

**CITY OF BROOKFIELD
PARKS AND RECREATION DEPARTMENT
SOFTBALL LEAGUE RULES AND PROCEDURES**

NOTE: The current edition of the ASA Rulebook will be the official rulebook for the program. Local rules and adaptations will supersede where applicable. Two competing teams or managers may not agree to alter any rules.

I. FACILITY POLICIES

- A. Supervisors and/or umpires assigned by the Brookfield Parks and Recreation Department are responsible for the total operation of program facilities.
- B. Participants may not be in possession of, or consume, alcoholic beverages at any time during their scheduled game.
 - 1. This includes walking behind the bleachers, bench, or backstop to consume.
 - 2. If a participant is identified as being under the influence of alcohol, that player will not be allowed to participate for the safety of them and the players involved in the game.
 - 3. If participants violate Policy I-B they are automatically disqualified from participating in that game and the next game played by their team.
- C. No pre-game practice will be permitted between diamonds #1 and #2 as you enter the complex. Warm-up is permitted on the designated diamonds or in the designated grass area between diamonds #3 and #4.
 - 1. Teams may practice on open diamonds when available.
 - 2. A \$5.00 fee will be assessed to teams which fail to abide after sufficient warning.
- D. No team batting practice in the complex or any general park area unless conducted on a designated diamond during scheduled practice times.
- E. No dogs, animals, etc. allowed in Wirth Softball Complex or park area.

II. EQUIPMENT

- A. **Uniforms**
 - 1. Uniforms are optional. Shirts must be worn by all participants whether playing or not.
 - 2. Shoes must be worn by all players and coaches.
 - 3. **Metal cleats or cleats with any exposed metal are prohibited.** If plastic cleats are worn down and the metal is showing, they will not be allowed.
- B. **Bats** – Approved Bats and Banned Bats. The league will follow the ASA banned bat list and the ASA approved bat list. All leagues use ASA legal bats, a list of legal equipment can be found: <http://www.teamusa.org/usa-softball/play-asa/certified-asa-equipment>
When a bat does not meet specifications as defined, or if in the umpire's judgement the bat has been tampered with, the umpire can prohibit the use of the doubtful bat
- C. **Balls** - Game balls will be provided by the umpires. The ball will be given to the home team at the conclusion of the game.
- D. **Bases**
 - 1. Will be supplied by the Brookfield Park & Recreation Department.
 - 2. The double-wide safety base will be used at first base for all adult leagues. The safe-base should be positioned so that the WHITE portion is where first base would normally be (in fair territory) and the colored (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 part 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. The defensive player **MUST** always touch the WHITE portion. This rule is in effect only on the initial play at first base which does not include:
 - a. Returning to the base after over running.
 - b. Running on a base hit to the outfield (runner may touch the RED OR WHITE part).
 - c. Re-tag to advance on a fly ball.

EFFECT: If a baserunner uses the ORANGE portion at any time after the first attempt at first base and is not in contact with the WHITE portion, then he is considered off the base.

EXCEPTION: On an errant throw pulling the defense off the white portion of the base into foul ground, the defense and the batter-runner can use either the white or colored portion.

APPEAL: If a team believes the batter-runner or fielder utilized the bases incorrectly, that team must appeal the play once the ball is dead.

E. **Jewelry - Casts**

1. For safety and injury prevention, all exposed items that are judged to be hazardous or potentially dangerous by the umpire may not be worn during the game.
2. This includes, but is not limited to, casts, wristwatches, large rings, bracelets, neck chains, or earrings that extend below the ear lobes.

III. **PLAYERS AND SUBSTITUTES**

A. **Line-Ups and Batting Orders**

1. Prior to the start of the game, the manager must give the umpire the official line-up sheet with the names of the starting players by their respective positions.
2. Teams may begin and play a game with only nine (9) players. A team shall not be permitted to start or continue a game with less than nine (9) players. Result - forfeit.
 - a. The nine (9) players must occupy the first nine spots in the batting order.
 - b. If a tenth (10) player arrives late, they **must** be added immediately to the line-up and bat in the tenth (10) position.
 - c. If ten (10) or more able players are present at the starting time, the team **must** list a minimum of ten (10) in the batting order.
3. All players on the official line-up sheet must be registered with **THAT** team. Players from other teams may **NOT** be added for the purpose of having sufficient players for the game.

