

**SOUTH KINGSTOWN PARKS AND RECREATION
2021 ADULT FALL SOFTBALL PROGRAM**



South Kingstown
PARKS & RECREATION

Rules & Information Packet

Welcome to the 2019 South Kingstown Parks and Recreation fall softball season! It is our goal to provide you and your team with one of the best softball programs in Rhode Island. Please read this packet carefully as it contains important information regarding the league.

2021 LEAGUE TIMETABLE

Friday, July 16th

Softball Packets Are Available

Wednesday, August 11th

**REGISTRATION DEADLINE
– ROSTERS AND FEES ARE DUE**

Friday, August 13th

League schedules available on Quickscores.com

August 17th

Anticipated Start for Men

August 25th

Anticipated Start for Coed

Week of October 25th

Anticipated end of playoffs

Rules & Information Packet

Listed below are the 2021 leagues that will be offered with the anticipated night they will play.

Leagues

Anticipated Nights

Men

At West Kingston Park – Regularly Scheduled Games on Mondays **AND** Tuesdays.
Thursdays, Fridays, and Sundays – Scheduled as Needed / Rain Make-Ups

Co-Ed

Every Wednesday at **Broad Rock** and *occasional* Fridays at **West Kingston** – Regularly Scheduled Games
Friday and Sunday – Scheduled as Needed / Rain Make-Ups at **West Kingston**

Team Fees

The regular season will consist of 8 games. The fee includes a single elimination tournament at the end of the regular season. The fees are based on ALL leagues having two umpires. The fee is **\$550.00 per team.**

Rain Make-Ups

1. Whenever possible, game status will be determined by 3:00 p.m. Please check the website www.quickscores.com/southkingstownri and/or call 284-1975 **AFTER 3 P.M.** to check game status.
2. *Telephone* calls are not normally made to managers advising of weather cancellations.

2021 League Rules

The league rules are attached. Please review them carefully before submitting your roster and payment. **Please pay special attention to bolded information as it may be a new rule, a rule that is overlooked, or information you need to be aware of.** If you have any questions/concerns, please contact Steve Gruenberg before you submit your roster at 401-284-1933 or by e-mail at sgruenberg@southkingstownri.com.

SOUTH KINGSTOWN PARKS AND RECREATION

ADULT SOFTBALL RULES

1. REGISTRATION / TEAM ROSTERS

- A. Each team must submit a roster of not more than twenty-five (25) players. The league fee must be submitted with the roster.

NOTE: *Rosters submitted without league fee and/or without full addresses will be returned.*

MEN'S LEAGUE: Men's league players may play in coed as well.

- B. Managers may add players to their roster at anytime during the season as long as they stay within the 25 player limit without an add form. **Please email Steve with the full name of the player and phone number. No player may be added beyond the 25 player limit unless they are replacing a player who has NOT played in a game.**
- a. **REMINDER: Players must play in 4 games (50% of the regular season) in order to be eligible for playoffs.**

2. ELIGIBILITY

- A. All players must be 18-years old or older by the start of the season.

3. GAME

SECTION A: Starting Times and Line-Ups

1. **It shall be the manager's responsibility to field a team for each scheduled game. Games will not be rescheduled for personal events such as weddings, vacations etc...**
2. **There is NO GRACE PERIOD FOR THE 6:00 PM GAME!! The no new inning after 1 hour and 15 minute time limit will begin at 6:00 PM according to the softball supervisor.**
3. If games finish early, the 7:00 and 8:00 p.m. games will not start any earlier than the scheduled time and no later than 10-minutes after the completion of the previous game unless agreed by **BOTH** managers.
(Note: The Site Supervisor is responsible for recording, monitoring, and informing the plate umpire of all game start times, grace period times, game ending times, and curfew times.)
4. Line-ups are due ten (5) minutes prior to each game's scheduled start time. Line ups must contain player's first and last names. No nicknames will be accepted. If rosters are not handed in to the Site supervisor before the game, the game may start with an out for any team that turns in a lineup late.
5. Once 9-players are present, the game will begin. There is no flipping Home and Away to accommodate a team with players in route.
6. All Leagues – in the event of a team not having at least 9 players by the start of a game, and **BOTH** managers agree, a game may start late. In order for the game to be recorded as an official game, a complete 4 innings must be played. A game being played in these circumstances must

play at least 4 full innings and must end at the start time of the next game. If a complete 4 innings is not finished the game is recorded as a forfeit win for the team that had a full team at the scheduled start time of the game.

