

# **Charlottesville Parks and Recreation**

## **Adult Softball Rules and Regulations**

The Adult Softball Program shall be governed by the rules in this packet. Any rule or regulation not covered will be governed by the USA Softball Rulebook and left to the discretion of Charlottesville Parks and Recreation Department.

### **TEAMS, COURT & EQUIPMENT**

#### **Section 1 Teams**

- A. Teams are made up of 10 players. A minimum of 8 players are required to start and finish a game.

#### **Section 2 Field Dimensions and Markings**

- A. Games shall be played on McIntire, Washington Park, or Darden Towe Fields. There shall be fair/foul lines on third/first base. There shall be a batter's box.

#### **Section 3 Players & Positions**

- A. A team must have a minimum of 8 players to start and continue a game. Two of these players must play the positions of pitcher and catcher. A team can add the ninth and tenth player(s) when they arrive to the game at the bottom of the batting order.
- B. Extra Players: Teams may have a total of 16 players on the line-up card. Any player on the line-up card can play in the field at any time on defense. Players that arrive late should be added to the bottom of the line-up card.
- C. Any player may play defense or offense at any time as long as they occupy a batting position in the line-up.
- D. A team is permitted to substitute players in the game. The substituted player may not play in the field at the same time as the original player. Either player, the substitute or the original player may bat in the line-up spot.

#### **Section 4 Equipment**

- A. The official ball used in tournament and league play will be supplied by Charlottesville Parks & Recreation.
- B. The ball shall be an ASA/USA Softball approved yellow optic color red stitch 52/300.
- C. Men will use the 12 in. softball and women will hit the 11 in. softball.
- D. Teams are required to retrieve balls that go out of play.
- E. All bats are furnished by Charlottesville Parks & Recreation. All male players will use wood bats and female players will use metal bats with the option of using wooden bats.
  - a. Exception: In the Men's Elite League, players are permitted to swing composite metal bats provided by Charlottesville Parks & Recreation.
- F. The following is illegal for any participant to wear:
  - a. Improper shoes (closed-toe, closed-heel: Required).
  - b. Metal cleats

#### **Section 5 The Game**

- A. The home team shall be decided by a coin-toss. The home team in the playoffs is the higher seed.
- B. Coaches are required to turn in a lineup card with first initial and last name of players to the umpire prior to the start of the game.
- C. The game shall be seven (7) innings or 60 minute time limit. There shall be no new innings started after the 55-minute time mark. The coin toss shall begin the 60 minutes.
- D. If the game is tied after seven (7) innings of the time limit, one (1) extra inning shall be played. A one-pitch format will be used for the extra inning. If the pitch is a strike, the batter is out. If the pitch is a ball, the batter will be given first base. If the pitch is fouled off, the batter is out. A runner will be placed on 2<sup>nd</sup> base to begin start each half inning. If the game is still tied after the extra

inning, the game will end in a tie. Playoff games will continue with extra innings until a winner is decided.

- E. A three-ball and two-strike rule with one courtesy foul will apply.
- F. 15 run mercy rule applies after four (4) innings
- G. 10 run mercy rule applies after five (5) innings.
- H. There is no stealing in slow-pitch softball.
- I. A game is considered complete after the end of the 5<sup>th</sup> inning. All games that are cancelled after the completion of the 5<sup>th</sup> inning will not be made up. The score at the completion of the last full inning is the final score.
- J. Postponed games from inclement weather are resumed from the last completed inning. Teams may use different lineup cards for incomplete games that are postponed.

#### **Section 6 Pitching**

- A. The pitcher shall maintain contact with the plate during the pitch.
- B. The pitch shall be a minimum of 6 feet and a maximum of 10 feet in the air.

#### **Section 7 The Batter-Runner and Runner**

- A. When the defensive player has the ball or is about to receive the ball, the base runner is responsible for contact. It is the base runners responsibility to avoid contact by going around or sliding under the defensive player. If the runner does not, they will be called out. If in the judgement of the supervisor or umpire the act is flagrant, the runner will be ejected.

#### **Section 8 Courtesy Runners**

- A. Men's/Co-Rec Teams are permitted to use one (1) courtesy runner per inning/per gender.
- B. If a courtesy runner is on base at the time they are schedule to bat, the base runner is out and the courtesy runner must return to take their at bat.
- C. Males must serve as courtesy runners for males and females will serve as courtesy runners for females. A gender non-binary – gender fluid participant may serve as a courtesy runner for either gender and vice versa.