B. **Extra Player Rule - All Leagues**

1. The purpose of this rule is to provide participation and enjoyment for all players in attendance. Managers are encouraged to follow the spirit and intent of the rule.
2. The use of the "Extra Player Rule" is optional and the manager must declare its use at the time they turn in the line-up card. Once declared, it must be used for the entire game.
3. Extra players of any number from ten (10) through the entire team roster may be listed in the team's starting batting order on the line-up card.
4. The team must have all players present in the dugout area at the start of the game who have been listed in the starting batting order.
5. Once the game begins, no further **additions** to the starting line-up may be made with the following exceptions:
 - a. III-A-2-b
 - b. If a team has listed **all** of their players in the starting line-up, they may at their option add late arriving players to the end of the batting order at anytime during the game.
6. The batting order must be maintained at all times. Once a player is listed in the batting order they remain in that spot in the order for the entire game unless substituted for. (See III-D).
7. Teams are allowed to use a courtesy runner for any player one time per inning. The courtesy runner must be the player who made the last out. Teams are encouraged to use this wisely. If an injury to a player occurs after a courtesy runner has been used in a specific inning the team would have the following options:
 - a. Leave the injured player in the game.
 - b. Substitute a player not in the existing line up for the injured player. The injured player must be removed from the line up for the remainder of the game.
 - c. If no substitute is available, an out will be assessed immediately and the first time that the injured player's name comes up in the batting order, an out will be assessed. After that, the batting order will be closed and no out will be assessed. The injured player must be removed from the line up for the remainder of the game.
8. If a player, other than a baserunner, is injured, ejected from the game, etc., and there is no eligible substitute available, the first time that the player's name comes up in the batting order, an out will be assessed. After that, the batting order will be closed and no out will be assessed.
9. Any violation of the "Extra Player Rule" will cause forfeiture of the game.

C. **Fielding Position**

1. There is total free substitution of players in the field on defense. However, there can

never be more than ten (10) players on the field at any one time.

2. This rule applies **only** to those players who are listed in the batting order at the time of the substitution. Any player listed in the batting order, regardless of the number, may play any position in the field at any time.
3. Players not listed in the batting order must follow the substitution procedures outlined in III-D.

D. **Substitutions**

1. A starter is defined as anyone listed in the original batting order at the start of the game or a late arriving player who has been added to the batting order as in III-A-2-b or III-B-5-b.
2. If all players available are **not** listed in the batting order, a starter who **is** listed in the batting order, may be replaced by a substitute who then assumes the starter's position in the batting order.
3. The starter may re-enter the game at a later time but must return to the same spot in the batting order.
4. The substitute must come out of the game and cannot re-enter under any circumstances.
5. If a starter has re-entered once, that player may be substituted for again, but cannot re-enter a second time under any circumstances.
6. All substitutions should be reported to the plate umpire to be announced. However, whether announced or unannounced, any play made by or on the substitute player shall be legal.
7. A violation of the re-entry rule will result in the ejection of both the manager and illegal player.

IV. **THE GAME**

A. **Start of the Game**

1. The umpire shall have final authority in determining the amount of pre-game practice to be permitted.
2. Teams shall be prepared to start games at the designated time.
3. There is a 5-minute grace period for the start of a game, however, a minimum number of 9 players must be **on the field or bench** once the 5-minute period expires.
4. If a forfeit is called due to a lack of players, teams are welcome to play a game without umpires. Any forfeited games will **NOT** be umpired.

B. **Length of Game**

1. All league games will be seven (7) innings, a fifty (50) minute time limit or completed based on the 15 run rule. No new innings shall be started after the time limit expires unless the game is tied. (See #2 below)
 - a. The time limit begins at the scheduled start time. If a team is not ready to play at the official start time the 50 minute time limit will begin. The umpire's watch shall be the "official time".
 - b. If a team utilizes the grace period, the time limit will begin at exactly 5 minutes from the original start time. If a team is not ready to play at the official start time the 50 minute time limit will begin. All games using the grace period will have a 50 minute time limit beginning five (5) minutes after the original game start time.
 - c. If a team is scheduled to play the second, third or fourth game on a given date and the first game runs five or more minutes past your designated start time, the grace period will not be available for use. Example: Your team is scheduled for a 7:15 p.m. start and the 6:15 games ends at 7:20, the grace period is not available.
 - d. Clarification - A new inning begins immediately after the third out of the previous inning has been made provided there is time remaining.
 - e. If the home team is batting and leading in score when the time limit expires, the game is over immediately.
 - f. If the visiting team is batting when the time limit expires, they must finish the half inning. If the visitors are then leading, the home team must bat.
2. Tie Games
 - a. Extra innings (beyond seven) will be played if the game is tied and the 50-minute

time limit has not expired.

