week of play the Team Manager will be notified of termination from league play without a refund. Players can only be rostered on one team. Players may be removed from the roster at any time. If a player is on more than one roster or caught playing with another team that player and possibly those teams may be asked to leave the league. The Site Supervisor may ask for identification from any player he/she feels is violating the rule of using someone else's name and reserves the right to conduct ID checks prior to the start of any game. A player may be removed from the roster at any time. A player may be added to the roster prior to the (6<sup>th</sup>) game of the regular season, by simply going with the Team Manager to the Site Supervisor in the Scorekeepers building and signing the roster. If a player needs to be replaced due to injury, pregnancy, military re-assignment, moving out of the area, etc., after the deadline, a written request including all pertinent information may be submitted to the Recreation Department for consideration. No new or replacement players may be added at tournament time. The Site Supervisor may ask for identification from any player he/she feels is violating the rule of using someone else's name and reserves the right to conduct ID checks prior to the start of the game.

**9. Player Eligibility:** An eligible player is defined as a player who is at least 16 years of age by the start of the league who is officially registered on the team roster. Those players, who are between the ages of 16 and 18 must have a guardian sign the Waiver/Release/Indemnification Agreement/Roster/Code of Conduct/COVID-19 Agreement to play in the league. If a team is caught with a player that is younger than 16 years old that team may forfeit the season with no refund. If a player is questioned as to identity by the Recreation Department, that player must present valid photo identification within one(1) hour or before the next game if it is tournament play, or be ruled ineligible. Players may only participate on one team per league. If a player is declared ineligible, playing on a team for which he/she is not a legally registered player, that game and any other game that player has played or does play during the season will be a forfeit.

**10. Uniforms:** All players on a team must wear shirts/jerseys of the same color with a 4" (minimum) contrasting colored number located on the back. Teams will be given two weeks flexibility to obtain jerseys. By the second week of play the entire team must have matching shirts/jerseys or they will be asked to wear Clinton City Recreation uniforms to avoid having the game ruled a forfeit. No obscene or offensive graphics will be allowed on the shirts/jerseys, a sponsor's name will be allowed as long as it is not obscene or offensive. The Clinton City Recreation Department reserves the right to determine if the graphics are obscene or offensive. Players may not play barefoot or with open toed shoes. Metal cleats are not permitted. If a player(s) are caught wearing illegal shoes of any kind, the penalty will be as follows: if at bat, the batter is declared out, if on base, the runner is declared out, if in the field, the player(s) has two minutes to replace the illegal shoes with proper molded rubber or plastic-type shoes. If not done within two 2 minutes, the player must be removed from the game. The above infractions can be called by any opposing player, Umpire, Supervisor, or Scorekeeper.

**11. Weather Cancellations/Delays:** An official decision regarding game cancellations/delays due to weather and/or field conditions will be made by the Recreation Department by **4:00pm**. Team Managers are responsible for checking with the Recreation Department to determine whether the game will be played at the scheduled time, delayed or canceled. Please call our rainout number at 801-614-0796 **after 4:00pm**. All rainouts will be moved to the end of the schedule or if necessary we will play the rescheduled games **Monday-Saturday**. Please designate one person from your team to call the rain out number and then inform your team. Teams that want on field cancellation information may call the Softball Complex at 801-614-0892 after 6:00 pm. If a game is rained out or called due to unplayable field conditions, teams are to follow the next scheduled league game listed on the schedule.

If a game in progress is suspended for weather and cannot be resumed. The game will be rescheduled and played from the point of interruption.

**12. Refunds:** Full refunds will not be granted under any circumstances except in the event of a canceled league by the Recreation Department. Team withdrawal up to **July 29th** will be subject to a \$10.00 administrative handling fee. **No refunds will be given after April 29th.** Requests for refunds must be made at the Clinton City Recreation Offices, 1651 W. 2300 N. during regular business hours. Refunds may be sent via mail in the form of a check within 10 business days of the withdrawal. For more information call 801-614-0780.

**13. Music:** Music is allowed to be played in a team's dugout. The volume needs to be such that it can only be heard in the teams dugout and is not disturbing the opposing team, the game, Umpires, city employees, spectators, other games or teams from another field. Music with vulgar language or that contains vulgar content will not be tolerated and the Site Supervisor, Umpire or a city employee will ask the team to change the music selection or turn the music off. If music is deemed by the Site Supervisor, Umpire or a city employee to be too loud the team will be given a warning to turn it down. If a second offense occurs, the team will be asked to turn the music off for the remainder of the game. If the team does not turn off the music when given the second warning they will forfeit the game and will not be allowed to play music for the remainder of the season, including the tournament. The Softball Complex is a family friendly venue, so please be respectful of others.

