

RULES FOR ADULT SOFTBALL LEAGUES

(414) 773-2900; Fax – (414) 773-2920; Website – www.tosarec.com

Section 1 Team/Player Registration

1. Only players who are signed and on your roster are eligible to play.
2. Players can play on multiple teams as long as the teams are not in the same league.
3. Managers are held responsible for playing only registered players. Playing players that are not registered will result in the forfeiture of game(s) in which the player played.
4. New players may be added to a team's roster through the 4th game of the season.

Section 2 Playing Rules

1. The 2020 Official Rules of Softball which are published and distributed by the Amateur Softball Association of America (ASA) will be used for all leagues.
2. An attempt has been made to adhere to the ASA rules as stipulated in the official rulebook, thereby reducing the number of local “adaptations” to the official rules. For the most part the changes are subtle, and should not be a cause of concern to managers or players.
3. Co – Rec Clarifications:
 - 3.1 No extra bases will be awarded to the male player that is walked. Each player that is walked will be awarded 1st regardless of gender or number of outs.
 - 3.2 In the case of teams using an extra batter, that player must initially be female or the team must maintain a male / female batting order.
 - 3.2.1 No out will be taken if the last batter in the order is female and the first batter on the top of the order is female.
 - 3.2.2 The spirit of the rule is to allow everyone that shows up a chance to bat. This, at times, will lead to a male / male batting order. In this case, an out will be counted in the place of the female batter.
 - 3.3 Courtesy Runner will be last person of same gender that is out. If player “A” asks for a courtesy runner at any point during the game, they must continue to utilize that runner for the remainder of the game.
4. Batter's Box - The batter is required to begin the at bat with their back foot no further back than parallel to the back of the mat.
5. Sliding - The runner is not required to have to slide ever going into any base. However, the runner cannot intentionally initiate contact in any way while trying to occupy a base. The catcher cannot block the plate when there is no play at home or without the ball. With the ball, yes they can block the plate.

Section 3 Pitching/Balls/strikes

1. The ball must be delivered with an arc that passes above the head of the batter's normal height. The maximum height of the arc is unlimited.
2. 2 called strikes or one swinging strike or foul ball shall be an out. Women playing in the coed league will receive 2 swinging strikes or foul balls.
3. 3 called balls constitute a walk.
4. Coed games-prior to the pitch, outfielders must take a position at least 30 feet from the edge of the infield until after the batter swings at the ball. Penalty-called ball at the batters discretion.
5. Mat-strikes – the ball must hit the mat or plate to be called a strike.

Section 4 Equipment

1. For all league games, the league is responsible for providing a minimum of 1 new ball per game.
2. Uniforms are optional, but recommended.
3. Catcher's masks are optional. Teams are responsible for providing their own masks.
4. Coed leagues-men are required to use the 29-inch bats provided by the Rec. Dept.
5. Metal spikes are not permitted.
6. We will utilize the banned bat list developed by ASA in its entirety. The ASA list incorporates both an approved bat list and a non-approved bat list that will dictate what will be allowed for play. You may access this list by visiting their website at www.softball.org and checking their certified equipment page. Umpires will have this information. If you have questions please give me a call or email.
7. All bats must pass a compression test based on the ASA standards and have a valid "Wauwatosa Recreation Department" sticker to be approved for play.

Section 5 Lineups, Home-Team, Grace Periods, Length of Games, and Ties

1. A lineup will consist of up to 11 players, if using an EH (extra hitter). A minimum of 8 players is required to begin the game. The re-entry rule will be used. Coed teams will use a continuous batting order, alternating male-female. The number of males in the lineup cannot exceed the number of female players.

For coed league games, a team may borrow players from their opponent to avoid forfeit. If borrowing from your opponent is not possible, you may use a registered player from another team. In this case, the game will be played with an umpire; however, the score will be recorded as a forfeit, 7-0.

A courtesy runner may be used in all leagues once the batter/runner reaches first base. The courtesy runner is to be the individual that made the last out. In the coed league, it is the last out of the same gender. The umpire must be notified before the substitution is made. The intent of this rule is to allow for participation by players that would otherwise not be capable of playing, not to gain a competitive advantage by substituting a faster runner. **Umpires will not allow the courtesy runner if the intent is clearly to gain a competitive advantage.**

Note to umpires: We want to prevent teams from using the runner rule to get a competitive advantage. If a player is hurt, give the batter a runner. If the player asks for a runner the whole game because he says he is hurt, give him a runner. If a player did not use a runner and then tries to get one in the last inning with the game on the line, do not give him a runner. Always consider the best interest of the player and error on the side of caution with regard to injuries.

