

City of Lewiston Parks & Recreation

Adult Softball League Rules

PHILOSOPHY

Lewiston Parks & Recreation provides this activity for those who enjoy softball and are interested in participating on an organized level. **This is a recreation program and good sportsmanship is expected from those who participate.**

MISSION

The mission of the Lewiston Parks & Recreation Adult Softball League is to ensure a fun and safe environment to players, managers, umpires, scorekeepers and spectators. Those who fail to abide by these standards may be asked to leave the premises. We want to provide a family fun atmosphere to all our participants and spectators, please help us strive towards our mission.

SPORTSMANSHIP

Being competitive on the field is applauded and encouraged in all of our leagues! It is also important to understand that there is a fine line between being competitive and being unsportsmanlike. All players and field supervisors should treat one another with respect on the field and after the game. Everyone has to go to work tomorrow, so please keep safety and sportsmanship in mind out there!

REGISTRATION

1. Each team must have a manager who is responsible for:
 - a. Collection and payment of all fees.
 - b. Submission of team roster.
 - c. Informing players of rules and games scheduled.
 - d. Attending any manager's meetings
 - e. Using eligible players.
2. Roster changes will be accepted at the Parks & Recreation office between 8:00 a.m. and 5:00 p.m., Monday through Friday. Players may be added to rosters until the last day of the regular season with the exception of replacing injured players out for the season. Replacing injured players does require prior approval from the Recreation Coordinator and the signature of the new player.
3. All players must provide a signature to the team roster prior to the start of the second half of the season.
4. Refund Policy: To receive a refund, requests must be made 3 business days prior to the registration deadline. Managers will receive a full refund minus a \$5 handling fee. No refunds will be given after 3 business days prior to the registration deadline.
5. All Teams will automatically be registered with USA Softball.

LEAGUE PLAY

1. All teams will play 2 preseason games and 10 regular season games. The season will conclude with a double elimination tournament immediately after the season ends.
2. All games will be played at Hereth and Sunset Fields Monday-Thursday from 6:30-10pm.

- a. Sunday's will be a designated make up day to help keep games on schedule. Games will begin no earlier than 4 and no later than 8.

GAME REGULATIONS

1. All National USA Softball rules will apply except where amended or stated in this text. It is the manager's responsibility to know the rules and to relay necessary information/rules to their players.
2. All rules apply to both regular season and tournament games unless specified within these rules.
3. All games are scheduled for 1 hour 10 minutes or 7 innings **including tournament games**.
 - a. No new innings will be started after the time limit has been reached, even in the case of a tie. In the event of a tie game and the time limit has not been reached, extra innings may be played until the tie is broken or the time limit is reached. During tournament play, extra innings must be played to determine a winner, even if the time limit has been reached. During the regular season and tournament, all extra innings will be played using the international tie-breaker method (the last batter from the previous inning starts at second base).
 - b. During pre/regular season games the home team will be the team listed first in the schedule.
 - c. During post season play the higher seed will receive a choice of home or away. Teams coming through the winners bracket receive a choice of home or away even if the team they are playing has a higher seed but is coming through the losers bracket.
 - d. All started innings must be completed. However, if an inning cannot be finished due to a safety issue such as darkness or weather, the game will revert back to the last completed inning. If a game has completed 4 innings and then called due to a safety issue, the game is considered complete and will not be rescheduled. If a game is called due to a safety issue and 4 innings have NOT been completed, the game will be rescheduled at a later date with the game starting completely over.
 - e. If a team leads by 10 or more runs after 5 complete innings the game is considered complete.
 - i. Flip/Flop Rule- If the visiting team is up by 10 after the completion of the 4th inning. The home team will remain at bat (after clearing the bases and resetting the outs) and becomes the visiting team. If the new visiting team does not score enough runs to reduce the run difference below the run rule the game is over. If they reduce the run difference to below the run rule then the new home team will bat. If the new home team scores enough runs to exceed the run rule the game will be over; if they do not the game will continue under that format.
 - f. The time limit begins immediately at game time or 5 minutes after the conclusion of the previous game. A new inning begins immediately after the third out of the previous inning.
 - g. The scorekeeper will keep the official time. The official starting time will be written in the official scorebook.
 - h. **For the 6:30pm games only**, when teams have fewer than 8 players at game time, a 10 minute "Grace Period" will take effect. The game clock WILL still start at 6:30pm. The 10-minute grace period will NOT be added on to the end of the game. The team with fewer than 8 players will automatically become the visiting team. If they do not get their