**14. Awards:** Individual awards will be presented to each member of the 3 teams playing in the Championship game (up to 10 players for each team).

### **GAME FORMAT**

**1. Game Time and Innings:** (a) Game time is forfeit time! Any team unable to take the field at the scheduled time will forfeit the game. Official time is kept by the Scorekeeper and begins when the teams are instructed to take the field. The Umpire, Scorekeeper and Supervisor jointly make the decisions affecting the game time. Legitimate additions include: rain delays, serious injuries, unexpected field maintenance, etc. Games consist of 5 innings with no new inning beginning after 60 minutes. (b) A game is considered complete after 3 innings. Games called after 3 complete innings will stand.

**2. Line-ups:** A complete team consists of five (5) players, however, teams may have 7 on their lineup. Under no circumstances may a team begin or continue play without the required 5 players regardless of the situation. The game is terminated at the point where a team drops below 5 players and results in an automatic loss to that team, regardless of the score. If a team doesn't have 5 players present to play at game time, they may still play

but they will receive a forfeit and 0 points. All starting line-ups must be submitted to the Scorekeeper at least 10 minutes prior to the game time. Lineups need to have names and jersey/shirt numbers of the players and substitutes. Only one representative per team, the Team Manager, is allowed upstairs in the Scorekeepers Building. No other team members will be permitted upstairs, unless they are being added to or need to sign a team's roster. If a player must leave the game due to injury or an emergency situation, and there is no substitute, that player's position in the batting order is dropped. If a player leaves the game due to ejection, and there is no substitute the game is forfeited.

**3. Intentional Game Delay:** Game Umpires will not tolerate undue delays in an effort to prolong the game to reach the time limit. If in the opinion of the game Officials, a team is making a travesty of the game such game will be terminated and forfeited accordingly.

**4. Dugouts:** The third base dugout will be occupied by the first team to bat and the infield. The first base dugout will be occupied by the team that starts in the outfield the first inning. For safety reasons no children, scooters or bicycles are allowed in the dugout areas.

**5. 1 Ball – 1 Strike Count:** All batters begin with a 1 ball and 1 strike count. Foul balls are counted as strikes. A batter is allowed one extra foul ball, if the third strike is a foul ball. The next batted ball must be fair or the batter is out.

**6. Game Balls:** (a) Game balls will be provided by the Recreation Department. The team batting is responsible for retrieving all balls going out of play, including home run balls. The next at bat will not start until all balls have been returned to the Umpire. Game time will continue to run until fouled/homerun balls are returned to the Umpire. (b) A 12" .52/300 (Dudley – Thunder HyCon / Champro) will be used.

**7. Tie in the Championship Game:** If teams are tied at the end of 5 complete innings, in the championship game, the team with the most runs scored to that point in the league will receive the higher seed if teams are still tied at that point results will revert to the Tie Breaker Rule.

**8. Pitching Restrictions:** This is a slow pitch league. Pitchers must face home plate when pitching. Once a motion is started towards home plate, the pitch must be delivered. The pitch shall be released at a moderate speed. One foot shall remain in contact with the pitcher's plate until the pitched ball leaves the pitchers hand. The ball must be delivered from the rubber and have a perceptible arc that reaches a height of at least 6 feet from the ground, while not exceeding a maximum height of 10 feet from the ground. No quick pitching is allowed. Both of the batters feet must be in the batter's box before the ball can be pitched.

## **RULES OF PLAY**

**1. Run Rule:** A 7-run rule per inning will be used. A team will only be allowed 7 runs in any given inning. Once the 7<sup>th</sup> run crosses the plate, the play is done and the teams will rotate positions.

**2. Slide Rule:** If there is a play at the base and/or plate, the offensive player/runner should avoid contact to the best of their ability. Defensive players/basemen may not block their bases if they do not have the ball. If contact is made and could have been avoided, the offensive player/runner will be called out. If the contact is deemed flagrant "take out slide" the runner may be ejected from the game and possibly suspended from the league.

**3. Stealing:** No base stealing is allowed.

**4. Home Run Rules:** Teams are only allowed 1 home run (untouched, over the fence) per inning. Any home run after that will result in a single. Players that hit a home run must touch all of the bases. The team batting is responsible for retrieving all balls going out of play, including home run balls. If the Recreation Department deems it necessary to change the home run rule, teams will be notified prior to implementing the rule.

