

ADULT SLOW-PITCH SOFTBALL RULES

COACHES/MANAGERS

Please read the following rule revisions/points of emphasis

- ◆ **ALL** teams will hit Softballs (.52 core, 300 lbs. compression, yellow optic, ASA stamped). **Softballs will be provided on site by the umpires.**
- ◆ **On a homerun that clears the fence, the player that hit the homerun and any players on base may head directly to the bench. They will no longer need to advance and touch the next base.**
- ◆ If a game goes into the 8th inning or beyond, the last out of the previous inning will start on 2nd base.
- ◆ Any form of altering, manufacturing, or changing in any way of the approved bat or bat sticker will result in the bat in question being confiscated (given back at later date), and the player who owns the bat or if no ownership is provided, all members of the team will be automatically ejected and may be subjected to a maximum 3 year suspension from all Cou-lee Region Teams/Tournaments.
- ◆ The Casual Profanity Rule is still in effect.
- ◆ Team Sportsmanship Ratings will occur after each game.
- ◆ Umpires/League Officials at any time may ask players to show proof on identification to verify themselves as a legal player.
- ◆ All City of La Crosse bats must follow the ASA unapproved bat list.
- ◆ **All fast pitch bats are not allowed.**
- ◆ Players can only play for 1 team each night in women's, men's, or co-rec. Ex: A player can play in a co-rec and a men's team the same night, but not on 2 men's teams or 2 co-rec teams. Violation of this rule will result in forfeiture.
- ◆ **Men's Closed Industrial: Players on the roster must be on the payroll of the sponsoring organization at the time in which they are playing. If an employee is on a layoff status and subject to recall, the individual is eligible to play.**

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A WORD ON SPORTSMANSHIP

We know that most participants in Parks and Recreation programs are responsible adults, partaking in the true spirit of competition. However, occasionally, someone will lose composure because of a lost game or a bad call. So remember, these sports opportunities are here for everyone and we encourage families to come out to enjoy and cheer from the sidelines. To our athletes and weekend warriors, have a good time, play hard, and keep things in perspective.

STAFF PHONE NUMBERS

Parks & Recreation Main Office	608-789-7533
Adult Sports Hotline	608-791-0724
Jared Flick – Deputy Director Recreation	608-789-7597
Kevin Carroll - Adult Softball Coordinator	608-789-7533
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: For the unapproved bat list, go to :
; www.cityoflacrosse.org and click on Parks & :
; Recreation link. :
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Section I. GAME POLICIES

A. PLAYER/TEAM ELIGIBILITY

1. All participants/players must be at least 18 years of age or a high school graduate.
2. Only male players may play in any men's league, and only female players may play in any women's league.
3. Players suspended for any reason will not be eligible to play and may be subject for review prior to any reinstatement.
4. Team entry fees must be paid at the time of registration.
5. Legal team roster limits:
 - a. Open Leagues - 25
 - b. All Closed - Unlimited
6. Roster deadline for changes/additions: July 1st.
Deadline date applies for all leagues with the exception of closed (Refer to league Modification Section).
7. Changing teams (player wishing to move from one team to another): Refer to specific league modification section.
10. Participants must assume full responsibility for injuries incurred while taking part in the activity. No accident insurance is provided through the City of La Crosse, however it is provided through A.S.A.
11. Teams using any illegal players will forfeit any games played with illegal players and will lose tournament eligibility.
12. In a collaborative effort to uphold sportsmanship/fair play in the Coulee Region, the cities of La Crosse, Onalaska, Sparta, and the Village of Holmen have agreed that players suspended for severe inappropriate behavior (i.e. fighting, language, conduct) will not be allowed to participate in any Coulee Region League play until their suspension is fulfilled.

C. GAME TIME

1. If a team is not ready to play at game time it will forfeit the game. Exceptions include:
 - a. Weather/field conditions delay the start
 - b. Game official arrives late
 - c. Previous game has delayed the schedule
2. All games have a one hour time limit.
3. Games are scheduled for 7 innings of play (or one hour time limit).
4. Tied games will be played out until a winner is decided (time limit waived). If a game goes into the 9th inning, teams will start with a runner on second base. The runner is the last out of the previous inning.
5. Teams must arrive at least 15 minutes prior to the start of their scheduled game.
6. Game time will begin when the first batter of the game enters the box or if the umpire is ready for play.
7. Game time includes any delays caused by injury, rain, etc.
8. After the completion of a game (last out), the next scheduled contest will begin in 5 minutes or at the next scheduled game time.
9. Teams are required to hustle on and off the field between innings conserve time. It is important that team managers consistently encourage their players to hustle.
10. In all league play, the game will be called by the 20, 15, 10 run rule.
11. An official game consists of 4½ or 5 completed innings of play (depending upon lead/home team). Games called prior to the indicated required innings will be cancelled and no records kept. (This includes rainouts).