- 8th player before they go on defense, they will forfeit or finish out the 10-minute grace period. Teams must have at least 1 player present for the “Grace Period” to take effect. If there are no players at the field at game time, the game will be cancelled and there will be NO Grace Period. If the Grace Period came in effect, the final score at the time limit will be final even if 4 innings were not completed. If both teams have fewer than 8 players at game time, there will be a coin flip to determine the home team and the grace period will begin. If neither team has 8 or more after the 10-minute grace period, it will be considered a double forfeit.
3. A full team consists of 10 players on the field. Each team may use Extra Hitters in the lineup if desired.
 4. A team may start or finish a game with 8 players. The missing players will bat in the lowest possible position(s) in the batting order. If additional players arrive after the game has started, the players will bat in one of the open batting positions. A team can play short-handed in any position they choose, other than pitcher and catcher.
 5. Game starting times will be as listed on the official schedule unless otherwise specified. A team not having a minimum of 8 players at game time or any time during the game will forfeit the game. Games forfeited at game time can still be played as a practice game provided there are 8 players for each team, but not officiated. (Player eligibility rules apply). The same rules as an official game apply to the practice game. A forfeited game will be recorded as a 7-0 loss for the forfeiting team and that team will receive 1 ¼ losses.
 6. All teams will be allowed two forfeits. After the second forfeit, a team will be out of the league for the remainder of the season. If a team drops from league competition before completing play of all scheduled games, all of their games will be attempted to be rescheduled but not guaranteed.
 7. The Recreation Coordinator will base the league schedule off of team requests but cannot guarantee to meet each team’s request. **Teams may request to reschedule ONE regular season game; no preseason games will be rescheduled.** Sunday’s will be the designated reschedule day for rescheduled games. To reschedule a regular season game, the team making the request must notify the Recreation Coordinator **1 business day** before the scheduled game. If the Recreation Coordinator is unable to reschedule the game due to unavailable field space or the opposing team can’t make what field space is available, the game will be considered a forfeit for the team that asked for a reschedule. Teams unable to play a scheduled game must notify the Parks and Recreation office at 208-746-2313 by **5:00pm** 1 business day before the game or it will be considered a forfeit. **Tournament games will NOT be rescheduled** unless due to weather conditions.
 8. Day and time preferences will only be allowed during the regular season but **to ensure competitive balance teams may be asked to play on an alternate day of the week.** There will be no day or time preferences during playoffs. Blank playoffs brackets will be available with 2nd half schedules. Teams will then decide if they can play in the contests.
 9. An unlimited number of substitutions will be allowed during each game. If a player withdraws from the game and re-enters, they **MUST** occupy the same spot in the batting order.
 10. League standings will be posted weekly on the website. Standings will determine seeding in the postseason tournament. The league will be scheduled by halves. The overall record will seed the tournament. If a tie exists in the standings at the end of the regular season, the following tie-breakers will be used, in order, until the tie is broken: Record of head-to-head matchup, second half record, fewest runs allowed in head-to-head competition, fewest runs allowed during

the season, run differential. If teams are still tied after tie breakers a coin toss will determine the seeding.