**5. Re-entry Rules:** The Re-entry Rule will apply. Any player, starting or a substitute, may be withdrawn and re-entered once during the game provided such player occupies the same spot in the batting order. A starting pitcher who is withdrawn can return to the pitching position for the remainder of the game.

**6. Courtesy Runners:** Courtesy runners are allowed for any player. Any eligible players that may participate on offense or defense are on the official line-up including available substitutes may be used as a courtesy runner. Only two 2 courtesy runners per inning per team are allowed. If a player is injured during the game they need to notify the Umpire he/she will be using a courtesy runner. If the player is injured prior to the game

starting they need to notify the Scorekeeper and Umpire that they will be using a courtesy runner. The batter must run to first base before the courtesy runner can enter the game. If a courtesy runners turn at bat comes while on base, the player the courtesy runner is running for will be called out.

**7. Running to first base:** Fields are equipped with two bases at the first base location for safety. If there is a play at first, the runner should run to the outside base, should be orange/dark, unless there is an overthrow, then they may run to the inside/white base. The first baseman and runner should use the base that is safest to use for each play.

**8. Substituting:** When a team substitutes, they are required to report to the plate Umpire, who will report to the Scorekeeper, as they bat. They are not required to report to the plate Umpire when they go into the field defensively.

**9. Infield Fly:** A fair fly ball, not including a line drive or bunt, which can be caught by an infielder, pitcher or catcher with ordinary effort when first and second or first, second and third bases are occupied with less than two outs. When the Umpire calls “infield fly” the batter is out, regardless of whether the ball is subsequently caught or dropped. The ball is live, and the runners already on base may advance, at their own risk, if the ball is not caught or tag up and advance if it is caught.

**10. Overthrow:** When an over-throw is made by an infielder or outfielder that goes over the boundary fence or line, the base runner is awarded two bases from the runners position at the time of the throw release (base runner is going to +1 base). All balls inside stationary fence lines are live balls.

**11. Bat Rule:** All bats shall be free of burs, dents, cracks, sharp edges, rattles and show no signs of excessive wear. The bat may be marked OFFICIAL SOFTBALL by the manufacturer. All Adult Slow Pitch Softball Leagues will be allowed to use bats that bare the ASA, USA, USSSA or NSA stamp. Senior Softball/SSUSA bats are not allowed. All ASA bats shall not be more than 34 inches long nor exceed 38 ounces in weight. The bat shall not be more than 2.250” in diameter at its largest part, including any tolerance for expansion. The bat must bear either the 2000 Certification Mark, 2004 Certification Mark, or 2013 Certification Mark and must not be listed on the USA Softball Non-Approved Bat List. All USA softball bats must have the updated Certification marks. All USSSA bats shall not measure more than 34 inches long, including tape or other grip additions to the bat, shall have a knob at the end of its handle, and not be more than 2-1/4” in diameter at its largest part. Its weight shall not exceed 31 ounces. The bat must bear the 1.20 “Thumbprint” stamp and not be on the withdrawn and/or non-compliant softball bat list.

The Umpire may, without warning, call a batter out and/or remove the player from the game for throwing their bat after the swing and endangering a player or Umpire. All players must drop the bat after they hit the ball.

An opposing Team Manager or Umpire can request a bat to be compression tested by the Site Supervisor.

## **UNSPORTSMANLIKE CONDUCT**

Any person verbally and/or physically attacking, or making gestures towards an Umpire, Supervisor, Scorekeeper or City Personnel may be suspended from all Clinton City Sports Programs indefinitely. All teams are responsible for their spectators. Teams may be ejected for unruly spectators.

**1. Conduct:** Any player, Team Manager, or spectator who fails to act in a sportsmanlike manner before, during or after a game will be ejected from the game and/or premises and may be suspended from further participation by the Recreation Department. Any Recreation Personnel has the right and responsibility to ask a person to leave the field and possibly the park. Unsportsmanlike actions include, but are not limited to: casual profanity, inappropriate language and gestures, behavior that is dangerous or obnoxious to others, throwing equipment, intimidation, unnecessary roughness, trash talking, taunting, or any kind of negative actions directed towards an opponent, spectator, Umpire, Supervisor, Scorekeeper, or City Personnel are not acceptable and will not be tolerated. Assault charges may be filed for the above examples of misconduct.

