



TEAM SPORTS PROGRAMS

Ann Arbor Public Schools | 1515 S. Seventh St. Ann Arbor MI 48103 | (734) 994-2300
AFTER-HOURS AREA SUPERVISOR | (734) 368-7418

Seth Dodson, Manager · ext. 53225

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MEN'S & WOMEN'S SLOW PITCH SUMMER SOFTBALL LEAGUE RULES

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ADMINISTRATIVE RULES AND REGULATIONS

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League rule changes are boxed for your convenience.

- All league rules are listed by section in alphabetical order.
- During league play and playoffs, current USA Softball Rules will be enforced except where modified by the Rec & Ed Men's & Women's Summer Softball League Rules.
- Note: VMP = Veterans Memorial Park.

PLAYING RULES

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ADMINISTRATIVE RULES

1. ADMINISTRATIVE FACTS & DATES TO REMEMBER

All rosters player contracts and fees must be turned in by **the Thursday prior to opening day**, to avoid late fees. These can be turned in at Rec & Ed (Community Education and Recreation), 1515 S. Seventh Street, between 8:00 A.M. and 4:30 P.M. Contracts, rosters, and fees turned in after this deadline will be charged a \$2.00 late fee. Late fees are due at the time of payment.

NOTE: *PLAYER CONTRACTS AND FEES WILL NOT BE ACCEPTED AT THE FIELDS.*

2. DRINKING ALCOHOLIC BEVERAGES & USE OF CONTROLLED SUBSTANCES

- A. Any player who consumes alcoholic beverages or uses controlled substances on the playing field or in the park during the game is subject to ejection from the game and suspension by Rec & Ed.
- B. Spectators, players, and team personnel may not consume alcoholic beverages on school property, City of Ann Arbor Parks or at facilities owned by the University of Michigan.
- C. City of Ann Arbor Parks rangers will issue citations for unlawful actions.

3. ELIGIBILITY REQUIREMENTS

- A. Upon verification of an eligibility protest by an opposing team or Rec & Ed staff member, the offending team forfeits the game in which an ineligible player participated. Any use of an ineligible player will also result in suspension of the offending player and team manager.
- B. Ineligible players include:
 - 1. Any player who pays an inappropriate fee.
 - 2. Any player who plays under an assumed name.
 - 3. Any player who plays on more than one team on the same night.
 - 4. Any player who participates before his or her player's contract and fees are turned in to Rec & Ed.
 - 5. Any player who participates before he or she is sixteen years old, or who plays on a high school team, without written approval of the Team Sports Coordinator.
 - 6. Any player who is under eighteen years old and plays without parental permission signed on the player's contract.
 - 7. Any Senior player that is not 50 years old as of December 31 of the current year, with the exception of two players between the ages of 45 & 49.
- C. Rec & Ed reserves the right to periodically check team rosters during league play.

Note: Site supervisors will check rosters for all tournament and playoff games. Before tournament and playoff participation, players must present a picture ID to league officials. Any exceptions will be at the discretion of the tournament director.
- D. Protests will be accepted on eligibility. When a team lodges a protest of eligibility the following guidelines will be followed:
 - 1. The protest of eligibility must be made during the game (before the last out).
 - 2. Each manager will be issued a copy of his/her team's roster that has been stamped by the Rec & Ed office.
 - 3. The team in question must produce an officials team roster and relevant player picture ID to prove eligibility. If a roster and player ID cannot be produced, the game must still be completed.
 - 4. The team in question has forty-eight hours to appeal the protest either in writing or in person at Rec & Ed and submit a \$15.00 appeal fee. If Rec & Ed is not contacted within forty-eight hours, the suspect team forfeits the game. Rec & Ed will arrange a meeting



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with all relevant parties to verify any suspect player's eligibility.

5. All Rec & Ed rulings are final. Rec & Ed will handle protests of eligibility not covered in these rules in the spirit of these rules.