- b. Upon reaching the 50-minute time limit, regardless of the inning, and the game is tied, a maximum of one (1) additional complete inning will be played to try to break the tie.
 - c. If at the end of this additional inning the score is still tied, or if an official game is called due to inclement weather or darkness with the score tied, the game will be recorded as an official tie game. Each team shall be awarded a ½ victory and a ½ defeat, which will count in the standings.
3. 15 Run Rule: If the leading team is ahead by 15 runs or more at the end of the 50 minute time limit, the game will end and the score will stand regardless of the number of innings that have been completed and regardless of which team is at bat.
 4. A game called by the umpire will be regulation if the losing team has completed a minimum of four innings at bat. Games tied at four or more innings will also be regulation. If the time limit expires before four innings have been completed, the game will be considered complete.

C. General

1. Cancellations - Postponements - Inclement weather
If there is any doubt as to whether or not the diamond is in playable condition, it is the manager's responsibility to use the following procedure:
 - a. The Recreation Department will cancel games up to 5 p.m. Team managers **only** are requested to call from 3 p.m. to 5 p.m. to find out if games are canceled. Normally a decision will be reached by 4:30 p.m.
 - b. After 4 p.m., participants may call the Recreation NEWSLINE at 262-796-6700 to receive a recorded message indicating if the games have been called prior to 5 p.m. or visit our web site at www.ci.brookfield.wi.us Go to the Parks and Recreation Department home page and view the "Today's Headline" section.
 - c. If the games have not been called prior to 5 p.m., teams must appear at their game location and the umpires and/or supervisor will make the final decision.
 - d. Several weekend dates during the season will be selected for re-scheduling of postponed games and will be indicated on the league schedules.
2. Official Scorebook - There is no official scorebook as such. Each team is encouraged to provide its own book and scorer. The umpire is the official scorer and scores should be periodically checked with the umpire.
3. Team Bench
 - a. The team bench is restricted to players, manager, one scorekeeper, and one batboy who is at least 10 years of age and conducts himself in a responsible manner.
 - b. The dugout area will not be used as a child care area and will be enforced by the umpire.
 - b. No alcoholic beverages or smoking is permitted on the team bench.

V. GENERAL PLAYING RULES

A. Pitching

1. After assuming the pitching position, the pitcher must present the ball in **front of his/her body** (for at least one second) in either one or both hands, before starting the delivery motions.
2. The ball must be delivered at a moderate speed underhand - below the hip with a perceptible arch (from the time it leaves the pitcher's hand) of at least six (6) feet and not more than **twelve (12) feet** from the ground. Speed and height are left entirely to the judgment of the umpire. The umpire shall warn a pitcher delivering a pitch with excessive speed after which the pitcher may be removed from the pitching position for a subsequent violation.
3. **A strike mat will be used for all games. A legally pitched ball that hits the home plate or mat will be ruled a strike. The 6-12' arc limits remain in effect.**
4. The pitcher shall not attempt a quick return of the ball before the batter has taken their position or is off balance as a result of the pitch.
5. The catcher must be in and remain within the boundaries of the catcher's box at the umpires discretion until a pitched ball has reached or passed home plate or is batted. He must also return each pitch **NOT HIT** immediately to the pitcher, except after a

strike out.

6. **EFFECT - #1-5 above.** Any infractions of #1-5 above is an "illegal pitch". A ball shall be called on the batter. **Illegal pitches will be called by the umpire by using both verbal and a hand signal.** If called illegal, the runners may not advance. If a batter swings at any illegal pitch, it is nullified and all play stands.

B. **Strikes and Balls**

1. Three (3) called balls shall be a walk.
2. A strike-out will consist of any combination of two (2) strikes (i.e. A swinging strike or a foul ball will not be an out unless it is the second strike).

