

ADULT SOFTBALL OFFICIAL RULES AND REGULATIONS

Rules not specifically addressed will be governed using current A.S.A. rules.

TEAM REGULATIONS

1. Manager's Responsibilities:
 - A. Reading and understanding of the league rules and informing their players of the rules.
 - B. Up to date knowledge of scheduled games including rainout make-up games.
 - C. Maintaining control over his/her players and fans in all circumstances including disputes on the field. Umpires will discuss with disputes with manager only.
 - D. Players are not to question an umpire call or ruling.
2. Official Team Roster/Waiver: must be completed and received by the Sports Department before the start of the first game. It is the managers' responsibility to see that this is done. Teams will have until the completion of half of the scheduled games to adjust the roster.
 - A. Managers, not umpires, will have the option of challenging rosters until the completion of the second inning. Roster checks after this point will only be allowed when a player in question enters the game after the second inning.
 - B. No player shall be less than 18 years of age by the scheduled start date of the league.
3. Men's Teams: must have a minimum of 8 players to start and finish a game. There will be no automatic out assessed to the missing players. Late arriving player(s) are to be added to the end of the batting order. A Maximum of 10 players will play the field. No women may play on a men's team.
 - A. An extra player, referred to as an "EP", is optional, but if one is used, it must be made known to the umpire prior to the start of the game. If an "EP" is used, all 11 players must bat and any 10 may play defense.
 - B. If both teams agree a team may bat every player in attendance as long as the order remains the same.
 - C. Defensive positions may be changed but the batting order must remain the same.
4. Coed Teams: are typically made up of 10 players (5 men & 5 women), however women may outnumber men.
 - A. Teams must have a minimum of 8 players to start and finish a game.
 - B. Teams may play with 9 players but must abide by the following: if the ratio of players is 5 men & 4 women an automatic out must be taken after the ninth batter in the lineup.
 - C. Coed teams may also use "EP" players equaling 12 total players (6 men & 6 women). As always, "EP" players are optional, if used it must be made known to the umpire prior to the start of the game. If "EP" players are used, all 12 players must bat, any 10 (5 men & 5 women) may play defense.
 - D. If both teams agree, a team may bat every player in attendance, as long as the order remains the same and the order alternates boy/girl. Any doubling of women must occur at the end of the line up.
 - E. There will be no restrictions on defensive positions with regard to the men/women playing on the infield/outfield or pitcher/catcher.
5. Ejections: Any player, team, or spectator who displays any form of unsportsmanlike conduct such as a flagrant rule violation, vulgar language, engaging in fighting or obviously attempting to injure anyone will be ejected from the complex. Ejected players must leave the complex immediately. Failure to do so will result in forfeiture of the current game. Further penalties could be assessed, could the situation warrant, including suspension from all future leagues sponsored by Blue Valley Recreation. Fees will not be refunded.
 - A. Any player ejected from a game will be subject to the following:
 - First ejection – Suspended for the remainder of the evening and must leave the park.
 - Second ejection in a season – Suspension from the next two league games.
 - Third ejection in a season – Suspension from all league play for a period of one year.
 - Rainouts do not count as a suspended game.
 - B. Should 2 players from the same team be ejected from a game, the team will forfeit that game.
 - Any team forfeiting the first game of a doubleheader, due to ejections, will automatically forfeit the second game.
6. Courtesy Runners: will be allowed in the event of an injury only. The courtesy runner will be the player who has committed the last out. The umpire will have the authority to deny the courtesy runner if he/she judges that the team is abusing the rule.

GAME LIMITS

1. Home team is determined on the schedule. The umpire is the official timekeeper. Game time begins when the umpire announces play ball. The umpire will announce the starting game time to eliminate any discrepancies in the time limit.
2. All games will be 1 hour or 7 innings, whichever occurs first. No new inning may start after 1 hour unless the game is tied.
 - A. If the game is tied after 7 innings or 1 hour, the game will continue using the "Tie-Breaker Rule". Under this rule, each team starts the inning with the player who completed the last official at bat, as a base runner on second base. Each subsequent inning will start the same until a winner has been determined.
3. At the scheduled game time, if either team is short the required minimum number of players (refer to team regulations) a grace period of 10 minutes will be allowed to reach the minimum required. Once both teams have reached the minimum number of required players the game will begin immediately. Grace period time will be deducted from the game playing time.
 - A. In doubleheader leagues, teams that forfeit the first game of their doubleheader, due to lack of players, will have until the scheduled start time of the second game to reach the minimum number required. Once the minimum numbers of players are present, the second game will begin immediately. No grace period will be given in the second game of a doubleheader.
 - If no players are present, from either/both teams, at the start of a double header, both games are immediately forfeited.
4. In the event a game is stopped due to inclement weather 4 innings or 3 ½ innings where the home team is leading will be a complete game.
 - A. It shall be a suspended game if, once a game has become officially complete, the visiting team ties the game or takes the lead and the home team does not get to complete its turn at bat.
 - B. If a game is stopped prior to becoming complete it will be rescheduled and played, resuming at the point it was stopped.
5. The batter will enter the batter's box with a count of 1 ball & 1 strike. The batter will be allowed an extra foul ball before invoking A.S.A rules for the third strike. (For example, once the batter has 2 strikes, he/she is allowed 1 foul ball. The second foul ball hit with two strikes will result in an out.)
6. There will be no stealing for any league play. ASA rules regarding stealing will not be used for league play.
7. COED RULE: Any walk to a male batter will result in a two base award. The next batter, a female must bat. Exception: with 2 outs, the female has the option to walk or hit.
8. SLIDING RULE: A runner is out when he does not slide or avoid contact, if the fielder has the ball or is in the act of fielding the ball. If the fielder is not in the act of fielding the ball, the runner is not required to slide and the fielder must yield the base and the baseline. Any intentional contact by the runner or fielder will be grounds for ejection.
9. RUN SPREAD RULE: A game will end if either team is leading by 15 runs after 3 innings, 12 runs after 4 innings or 10 runs after 5 innings (all divisions).