- a. Example: Team A arrives with only 8 players by their scheduled start time of 6:00pm. Team B has at least 9 players by the scheduled start time of 6:00pm. The manager of Team A and Team B agree to wait for the 9th player from Team A to arrive who is running late. The player arrives at 6:18pm and the game begins. The score is Team A 5 and Team B 4 at the end of 4 complete innings and the game ends at 7:00pm. Does the score stand?
RULING: Yes, the score stands. Both coaches agreed to start the game late, a complete 4 innings was played, and the game ended before the scheduled start time of the next game.

7. Teams may field up to 11 defensive players plus an extra hitter (EH) on offense. Once a team starts with an EH it must finish the game with one. The EH may switch to other defensive positions. A player may be added to the line-up any time during the first batting rotation. After the first batter has had the first pitch of his/her second time at bat, no players may be added. Substitutions may be made. If a player is dropped from the rotation, and no substitution is available, it is an out in the batting order. Batting out of order is appealable.
8. If a team is playing with more than 9-players and one gets ejected and cannot be replaced, an automatic out will take place in that slot. If an ejection brings the team to 9-players, the game continues and will not be a forfeit.
9. A team that gives notice to Steve by phone or email by 3:00 PM on game day of a forfeit, a forfeit fee will NOT be charged. If a team provides notice AFTER 3:00 PM on game day or is a NO SHOW/NO CALL at the field, a forfeit fee of \$75.00 will be charged and must be paid prior to the teams next scheduled game. A team shall be removed from the league upon forfeiting three (3) games. If the Sports and Fitness Supervisor agrees to reinstate a team, a reinstatement fee of \$75.00 **MUST** be paid prior to playing the next game. Under special circumstances, the Director of Leisure Services may waive the team's removal from the league.

SECTION B: Pre-Game Procedures

TOWN BATS WILL NOT BE PROVIDED FOR FALL SOFTBALL!! Teams must provide their own ASA Certified Bats!

1. **BATS:** Before the start of each game, all bats must be approved for play by the umpires. Bat's in the team's bench area are to be made available to the umpires for inspection to assure that all bats used in the league meet all necessary specifications and requirements set forth by ASA rules and are not listed on the current Non-Approved Bat List will be posted in the scorer's booth.
 - a. Any bats not approved for play are by rule – illegal. Such bats will be placed in a segregated area in the score booth for the duration of the game. The plate umpire will inform the site supervisor of the team, the make, model, and color of any non-approved bat and the reason the bat was not approved for play.
 - b. COED – Single wall bats are the only bats to be used by men. Multiwall/composite bats may be used by women as well as single wall bats.
2. **DESIGNATED RUNNERS:** Prior to the start of the game, the plate umpire will conduct a brief meeting with the managers of both teams. At this meeting, teams must designate players needing courtesy runners. There is a **maximum of two (2)** such players per team – unless another player sustains an injury during the game. The plate umpire will then inform the Site Supervisor if either team has declared the need for a courtesy runner, the number of courtesy runners required, and the name(s) of the players designated as requiring a courtesy runner. These courtesy runners may advance bases normally. Any other courtesy runners not declared before the start of the game may only advance the bases one at a time except for a home run, ground rule double, or two base award passed ball.

SECTION C: Equipment

1. All players must wear shirts of similar color, trim and style. A number of contrasting color must be worn on the backs of the shirts.
2. Metal spikes are prohibited.
3. If a player is found using an illegal bat that has been removed from play as a non-approved by the umpires during the pre-game bat inspection or a perceived tampered bat – **the bat will be removed from the game as set forth in Section B – 1a above and the player will be ejected from the game.** The player's manager may have sanctions brought against them at a later time.

