



Rochester Softball



Featuring Ellison Park Softball

**2010 Slow Pitch Rules and Regulations: Ellison Park Softball
(PRELIMINARY - Last Updated 5/31/2010)**

General

All leagues shall be under the direction of the Ellison Park Softball League Directors and governed by the United States Specialty Sports Association (USSSA). Note: This Constitution supersedes Slow-Pitch Rules.

Player/Team Eligibility

- Adults at least 18 years of age and out of high school are eligible to play softball.
- Players must be listed on the official roster before they may participate.
 - Rosters must have each team members name, address, and phone number.
 - The roster maximum is 20 players. Names may be added up to the 20-person limit any time prior to the **start of the eighth game**.
 - Players must have played in four regular season games to be eligible for playoffs.
 - Teams using illegal players will forfeit the game. An illegal player is defined as any player not listed on the official roster.
 - Protests must be filed with the Ellison Park Softball League Directors within 24 hours of the completion of the game. Ellison Park Softball League Directors will be responsible for validating teams' rosters.
 - No player can be listed on more than one roster on the same night of play.
- **League Fees:** Are due by March 15th, 2010 to reserve your spot in one of our leagues. If payment in full is not submitted by the 15th Ellison Park Softball reserves the right to give your spot to another team.
- Two managers meetings will be held before the beginning of the season (dates are TBD).
- Men's leagues will run on Tuesday, Wednesday, and Thursday. Friday league will be co-ed.

Team Schedules

- The **twelve-game (12)** season will begin in June, weather permitting. Schedules will be provided by the Ellison Park Softball League Directors at the final manager's meeting prior to the first game. No games other than regularly scheduled games shall be played without the league director's approval.
- The Ellison Park League Directors will make every attempt to make up games that are cancelled due to inclement weather on the teams' regular night of play during the regular season (as doubleheaders). If this is not possible, the team(s) involved will be given enough advance notice to make arrangements to play at

an alternate site and/or different night of the week. Playoff games will be scheduled after all make-up games have been played.

- Single Elimination Playoffs will follow the completion of the regular season. Each team will make the playoffs and matchups will be designated by traditional seeding formats (top seed plays lowest seed based on regular season standings). Seeding tie-breakers will be based on regular season head-to-head matchup.

Game Times

- On game nights, the first game is scheduled to start at 6:00 p.m. and the second game is scheduled to start at 7:15 p.m. At least eight (8) players from each team's roster must be present and ready to play. At 6:00 p.m., if a team has eight players, they must start the game. If a team has less than 8 players, there will be a 10-minute grace period. Forfeits will be called 10 minutes after game time. **No inning may start after 7:00p.m.** The 7:15pm game has no grace period and there is no time limit to finish the game.
 - August 1st start times will be adjusted for earlier sun sets. The first game will begin at 5:45pm, following the above rules, and the second game will begin 7:00pm.
- If an umpire is late, the first game will start as soon as he/she arrives. As stated above, no inning for the first game shall start after **7:00pm**.
- Any game suspended (due to inclement weather or darkness) prior to the completion of 4 full innings will be played from the last completed inning. A winner will be declared at that time. Any game resulting in a tie after the 4th inning either because of the time limit or darkness will result in a tie game.
- Games may not be cancelled or postponed for any reason other than weather, time curfew, or no umpire. This includes makeup games – although as much advance notice as possible will be given on all scheduling changes.
- Any team that forfeits two of its scheduled games during the season will be dropped from the league. Any remaining games will be forfeited and any games that the team has won, the decision will be reversed.

Inclement Weather

- The parks foreman & league directors will decide whether or not games will be played due to inclement weather or questionable playing conditions. **Managers should check the Ellison Park Softball website at <http://www.rosoftball.com> or call 455-7827 or 750-3673 after 4:00 p.m. for cancellation reports.**
- If conditions are questionable after 4:00 p.m., teams should report to the field where a decision will be made by the umpire.

Equipment and Attire

- Teams must provide their own playing equipment, including bases (home team provides the bases at each game). **The base at First base must include the safety base.** The safety base shall be 15 inches by 30 inches and not more than 3 inches high. The safety base should be positioned such that the white portion is located where first base would normally be (in fair territory) and the colored portion (red or orange) should

be in foul territory. Any batted ball hitting the white portion should be fair and any ball hitting the red or orange portion should be foul. On the initial throw to first base from the infield or outfield, the batter-runner **MUST TOUCH** the red or orange portion of the base but not the white. If legally appealed by the defense, the runner will be called out. The defensive player **MUST** always touch the white portion. This rule is in effect only on the initial play at first base. This does not include:

1. Returning to the base after over running,
2. Running on a base hit to the outfield (runner may touch the red or white part)
3. Re-tag to advance on a fly ball.