C. **Base Running**

1. No "courtesy step" will be permitted to base runners. Base runners must keep contact with their base, and may leave it **only** when a pitched ball touches the ground, reaches home plate, or is batted. Result: The baserunner will be declared out.
2. Baserunners may advance at their own risk, after "tagging up", when a foul ball is caught in the air.
3. Baserunners can score from third base when a batted ball is hit into fair territory, a foul ball is caught, or when the runner is "forced in" by a walk.
4. Sliding shall be permitted, **but is not required** at all bases and home plate.
5. In order to prevent injury and protect the defensive player attempting to make a play on a runner, the runner must be called out if he remains on his feet and deliberately, with great force, crashes into a defensive player holding the ball and waiting to apply a tag. **In order to prevent a deliberate crash ruling, the runner can slide, jump over the top of the defender holding the ball, go around the defender (if outside the three-foot lane, the runner would be called out), or return to the previous base touched.**
NOTE: If the act is determined to be flagrant, the offender will be ejected. A runner may slide into the fielder.

6. **No stealing will be permitted in any league.**

- D. **Banned Bats** - Banned bats will be determined by the official ASA banned bat list as published on the ASA web site. If a player uses a banned bat, that player will be called out and all base runners will return to the base they occupied before the illegal bat was used. Also, the player using the banned bat will be ejected from the game and suspended from the next scheduled game played by his/her team.
- E. **Bunting or Chopping** - No bunting or chopping shall be allowed.
- F. **Intentional Walk** - If the pitcher desires to walk a batter intentionally, he may do so by notifying the plate umpire who shall award the batter first base.
- G. **Injury, Bleeding, or Open Wound** - A player/substitute, manager, coach, trainer, batboy or other team member or Umpire who is bleeding or has an open wound shall be prohibited from participating further in the game until the bleeding is stopped and the wound covered. See ASA Rule 4, Section 9 for additional details.

VI. **PROTESTS**

- See "Adult Team Sport Programs, Policies and Procedures" - IX

VII. **UMPIRES**

- A. The game umpire(s) is officially in charge of each game and will have complete and final authority.
- B. Umpires are empowered to eject players and managers from games for violations of official rules and regulations or unsportsmanlike conduct.

VIII. Any circumstances arising that are not covered by the ASA Rule Book or the "Softball League Rules and Procedures" will be left to the discretion of the Adult Softball Committee and the Brookfield Parks & Recreation Department.

J.K. 3/08

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**CITY OF BROOKFIELD
PARKS AND RECREATION DEPARTMENT**

CO-ED SOFTBALL RULES

Note: The current edition of the ASA Rule Book, along with the "Softball League Rules and Procedures", will be the official rules governing this program. The co-ed rule modifications will supersede all others where applicable. Two competing teams or managers may not agree to alter any rules.

We also ask the manager to stress to teammates that the league is basically a recreational league which emphasizes participation and fun as the primary concerns. Rules have been modified to assure enjoyment and participation by both men and women.

I. **PLAYERS AND SUBSTITUTES**

A. Line-ups and Batting Orders

1. Teams must alternate women and men in the batting order at all times.
2. Any players who report late should be placed at the end of the batting order.
3. No player listed in the batting order may leave the order unless they become injured. In the event a base runner becomes injured, the player who made the last out may run for the injured player. Refer to rule III, B, 7 for further clarification.
4. If necessary, a team may begin, and play, a game with only nine (9) players. This must be either five (5) men and four (4) women, or five (5) women and four (4) men. The team must alternate women and men in the batting order. Either a man or woman may bat first. If the tenth (10) player arrives late, they must bat in the tenth position.

B. Fielding

1. There must always be ten (10) players in the field if ten players are available to participate, either five (5) men and five (5) women or four (4) men and six (6) women. Exception: I-A-4.
2. For players who are listed in the batting order, there is total free substitution in the field or defense. Refer to Rule III-C in the "Softball League Rules and Procedures" for clarification.

II. **THE GAME**

- A. See "Softball League Rules and Procedures", IV-A,B,C.
- B. Games will be seven innings or a fifty (50) minute time limit, whichever comes first. No new innings shall be started after the time limit expires unless the game is tied.
- C. 15 Run Rule: If the leading team is ahead by 15 runs or more at the end of the 50 minute time limit, the game will end and the score will stand regardless of the number of innings that have been completed and regardless of which team is at bat.

III. **GENERAL PLAYING RULES**

- A. See "Softball League Rules and Procedures", V - for further rules.
- B. Base on Balls Rule: On any walk to a male batter (intentional or not), he will be awarded first base with the next batter, a female, having the option to walk or bat up until the first pitch.
- C. Sliding is allowed. Metal spikes may not be worn.
- D. All other slow pitch rules apply which include no bunting or chopping of the ball, no stealing, and base runners may not lead off until a pitched ball touches the ground, reaches home plate or is batted.