E. Penalties for infractions:

1. Any player who plays or attempts to play ineligibly shall be suspended for a minimum of four games from any team that he/she is a valid member of. The manager of the team for which a player plays or attempts to play ineligibly will also be suspended for a minimum of **four** games. All suspensions of this nature carry over to the next season if not completed during the current season.
2. If (1) the validity of a team's roster is challenged, (2) the suspect team or player walks off the field, and (3) the manager fails to prove the eligibility of the player in question within the forty-eight hour time period; then, (1) the suspect player will be suspended for a minimum of **five** games from any team that he/she is a valid member of and (2) the manager of the suspect team will also be suspended for a minimum of **five** games. All suspensions of this nature carry over to the next season if not completed during the current season. Exception to 1 & 2: The Supervisor or Adult Team Sports Manager may override suspensions if circumstances warrant.
3. Rec & Ed will handle all eligibility disputes not specifically covered in these rules in the spirit of these rules.

4. FORFEITS & RE-ENTRY

- A. Any team that forfeits two games in a season (except forfeits due to use of ineligible players, ejection, or injury) will forfeit all its remaining games unless a \$50.00 re-entry fee is paid.
- B. A team must pay the league re-entry fee at Rec & Ed within seven days of its second forfeit. A reminder will be sent only as a courtesy measure to notify a team of its second forfeit.
- C. If a team is not sure of its number of forfeits, it is the team manager's responsibility to contact the league statistician at 994-2300 ext. 53218. The Coordinator of Team Sports may waive the league re-entry fee at his or her discretion.

5. LEAGUES

- A. Men's leagues: United, American, Municipal/Federal, Community/City, Recreation / County, & Senior.
- B. Women's league: Recreation and Competitive.

6. MAKE-UP GAMES

Rec & Ed will attempt to schedule make-up games on regular nights of play.

7. OFFICIAL RESULT SHEETS

- A. The home team must keep the official result sheet. See "HOME TEAM" rule.
- B. The winning team must drop off the official result sheet, with umpire evaluation, in one of the drop boxes located at Rec & Ed, Southeast Park or VMP (Veterans Memorial Park). The losing team should also turn in a result sheet with umpire evaluation.
- C. If a game ends in a tie or incomplete game, the home team is responsible for dropping off the official result sheet.

- D. If any of these procedures are not followed, the winning team or home team will be given one week to turn in the official result sheet. At the end of this one-week period, if the official result sheet is not turned in, the game will be recorded as a double forfeit.
- E. Any discrepancies in standings or scores, call the league statistician at 734-994-2300 ext. 53218.

8. **TIEBREAKERS**

- A. When there is a tie in the standings between two teams for league or division championship, for runner up awards, or before position play begins, these tiebreakers will be utilized in the following order: 1) head to head games; 2) head to head - fewest runs allowed; 3) fewest runs allowed in all games played. If the teams are still tied after using these 3 tiebreakers, a single tiebreaker game will be played.
- B. When a tie in the standings exists between three or more teams for league or division champions, for runner-up awards, or before position play begins, these tiebreakers will be utilized in the following order: 1- head to head games (if all teams played the same # of times); 2- head to head - fewest runs allowed (if all teams played the same # of times); 3- **fewest runs allowed in all games played**. If the tied teams have not played each other the same number of times, Tiebreaker #3 will be used (fewest runs allowed all games during the season). If the teams are still tied after using these 3 tiebreakers, a tiebreaker bracket will be played.
- C. Tied games during the regular season are considered regulation games and are not replayed. Also, tie games will not be factored in the calculation of a team's won-lost percentage. Tiebreaker games are played using normal league rules. Coin toss determines home team.

POSITION PLAY

A. **What position play is...**

Position play is a scheduling instrument Rec & Ed employs to complete or round out each team's full complement of matches. **POSITION GAMES ARE CONSIDERED REGULAR SEASON GAMES.** Therefore, they are included in the standings to determine championship/playoff teams.

B. **What position play is not...**

Position play is not an elimination tournament or playoff.

Note: **Position play rankings do not change at any time during position play.**

9. **RAINOUTS & GAME CANCELLATIONS**

Rainouts will be rescheduled on make-up dates determined by Rec & Ed in accordance with league rules.