All BASES must be securely fastened at their designated places.

- Ellison Park Softball will provide each team new game balls.
- Shirts must be worn at all times by those players participating in the game. The shirt does not have to be a team shirt.
- Rubber molded, plastic cleats or all-purpose turf shoes may be worn. **Metal spikes are NOT** to be worn and any player found doing so will be thrown out of the game.
- The catcher may use his/her own discretion to decide whether or not to wear a face mask.
- BATS must meet the requirements of USSSA and be included on the list of approved bats published by the USSSA national office ([Click here for list](http://www.ussa.com/ussa/ussa-general/LegalBats.asp) or copy and paste the following link into your browser: <http://www.ussa.com/ussa/ussa-general/LegalBats.asp>).

Player/Team Conduct

- The manager must be in control of his/her players at all times. No taking of drugs, swearing, fighting or use of abusive language by players or spectators will be tolerated. The Ellison Park league directors reserve the right to remove violators from the program.
- Any manager, player or spectator who physically or verbally assaults another person will be removed from the league permanently and immediately.
- Any player ejected from a game must leave the park. If the player refuses to do so, the game will automatically be forfeited against his/her team. **First** violation will result in one game suspension and the **second** violation will result in permanent suspension.
- Only team members and scorekeepers are permitted to occupy the players' benches.
- Ellison Park, along with all other county parks, has a **“carry-in, carry-out”** policy. **EACH TEAM SHOULD PROVIDE ITS OWN GARBAGE BAGS AND SHOULD CLEAN UP AFTER EACH GAME.**
- **Only the team manager may have a discussion with the umpire** over a particular call. If the manager is not present, he/she should assign an acting manager to handle debates.

- **Protests** based on the interpretation of rules and **not** an umpire's judgment, must be submitted (in writing) to the Ellison Park League Directors by close of the next business day after the game.

For conduct violations not listed above, the penalty shall be decided by the Ellison Park League Directors

Scores

- The manager of the **WINNING** team is responsible for reporting scores. Acceptable methods of reporting scores are email (ellisonparksoftball@yahoo.com) or phone (see numbers below) by 9pm on game night. Reporting scores by the designated time is critical to updating league standings/scoreboards in a timely manner.
 - To report Wednesday and Friday scores please text your score to: 455-7827
 - To report Tuesday and Thursday scores please text your score to: 750-3673
- All **forfeited** games will be scored 7-0 for the winning team.

Injuries

- **For emergencies, call 911.**
- The Ellison Park League Directors should be advised of any injury requiring medical attention.

Miscellaneous

- The "home" team will be decided by the schedule during the regular season. Each team will have an equal mix of "home" and "away" games (*reminder: home teams always provide bases, cones, and new game ball for each game*). In the playoffs the "home" team will always be the lower seeded team (ex. In a #4 vs. #5 matchup, the #4 seed is the "home" team).
- The Ellison Park league directors may take any action deemed necessary to maintain order and safety within the league.
- The Ellison Park league directors may request some teams to switch leagues for the following season in an attempt to maintain parity (competitive balance).
- Ellison Park Softball is not responsible for any damage to vehicles parked at Ellison Park.
- Ellison Park Softball is not responsible for loss or damage of any article.
- Protests will only be considered for rule violations, clarification, and misinterpretations. **Teams cannot protest a game based on a judgment call by an umpire.**
 - Protested games will only be replayed (from the point of the protest) if the game has a bearing on 1st place.
- **The umpire is empowered to call a game at any time because of rain, darkness, panic or for any other cause which puts the umpire, players or the patrons in peril.**

Ellison Park Softball Rules of Play for ALL Divisions MEN'S AND COED

- The league director will provide each team with new balls at the beginning of the season. The HOME Team will supply the umpire with one (1) new ball at the beginning of each game, which you are responsible for getting back at the end of each game. The AWAY team is responsible for providing the umpire with one (1) lightly used game ball, as back up for the game. The HOME team will also be responsible for providing the bases and set of four (4) cones (for fair and out of play lines) for the game.
 - Warm-ups: In order to speed up play, there will be THREE warm-up pitches allowed for pitchers between innings, with the exception of the top and bottom of the **first inning**, or if a new pitcher enters the game.