HOME RUN RULE

A home run is defined as a fair ball hit over the fence. These rules do not apply to inside the park home runs.

1. All leagues will have a home run rule based on the level of play. Men's (2/game), Men's (1/game), Men's (0/game), Coed (1/game), Coed (0/game).
2. In divisions that allow homeruns, once both teams have reached their home run limits, the game will continue using the "**One-Up Rule**". Under this rule either team may hit additional home runs to go one-up on their opponent. However, if time has expired or the game has reached the bottom of the 7th or extra innings, the HOME team may not go one-up.
 - Zero home run leagues will not follow the one-up rule.
 - If a team(s) has not reached their homerun limit (1 or 2) the one-up rule will not be used.
3. All home runs exceeding these restrictions will result in the batter being called out.

PITCHING

NEW! ASA pitching rule: The ball must be delivered with a perceptible arc and reach a height of at least 6 feet from the ground while not exceeding a height of 10 feet from the ground.

EQUIPMENT/SAFETY

1. Each team will provide and hit its own softball. **Yellow Balls Only.**
 - Men hit a 12" red stitch ball, with an A.S.A. stamp of MSP.44 COR / 375lb Comp.
 - Women hit an 11" red stitch ball, with an A.S.A. stamp of GWSP.44 COR / 375lb Comp.
 - Coed use one of each.
2. Metal cleats are prohibited.
3. Wooden bats are prohibited. Teams must use an A.S.A. approved bat.
 - A. Once an umpire declares a bat illegal any attempt to use said bat will result in an out.
 - B. If an illegal bat is discovered after a base hit, and before the next pitch, the batter is out and all base runners will return to their base.
4. All exposed jewelry judged unsafe by the umpire should not be worn. Exception; medical alert bracelets and necklaces.

UMPIRE AUTHORITY

During a ball game the umpire is in full authority. During all league play there is a UIC (umpire in charge) at the complex. Problems or complaint about an umpire should be directed to the UIC.

1. Harassment of umpires will not be tolerated and will be cause for immediate ejection.
2. Any argument of a judgment call (including balls and strikes) is cause for ejection.
3. If an immediate rule clarification is required, the manager, in a professional manner, may ask for time out to discuss it with the umpire.
4. If anyone shoves, strikes, threatens or abuses any umpire, complex employee, player, or fan before, during or after a game, he/she could be subject to suspension from league play. Furthermore, legal action could be taken.

COMPLEX GUIDELINES

1. A \$1 gate fee will be charged to all persons 18 and over entering the complex. Those paying the gate fee will receive a token worth \$1 at the concession stand.
2. No pets are allowed.
3. No coolers are allowed except water containers.
4. No food or drink may be brought into the complex.
5. Our complex is a smoke-free facility. Smoking will only be permitted in the parking lot.

INCLEMENT WEATHER

NEW! 1. BVRC INCLEMENT WEATHER LINE: **(913)685-6099 ext. 4**

- Weather updates are also available on our website www.bluevalleyrec.org.
 - You can also request to have a text message sent to you when games are cancelled.
 - A decision will be made regarding field conditions by 4:30pm on weekdays and 12:30pm on Sundays.
2. Every effort will be made to schedule rainout make-up games on the regular league night. However make-up games could be scheduled on a different night.

LEAGUE STANDINGS

League schedules and standings will be updated weekly and posted at the complex. You may also view schedules and standings on our website www.bluevalleyrec.org. Discrepancies in standings should be reported to the league.

1. Division champions will receive t-shirts.
2. In case of a tie the following tie-breakers will be used;
 - A. Head-to-Head
 - B. If the tie cannot be broken using head-to-head, all tied teams receive awards.