A. Games cancelled before 5:00 pm (Monday - Friday)

- 1. The decision to cancel games due to inclement weather or poor field conditions will be made between 3:00 pm and 5:00 pm.
- 2. Updates are posted on the Team Sports Weather Hotline (734-994-2300 x 53115).
- 3. Check the Team Sports cancellation website: aareced.com
- 4. All teams must report to their game sites unless they have been notified through one of the above methods that games are cancelled

B. Games cancelled after 5:00 pm (Monday - Friday)

- 1. If games are not cancelled before 5:00 pm, the decision to play or not to play will be made by the home plate umpire. The decision is based on safety as well as potential damage to the field.
- 2. Under certain circumstances, the City of Ann Arbor Parks and Recreation Department may determine that the fields are unplayable and cancel the games.
- 3. If your game time is after 7:00 pm and weather conditions are still questionable, continue to check the Weather Update Line for game cancellations.

C. Games cancelled on weekends

- 1. For information regarding game cancellations on weekends, **check the website**, or Team Sports Weather Hotline at 734-994-2300 X 53115.

D. Lightning & Thunder

1. If an umpire or site supervisor's weather app detects lightening within 15 miles of the field location, play is suspended immediately for a minimum of 30 minutes.
2. If there is no staff or umpire with a weather app, the game is suspended as soon as the umpire sees lightning or hears thunder.
3. When in doubt, always err on the side of safety!
4. Officials, players & spectators leave the field to seek appropriate shelter during the delay.
5. When can play resume? Officials must not resume play until
 - A) Thunder has not been heard and lightning has not been seen for 30 minutes;
 - B) Weather app (if available) indicates no lightening within 15 miles of the field.
6. If the game is suspended for weather, the game clock will not stop.

E. Thor Guard Protection System

Buhr Park and Veterans Memorial Park (Vets Park) are equipped with the Thor Guard Lightning Prediction System in an effort to alert umpires, ball players, spectators and coaches of the likelihood of a lightning strike. Once the Thor Guard System determines that a lightning strike is imminent an alarm or horn blast will sound for 15 seconds. In some cases the horn blast may be accompanied by a flashing strobe light. Ball players, coaches, spectators, umpires, and other staff should seek shelter immediately. When the system determines that the threat of lightning has passed, three short blasts will be emitted from the horn clusters. Coaches should share information on how to react to these lightning prediction systems with team players and spectators and parents of players affiliated with teams.

10. **REFUNDS & NSF POLICY**

- A. Refund requests must be made in writing. Send an email to cancel@aaps.k12.mi.us.
- B. Refund requests may also be submitted to Community Education & Recreation, 1515 S. Seventh St, Ann Arbor, MI 48103. Please include the following information: sport, league name, team name, manager's complete address and telephone number, and the refund recipient's name and complete address.
- C. Sponsor Fee and Team Fee Refund Request Deadlines:
 - 1. Sponsor fee and team fee refund requests submitted to Rec & Ed more than fourteen days before the team's first scheduled game are subject to a \$10.00 service fee.
 - 2. Sponsor fee and team fee refund requests submitted to Rec & Ed between fourteen and seven days before the team's first scheduled game will be subject to a 50% service fee.
 - 3. Sponsor fee and team fee refund requests that are submitted to Rec & Ed less than seven days before the team's first scheduled game will be denied.
- D. If a manager writes a check that is returned for non-sufficient-funds (NSF) or written on a closed account, the team in question will forfeit all of its remaining games after being notified by Rec & Ed. A cash payment in the amount of the returned check plus an additional \$50.00 league re-entry fee must be paid before the team will be allowed to participate again.

Note: Refunds can take approximately four to six weeks to process.

11. **ROSTER LIMITS**

A maximum of 20 players will be allowed for slow pitch teams unless the Supervisor makes an exception.

12. **SUSPENSIONS**

Upon recommendation by a Rec & Ed staff member or umpire; any player, coach, manager or team affiliate may be suspended or put on probation for unsportsmanlike acts, whether physical or verbal. Please see Rec & Ed's Policy on Probation, Suspension, and Hearing Procedures (this is posted online).