D. FORFEITS

1. Teams not meeting the required minimum number of 8 players to start a game at the time the umpire announces game time, will forfeit the scheduled contest. If both teams lack required numbers, a double forfeit will be declared. A forfeit is posted as a defeat in league standings.
2. Teams which forfeit 2 games over the course of the season will be dropped from the league and will lose team/league status for the next season.
3. Umpires will not work any practice games. Players may practice up to 15 minutes prior to the next scheduled game.

E. CANCELLATIONS

1. Information regarding rain-outs/cancellations can be obtained by calling the Adult Sports Hotline at 791-0724.
2. Poor conditions which develop after 5:00 PM, will be judged on a hourly basis. Umpires make final decision on play sites if conditions are in question.
3. When in doubt about play status, report to the schedules site.
4. Games will be cancelled or suspended if one or more of the following conditions exist:
 - a. Steady/hard rain, which leads to unplayable or unsafe conditions
 - b. Lightning in the area
 - c. High/dangerous winds associated with severe weather
 - d. Severe weather warning is issued
 - e. Any other conditions in which program officials deem unsafe and/or dangerous
 - f. Changes in field schedules

F. PLAYER CONDUCT

1. Any individual who physically attacks or attempts to strike a game official will be suspended from all programs for 3 to 5 years.
2. Flagrant play is subject to suspension.
3. Any team or player which disrupts the game through deliberate actions deemed inappropriate for adult play (game delays, pranks, lack of hustle, etc.) will be subject to a 1-3 game suspension. Game officials will make decisions deemed necessary to maintain the integrity of the program.
4. Team sponsors will be notified about conduct deemed inappropriate for adult recreational play.
5. Team Sportsmanship Rating - all teams will be rated at the completion of each game.

G. LANGUAGE

1. Umpires have discretion to immediately eject participants for derogatory remarks, profanity, obscene gestures, threats, or physical force toward any game official, park employee, department official, other players, or spectators. There is a zero tolerance for profanity.
2. If ejected parties do not leave the site, the game will be stopped and officially ruled a forfeit. If both teams create problems, the contest will be declared a double forfeit.
3. Individuals ejected from a game will be suspended from the next scheduled league or playoff game (cancellations do not apply as a penalty date).
4. Continued problems will lead to a 1 year suspension from all program participation.
5. Casual Profanity Rule pertains to expletives not directed at anyone in particular, but at oneself. This type of profanity is penalized by outs being declared against the offending offensive or defensive team. The outs will be applied on a delayed, dead ball situation. Profanity directed at others, especially umpires, will still result in ejection. The Casual Profanity Rule provides a lesser penalty for the gray area between accepted conduct and situations where the offender must be ejected. Umpires, in a pre-game conference, may warn both managers about the Casual Profanity Rule. Failure to do so does not prevent the penalty from being enforced. Result: On offense, the person uttering the profanity will be called out along with the next scheduled batter also being called out. If the profanity is said while on defense, that teams next scheduled lead off batter will be called out.

H. ALCOHOLIC BEVERAGES

1. No drinking of alcoholic beverages will be allowed by players during the game in any part of the play area (benches, bleachers, parking lot, etc.).
2. This also applies to team managers, coaches, or any other persons associated with team play.
3. Violation of this rule will result in immediate ejection from the game, and suspension from the next scheduled contest (cancellations do not apply as a suspension date). Continued violations will lead to a one-year suspension from all programs.

I. STANDINGS

1. First place is determined by total number of losses.
2. Final standings determine if teams move to a higher or lower division ranking for the next season.
3. Up to date league standings are posted at **www.cityoflacrosse.org**.

A. PREGAME LINEUPS

1. Teams must report at least 15 minutes before their scheduled game.
2. Managers must fill out their lineup on the Official Scorecard provided by the umpire 15 minutes prior to the scheduled game. Lineup cards will be located behind the home plate fence. First and last names of players must be printed.
3. Teams must report use of an extra, 11th player prior to the start of the game.
4. Roster batting may be used in both co—rec, women's, and men's leagues.
5. Umpires/league officials may ask players to show proof of identification to verify themselves as legal players.