SECTION D: Playing Rules

1. The limited arc is a minimum of 6-feet to a maximum of 10-feet from the ground shall be used. (ASA 6.3H).
2. A mat placed behind home plate will be used to determine balls and strikes. A pitched ball that does not hit any part of the plate or mat will be called a ball. A pitched ball that hits any part of the plate or mat, or the black outline of the plate that touches the mat, will be called a strike.
3. A standard batter's box will be used. (ASA Rule 2 and Rule 7)
4. For all divisions, each batter will begin with a one (1) ball and one (1) strike count.
5. If a foul ball is hit for a third strike the batter will receive an additional foul ball. If another foul ball is hit, the batter will be declared out.
6. Players are NOT required to slide. However, players will not be allowed to block, run into, or flagrantly attempt to dislodge the ball from another player. Infractions will result in an automatic out and may result in the player being ejected.
BENEFIT OF THE DOUBT WILL BE GIVEN TO THE DEFENSIVE PLAYER.
7. If a **non-designated** player takes a courtesy runner during the game, the courtesy runner may not advance beyond first base unless they hit a home run or would otherwise be awarded second base by the umpire.
 - a. If the player deemed eligible for a courtesy runner advances beyond first base, the ball is dead and all other runners return to the last base touched at the time of the advance beyond first base.
8. **Home Run Rule:** Men's - 4 home runs per game and Coed – 3 home runs per game;
 - a. Any ball hit over the fence that exceeds the home run limit is an OUT.
9. **Game Time:** Each game has been allocated 1 hour and 15-minutes – if needed. No new innings will be started after the 1 hour 15 minutes. A game that is tied after 1 hour 15 minutes will remain a tie in the final standings. Game length will begin when the first pitch is thrown. Start time will be recorded by the site supervisor, however, the clock starts at the scheduled game time for the first game of the night.
10. A game will be considered official if four innings are completed. If a game is called before four innings are completed the entire game will be rescheduled.
 - a. **Run Ahead Rule Exception (a.k.a. Mercy Rule):** Twenty (20) runs after four (4) complete innings. Twelve (12) runs after five (5) completed innings. Complete innings **MUST** be played unless the home team is ahead. If behind, the home team will always receive the last bat.
11. Players are NOT required to touch 1st base or run the bases after a home run is hit for the home run to count. Players are allowed to CHOOSE to run the bases after a home run is hit.

SECTION E: Coed League

1. Teams must have the following amount of women in the lineup to play with the following amounts of players:
 - a. To play with 9 players – teams need a minimum of at least 3 women and a minimum of 3 men in the lineup
 - b. To play with 10 players – teams need a minimum of 4 women and a minimum of 4 men in the lineup
 - c. To play with 11 or 12 players – teams need a minimum of 5 women and a minimum of 5 men in the lineup
 - d. If a team starts a game with 3 or 4 women, all women must be playing in front of home plate.
2. If the minimum amount of men and women is not met, the game may start with a minimum of 9 players. However, an out is taken during the batting rotation for the missing player.
 - a. If the team has to take an automatic out, that out does not have to be at the end of the batting order.
 - b. **EXAMPLE:** A game starts with 2 women and 7 men. An automatic out is taken when then 3rd women's spot comes up in the lineup.
3. The batting order must alternate male – female – male – etc... or female – male – female – etc... for the first 10-players. Depending on how you set up your rotation, it is possible to have three (3) men batting in a row if they are batting 10th, 11th, and 12th or 11th, 12th, and 1st.
4. Male players may only substitute for males and females may only substitute for females. This applies to batting and fielding.
5. A walk to a male batter (with a female batter to follow) will result in a two base award. The next batter (a female) will bat.
 - a. A male batter / runner advancing to second base without touching first base will be called out if properly appealed.
 - b. **EXCEPTION:** With two outs, the female has the option to receive an automatic walk or to bat.
6. Infielders – teams may play players at pitcher, catcher, 1st base, 2nd base, 3rd base, short stop and one additional fielder. All other players are to be considered outfielders.
7. Outfielders – including the short-fielder will play behind the Encroachment Line anytime a female batter comes to the plate. Outfielders can not go over that line until the ball has been struck.

4. SUSPENSIONS

1. A player or manager ejected from a game for taunting or other unsportsmanlike behavior and/or rule violation is **automatically suspended** from the next game. Unsportsmanlike conduct includes any excessive chattering from the bench (i.e. swearing, arguing balls / strikes, harassing the call beyond a reasonable amount of time, etc...). **If the umpire is unable to identify the player violating these rules, the on-deck batter will be ejected from the game.** Play is suspended until the player leaves the facility. Failure to leave the park within five minutes will result in forfeiture of the game. Flagrant violation can result in suspension from two games to permanent suspension.

A. If such actions occur after the game in any area away from the field, the player or manager will receive an automatic two (2) game suspension.