#### **Section 9 Co-Rec Modifications**

- A. A minimum of three team members who identify as female is required for the short-sided 8/9 player rosters. A minimum of 5 team members who identify as female is required for a 10 player roster. There is no minimum for # of team members who identify as males.
  - a. A non-binary – gender fluid player can count toward either requirement. The player does not need to be identified as either gender.
- B. Teams must alternate male/female in the batting order
  - a. Gender non-binary – gender fluid participants can be inserted into any male/female batting order spot; a male or female can bat prior to or after a gender non-binary – gender fluid participant.
  - b. An out will be taken in any vacant female spots. There are no outs taken for team members who identify as gender non-binary/gender fluid. Team members who identify as female may bat in back-to-back succession.
- C. No more than 5 team members who identify as male may play in the field at any time.
- D. Co-Rec Defense
  - a. Infield (**Dirt portion of the field within fair territory**) Requirements: 2 team members who identify as females
    - i. The 'Infield' players may take 1-2 steps into the grass.
  - b. Outfield (**Grass portion within fair territory**) Requirements; 2 team members who identify as females
  - c. Pitcher/Catcher Requirements: 1 team member who identifies as female (either position)
  - d. Short-handed Defense (less than 10 players): Must have 1 female in the infield & outfield.

e. A non-binary player can count toward either male or female requirement for the infield and outfield.

E. There are no additional rules for extra players. Teams are still required to alternate as described in 9B in the batting order and will take outs if they are unable to do so with extra players.

### **Section 10 Home Runs**

A. There is a 3-run homerun limit for the Men's Elite League. After a team hits their third homerun, all subsequent homeruns will be outs.

B. There are unlimited homeruns for all other leagues.

### **Section 11 Staff**

A. All games will be supervised by 1 umpire and 1 site-supervisor.

B. Umpires are used to enforce rules and player conduct throughout the game.

### **Section 12 Eligibility**

A. There is no limit to the number of players a team may have on their roster. Rosters must be emailed to Chris Carr (carrc@charlottesville.org) once they are registered.

B. Teams may be moved up/down a league in the discretion of the Athletics Office. The Athletics Office uses prior records and players on the roster as mechanisms for making this decision.

C. Players are permitted to play for a maximum of one team per day.

D. Players cannot switch from one team to another that play on the same day unless that player or coach removes the player from the original team.

E. Players must be 16 years of age prior to participating in their first game. All players below the age of 18 must have a parent sign the waiver on their behalf.

F. Coaches are required to add players to their roster prior to participating in games. Player additions are done through email, phone, or in person in the Athletics Office and must be added by 4:00 pm the day of the game.

G. Players can be replaced up until playoffs. No roster changes will be allowed during league playoffs.

H. Rosters are not checked during the season or during playoffs. Coaches are required to protest a players' eligibility per the guidelines in Section 15.

I. Failure to follow eligibility guidelines may result in a forfeiture of affected games.

### **Section 13 Ejections & Injuries**

A. If a player becomes injured during the game, they may sub in a new player into this line-up spot.

B. If a player becomes injured, and the team does not have a sub, and the team no longer has the minimum required to play the game, the game ends in a forfeit.

C. There are no penalties or outs taken if a player becomes injured and the team is able to continue the game with the required minimum player count. Exception: if the injury causes the line-up to have males batting in succession, an out will be taken between the two male batters.

D. If a player is ejected, that player must leave the field immediately. The ejected player's team will take an out each time that player is due up in the batting order. The team shall not substitute another player in the ejected players' spot in the batting order. The maximum players that the ejected player's team can start in the field following an ejection is 9. If a second player is ejected this number goes to 8. If a third player is ejected, the game ends in a forfeit.

### **Section 14 Forfeits & Defaults**

A. Teams are required to start and end a game with a minimum of 8 players.

B. A coach or designated team representative shall turn in the line-up card five minute prior to the start time of the game. The line-up card shall be given to the site-supervisor.

C. There is a five minute grace period for 6pm games. If a team does not have the required players once the grace period is over, the game is ruled a forfeit.

### **Section 15 Protests**

A. There are two types of protests. All protests are handled on-site.

- a. *Rule Enforcement:* The coach may protest an umpire's enforcement of a rule. The protest must be stated by the coach before the ball next becomes live following the umpire's call. The protest shall be made to the umpire and decided on by the on-site supervisor. If the decision is reversed, then the correct enforcement shall be applied. If the decision stands, the protesting team shall receive an out. If a team is on defense, the out shall be applied the next time they are up to bat. Teams are not permitted to protest a rules enforcement decision after an unsuccessful protest in the same game.
- b. *Player Eligibility:* The coach may protest a player's eligibility. This must be completed by the end of the third inning or the inning after the player enters the game. If the player is in-fact ineligible, the game will end in a forfeit and that player is immediately suspended. If the player is eligible, the protesting team shall receive an out.