13. **TEAM CLASSIFICATION**

Rec & Ed reserves the right to classify teams registered in its softball programs according to ability level.

14. **TRANSFER OF PLAYERS**

- A. A player may transfer from one team to another after he/she has obtained a written release from his/her former coach, returned his/her uniform, submitted a player release form signed by his/her former coach, submitted a new player contract signed by the coach of his/her new team, and paid the \$2.00 transfer fee.
- B. A coach may refuse to release a player if the player does not return his/her uniform. In all other cases, a coach may not refuse to release a player.
- C. A released player will be allowed to transfer back to his/her original team only once.
- D. Player fees and non-resident fees cannot be transferred from player to player.

15. **UNIFORMS**

- A. Uniform shirts are recommended but not required (teams participating in ASA state tournaments are required to wear complete uniforms as specified in the ASA Rule Book).
- B. Use of a pitcher's mask (also known as a face guard) is strongly recommended, but not required.

PLAYING RULES

16. AFTER GAME CONDUCT

- A. Any player, coach, or manager, who displays unsportsmanlike conduct or directs disparaging comments to an umpire or Rec & Ed staff member after the conclusion of a game will be suspended for a minimum of one additional game.
- B. Any participant ejected during the game who, at the conclusion of the game, displays unsportsmanlike conduct or directs disparaging language to an umpire or a Rec & Ed staff member, will be suspended for a minimum of one additional game.
- C. Suspensions outlined in 16-A & B cannot be appealed. Suspensions of this nature are automatic.
- D. Suspensions for more than one game may be appealed in accordance with Rec & Ed's Policy on Probation, Suspension and Hearing Procedures (policy posted online).

17. AUTOMATIC OUT

If a player is forced to leave a game due to injury or commitment, or due to personal decision, a reserve player, not previously entered into the game as a hitter, must hit in the exiting batter's place. If no reserve is available, an out is called each time the exiting player's spot comes up in the batting order.

Exception: In the Men's Senior League, when a team is using the bat-around option, an out is not called if a player leaves due to injury.

18. BASE DISTANCES

- A. The bases will be set by City Parks and Recreation Department or contracted staff.
- B. In all adult softball leagues, the official base distance will be 65 feet.

19. BASE ON BALLS

Any batter who draws a base on balls is awarded first base. Runners advance one base each without liability to be put out only if forced to vacate their base to allow the batter or a preceding runner to advance because of the award of the base on balls to the batter. In all Rec & Ed slow pitch softball leagues, batters will begin their time at bat with a ONE ball and ONE strike count on them.

20. BAT AROUND

- A. In all slow pitch leagues, a team may maintain a separate batting order from the normal ASA fielding line-up.
Note: Throughout the game, the total number of batters cannot be less than the number of fielders playing at any time. Exceptions can only be made for physically challenged players participating in accordance with ASA American Disability Act Rule.
- B. If this option is chosen, it must be used the entire game and all players eligible to play must be listed in the batting order. **Meaning, every batter in the lineup must bat before the first batter in the order bats again.**
- C. Players arriving after the start of the game must be added to the end of the batting order.
- D. If a player is ejected, an out will be declared whenever that player's turn at bat comes up.
- E. Should a batter be illegally inserted into the line-up, it shall be treated as batting out of order (ASA rule 7-2a-e).
- F. In all ASA district tournaments, the Bat Around Rule will not apply.
- G. **New in 2016: In the Men's Federal league only, teams are allowed to bat more than 11 players, but do not have to bat ALL players present, saving some as substitutes.**

21. BATS

- A. Any bat with a crack is illegal.
- B. See current ASA RULE BOOK, Rule 3-Section 1 and 2 for more details on bat and warm-up bat specifications.
- C. For a complete list of legal bats go to www.teamusa.org/USA-Softball, select "Equipment," "Equipment-Bats," then scroll down to "APPROVED BATS" and use the dropdown to find your bat.

D.