11. ADA accommodations. A player requesting ADA accommodations must provide written documentation to the Recreation Coordinator. Once the player is approved, the following accommodations can take place:
 - a. A player can have a courtesy runner of the same gender from home plate, starting from the third base line extended.
 - b. The courtesy runner must be the player who most recently finished their turn at bat (of the same gender).
 - c. The courtesy runner cannot leave until the bat makes contact with the ball
 - d. This courtesy runner does not count towards the team's general courtesy runner in that inning.
 - e. The courtesy runner is **NOT** required to stop at first base.
12. A limit of **three** over-the-fence home runs may be hit by each team in all leagues. After a team has reached three home runs in a game, the progressive home run rule will be in effect (after the maximum number of home runs is hit, both teams must stay within one home run of each other as more home runs are hit). Any home runs not in line with this rule will result in an out.
13. One courtesy runner per inning per gender for each team. The courtesy runner must be the player who most recently finished their turn at bat (same gender for COED).
14. There is to be **NO SOFT TOSS** against the fences.
15. Any damage to homeowner property from home runs or foul balls will be the responsibility of the player who hit the ball to repair said damage.
16. All pitches will be in the range of 6' to 10'. (USA Softball rule)

CO-ED SPECIFIC RULES

1. Batting order must alternate gender throughout the lineup.
 - a. Teams must bat at least 10 players unless playing shorthanded. Teams will not take an out if missing players in the 8th and 9th spot.
 - b. If a team fails to alternate gender in their lineup they will take an out where they fail to do so.
2. There must be at least 2 males and 2 females in both the infield and outfield and one male and one female as the pitcher and catcher
3. Teams can have unlimited subs
 - a. Teams that have more than 10 players can sub into the fielding areas at anytime
 - b. If any team bats their entire roster they will have no subs.
 - i. If a player leaves or is injured and they have no subs an out will take place in the batting order
 - ii. If a player is ejected from the game and a team doesn't have a legal sub, then the game will be ruled a forfeit.
4. If a male walks at any time they will be awarded second base. If there are 2 outs, then the female batter must determine if she wants to hit or walk prior to stepping into the batter's box.
5. No metal cleats may be worn. No screw on football/metal cleats will be allowed in league play.

MUSHBALL SPECIFIC RULES

1. Co-ed specific rules apply to mushball leagues unless specified below
2. Men will use a 12” softstitch ball
3. Women will use an 11” softstitch softball.
4. Rescheduled Games:
 - a. Teams must notify the Parks and Recreation office by **12pm Friday** for a game to be considered a reschedule, if notified after 12pm games will be considered forfeited.
 - b. Each team is allowed ***ONE*** reschedule game.
5. If a team fails to alternate gender in their lineup they will not take an out where they fail to do so.
 - a. This must be done at the bottom of the lineup
6. If a team is shorthanded (less than 10 players) they will not take an out where the missing batters are.

PLAYER/TEAM ELIGIBILITY

1. A player must be a minimum of 16 years of age in order to participate and will be required to provide a signed parent/guardian release form if under the age of 18.
2. Teams will be allowed pick-up players to field a full team (regular season only). There are no pick up players for the end of season tournament.
 - a. Pick up players are meant to give a team an opportunity to play a game rather than having to forfeit a game
 - b. A team may not use a pick up player to sub in for a current member of a team that is present at the game unless injured.
 - i. A team found using pick up players to gain an unfair advantage may be subjected to forfeiting of game.
3. All players in the league shall be amateurs and cannot be under a professional contract.
4. Players shall bring with them some form of ID to games, in case proof of identity is requested by the scorekeeper to verify player eligibility. Acceptable forms of ID are:
 - a) Any form of government ID
 - b) Student ID cards
 - c) Pictures of the IDs above
 - d) Other ID’s the coordinator deems appropriate
5. Teams using an ineligible player or falsifying line-up cards will be assessed the following penalties:
 - a. Each game played by the offending team in which the ineligible player has participated will be recorded as a forfeit.
 - b. All ineligible players will be removed from the offending team’s roster.
 - c. The team manager will receive a 1-game suspension. A suspended manager cannot participate in the game in ANY manner (spectator, coach etc.).
6. If a team is found to be using an ineligible player during the tournament, that team will potentially be removed from the tournament and the game in which the ineligible player was found may be recorded as a forfeit.
7. Teams being moved: In the interest of fairness and balanced competition, the Recreation Coordinator can move teams after the first half of the season. Teams with a .750-win percentage or above and teams with a .200-win percentage or below, will be discussed for

potential moving. The win percentages are guidelines. The Recreation Coordinator can move teams if it's deemed for the best interest of the league regardless of win percentage.

