

HIGHLAND PARK COED SOFTBALL
2010 HIGHLAND PARK Coed Softball Rules

HIGHLAND PARK COED SOFTBALL MISSION: To provide a safe, fun, and competitive environment for amateur men and women to play softball.

SECTION 1. THE LEAGUE

1a. Origins

The league is a combination of HIGHLAND PARK Recreation Department requirements, American Softball Association (ASA) official rules, and special HIGHLAND PARK Coed League rules and regulations.

1b. League Directors

League Director is Bob Butters. Questions regarding the league should be directed to Bob Butters at bob@hpcoedsoftball.com

1c. Decisions

All decisions made by the league director and recreation department liaison are final.

1d. Registrations

All individual registration forms must be handed in to either of the above people. Team fees must be paid in full by designated date.

1e. Qualification

players that have soft or hard casts, slings, braces, or are otherwise injured in the opinion of the umpire will not be allowed to participate in the games. Preventative braces and wraps are allowed and encouraged.

1f. Forfeits

Any team that does not arrive at the scheduled field within the grace period allowed, or arrives with less than the minimum number of players, forfeits that game. See rule 3r.

1g. Rain outs

The league director or HIGHLAND PARK township will cancel games due to inclement weather. Game cancellations will be published on our website the day of the game. Please provide your players with our website at the beginning of the season. Decisions are made by 4 PM. On weeknights whenever possible. Games are official after 4 ½ innings of play if stopped prematurely.

1i. Responsibilities

The home team will be responsible for supplying the bases and official ball for a game. All teams must keep score in an official score book and provide updates to league director. See rule 1j.

1j. Updating

The winning team is responsible for e-mailing the stats and scores of the game to league director at bob@hpcoedsoftball.com

Email only final score of your game, how many innings were played, and your team MVP for the game.

SECTION 2. HIGHLAND PARK TOWNSHIP RULES & REGULATIONS

2a. Parking

Park in designated parking spots only. Violators will be ticketed and towed.

2b. Park Property

No striking park property. This includes fences, garbage cans, benches and vegetation.

2c. Alcohol

Alcoholic beverages are not permitted in HIGHLAND PARK Township parks. Township police and special park monitors frequently visit the parks to enforce this rule. Persons bring alcohol into the dugouts or onto the field of play will be ejected from the game by the empire.

2d. Updates

ALL HIGHLAND PARK Coed Softball League updates are published at <http://hpcoedsoftball.com/>

SECTION 3. HIGHLAND PARK COED SOFTBALL GAME RULES

3a. Minimum Lineup

The minimum line-up for a valid game consists of 6 men and 2 women and 3 outfield positions. Any lineup reflected with less than these numbers will result in a game forfeit. However, teams are encouraged to continue with a scrimmage game.

3b. Maximum Lineup

The maximum allowable defensive positions in a game are 10. At the beginning of the game, the defensive players taking the field must be listed in the first ten batters in the lineup. These players must play at least 2 innings in the field.

The maximum allowable batting positions in the game is 13, this includes one designated hitter. A D.H. Can be designated to hit in any number in the lineup. If the D.H. Is injured and cannot play he can only be replaced by a non starter. If this is not possible you lose the D.H. Position in the lineup. A D.H. Can only be used when you have more than 10 listed in the batting order.

3c. Designated Catcher

For teams playing with a minimum lineup of 6 males and 2 female, a non-fielding catcher must be supplied by the opposing team.

3d. Injury/Ejection

If a team begins with more than 8 players, and a player is injured and cannot return to the game and there is no replacement players, play may continue with no automatic out in the injured player's spot.

If a player is ejected from a game and there is no replacement player, an automatic out will be assessed in the player's spot.

If a player is ejected from a game and there is no replacement player, an automatic out will be assessed in the player's batting spot. A team does not have to finish with the same number of players that started the game.

If a team falls below the minimum lineup size, the game will be forfeit, as specified in section 3a.

3da. At least 2 women must be in the offensive & defensive line up at start & through the games completion.

3e. Substitutions

After the first inning, defensive substitutions can be made as often as a team would like. Your defensive sub must take the spot in the batting order that he/she is replacing on defense. If a team has batted through the order completely, It may still add players who arrive late. These players must bat at the end of the line-up, but can be inserted into the defense during any dead ball situation. (ASA 1998)

3f. Foul Rule/ Courtesy rule

With two (2) Strikes on the batter, 1st ball hit foul by any player is a courtesy foul. The second foul is an out. (ASA REMINDER: If the foul ball is caught in the playable territory, the ball remains live and in play, runners may tag up and advance at their own risk)

A one and one count will be instated at the beginning of the season and in effect until a designated date.

3g. Outfield Positions

Outfielders must maintain a distance of 10 yards from the infield during all at bats.

3h. Bat Throwing

Intentionally throwing the bat is cause for immediate ejection from the game and possible suspension from league play. (See rule 3s.)

3i. Sliding

Runners are required to slide or give themselves up when there is any possibility of contact with a defensive player. Failure to do so will result in an automatic out, possible ejection from the game and suspension if the umpire judges the infraction to be malicious or intentional. Head first sliding is allowed.

3j. Catch and Carry

There is no "catch and carry" rule. All foul, fly balls are playable unless they fall in an out-of-play area as designated by the umpire at the beginning of the game.

3k. Courtesy Runners

There are no courtesy runners allowed during a live at bat. If a batter/runner is injured during an at bat or while running to first and finishes at a base safely, a courtesy runner can be inserted immediately following the play. The courtesy runner must be the player who made the last out or subsequent outs if the order is batted around.