22. **BLOOD RULE**

"A player, coach [manager] or umpire who is bleeding or who has blood on his [or her] uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left up to the umpire's JUDGEMENT. Uniform rule violations will not be enforced if a uniform change is required. The umpire shall:

1. Stop the game and immediately call a coach [manager]...or other authorized person to the injured player and allow treatment.
2. Apply the rules of the game regarding substitution, short-handed player and re-entry if necessary." See ASA RULE BOOK RULE 4-Section 1.

23. **BORROWING PLAYERS**

- A. Any team lacking the minimum number of players to begin the game may borrow players from the opposing team, as long as the manager of the opposing team agrees. **Games played with borrowed players will count in team's standings.**
- B. Borrowed players must be rostered players from the opposing team.
- C. If the team borrowing players acquires the minimum number of players after the start of the game, all borrowed players must be returned to the sending team and used as legal substitutes without penalty.
- D. Players taking over for borrowed players assume the borrowed player's spot in the batting order.

24. **COURTESY RUNNER**

In all Rec & Ed leagues, a courtesy runner may be used under the following conditions:

- A. The courtesy runner may enter the game after the batter/runner or runner reaches base safely and time is called by the umpire.
- B. The courtesy runner may be any eligible player. A courtesy runner will be called out when his/her turn at bat comes up while on base. (USA Softball Rule 8 Sec.9 B&C).
- C. The courtesy runner is limited to run for only one player per inning, but may do so more than once in the same inning, as long as it's for the same player. However, the TEAM is not limited in the number of courtesy runners used per inning.

25. **DOUBLE BASE**

A double base will be used at first base in all leagues, and the following rules will be enforced:

- A. A batted ball hitting or bounding over the white portion is declared fair and a batted ball hitting or bounding over the colored portion is declared foul.
- B. Whenever a play is being made by an infielder on the batter-runner, the defense must use the white portion and the batter-runner the colored portion. The batter-runner is out when there is a play being made at first base and the batter-runner touches only the white portion, providing the defense appeals prior to the batter-runner returning to first base. Once the runner returns to the white, no appeal can be made.
- C. On any force out attempt from the foul side of first base, or an errant throw pulling the defense off the base into foul ground, the defense and the batter-runner can use either the white or colored portion.
- E. On extra base hits or balls hit into the outfield, the batter-runner may touch the white or colored portion. Should the batter-runner return, the runner can return to either portion of the base.
- F. When tagging up on a fly ball, either portion may be used.
- G. If, when using the double base, and there is a force play by an infielder on the batter-runner, who touches only the white portion and collides with the fielder about to catch a thrown ball while on the white, interference is ruled, the ball is dead, the batter-runner is out, and all other runners are returned to the base last occupied at the time of interference.

26. **EXTRA PLAYER (EP)**
- A. An extra player (EP), may be employed in all slow pitch games by any team except those that opt to use Bat Around.
 - B. Please see ASA Rule 4-Section 4 for EP rule.
27. **FORFEIT TIME**
- A. Game time is forfeit time in all leagues.

Exception: If the manager of the team with enough players agrees in the presence of the umpire(s), the game may be postponed ten minutes to wait for the arrival of the minimum number of players for his/her opponent to field a team. However, teams will not be given any additional time to play the game (see example).