EQUIPMENT

1. No jewelry or watches can be worn.
2. If a player is wearing jewelry (including religious jewelry) and that item causes injury to them or another player, the person with the jewelry will be liable for all damages caused.
3. Team uniforms are preferred, but not required. Headgear is optional. Uniforms or any clothing with profanities spelled out or abbreviated, must be removed, covered or turned inside out.
4. Shoes must be worn. Metal cleats will be allowed in any Men's and Women's divisions, but not allowed in Coed divisions. Football and soccer cleats may be worn as long as they do not contain metal bottoms or screw in cleats.
5. **Non-approved Bats:**

Bats used must bear **either** the ASA (USA Softball) approved 2000 certification mark **or the ASA 2004 certification mark** as shown below, must not be listed on an ASA (USA Softball) non approved list, **and** must be included on a list of approved bat models published by the ASA (USA Softball) National Office; or must, in the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and if tested, would comply with the ASA (USA Softball) bat performance standards then in effect.



The official reference will be lists of approved and non-approved bats on ASA's website: <http://www.teamusa.org/usa-softball/play-usa-softball/certified-usa-softball-equipment> ASA's (USA Softball) lists NON-Approved bats will be printed and kept for reference at each field in the score-keepers site binder.

A player who enters the batter's box with a non-approved bat will immediately be called out, and may be ejected from the game, receive a one game suspension and be subject to a one-year suspension from the date of the incident. Ownership of the bat is irrelevant.

A second offense of using a non-approved bat will result in a minimum of **2** game suspension with the possibility of a year suspension from the date of the incident. **This is non-negotiable.**

6. **Altered/Doctored Bats**

- a. Umpires may examine a bat at any time if they have reasonable suspicion to believe the bat to be altered, based on appearance or performance. If, upon examination, the bat is suspected to have been modified, the umpire shall identify both the user and the owner of the bat. The umpire has the authority to immediately remove the bat until the completion of the game.
- b. Testing process:

- i. If a player can produce legal documentation that the bat has been tested and passes the test, it will be made available for immediate use.
 - ii. If the bat fails the test, it has to be removed from the field.
- c. A player who refuses to submit a bat to the umpire for examination and/or testing will be immediately called out, ejected from the game and be subject to a one year suspension. **The player will be allowed to appeal the one year suspension by writing a formal letter to the program director explaining the appeal. Once the letter is received, it will be discussed by the advisory board.**
- d. A player who enters the softball field with a bat verified to be altered or modified will face a minimum 1-year suspension. Note: the suspension is subject to the discretion of the director of the program.

Note: Additionally, umpires can be asked to examine bats prior to the start of a game. Buying used bats or new bats from unknown vendors presents a risk to the buyer – the bat may have been modified or altered. Be cautious about buying bats on Ebay or Craigslist.

Play it safe: if you're unsure, have your bat tested!

7. The barrels of all bats shall be free of audible rattles when shaken. The bat barrels shall not have signs of excessive wear. Please see the USA Softball rule book for the current year under illegal bats.
8. All equipment: Notwithstanding the foregoing, the USA Softball and local league representatives reserve the right to withhold or withdraw approval of any equipment which in the USA Softball's sole determination, significantly changes the character of the game, affects the safety of participants or spectators, or renders a player's performance more a product of his equipment, rather than his individual skill.

TOURNAMENT RULES

1. Listed below are rules for tournament play only. Any rule listed within the document not specified below apply for both league play and tournament play.
 - a. During tournament play, extra innings must be played to determine a winner, even if the time limit has been reached. All extra innings will be played using the international tie-breaker method (the last batter from the previous inning starts at second base).
 - b. No pick up players for end of the season tournament
 - i. A roster check can be ordered by a manager before any tournament game
 1. If so, scorekeeper will check both rosters making sure all names are on the official rosters
 2. If a player is found ineligible, the player must be removed from the lineup.