2. Players ejected from a game as a result of discipline problems involving the umpire will be barred from playing in any league contracted with the umpire association until they are eligible to return to play in the league they were ejected from. Ejection will result in a one game suspension, second ejection will result in a two game suspension, and third ejection could result in suspension from the league. Please note, this

includes managers as well as players and the umpire jurisdiction includes off field. Yearly suspensions are carried over from year to year and a player may be subject to multiple game suspensions for repeated violations not occurring in the same season.

- A. Team players and team manager are responsible for their fans. Unsportsmanlike behavior from fans may result in the ejection of the manager or based on the severity of the situation as determined by the site supervisor and umpires the forfeiture of the game.

3. THERE IS NO ALCOHOL CONSUMPTION AT ANY SOUTH KINGSTOWN PARKS

If any team members or affiliates with the team are observed consuming alcohol on park property the following will result:

First Offense – THE TEAM will forfeit their next game.

Second Offense – THE TEAM will forfeit another game and may be disqualified from the league. If the Parks and Recreation Department agrees to reinstate the team, a \$75.00 forfeit fee will be paid prior to playing the next scheduled game.

Third Offense – THE TEAM is automatically ejected for the rest of the year – including the fall softball season.

5. PROTESTS

1. **Field protests:** All protests must be made with the home plate umpire and the site supervisor in charge of the game at the time of the ruling. The site supervisor and the Umpire shall notify the other manager **IMMEDIATELY** that the game is being played under protest. The protest **must** then be filed in writing to the Parks and Recreation Department within twenty-four (24) hours following the completion of the game. Games protested on Friday or Sunday **must** be filed before 10:00am Monday morning or on the first business day if Monday is a holiday. A **twenty-five (\$25) dollar** protest fee **must** accompany the written statement. **Protests not having these two items (written statement and fee attached) will not be recognized.** This fee will be returned if the protest is honored. JUDGEMENT CALLS MAY NOT BE PROTESTED.
2. All decisions made by Parks and Recreation Department softball rules committee (Director, Superintendent of Recreation, and Sports/Fitness Supervisor) regarding protests are final.

6. ASA RULES

South County Umpire Association is contracted through the Town of South Kingstown. The ASA rulebook will govern all aspects of the game, not specifically addressed by the South Kingstown softball rules.

7. PLAYOFFS

1. In determining placement for post-season play, head to head records, total allowed runs, and finally total runs scored will be used in that order to determine the seeds.
 2. The 12- and/or 20-run mercy rules are still in effect throughout the playoffs with the exception of the championship game/games. Championship games will be played out to completion.
 3. To be eligible for post-season play, players must have participated in at least **FOUR (4) GAMES** during the season. It is each manager's responsibility to see that every player playing in the post-season tournament has played in the required four (4) games. There will be no exceptions.
 4. The better seeded team will be the home team in all games, except if there is a 2nd championship game (if needed). There will be a coin flip for the home team in the 2nd championship game. The manager of the better seeded team will call the toss. The winner of the toss will be given the option of being the home or away team.
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APPENDIX A – PLAYER ELIGIBILITY / ID REQUIRED

In the event a player's identity/eligibility is questioned at any time prior to the start of a game or during a game, the manager questioning must bring it to the attention of the home plate umpire and site supervisor. Once that has been done, the site supervisor will require the player to show a form of photo identification in order to verify that the player is on the team roster. If the player cannot produce a photo ID, he will be restricted from playing in the game and any future games until a photo ID has been shown; If a game has already begun, and it is determined that a player cannot provide proof of identity the team for which he is playing will forfeit the game.

APPENDIX B – Part 1 – CONCUSSIONS // INJURIES

Any player sustaining a head injury as a result of a collision with another player, the ground, or a bat **MUST** be seen and cleared by an EMT before resuming play. The player may decline care and/or transport by the EMT. However, please know that the EMT will require the player to sign off on the refusal of care. After the player's refusal, if it is recommended by the EMT that the player seeks care, the player will not be eligible to play for the remainder of the night.

APPENDIX C – Part 2 – BLOOD (Taken from ASA Rule Book – Rule #4 Section 9)

“A player who is bleeding or who has blood on their uniform shall be prohibited from participating any further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the player will not have to leave the game. The length of time that is considered reasonable is left to the umpire's judgment.” If an EMT is called, the player may decline care and/or transport by the EMT. However, please know that the EMT will require the player to sign off on the refusal of care. After the player's refusal, if it is recommended by the EMT that the player seeks care, the player will not be eligible to play for the remainder of the night.

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