Example: If a game is scheduled to begin at 6:15 pm and the minimum number of players does not arrive on site until 6:25 pm, no inning may begin after 7:25 pm, not 7:35 pm.
28. **GAME BALLS**
- A. The official game ball by league is as follows:
 - 1. Women's Slow Pitch \leq Worth Y-11RSA-3 yellow, green dot .44 COR softball
 - 2. Men's Slow Pitch \leq Worth .52 COR softball
 - B. In all leagues except Men's United and American, the home team shall supply a new ball and the visiting team shall supply an acceptable used ball to the plate umpire. In Men's American and United, each team will supply a new ball to the plate umpire.
 - B. At the end of the game, each team shall receive a ball, unless one ball has been lost. In that case, the home team receives the remaining ball.
 - C. If a team does not provide the proper game ball, the umpire shall proceed with the game using the best ball available, *which meets prescribed league specifications*. However, he or she should report the incident to Rec & Ed and the offending team shall be assessed a \$5.00 ball fee.
29. **HOME RUN RULE**
- A. In all leagues, teams may hit no more than three dead ball home runs per game. After a team has hit its limit of three dead ball home runs in a given game, any member of that team who hits an additional dead ball home run shall be declared out and his/her home run will be nullified. No runners will be allowed to advance.
 - B. On any fair batted ball hit over the fence for a home run within the limits specified in A above, the batter and runners are credited with a run. The batter and any runner on the bases do not need to run the bases. Note: This would eliminate any runner appeal play.
30. **HOME TEAM**
- A. During regular season play, the home team is the team listed first on the league schedule.
 - B. A coin flip will be used to designate the home team during all tiebreaker and Playoff games.
31. **MAXIMUM RUN RULE**
- A. In all women's leagues, the maximum number of runs that can be scored in one half-inning is ten.
 - B. In the Men's Senior League, the maximum number of runs that can be scored in any half-inning is five.

Exception 1: This rule does not apply in the 7th inning of the game.

Exception 2: After 60 minutes of game time, the next inning is the open and LAST inning.
 - D. In all other Men's league, there is no maximum number of runs that can be scored in one half-inning.

32. **MERCY RULE**

- A. A run ahead rule or mercy rule must be used in all Rec & Ed softball league play. Whenever one team attains a significant lead over its opponent as described in Section B of this rule, the game ends, and the team with the lead is declared the winner. (See Section B Below)
- B. The runs ahead rule is in effect if a team is ahead by 20 runs after three innings of play, by 15 runs after four innings of play, or 10 runs after five innings of play. Complete innings must be played unless the home team reaches the run ahead limit while at bat. When the visiting team reaches the run ahead limit in the top half of the inning, the home team must always have an opportunity to bat in the bottom half of the inning before the run ahead rule can be enforced.

Exception: In the Women's League, when the visiting team leads by more than 10 runs in the top of the 7th inning or an inning where time has expired, the game is called, since the home team cannot score more than ten runs during their turn to bat.

33. **MINIMUM PLAYERS**

- A. In all leagues, teams must start and finish with at least ***eight** players (SEE D BELOW)
- B. If a team starts with eleven, ten or nine players, and then, due to extenuating circumstance, (e.g. injury, ejection, etc.) its batting order is reduced and a legal substitute is not available, an out will be called when any missing player's turn at bat comes up.
- C. Should a team employ an EP in slow pitch or a DP in fast pitch, he or she shall not count as a player for the purpose of the MINIMUM PLAYERS rule.

Note: 1) The ASA shorthanded player rule, although similar, will not be used during league play.

2) Teams are never allowed to have more players on defense than are in the batting order.

*D. **COURTESY CATCHER** In situations where a team has only 7 or 8 players and **BOTH** teams agree, the "full" team may lend the shorthanded team a "courtesy catcher". **The courtesy catcher's only responsibility is to throw the ball back to the pitcher when the batter does NOT put the ball in play. They are not allowed to catch a foul ball in the air or make a play anywhere.** The pitcher (or other defensive teammate) must cover the plate and respond to all overthrows. Once agreed to by both team managers, the courtesy catcher is allowed for the whole game (teams can't change their minds about this agreement). But **once a 9th player arrives, no courtesy catcher can be used.**

34. **PITCHING ARC & INTERVAL**

A. The pitcher must deliver the ball with a perceptible arc and reach a height of at least six feet from the ground, while not exceeding a maximum height of 12 feet from the ground.

A. The pitcher has 5 seconds to release the next pitch after receiving the ball or after the umpire indicates "Play Ball".

35. **PRELIMINARY PITCHER POSITIONS**

Prior to the pitch:

- A. The pitcher must take a position with both feet planted firmly on the ground and with one or both feet in contact with the pitcher's plate, OR
- B. The pitcher may take a position anywhere from the front edge of the pitcher's plate up to ten feet behind the pitcher's plate as long as he/she takes his/her position within the 24 inch width of the pitcher's plate. This area is known as the pitcher's box, AND
- C. The pitcher must come to a complete stop with the ball in front of the body. This position must be maintained for at least one second before starting the delivery.