RAIN OUTS AND UMPIRE NO SHOW

1. In the event of a rain out, games will be rescheduled later in the season if time permits. Notice of rescheduled games will be sent to managers.
2. The umpire and Recreation Coordinator will be the only judge as to the condition of the field after the start of play.

3. If one team fails to show, the other team is there, and in the opinion of the umpire, the game can be played, the non-appearing team shall forfeit. If neither team shows up, they will both be charged with a forfeit.
4. If an umpire does not show up for a game, the game(s) will be rescheduled.
 - a. If an umpire doesn't show, teams may elect to use a volunteer umpire. If teams elect to use a volunteer umpire, both managers need to sign the official scoresheet agreeing to this. If both managers agree and a volunteer umpire is used, there will be no protests allowed for rule applications.
5. Lightning/Thunder
 - a. In the event of lightning and/or thunder the game will be immediately stopped. A thirty-minute clock will then be started. If there is another sighting of lightning or sound of thunder the clock will be restarted. Only after thirty-minutes has been completed of no thunder and lightning may the game be resumed.
 - b. The umpire has the right to call a game if he/she deems the field to be unsafe to play on

PROTESTS AND ROSTER CHECKS

1. A protest may be made on an umpire decision that involves a **misinterpretation or misapplication** of the rules.
2. The manager of the protesting team must make a protest before the next pitch is delivered. The manager must notify the home plate umpire, scorekeeper and opposing manager that the game is being continued under protest.
3. A written protest (email to the coordinator) must be filed within the next business day of the game in question and the protest must contain: **the date, time, and location of the game; the names of the teams; the name of the umpire and scorekeeper; the rules and section of rule allegedly misinterpreted; the conditions surrounding the making of the decision; and all other essential facts involved in the matter protested.**
4. Judgment calls and protests having no direct bearing on the outcome of the game will not be considered.
5. Teams wishing to roster check must do so before the start of the game. If a manager elects to do a roster check, both teams will be checked.

SUSPENSIONS

1. Any player, manager or coach ejected during a game for any reason will receive an automatic one game suspension. The ejected player, manager, or coach cannot be involved in the next game in any way. This includes being a spectator. Failure to sit out the team's next game will result in a forfeit and the ineligible player rules will apply. A minimum penalty of ejection plus suspension for the next game will be automatic for the following:
 - a. Use of profane language or actions
 - b. Use of unnecessarily rough or dangerous tactics
 - c. Any unsportsmanlike conduct
 - d. Smoking on the field during the game.
 - e. Consumption of alcohol while participating in the game or appearing in an intoxicated condition
 - f. Attempting to arouse spectators against an umpire.
 - g. Other illegal, dangerous or combative acts.

- h. Approaching an umpire after the completion of the contest in any negative action
2. Penalties for such time as deemed proper (one game to life) may be assessed by the Recreation Coordinator for misconduct of players, coaches, managers or other team representatives while participating in or present as spectators at the game.
3. All ejected players must leave the premises immediately and be out of site and out of sound. Ejected players are not allowed on the premises for the remainder of the evening. Team managers are responsible for the conduct of their players.
4. A player, manager, or coach ejected a second time during the course of the season will be suspended for a minimum of two games and put on a probationary period. If this player, manager, or coach is involved in any other confrontation, this player, manager, or coach will be suspended for one full calendar year from the date of the last incident. If, however, in the judgment of the Recreation Coordinator, an individual warrants additional penalties, the Recreation Coordinator reserves the right to suspend or place individuals on probation from other Parks and Recreation activities.
5. Players that continue to display unsportsmanlike conduct, derogatory remarks or gestures, threats of violence or acts of violence, or other behavior deemed detrimental to the league, to an official before, during, or after the game, will receive a minimum of a one game suspension. Based on the degree of behavior, the player could receive a one-year suspension with a maximum of a ten-year suspension from any adult's sports program offered by the City of Lewiston.
6. A suspension (one complete season to life) from the date of the violation will be imposed for:
 - a. Any physical contact, verbal threat, abusive language, pushing, striking, kicking or throwing objects at an umpire, league official or an LPR staff member before, during or after a game.
 - b. Fighting, whether it occurs before, during or after any scheduled game.
7. Appeals for suspensions must be submitted in writing within one week of official notification from the Recreation Coordinator. All suspension appeals will be heard by the Recreation Coordinator.