B. STARTING A GAME

1. Teams may use a maximum of 10 players or a minimum of 8 players in the field.
2. Teams which do not meet minimum player requirements to start a game will forfeit.
3. If a player cannot continue because of an injury or emergency circumstances and/or a substitute is not available to take his/her batting position, that position in the batting order will be erased. That player will be unable to reenter the game.
4. Teams starting with 8 or 9 players may add players arriving late to games into the lineup in the last position of the batting order at any time during the game.

C. GAME BALLS/BATS

1. Official size ball for men in all leagues will be 12". Official size ball for women in women's leagues will be 11".
2. All balls must be ASA approved (.52 core, 300 lbs. compression, yellow optic, ASA stamped).
3. Game umpires will determine use/playability of presented game balls.
4. Teams hitting over the fence homeruns must immediately supply the next game ball.
5. Any form of altering an approved bat will result in the bat in question being confiscated (returned at later date), and the player who owns the bat (if no ownership is provided, all members of the team) will be ejected and will be subject to a 3 year suspension from all Coulee Region Teams/Tournaments.

D. THROWING BATS

1. With the safety of all individuals involved, the following rules are in effect.
 - a. Throwing of a bat will be ruled an automatic out.
 - b. Intentional throwing of bat will be ruled an ejection. No protests will be allowed.

E. BALLS & STRIKES

1. Three balls and two strikes count will be utilized.
 - a. Three balls is a walk.
 - b. Two strikes is a strikeout.
2. A foul ball on the 2nd strike will be called out.
3. A rubber mat, placed 24" behind the plate (from point of apex), will be utilized to designate strikes.
4. A legal pitch, which touches any part of the plate or mat, will be called a strike.
5. If the catcher touches a pitched ball, prior to it striking the ground, the pitch will be called a ball.
6. Foul Balls
 - a. On the 1st foul ball, runners may tag and advance (if putout is made).
 - b. On the 2nd foul ball, the batter will be declared out, and the ball is dead (no runners may advance)
7. Foul Tips: If the defensive team legally catches a foul ball or foul tip, regardless of height, when the batter has a count of zero strikes, the batter is out.
8. Illegal pitches will be called a ball to the batter unless the batter attempts to hit the ball.

F. PLAYER APPAREL

1. No metal cleat shoes are allowed. Only plastic, rubber, or soft sole shoes are permitted.
2. Shoes and shirts must be worn during game play.
3. Any jewelry deemed dangerous by the umpire will not be allowed.
4. Players must properly pad any braces or supports used.

G. PITCHING ARC/ILLEGAL PITCH

1. All city league play will adhere to the ASA book rule concerning minimum and maximum arc requirements on pitched balls. The ASA rule states: "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 maximum height of 12 feet from the ground."
2. Pitched balls judged not to meet minimum or maximum arc limits will be declared an illegal pitch.
3. Illegal pitches:
 - a. Pitched ball does not meet legal arc requirements.
 - b. Pitched ball not delivered in an underhand motion.
 - c. Pitch is delivered with excessive speed.
4. An illegal pitch call only protects the batter from a called strike. An illegal pitch will be called a ball unless the batter attempts (legally swings) to hit the called illegal pitch. In this instance, play is live and the illegal pitch waived. If the batter makes contact with the ball, the play is live.
5. An illegal pitch call is a judgment decision of the umpire. No protests or appeals.

H. PITCHING RUBBER/BASES

1. ASA rule - The pitcher shall take a position with both feet firmly on the ground and with at least one foot in contact with the pitching rubber.
2. The pivot foot must remain in contact with the pitching rubber throughout the delivery or the pitch will be declared illegal.
3. Double first base: When using the double first base, the following rules will be enforced:
 - a. A batted ball hitting any part of the white portion is declared fair, a batted ball hitting the colored portion is declared foul.
 - b. The defense must use the white portion, and the batter must use the colored portion. When no putout is made at first base, the batter may touch the white or colored portion. If the batter returns to first base, the runner must return to the white portion.
 - c. The batter is out when there is a play being made at first base and the batter touches only the white portion, providing the defense appeals prior to the batter returning to first base.
 - d. On any force out attempt from the foul side of the base, the defense and the batter can use either the white or colored portion. Note: This includes overthrows.
 - e. When tagging up on a fly ball, the white portion must be used.

