

WOOD RIVER PARKS AND RECREATION SLOW PITCH LEAGUES
RULES AND REGULATIONS
(REVISED - 5/20/14)

No Stealing Rule in the Wood River League.

Banned or Illegal Bat Rule – All Teams will be ejected on the use of a banned or illegal bats during a game and an out will be issued to that batter on that team

IN ALL MEN'S LEAGUES EACH TEAM CAN BAT UP TO 12 PLAYERS. Any additional players must be listed as substitutes on the line up card.

MANAGEMENT

1. Play is governed by ASA rules unless otherwise stated in the Wood River Parks & Recreation League Rules.
2. Team managers, team players and the Umpire are not authorized to change the Wood River Parks and Recreation Rules or Policies, even if mutually agreed upon.
3. The team manager or designated substitute is the only person allowed to discuss a ruling with the umpire.

ELIGIBILITY OF TEAMS

1. All softball teams of the Wood River area shall be eligible to enter provided they pay the entry fee established to the league and follow all rules and regulations set forth by the league.
2. Ten (10) players are considered a full team in slow pitch. Teams must begin and end a game with at least nine (9) players. The 10th position in the batting order will be given an out until that position is filled. You cannot walk the 9th player to make the final out. **No games will be played with only eight (8) players.** All games will begin EXACTLY at the scheduled starting time. NO GRACE PERIOD.
3. **Roster change deadline is FRIDAY, June 6, 2014,** at 5pm regardless of the number of games played. All changes must be in writing by the manager. **CHANGES MUST BE MADE ON ROSTERS PROVIDED BY THIS OFFICE.** Changes are to be turned in only at the Recreation Office, Monday thru Friday, 8:00-12:00 and 1:00-5:00 or dropped in the mail slot at the NORTHWEST side of the Roundhouse Recreation Center.
Any falsification of rosters determined by the Recreation Office at any point in the season shall be cause for the offending team to forfeit all previously played games. A completed roster must be turned in one week prior to the start of the first game of the season or the offending team will be charged \$25.00 and will not be allowed to start the games and a forfeit will be assessed. Only players that have signed a roster that has been turned into the Recreation Office, as stated above, may play in any game. New players must sign the roster at the Recreation Office by 5:00pm, in order to play that night.
4. Rosters will be limited to twenty (20) players in Men's, Women's and Men's Church Leagues. Rosters are unlimited in the Co-Ed Leagues.

ELIGIBILITY OF PLAYERS

1. Players must be 18 years of age or a graduate of high school. Exception: PLAYERS IN PEANUT LEAGUE MUST BE 16 YEARS OF AGE** BEFORE SEPT. 1 of this year.
2. CO-ED LEAGUE - Players must be 16 years of age** before September 1st of this year in order to participate. *Players under 18 years of age IN ANY LEAGUE **MUST** have a parent sign the roster for them. *
3. **PICKUPS PLAYERS ARE PERMITTED TO PARTICIPATE IN ANY LEAGUE TO AVOID A FORFEIT. THIS MEANS YOU ARE ONLY ABLE TO PICKUP ENOUGH PLAYERS TO MAKE A TEAM OF 9.**

4. NO MORE THAN 3 PLAYERS MAY PARTICIPATE ON 2 CLASSIC LEAGUE TEAMS IN THE WOOD RECREATION SLOW PITCH CLASSIC LEAGUE. Players may, however, play on a Classic League team and also on a Recreation League team or a Co-Ed team.
5. **The eligibility status of a player** may only be questioned by the opposing team's manager or his substitute and **must be done prior to the last out of the game**. The manager must advise the umpire that he is questioning the eligibility of a particular player. The umpire will inform the manager of the eligibility question immediately. The umpire will require the player in question to provide full identification and sign that game's scorecard three (3) times. (Refusal to provide identification or to sign the scorecard will result in an immediate forfeit.) The signed scorecard will be turned in to the Recreation Office with a notation from the umpire that the eligibility of a player had been questioned. A final determination will be made by the Recreation Department. **If it is determined that a player is ineligible, a forfeit for that game and a \$25.00 fine will be assessed to the team with the ineligible player.** NOTE: Managers questioning eligibility of a player must follow protest procedure as stated below.

PROTEST PROCEDURE - Protest for an ineligible player must be made before the final out of the game. In the event of questions or confusion, here is a step-by-step procedure for the protest on an ineligible player:

1. (BEFORE THE FINAL OUT) The questioning manager informs the umpire that the game is under protest for the use of an ineligible player and points out the player (example left fielder or 3rd batter in the lineup)
2. Umpire informs the opposing manager & the official scorer that the game is under protest.
3. Umpire will require the player in question to provide identification & sign the scorecard three (3) times. (Refusal to do so will result in an immediate forfeit) **NOTE: Do not stop the game for this, have the player sign between innings.**

The protesting manager is now responsible for submitting a written protest to the Recreation Department within two (2) working days.