Note: After the pitcher comes to a stop, he/she is only allowed to take one step, in any direction, during the delivery.

D. Failure for pitchers complying with either A, B or C will result in the umpire signaling a delayed dead ball and declaring an illegal pitch.

36. PROTESTS

- A. There will be no protests of an umpire's judgment decisions.
- B. Protests involving rule interpretations must be submitted in writing within forty-eight hours after completion of the game and must be accompanied by a fee of \$20.00 which will be returned if the protest is allowed.
- C. A team must notify the plate umpire of its intent to protest before the next pitch (if on the last play of the game, the protest must be lodged before the umpire leaves the playing field). After the protest is declared, the plate umpire shall inform both scorekeepers to note the point of the game when the protest was made and the game must be completed.

Note: *Protest procedure is set forth clearly in the ASA Rule Book. See rule 9-Sections 1-7 for more details.* A handout on proper protest procedure is also included in the manager's packet.

37. REGULATION GAME RULE

- A. In the Women's Community, and Recreation leagues, **70 minutes will constitute a complete game** regardless of the number of innings played. Exception: In the event weather interrupts a contest, the game shall be declared official once 5 innings (or 4 and 1/2 innings if the home team is ahead). If 5 innings have not been completed, the contest shall be ruled a no-contest and shall be replayed from the beginning.
- B. In the Men's leagues, any game not considered regulation will be replayed from the beginning.

38. SHOES

- A. Shoes must be worn by all players.
- B. In all leagues, shoes with metal sole and heel plates may not be used.
- C. Shoes with hard plastic, or polyurethane spikes similar to the traditional triangular sole and heel plate configuration are not allowed.
- D. Shoes which bear hard plastic or polyurethane cleats which are not in the traditional triangular sole and heel plate configuration and possess safety nubs are allowed.
- E. Shoes with detachable cleats that screw on to the shoe are not allowed; however, shoes with detachable cleats that screw into the shoe are allowed.
- F. **If a player is found in the game wearing shoes not allowed on the list above, it is an automatic out in his or her next at bat. The player will leave the game immediately (the team plays short-handed if no substitutes are available) but may re-enter the game one time if they have legal shoes to change into. Any further instances will result in ejection, since this is a safety issue.**

39. STEALING

Stealing will not be allowed in men's, women's, or co-rec slow pitch softball leagues. Since the ball is dead on balls and strikes, runners are not out and they are returned to the base they held at the time of the pitch. Because a runner may not steal the runner cannot be picked off either. Runners will be called out when they fail to keep in contact with a base to which they are entitled until a legally pitched ball is batted, touches the ground, hits the batter, or reaches the front edge of home plate.

40. STRIKE OUT, "1 & 1" PITCH COUNT, 50 & OVER PITCHER PROTECTION

- A. A batter is called out on strikes when charged with three strikes during his / her time at bat.
- B. **In all softball league, batters begin their time at bat with ONE ball and ONE strike count with "one to waste"*. (*A foul ball with two strikes is your "one to waste")**
- C. In the Men's 50 & over league only: If the pitcher is struck by a hard-hit ball while in the "pitcher's box", the batter will be OUT.

41. **SUBSTITUTIONS & RE-ENTRY**

- A. Any starting player or substitute, including the DP in fast pitch, and the EP in slow pitch, may be withdrawn and re-entered once, provided the player occupies the same position in the batting order.
- B. Violation of the re-entry rule shall result in the ejection of both the manager and the player who was re-entered illegally.
- C. Violation of the re-entry rule is handled as a protest that can be made any time before the last out of the game.
- D. A player shall be officially in the game when his or her name has been entered on the official score sheet or announced. Furthermore, substitute players will be considered in the game without penalty as follows:
 - 1. If a batter: when he/she takes his/her place in the batter's box.
 - 2. If a fielder: when he/she takes the place of a fielder substituted for.
 - 3. If a runner: when the substitute replaces him/her on the base he/she is holding.
 - 4. If a pitcher: when he/she takes his/her place on the pitcher's plate.