**2. Player Ejection:** A player or Team Manager ejected from a game will be automatically suspended from the next game. If an individual is ejected from a game for unsportsmanlike behavior he/she must arrange an interview/phone call with the Recreation Department to request reinstatement into the league. It is the responsibility of the Team Manager or player to arrange the interview/phone call. Anyone ejected twice during the league will be suspended for the remainder of the league. Fighting will be a minimum of a 1-year

suspension and assault charges may be filed. The ejection includes the playing facility and Clinton City Property. Depending on the severity of the action a warning may or may not be issued by the game Umpire. The warning is left to the discretion of the Umpire. On the first or second, if a warning is given, occurrence the player will be ejected from the game. If the behavior continues after the player has been ejected, that player's team will forfeit the game. All players should understand that if they are ejected, and that team does not have a substitute to take his/her place, the game is ruled a forfeit. If the player/Team Manager does not leave the field/premises immediately the game will be stopped and declared a forfeit. Additional action may be taken including, but not limited to: probation or total suspension.

### **PARK ORDINANCES**

All violators of Park Ordinances may be issued a citation by the Clinton City Police Department.

- 1. Park ordinances:** All posted park ordinances will be enforced.
- 2. Litter/Waste:** Help us keep costs down! It takes park personnel a lot of time to clean up blowing garbage. Deposit all litter in receptacles provided.
- 3. Alcohol and/or Drugs:** The possession and/or consumption of alcohol and/or Drugs on Clinton City property is strictly prohibited. If you or any member of your team is caught with alcohol or drugs or smelling of alcohol or drugs your team will forfeit the game. If you are caught with it after your game you will forfeit your next game.
- 4. Smoking:** Smoking, including E-Cigarettes and vaping is prohibited in the park.
- 5. Dogs:** No dogs are allowed in the park.
- 6. Impairment:** Anyone appearing on the field of play in an impaired condition will immediately be removed and not permitted to play.
- 7. Parking:** Patrons park their vehicles on Clinton City property at their own risk.
- 8. Excessive Noise:** Teams and spectators are not allowed to make excessive noises of any kind included but not limited to: whistles, horns, paddles, bells, music, etc.

### **WARM-UP AREAS**

Due to safety issues all teams must practice and warm-up either beyond the out-field fences or on the sides of the fields well beyond the complex cemented area. Teams not complying with this will be given verbal warning from the Site Supervisor. Teams continuing to disregard warnings face the possibility of forfeiting games.

### **PROTEST PROCEDURES**

All protests must be made by the Team Manager and must be done in an appropriate manner.

- 1. Rule Protests:** Rule protests are allowed if the Team Manager announces the teams' intent to protest a rule with the Umpire before the next pitch. The Umpire will notify the other team, Site Supervisor and Scorekeeper, who will note the protest in the Official score book. The scorekeeper may add time, no more than 10 minutes, to make –up time required to file the protest. If the issue is not settled on site, the Team Manager must submit a written Protest Form along with a \$50.00 (CASH) protest deposit to the Clinton Recreation Department no later than 5:00 pm the next business day. The deposit will be refunded if the protest is upheld. Protest Forms are available from the Site Supervisor. The League Director will review the protest and contact the Team Manager once a decision has been reached. Clinton Recreation has the final decision over league issues.
- 2. Player Eligibility:** If a Team Manager wants to protest the eligibility of a player it must be before the end of the third inning. The game clock will not be stopped for an eligibility check. Challenged players will have 20 minutes to produce an ID. If the ID is not presented by the end of the 20 minutes, the player will be declared illegal. The game will be played under the protest and a ruling will be made based on the team's roster. The challenging Team Manager must submit a written Protest Form to the Site Supervisor explaining any protest within 20 minutes of the end of the game. The Site Supervisor/Tournament Director has final determination over a player's eligibility.
- 3. Umpires Judgment:** An Umpire's judgment is not subject to protest.

### **INSURANCE COVERAGE**

The City of Clinton, its Recreation Department, Personnel and Affiliates assume no legal responsibility for personal injuries, death or theft of private properties while on or using Clinton City facilities. Each individual and/or group is encouraged to provide their own personal liability insurance for cases where injuries, death or theft may occur. Clinton City will not be financially responsible for any personal injuries, death or thefts of private properties.

**The Clinton City Recreation Department reserves the right to make rulings not specifically covered herein which are deemed to be in the best interest of the Adult Slow Pitch Softball Program. All decisions rendered by the Recreation Department are final.**

**\*\*6/16/2020\*\***