TEAM, PLAYER AND SPECTATOR CONDUCT

1. Teams are responsible for the conduct of spectators who are affiliated with their team. A game may be suspended until an offensive spectator leaves or until police arrive.
2. **No children will be allowed in the dugouts or playing area.** Only the players, coach, and scorekeeper will be allowed in the dugouts. (Liability and Safety reasons)
3. City Code prohibits alcoholic beverages in the park without a permit. City Code prohibits smoking in the park but smoking is allowed in parking lots. Participants or spectators will be asked to either leave the premises or dump their alcohol out. If the participants do not comply, LPR will call the police.
4. Clear out rule- teams shall clear the dugout and areas around the dugout no longer than 5 minutes after the completion of the game to allow the next team and their spectators to occupy the dugout and areas close to the dugouts.
5. **Casual Profanity/Unsportsmanlike Conduct Rule (Regional USA Softball Code)**
 - a. Any team member in a game using casual profanity or unsportsmanlike language (expletives not directed at an umpire(s) or opposing player(s) and loud enough to be heard by spectator(s) will result in an out being called against the offending team.

- i. If a team is at bat and unsportsmanlike words are used, the next batter will be declared out.
- ii. If the act is committed by a player remaining at bat, that player will be called out.
- iii. If the act is committed by the defensive team, the first batter in the next inning will be declared out.
- iv. The outs will be treated as a delayed dead ball situation.
- v. Any use of a “F-Bomb” may result in that player being ejected and that player will receive a one game suspension.
- vi. Music with profanities being played by teams or players will NOT be allowed. Team managers will be held responsible. Music levels must be played at a safe level not inhibiting the opposing team’s communication. If officials or the opposing team deems the music to be too loud, it must be turned down or off.

6. Complaints about umpires:

- a. A “12 hour rule” will take effect if there is a complaint about an umpire. Manager’s wishing to complain about an umpire must wait 12 hours after the completion of the contest. After waiting 12 hours (allowing time to cool off and become collected), please submit written complaints to the Recreation Coordinator below. The 12 hour rule is in effect when you feel the umpire was:
 - i. Not giving full effort
 - ii. Not in proper position
 - iii. Making incorrect calls
 - iv. Misapplying the rules (if not protested)
 - v. Purposely giving calls to the other team
 - vi. Wearing inappropriate uniform/ gear
- b. Complaints about umpires can be made immediately if manager feels the umpire was:
 - i. Under the influence of drugs or alcohol
 - ii. Putting players in danger by allowing teams to get out of control
 - iii. Showing up late or not at all to games
 - iv. Using profanity towards participants or fans

COVID RECOMMENDATIONS

- 1. Teams shall allow previous team to exit dugout completely before entering
 - a. Teams shall appropriately social distance within the dugout, players are also allowed to be out of the dugout to maintain proper social distancing
- 2. Each manager shall be responsible for their own lineup card, shown to the scorekeeper before the game.
- 3. Mask may be worn by players
 - a. Mask must be of neutral color and not be of a distracting design
- 4. Umpires may be in front, behind or to the side of the catcher to keep 6 ft distance from each other.

- a. Catcher may stand to the side rather than directly behind the plate to help keep 6 ft distancing
5. Participants, umpires and spectators are encouraged to follow 6 feet social distancing guidelines whenever possible.
6. Softballs may be wiped down or sanitized between games.

Any rule or situation not contained herein becomes the sole discretion of the Recreation Coordinator. All games will be governed by the Recreation Coordinator. The Recreation Coordinator will have final judgement on all problems, issues and penalties.

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