42. **THROWING THE BAT**

If, in the umpire's judgement, a batter throws the bat in a dangerous fashion, the batter may be called out or ejected without a warning.

43. **TIE BREAKER (DURING THE GAME)**

- A. If a game is tied after seven innings of play, each offensive team will begin every half inning with a runner on second base.
- B. The runner who begins the inning on second base shall be the player who is scheduled to bat last in that half inning.
- C. League time limits still apply.

44. **TIME LIMITS & CURFEWS**

A. Time Limits

- 1. The game clock begins at the first pitch of the game.

Note: The umpire may start the game clock if (1) umpire has announced it is "game time" and (2) umpire has given teams one minute from the announcement to throw the first pitch.

- 2. **All slow pitch games shall have a 70 minute time limit.**

- 3. Fast pitch games played at VMP shall have an hour and forty-five minute time limit. Fast pitch games played on outlying diamonds shall have an hour and thirty minute time limit.

- 4. No new inning shall be started after the time limit has expired. **However, any inning already in progress when the time limit expires must be completed.**

- 5. An inning ends after the third out of the bottom half of the inning.

Example: If the game clock begins at 6:15 pm and the third out of the bottom of the fifth inning occurs at 7:26 pm, the sixth inning should not be started.

B. Time Limit Extension

- 1. If the managers of both teams agree, the last game of the evening on a diamond may be continued beyond the time limit in order to break a tie game.
- 2. The home plate umpire may call the game due to darkness, curfew, inclement weather, or other causes that interfere with the continuation of play.

C. Curfews

1. Curfew at VMP 1, 2, 3 and Southeast #1 and #2 is 11:45 pm.
2. Curfew at VMP 4 is 11:20 pm.
3. Lights on VMP 1, 2, 3 will be shut off at 12:00 am and on VMP 4 at 11:30 pm.
4. The Parks and Recreation Department has the final decision on any change in curfew.

Note: If there is not enough time to play the last scheduled game of the evening, either of the managers during the pre-game conference may elect not to play it. However, if they agree to play the game under the time limit, the game stands as long as it meets the minimum required innings necessary for a regulation game.

45. **WALK OFF RULE**

In all adult slow pitch play, on any fair batted ball hit over the fence for a home run or on a four base award, the batter and all runners are credited with a run. The batter and any runners on base are not required to run the bases. This rule eliminates any appeal plays on the runners.

PLAYING RULES for 50 & OVER LEAGUE

3. **ELIGIBILITY REQUIREMENTS**

- A. Upon verification of an eligibility protest by an opposing team or Rec & Ed staff member, the offending team forfeits the game in which an ineligible player participated. Any use of an ineligible player will also result in suspension of the offending player and team manager.
- B. Ineligible players include:
 7. Any Senior player that is not 50 years old as of December 31 of the current year, with the exception of two players between the ages of 45 & 49.

17. **AUTOMATIC OUT**

If a player is forced to leave a game due to injury or commitment, or due to personal decision, a reserve player, not previously entered into the game as a hitter, must hit in the exiting batter's place. If no reserve is available, an out is called each time the exiting player's spot comes up in the batting order.

Exception: In the Men's Senior League, when a team is using the bat-around option, an out is not called if a player leaves due to injury.

31. **MAXIMUM RUN RULE**

- A. In all women's leagues, the maximum number of runs that can be scored in one half-inning is ten.
- B. In the Men's Senior League, the maximum number of runs that can be scored in any half-inning is five.

Exception 1: This rule does not apply in the 7th inning of the game.

Exception 2: After 60 minutes of game time, the next inning is the open and LAST inning.

40. **STRIKE OUT, "1 & 1" PITCH COUNT, 50 & OVER PITCHER PROTECTION**

- A. A batter is called out on strikes when charged with three strikes during his / her time at bat.
- C. **In the Men's 50 & over league only: If the pitcher is struck by a hard-hit ball while in the "pitcher's box", the batter will be OUT.**

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