We hope this makes the handling of this situation clear. Reminder: "The determination of eligibility is not the responsibility of the umpire"

PLAYING EQUIPMENT

1. ALL PLAYERS MUST WEAR A SHIRT, PANTS/SHORTS AND SHOES.
2. **METAL SPIKES are allowed in Men's Classic Leagues ONLY.** All other divisions may only use multipurpose, tennis, rubber cleated or spiked shoes. Players will be ejected immediately and for the duration of the game for illegal shoes. If you are unsure if your team members' shoes are legal, check with the Recreation Office prior to attempting to play in them.
3. **BALLS: ONLY 52 CORE (Hot Dots) (WITH THE DIAMOND SHAPED ASA LOGO) BALLS ARE ALLOWED. THEY MUST BE CERTIFIED BY THE ASA. Unlike ASA tournaments, you DO NOT have to use RECERTIFIED BALLS.**

ENTRY FEE

1. For the mutual protection of all clubs entered and to insure fulfillment of schedule and proper conduct on the part of players and management of all clubs, an entry fee shall be levied on each team.
2. Any club quitting before the end of the season shall forfeit all money, as such conduct would be unfair to the other teams. A club must then apply with the Recreation Department for future play.

RULES OF DISCIPLINE

1. Any player, manager or official involved in a dispute that results in fight (fists), obscene language, or threatening comments is subject to suspension at the discretion of the Wood River Parks & Recreation Department.
2. The umpire has complete discretion to throw a player out of the game for unsportsmanlike conduct or similar activity. Unsportsmanlike conduct from team members and/or associates, including spectators, will result in one or more of the following:
 - A. Player ejection from the game and/or park.
 - B. Spectator ejection from the park.
 - C. Temporary interruption or cancellation of the game.
 - D. Player suspension and possible fine.
 - E. Player ejection from the league.
 - F. Team ejection from the league.
3. Fighting: Any player involved in a fight or physical confrontation with another player or spectator will be ejected from the game and will receive a **minimum of one (1) game** suspension for the following week. The Wood River Park & Recreation Department has the authority to lengthen the suspension.
4. No profanity, player using profanity will be disqualified from that game. Profanity use can result in an ejection. If a player is disqualified it will be followed by a one game suspension. If a player is ejected it will be followed by a two game suspension. Remember you are in a public park.
5. The penalty for shoving or striking an official can result in disqualification from all league activities permanently.
6. If the player's action is of an aggravated nature, the player will be forever barred from the league. Any player involved in two altercations will be barred from the league, as well. A forfeit will be assessed to an offending team for continual disorder if deemed necessary by the umpire. Anytime two teams are involved in a physical encounter during the course of a game in the Wood River Parks & Recreation Softball Leagues, an immediate double forfeit will be declared by the umpire. Follow up disciplinary action shall be at the discretion of the Recreation Department after a review of the written Incident Report to be turned in by the Umpire, the night of the occurrence. Disciplinary action may include dismissal from future league play for teams involved with no refund issued
7. Players or managers found guilty of false registration are liable for suspension.
8. No smoking is allowed on the playing field or in coaches' boxes.
9. No drinking of beer or alcoholic beverages will be allowed on or about the athletic fields and parks by participants or spectators. A player suspected to be under the influence of alcohol or drugs will be ejected from the game by the umpire. These rules will be strictly enforced

GAME TIME

1. Game time, as designated on the schedule, is forfeit time.
2. No game shall exceed the time limit as printed on the schedule.
3. All games shall be played at the time and date specified on the schedule. Any requests to reschedule games will not be honored.
4. Regulation games shall consist of seven full innings unless the home team is ahead going into the last of the seventh inning. A LEGALLY COMPLETE GAME SHALL BE ONE THAT HAS BEEN COMPLETED TO THE FIFTH INNING WHEREBY THE HOME TEAM HAS RECEIVED THEIR FINAL NECESSARY AT-BAT. In a case where the home team is leading going into the bottom of the fifth inning or later innings and the game is halted due to time limitations or other necessary reasons, it will be considered a legally completed game. Games not completed by this definition, if resumed, will be completed from the exact point in which it was halted.

5. No new inning will be allowed to start after 55 min. On all lighted fields, no inning will be allowed to begin after 10:40pm.