**Section 16 Scheduling**

- A. The Athletics' office takes scheduling preferences into account when the schedule is created. It is possible you may be scheduled outside of one of your preferences.
- B. As a general rule, the Athletics Office does not take reschedule requests for games. However, these are taken on a case-by-case basis. All requests are required to be submitted at least one week ahead of the scheduled game time.
- C. Rainout games are typically played the first available Sunday following the rainout. Game times are typically moved up one hour. IE. Games scheduled at 6pm are played at 5pm on Sunday. In some situations, game times/dates may not follow this rule. Ultimately, all rainout games are scheduled by the Athletics Office.

**Section 17 Playoffs**

- A. The top 4 teams from each league are eligible for the playoffs.
- B. Standings are determined by:
  - a. Winning Percentage
  - b. Head-to-Head Competitions
  - c. Sportsmanship Rating
  - d. Total Runs Against
  - e. Head-to-Head Point Differential
  - f. Forfeits
  - g. Coin Flip

**Section 18 Inclement Weather**

- A. The inclement weather hotline is 434-970-3593. A decision will be made to cancel by 4:00 pm. If rain occurs after 4:00 pm the decision to cancel will be made on-site.
- B. If a game cannot continue due to inclement weather, the score of the game will revert back to the score of the last completed inning. If 5 or more innings were complete at the time of the decision to cancel. The final score will be the score of the last completed inning.

**Section 19 Alcoholic Beverages**

- A. Possession and consumption of alcoholic beverages are prohibited anywhere in the vicinity of scheduled league games and on public property.

**Section 20 Z4 (Over 40)**

- A. There shall be a 40+ league. All players shall be over the age of 40 before participating in a game. The following rule adaptations are in effect:
  - a. Teams are permitted to use their own wooden bats (USA Softball approved bats).
  - b. There is a two (2) home run limit per team per game. After the second home run, any home run shall count as a single with runners advancing one base.

- c. A batter cannot be thrown out running to first base by an outfielder.
- d. It does not count as an automatic out, if a player on a team of 10 gets injured (with no replacement) and can't bat.
- e. If a team is short players, they can pick up a sub or subs (that are over 40) to reach 9 players. If one of their own players shows up late, then the sub comes out.
- f. Non-rostered subs must play catcher. If there is a second sub, they must play right field. Non-rostered subs must bat at the bottom of the line-up.  
If a team shows up with 9, they must play 9. If one of their players shows up late, he can be inserted in the line-up in the 10th batting slot from when he arrives.
- g. 12 ft. arc pitching rule

## **Section 21 Sportsmanship Ratings**

- A. A sportsmanship rating of 0-4 will be given to each team after each game. The sportsmanship rating is given by the Supervisor and the umpire. The average of the two ratings is the team's score for the game. Each game's sportsmanship rating goes toward their sportsmanship average for the season. The sportsmanship average will round to the nearest whole number (IE: 2.4=2; 2.5=3). Average sportsmanship ratings are maintained by the Athletics Office and posted weekly with game scores to the website.
- B. Teams with an average sportsmanship rating of 0-2 will not be eligible to compete in the playoffs. Due to the rounding component, a team will need to average 2.5 to be eligible for the playoffs.
- C. The following definitions are used to select a team's game sportsmanship:
  - a. 4=Excellent Sportsmanship
    - i. The coach is the only person conversing with officials about rule interpretations and calls in a respectful manner. The team fully supports every policy enforced by staff and accepts all judgments made by umpires and/or staff. The team displays a fun, positive environment. Teams that win by forfeit or default will receive a "4".
  - b. 3=Acceptable Conduct and Sportsmanship
    - i. The coach is not the only person conversing with officials about rule interpretations. The players cooperate reasonably and rationally with umpires and/or staff in a respectful manner. No vulgar language, gestures, or taunting were displayed.
  - c. 2=Conduct and Sportsmanship Need Improvement
    - i. Teams have to be warned/addressed for the following items:
      - 1. Minor language issues
      - 2. Negative comments to the umpires, staff, or other team
    - ii. Team and fans show verbal persistent dissent toward officials and/or the opposing team.
  - d. 1=Below Average Conduct and Sportsmanship
    - i. The team displays behavior which is in contradiction to the mission and purpose of the Athletics Program. Examples include but are not limited to:
      - 1. Continual displays of vulgar language and/or gestures after the opportunity for improvement.
      - 2. Team participates with an ineligible player on the roster.
      - 3. Damage done to CPRD facilities or equipment
      - 4. Any team which has a player ejected for an unsporting behavior will not receive greater than a 1 rating.
  - e. 0=Poor Conduct and Sportsmanship
    - i. The team and/or spectators conduct themselves in an unsafe and counterproductive behavior which could put themselves, other participants or Athletics staff in dangerous positions. Examples include but are not limited to:

1. Any game which had to be ended by Athletics staff due to non-compliance of team to rules and/or policies or conduct of team members or potential safety concerns caused by the participants
2. Any threatening behavior (verbal and/or non-verbal) to any staff, participant, or spectator, which occurred before, during, or after the contest.

## **Section 22     Player Conduct**

The purpose of City of Charlottesville adult sports leagues is to provide residents and non-residents the opportunity to participate in a safe and enjoyable environment. We recognize that competition is inherent in all sports but believe sportsmanship and fair play are of primary value in recreation sports. Therefore, the following Code of Conduct has been developed. Unless otherwise stated, this code of conduct applies to participants, coaches, and spectators at the facility including outside the playing field. Under the Code of Conduct, coaches or team representatives are required to be responsible for the conduct of their players during the game.

### **Section I.**

- A.) No participant, Team Manager or Spectator Shall: Verbally argue or visually demonstrate, in a disrespectful manner, disagreement with an umpire or league official's decision. Includes slamming/deliberately throwing the bat
- B.) No participant, Team Manager or Spectator Shall: Use rough or aggressive playing tactics
- C.) No participant, Team Manager or Spectator Shall: Use profane language at any time
- D.) No participant, Team Manager or Spectator Shall: Harass, heckle, insult, jeer or use verbal tactics to embarrass or insult a league official, employee or other participant at any time before, during or after a game. This includes prolonging the game intentionally
- E.) No Team shall: Use an ineligible player
- F.) Other non-violent acts deemed detrimental to the game

### **Penalties for Section I Violations**

1. Automatic one week suspension will be imposed for each individual violation of Section I.
2. Penalty is doubled when it is the second Conduct Code violation in a one year period
3. A third violation will result in suspension for the rest of the season.

### **Section II**

- A) No participant, Team Manager or Spectator Shall: Use profane, obscene or vulgar language or gestures **directed towards** participants, spectators, umpires or league officials in any manner at any time
- B) No participant, Team Manager or Spectator Shall: Be intoxicated- before, during, or after a game

### **Penalties for Section II Violations**

1. Automatic two weeks suspension will be imposed for each violation
2. Participant, Team Manager or Spectator will be suspended for one (1) year for second violation

### **Section III**

- A. No participant, Team Manager or Spectator Shall: Cause or intend to cause physical contact with an official or player or staff member at any time (e.g. tripping, striking of any sort, kicking, pushing, shoving or any other form of physical contact)
- B. No participant, Team Manager or Spectator Shall: Express malicious Verbal threats or use racial or sexually discriminatory comments directed at any player, spectator or umpire, or league official or words that could lead to physical violence

### **Penalties for Section III Violations:**

1. Automatic 6 week suspension and depending on the severity one (1) year or more

2. If a second violation occurs, that individual will be banned from participating or coaching in the Charlottesville Adult Softball League.

**General rules regarding ejections/suspensions:**

- A.) The umpire and/or field monitor have the authority to remove a player, coach or spectator from a game and/or forfeit the game due to unsportsmanlike conduct
- B.) Players, coaches, and spectators are subject to ejection before, during or after a game for unsportsmanlike conduct. If an incident pertaining to the sport occurs on City Park property, action will be taken accordingly.
- C.) If a player, coach, or spectator is ejected from a game, that person must vacate the premises immediately.
- D.) If an individual is suspended, they will be ineligible to play or participate on ANY team for the duration of the suspension.
- E.) Individuals that have been issued a suspension will not be permitted at the game facility during this suspension. In the event said individual deviates from this ruling, it will constitute a forfeit and the opposing team will receive credit for a win.
- F.) **Any player, coach, or manager ejected from a game must meet with the Athletic Manager prior to playing any further games**
- G.) If a player or coach is ejected from their last regular season or playoff game, the suspension will carry over to next season.
- H.) Charlottesville Parks and Recreation reserves the right to amend and deliver any suspension and punishment that it deems necessary.
- I.) **Any and all punishments handed out by the City of Charlottesville Parks and Recreation dept. are final with no subject for an appeal**