2. Games that are not considered "regulation" by ASA rule will be re-played in their entirety.
3. The 2nd team listed is the home team and should occupy the 1st base side.
4. Managers will be given lineup sheets that are to be filled out prior to the start of the game and given to the umpire.
5. If questions concerning the identity of a player arise, that player will be asked to provide a driver's license. If they do not have their license, they will be asked to sign the lineup sheet so that the signature can be compared to the one on file at the Recreation Department.
6. A 5-minute grace period from the scheduled starting time of the game will be allowed if a team does not have the minimum number of players, (8), to start the game. Any time that is used from the grace period is deducted from the 55 minutes allowed for the game.

7. A 55-minute time limit will be used for all games. No new innings will begin after 55 minutes have elapsed. **Games that are tied at the conclusion of 7 innings will continue for 1 additional inning if the 55-minute time limit has not elapsed.** To avoid misunderstandings, managers should verify the start time of the game with the umpire.
8. Runs ahead rule – If a team is ahead by 12 runs after 5 complete innings and/or 10 runs after 6 complete innings the game will be considered complete.
9. Ties will be recorded in the standings as ½ win, ½ loss.

Section 6 Inappropriate Conduct/Ejections/Suspensions

1. The Director of Recreation will review all reports of inappropriate behavior by players and managers. Player suspensions of 1 or more games are the likely penalty for inappropriate behavior resulting in a player being removed from a game. Serious cases, especially those in which the safety of players or the umpire are involved, will be reported to Southeast Park and Recreation Council (SEPRC) member departments. Offending players will lose the right to participate in leagues sponsored by SEPRC member departments.
2. Alcoholic beverages are strictly prohibited at Hart Park by city ordinance and at Whitman are prohibited by School District policy.

Section 7 Ground Rules

1. *Whitman North Field*
 - Any ball bouncing over the outfield fence will be a ground-rule double.
 - A ball rolling under the fence in either right or left is a ground-rule double.
 - Over the fence on a fly is a homerun.
 - Looking out towards left field-
 - The left side is the fence. If the play goes into the wooden box area, it is dead. The fence is in play and if the ball is thrown past the fence, it is dead.
 - On the right side, it is the backstop line extended.
2. *Whitman South Field*
 - Any ball bouncing over the outfield fence will be a ground-rule double.
 - A ball rolling under the fence in either right or left is a ground-rule double.
 - Over the fence on a fly is a homerun.
 - Looking out towards right field-
 - The right side is the fence. If the play goes into the wooden box area, it is dead. The fence is in play and if the ball is thrown past the fence, it is dead.
 - On the left side, it is the backstop line extended.
3. *Hart Park*
 - The light poles on the 1st and 3rd base sides will be used to indicate the dead ball areas.
 - Anything beyond the pole in left field will enable runners to advance as many bases as they can get.
 - Out of play is the fence in front of the team bench extended to the beginning of the hill and it then follows the hill to the left field fence.
 - A throw going on or across the sidewalk in right field will be considered a dead ball.
 - A ball bouncing over or rolling under the outfield fence in left field will be considered a ground rule double.
 - Over the fence on a fly is a homerun.
 - If the gate is open in left center and the ball goes beyond the fence, it will be considered live and still in play.

Section 8 Cancelled Games/Standings

1. The Recreation Department will cancel games up to 5:00 p.m. For changes or cancellations, managers may call (414) 773-2950 to hear the recorded message of cancelation.

2. After 5:00 p.m. if games have not been canceled, teams should show up for the game. If conditions worsen, the umpire will decide if games can be played. Once games are called for the evening, later games will not be played.
3. Regular season games will be resumed from the point they were left off per ASA rule 5 section 3 point D.
4. As a general rule, games will be re-scheduled through mid-August. After this point only games having a bearing on 1st or 2nd place will be played.
5. Ties will be broken using the following rules:
 - Head to head competition
 - Score difference in head to head competition
 - Record vs. the 1st place team, 2nd place, etc. until the tie is broken

Sbrule20 (reviewed: Jan 2020)