The injured player can return after 2 full innings. If an injured player would violate rule 3a above the team must forfeit. If a certified ADA player reaches base safely a courtesy runner can be provided with no penalty as mentioned above.

3l. Attire

Players must have shirts and shoes on when taking the field, batting, coaching or running the bases. No exceptions. It is a rule that your team have team shirts with numbering.

3m. Profanity

Don't use it. Umpires will enforce this rule as unsportsmanlike conduct.

3n. Grace Period

There is fifteen (15) minute grace period from the scheduled start. After the grace period, shorthanded teams will forfeit as in rule 3a.

3o. EJECTION

If a player is ejected from a game for ANY REASON that player must leave the field immediately. Upon ejecting as a player the umpire will return to home plate and summon the captain of the team with the ejected player to notify the captain that: a) the player has been ejected, b) the umpire will note the time of day and advise that captain that the ejected player has 5 minutes from that time to gather any belongings and leave the field and c) the umpire will also warn the captain that if the ejected player does not leave the field within the 5 minute time frame the game will immediately be concluded and the opposing team declared the winner.

Definition: Leaving the field means the ejected player goes at least to the parking lot. If an ejected player fails to leave the field and causes a game to be prematurely ended, that player will not be permitted to participate in the remainder of the softball season.

Any player ejected from a game will automatically be suspended from a minimum period of 2 games and suspended players names will be published on the HIGHLAND PARK Coed Softball league website.

Actions by any player deemed by a game umpire or the league to be malicious intent will be grounds for permanent suspension from the league and formal notification to the ASA. These actions include fighting, intent to injure, taunting or any other grossly unsportsmanlike conduct.

It is the policy of the HIGHLAND PARK Coed Softball League and a requirement of the Township of HIGHLAND PARK that any game interrupted by malicious actions by a player, fan(s) or players be terminated and the authorities immediately contacted. Terminated games will not be rescheduled and the offending team or teams will be given a loss on the standings.

The HIGHLAND PARK Coed Softball League is a Recreational League where participants are expected to display good sportsmanship at all times. As such there are no game appeals and no appeals process for ejections or suspensions.

3p. Mercy Rule

Teams ahead by 20 or more runs after 4 ½ innings of play (for home teams) or 5 innings of play (for visiting teams) will be awarded the win and the game will be stopped. Play is not to continue for any reason.

3q. Balls will be 44 cor, 375 lb, 12" white with red stitch ASAP stamped.

3r. Pitches Arc

Pitches must arc between 6 and 12 feet off the ground during travel toward home plate. A strike mat will be used to determine balls and strikes. Pitches less than 6 feet and greater than 12 feet in arc will be ruled illegal by the umpire while the pitch is in the air. Batters are not allowed to swing at illegal pitches and they will be counted as a ball. A strike mat must be used. Any part of the ball landing on plate or mat is a strike.

3s. Extra Innings

If, after 7 innings, the score is tied, extra innings will be used until the game is decided.

3t. Bat Rule

Only single wall aluminum, alloys steel or wood bats are allowed. Multiple wall, composites, titanium, pressurized, dual cylinder, dual hyper thin, exterior shell technology, performance shell tech, variable wall, connexion will be ruled out. Bats should have ASA 200 or ASA 2004 markings. NOTE* Single wall aluminum, aluminum alloys, steel or wood bats with a composite handle is allowed. Women have no restrictions on bat usage.

CONSEQUENCES FOR USE OF ILLEGAL BAT:

- 1st Offense- batter is out & warning issued
- 2nd Offense- batter is out & ejected (SEE EJECTION RULES). All ASA ejection rules apply.
- 3rd Offense- batter is out, ejected, banned from league play ; team forfeits game. All ASA ejection rules apply.

3u. Catchers Mask

A catcher must wear an approved baseball/softball mask which will be provided by each team. Other protection equipment is optional.

SECTION 4. ASA GENERAL AND COED RULES

4a. Intentional Walks

Intentional walks are permitted. See rule

4b. In game appeals

Appeals may be made verbally by indicating the runner and/or base being appealed.

4c. Substitution

re-entry of starters and substitutions is permitted.

4d. Double First Base

Per ASA rules, the white portion of the base is in fair territory and is used by the defense as a standard base. The yellow portion of the base is in foul territory and is to be used by the batter-runner when running through first base. (Exception- on any force out attempt from the foul side of first base or on any errant throw that pulls the first baseman into foul territory, the runner and defense man may use either bag to avoid contact with each other.)

Runners may use the white portion of the bag when rounding first base on extra base hits.

CONSEQUENCES- Batters running through first base who make contact with a fielder using only the white portion of the base will be called out for interference; any other runners will return to the base they occupied before the play began.

ASA CHANGE- 2006: Runners and defender may use either base once the batter runner has become a runner. (In other words, consider both parts of the bag to be one large base in tag-up, pick off and other situations where there is a play at first after the runner has secured the base.)

4e. Obstruction

Blocking an offensive player without possession of the balls, in ALL cases, is now defined as obstruction.

4f. Stealing/Leading off

No stealing or leading off is permitted (2004). A runner may only advance when the ball crosses the plate.

4g. Foul ball/Foul Tip

Per ASA rules, a foul tip is a batted ball that goes sharply and directly from the bat into the catcher's hand(s) or mitt/glove. CONSEQUENCES- A foul ball is defined as anything but a foul tip. The words "higher than the batter's head" are no longer part of the definition of a foul ball.