I. OBSTRUCTION

1. Definition: A fielder who impedes the progress of a batter/runner who is legally running bases when said fielder is not:
 - a. In possession of the ball
 - b. In the act of fielding a batted ball
 - c. About to receive a thrown ball
2. When obstruction occurs, the umpire will signal delayed dead ball, and will allow play to come to a live, natural conclusion. At the conclusion of play, the umpire will assess the play and judge if the base runner(s) have safely reached the bases they would have normally reached. If the umpire feels the runner has, the obstruction will be waived. If not, the umpire will signal dead ball, and award the appropriate base advancements.
3. Obstruction will not be called if base runner(s) intentionally come into contact with fielders.

J. INTERFERENCE

1. Definition: The act of any offensive team member, coach, or spectator which impedes, hinders, or confuses a defensive player attempting to execute a play. Defensive players must be given the opportunity to field the ball anywhere on the playing field.
2. When interference occurs, the ball is dead, someone must be called out, and all base runners return to the last base touched at the time of the interference.
3. Individuals in all areas of play, including the batter's box and coach's and on-deck areas, must try to move to allow a defensive player to field the ball.

K. APPEAL PLAY

1. Definition: A play which the umpire cannot decide on until requested by manager, coach, or player. The appeal must be made before the next legal or illegal pitch, or before the defensive team exits the field (third out situations on-ly). The defensive team has exited the field when the pitcher and all infielders have clearly left their normal fielding positions and have exited fair territory
2. Types of appeals:
 - a. Missing a base
 - b. Leaving a base early
 - c. Batting out of order
3. An appeal can be made during a live play by touching the base missed or left too soon, or by tagging the runner committing the violation if the base runner is still on the playing field. The umpire will then determine the outcome of the play.
4. Runners may advance during a "live" ball appeal.
5. A dead ball appeal can be made once time out has been granted. Any infielder, can make a verbal appeal on a runner missing a base or leaving a base too soon on a fly ball. The umpire will then determine the outcome of the play.
6. Runners cannot advance during a dead ball appeal.
7. Batting out of order:
 - a. The defensive team may appeal while the batter is at the plate.
 - b. The offensive team may correct a wrong batter at the plate with no penalty.
 - c. Once a batter has completed their at bat and before the next pitch, an appeal may be made by the defensive team. Penalty: Proper batter will be declared out.

L. BATTER'S BOX

1. Batter's boxes are not generally marked for league play; therefore, proper judgment must be used by the umpire, and the benefit of the doubt will go to the batter.
2. If one or both feet of the batter are clearly outside a reasonable batter's box area (not touching lines, if provided) and contact is made with the ball, the batter will be declared out.
3. A batter touching home plate or the mat with their foot, while making contact with the ball, will be declared out regard-less if the batted ball is fair or foul.

M. BASE RUNNING

1. Base runners may legally advance on a tag up fly ball or pop-up situation once the fielder has made contact with the batted ball (does not have to be caught).
2. Runners may tag/advance on a caught first foul or hit ball. On a dropped foul ball, the ball is dead and a strike is given to the batter.
3. Runners may not advance on a caught second foul. The ball is dead, and the batter is declared out.
4. Base runners cannot leave their base until the batter hits the ball.

N. INFIELD FLY

1. Definition: A fair fly ball (not line drives) which can be caught with ordinary effort by an infielder only when 1st and 2nd or 1st, 2nd, and 3rd bases are occupied, before two outs are recorded. Any outfielder who positions themselves in the infield on the play shall be considered an infielder.
2. When it is apparent a ball will be an infield fly, the umpire will call an infield fly and the batter is out.
3. The ball is live, and runners may advance at their own risk.
4. An infield fly only applies to balls batted in fair territory.

O. CHOPPING/BUNTING

1. Definition: A bunt is a tapped ball, not swung at, but intentionally met with the bat and tapped slowly within the infield. A chopped ball occurs when the batter strikes the ball in a downward motion so that the ball bounces off the ground and high into the air.
2. Batter called for bunting or chopping the ball, will be declared out, and base runners must return to their original base.