FORFEITS

1. Any teams failing to field the required number of players must forfeit to the opposing team.
2. If both teams fail to field the required number of players, both teams will forfeit the game, each credited with a forfeit.
3. Any teams forfeiting twice during the season will be asked for an explanation and could be dropped from the league with NO REFUND!
4. Forfeiture of three games throughout the season will result in being dropped from the league, and may be cause for elimination from future league play. Please be considerate of the other teams in your league and the umpires, call the Recreation Office to inform them if you know in advance that your team will have to forfeit a game.

RAIN OUTS

1. Conditions of the fields will be determined by the Recreation Department by 4:00pm. ****Team managers may call the Recreation Office Hot-line, after 4pm, at 364-8086** for updated information of field playing conditions. It is the manager's responsibility to call and find out if games will be played or not due to inclement weather conditions.
2. Rain-outs are guaranteed to be made up on the regular league night for three weeks after the regular league season. After that, the games may be played on another night or on weekends until the season is complete, based on the availability of fields. Starting times for games will be as noted on your league schedule.

SPECIAL RULES

1. **Blood Rule:** If at any time an umpire sees blood on the uniform or body of a player or coach, the game should be stopped and someone treat the wound by cleaning and covering the area. If the uniform has blood on it, the player must remove/change the clothing. The amount of time allowed to treat the wound is entirely up to the umpire. If the umpire feels it will take too long, the player must leave the game & a substitute will enter the game. If no substitute is available, the team may play short-handed. In this instance only, may the injured player re-enter the game.
2. Teams may begin a game with nine (9) players. Any missed at-bat by the 10th player results in an out. Rostered substitutes may be added to the end of the line-up any time during the game. If pick up players are being used they must leave the game to add rostered players.
3. **Run Rule:** If a team is leading by ten (10) or more runs after the completion of five (5) or more innings, (15) runs after four (4) innings or by twenty (20) runs at the completion of the third (3) inning, the game will be declared a complete game.
4. There is to be no infield practice prior to games. Pitchers are allowed three (3) warm-up pitches and outfielders are allowed a warm-up ball for the 1st inning only.
5. Home team is official scorer. All line-up changes should be reported to the home plate umpire and to the official scorer. Umpires will check with the scorer at the completion of each game and turn in scores for all games to the Recreation Office.
6. **The official score of the game must be checked by both team managers and the score cards must be signed once they are verified.** Signing the scorecard indicates you are in agreement with the score recorded. Therefore, if it is later found that there is a discrepancy in the score, the score will remain as indicated on the signed scorecard. Failure to sign the scorecard relinquishes your right to contest the game's score. If you are not in agreement with the score, note this above your

signature, along with what your records indicate the score should read. Also, the umpire will provide the scores kept by your scorekeeper and those kept by the opposing team's scorekeeper.

7. The umpire will be the only person authorized to cancel or postpone games that are in progress. No games will be rescheduled unless authorized by the recreation department. Games needing to be replayed or completed will be held at the end of the regular season. Incomplete games will only be finished if they have any bearing on the final league standings for 1st, 2nd & 3rd place. Notification of times and dates will be by mail.
8. Each team is limited to **6 over the fence** home runs per game. The batter will be called out anytime they exceed this home run limit. **In all Mens Leagues: (Major, Minor, Rookie, Novice & Peanut) When a home run is hit out of the park, the batter and base runners can go directly to the dugout.** This speeds up the game.
9. Pinch Runners are allowed once per inning. **The pinch runner will be the "last batted out".**

LEAGUE STANDINGS

1. League standings will be kept with five (5) points awarded for a win, three (3) points for a tie, one (1) point for a loss, and zero (0) points for a forfeit. **THE LEAGUE CHAMPION WILL BE THE TEAM WITH THE MOST POINTS.** In case of a tie, the championship will be resolved by comparing won-loss records against each other in the regular season. If there is still a tie, the champion will be decided by total runs scored in head-to-head competition. If these are equal, total runs scored for the regular season will be used. **Note:** Teams will receive seven (7) runs for a win by forfeit. If there is still a tie, **classic league champion** will be based on the above criteria in playoff games. **All other leagues** still tied after using **all the above tie breaking rules**, will play one (1) championship game scheduled by the Recreation Department.
 2. Awards distribution will be as follows: 1st place teams will receive a voucher for \$50; 2nd place will receive a voucher for \$30 & 3rd place teams will receive a voucher for \$15. A team trophy can replace a voucher if asked for in advance.
- *** Pay particular attention to these rules. A good manager knows his league rules as well as ASA rules and has his team comply with these rules and regulations.