ALL leagues:

- All batters start with no count (0-0) w/ 1 pitch to waste; Batters will walk with “4” balls and strike out with “3” strikes.
- 3’ – 10’ arch
- Sixty-Five (65’) foot baselines shall be used in all adult programs.
- Pitcher’s distances of 50 feet for both men and women along with a pitching area the width of the pitcher’s plate up to six (6) feet behind the back edge of the pitcher’s plate.
- Mercy Rule: 10 runs after 5 completed innings (home team does not have to bat in the bottom of the 5th inning).
- Minimum 8 players to start game w/ a maximum of 11 allowed in the batting lineup (1 AH – additional hitter allowed). There shall be no more than 10 fielders at any given time.
- Players that arrive late (after an inning has started) may be added to the end of the batting order and must wait until the beginning of the next half inning to enter the game.
- If someone gets injured and you have no subs, no out is recorded when the injured players spot in the lineup comes up.
- No fake pitching is allowed in any leagues.
- There is no leading or stealing.
- The infield fly rule will apply if there are less than 2 out and there are runners on 1st and 2nd base OR the bases are loaded.
- Ejected players can be replaced with subs that are on your roster.
- ALL players **MUST REMOVE** jewelry prior to play.

Courtesy Runners:

- Each team is allowed an **unlimited** amount of courtesy runners per game, who have to be the last batted out (co-ed league must be same gender of last batter). Note: This is subject to change during pre-game rule agreement between teams.

Field Ground Rules:

Ellison Park Field 2:

This field provides wide-open play for softball games. Fair/Foul ball and Out of Bounds lines will be designated by cones that Ellison Park Softball will provide. These cones will be placed in Left field and Right field prior to each game based on the umpire's recommendation.

Ellison Park Field 3:

Fair/Foul ball and Out of Bounds lines will be designated by cones that Ellison Park Softball will provide. Left field backs up to the woods and Right field backs up to the road. The ground rules will be as follows to provide consistency across all games:

Ball hit into Left Field woods (on the fly): Homerun (there is NO limit on how many HR's a team can have)

Ball hit into Left Field woods (on the ground): The ball is dead and the batter receives an automatic double. Each runner moves up 2 bases from the base they originally were on (ex. A batter hits a double with a runner on 1st base. The batter takes second base and the player who was occupying 1st base at the time of the hit, takes third base).

Ball hit into Center Field (on the fly or ground): Batter gets all they can. Exception would be if conditions are wet. If umpire decides that the conditions are wet a ball hit into center field becomes "dead" at their discretion. All dead balls hit into center field are considered "**doubles**" and each runner moves up two (2) bases from the base they originally were on (ex. A batter hits a double with a runner on 1st base. The batter takes second base and the player who was occupying 1st base at the time of the hit, takes third base).

Ball hit into Right Field road (on the fly): Homerun (there is NO limit on how many HR's a team can have)

Ball hit into Right Field road (on the ground): The ball is dead and the batter receives an automatic "**triple**". Each runner moves up three (3) bases from the base they originally were on (ex. A batter hits a triple with a runner on 1st base. The batter takes third base and the player who was occupying 1st base at the time of the hit, scores).

Ellison Park Field 4:

Fair/Foul ball and Out of Bounds lines will be designated by cones that Ellison Park Softball will provide. All outfield positions back up to the road. The ground rules will be as follows to provide consistency across all games:

Ball hit into Left Field road (on the fly): Homerun (there is NO limit on how many HR's a team can have)

Ball hit into Left Field road (on the ground): The ball is dead and the batter receives an automatic "**triple**". Each runner moves up three (3) bases from the base they originally were on (ex. A batter hits a triple with a runner on 1st base. The batter takes third base and the player who was occupying 1st base at the time of the hit, scores). Exception would be if conditions are wet. If umpire decides that the conditions are wet a ball hit into left field that may not reach the road becomes "dead" at their discretion.

Ball hit into Center Field road (on the fly): Homerun (there is NO limit on how many HR's a team can have)

Ball hit into Center Field road (on the ground): The ball is dead and the batter receives an automatic "**triple**". Each runner moves up three (3) bases from the base they originally were on (ex. A batter hits a triple with a runner on 1st base. The batter takes third base and the player who was occupying 1st base at the time of the hit, scores). Exception would be if conditions are wet. If umpire decides that the conditions are wet a ball hit into center field that may not reach the road becomes "dead" at their discretion.

Ball hit into Right Field road (on the fly): Homerun (there is NO limit on how many HR's a team can have). This includes ALL balls that hit the trees in Right Field ON THE FLY. They are considered Home Runs.