P. COURTESY RUNNER

1. A courtesy runner will only be allowed at 1st base, unless there is an injury.
2. The courtesy runner must be the person who made last out of the current inning or, if no outs have been recorded, the last out from the previous inning.
3. The opposing team manager has the right to refuse to allow a courtesy runner.
4. Co-rec Leagues: Last female out, if a female out has not been made, the opposing manager may choose the runner

Q. SLIDING

1. A base runner may not intentionally or flagrantly come into contact with a fielder.
2. Base runners cannot attempt to jar the ball loose or prevent the ball from being fielded. Base runners must slide directly to the base which they are advancing or avoid contact beyond incidental by advancing around (and remain within the baselines) a fielder attempting to make a put-out.
3. Plays at home plate do not require a base runner to slide.
4. Roll slides are not allowed at any base or home plate. The runner will be called out if deemed flagrant, and will be called for obstruction.
5. Base runners cannot jump, hurdle, or leap to avoid an attempted putout at any base or home plate. The base runner will be called out if they attempt to avoid a putout.

R. AWARDS

1. If ball is thrown into out of play area, two bases will be awarded to the base runner. Awarded bases are determined by the position of the base runner when the ball left the fielder's possession.
2. If a fielder loses possession of the ball, such as an attempted tag, and the ball rolls into out of play area, runners will be awarded one base from the last base touched at the time the ball went out of play.
3. A fair batted ball that rolls over, under, or through a fence is a dead ball and all base runners are awarded two bases.

S. SUBSTITUTIONS

1. A player who starts a game may leave the game and reenter in the same position they occupied in the batting order.
2. A player who does not start a game may enter, then leave, and reenter as long as the reentry is in the same position in the batting order.
3. If a player has been removed from the game twice, and a player on the field becomes injured and is unable to continue in the game, the twice removed player may reenter the game for the third time and complete play, provided that there are no eligible substitutes on the bench. This extra substitution must be approved by the opposing manager.

T. EXTRA PLAYER

1. In all leagues, except co-rec, the manager has two options:
 - a. Use 10 players in the batting order
 - b. Use an extra player (EP) must be declared before the game. Cannot be added after game starts.
 - (1) All 11 players must bat and any 10 can play defense. Defensive positions can be changed, but the batting order must remain the same.
 - (2) The EP may be substituted for at any time and reenter only once, provided players occupy the same batting positions whenever in the line-up.
 - (3) If the EP cannot continue because of injury or emergency circumstances and a substitute is not available to take their batting position, that position in the batting order will be erased with next scheduled batter due up to bat. That player will be ineligible to reenter the game. No outs will be recorded in the erased spot.
 - (4) Once this erased position goes through a complete batting order that spot cannot be filled with another player and will revert to the standard use of 10 players.
2. Designated hitter is not available in any league play.

U. HOME RUN LIMIT

1. In all leagues, any ball hit over the fence by a team in excess of 7 home runs will be ruled as an out to the batter.
2. Any fair fly ball touched by a defensive player which then goes over the fence in fair territory, will be declared a four base award and will not be counted in the total of over the fence home runs.

Section III. LEAGUE MODIFICATIONS

B. MAKE UP GAMES

1. Due to the lack of available play sites and times for open league, no games will be rescheduled unless three or more full nights of play have been cancelled.
2. The first full day of cancelled games will be made up the week after the end of the regular season.
3. Cancelled make up games will not be rescheduled.
4. Entry fees are adjusted to accommodate up to two days of cancelled games.

D. CO-RECREATION

1. Additional legal players may be inserted at any time during the course of the game.
2. Two men cannot bat in consecutive order in the lineup.
- ~~3. If ten players, (5 men and 5 women), teams must have 2 men in the outfield and 2 men in the infield and a man as either the pitcher or catcher.~~
- ~~4. At any time, teams must have at least 3 men on the field at the following positions:
 - ~~a. One in the outfield.~~
 - ~~b. One in the infield.~~
 - ~~c. One at either pitcher or catcher.~~~~
5. If a woman in the batting order is unable to bat, that position in the order will be recorded as an out.
6. Walk rule: The ball is dead. Any walk to a male batter will result in a two-base award. With two outs, a female batter has the option to walk or bat.
7. A courtesy runner: will only be allowed at 1st base unless there is an injury. Upon opposing managers agreement, the last woman to make an out may replace a base runner. If there has been no woman putout, the opposing manager may pick a runner of their choice.
8. Teams may utilize only one of the following batting order options for the entirety of the game:
 - a. Standard 10 player order.
 - c. Roster batting (only with 12 or more players present) - All players may be placed in the batting order (only 10 in the field).

1. The total ratio of men may not exceed the number of women.
2. For all players a 12" ball will be used.