Ball hit into Right Field road (on the ground): The ball is dead and the batter receives an automatic “triple”. Each runner moves up three (3) bases from the base they originally were on (ex. A batter hits a triple with a runner on 1st base. The batter takes third base and the player who was occupying 1st base at the time of the hit, scores). Exception would be if conditions are wet. If umpire decides that the conditions are wet a ball hit into right field that may not reach the road becomes “dead” at their discretion.

Ellison Park Field 5:

Fair/Foul ball and Out of Bounds lines will be designated by cones that Ellison Park Softball will provide. All outfield positions back up to the road. The ground rules will be as follows to provide consistency across all games:

Ball hit into/onto Left Field Pavilion (on the fly): Homerun (there is NO limit on how many HR's a team can have).

Ball hit into Left Field Pavilion (on the ground): The ball is dead and the batter receives an automatic “double”. Each runner moves up two (2) bases from the base they originally were on (ex. A batter hits a double with a runner on 1st base. The batter takes second base and the player who was occupying 1st base at the time of the hit, takes third base). Exception would be if conditions are wet. If umpire decides that the conditions are wet a ball hit into left field that may not reach the road becomes “dead” at their discretion.

Ball hit into Center Field (on the fly or ground): Batter gets all they can. Exception would be if conditions are wet. If umpire decides that the conditions are wet a ball hit into center field becomes “dead” at their discretion. All dead balls hit into center field are considered “doubles” and each runner moves up two (2) bases from the base they originally were on (ex. A batter hits a double with a runner on 1st base. The batter takes second base and the player who was occupying 1st base at the time of the hit, takes third base).

Ball hit into Right Field road (on the fly): Homerun (there is NO limit on how many HR's a team can have).

Ball hit into Right Field road (on the ground): The ball is dead and the batter receives an automatic “double”. Each runner moves up two (2) bases from the base they originally were on (ex. A batter hits a double with a runner on 1st base. The batter takes second base and the player who was occupying 1st base at the time of the hit, takes third base). Exception would be if conditions are wet. If umpire decides that the conditions are wet a ball hit into right field that may not reach the road becomes “dead” at their discretion.

All above ground rules are subject to change based on the umpires and/or Ellison Park Softball league director's discretion if it is deemed necessary to ensure a safe playing environment for our teams.

COED Rules ONLY

- Five male and five female players must be in the lineup at all times (six and six if A.H. is used). Any five male and any five female players must play defense.
 - Exception: A minimum of 9 players can start a game. However, there must always be five females players in the lineup. An out shall be declared for this vacant 10th position in the lineup when that position is scheduled to bat. A 10th player may be added in the 10th position of the lineup at any time before the end of the game. That added player must be male.
- The 12-inch softball will be used when a female OR male is batting.
- In the COED Program, teams starting with 12 players may drop down to 11 or 10 players but cannot have more males than females in the line-up.

- For example, if a female player is removed from the line-up, the male player following her in the line-up must be removed.
- All vacant spots in the line-up will be declared an out every time that position in the line-up is due to bat. If a team starts with 9 or 10 players, they are **not** allowed to add the 11th or 12th player at a later time. Any player that leaves the game for any reason may **not** return to the game. (**This does not apply to normal re-entry and substitution**)
 - Exception: A player who has left the game under the blood rule may return.
- **Note:** The defensive team may walk the preceding batter or multiple batters to get to the position or positions in the lineup that is an out due to having started with 9 players or having dropped to 11 or 10 players. There are no base appeals allowed when this results in the third out of the inning.
- Male and female players must alternate in the batting order.
 - Note: If a team starts with 9 players, a female player must occupy the first position in the batting order.
- When a male batter receives a base on balls or intentional walk, he will be awarded first and second base with the next female batter having the option to walk or bat.
 - **NOTE:** If the next female chooses to walk, it is not considered an intentional walk for the purpose of making an appeal.
- All COED playing rules not specifically covered above shall be governed by the “All Rules” section of this book.

Liability Statement

I, and my team, agree to assume any and all risk of accident or injury related to the activity (slow pitch softball). We agree to release Ellison Park Softball and its officers from any and all liability for any incident or injury caused by whatever reason, including, but not limited to, an act of omission.

I, and my team, understand that NO medical insurance is provided.

I, and my team, understand that ALL decisions made by the Ellison Park Softball League directors are FINAL. It is also at the discretion of the Ellison Park League directors to amend, delete, or add any rules that they may deem necessary.