

**FALL 2017
ADULT MENS SOFTBALL LEAGUE
PLAYING RULES AND REGULATIONS**

BOROUGH OF PHOENIXVILLE DEPARTMENT OF PARKS AND RECREATION
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All teams participating in Borough of Phoenixville Department of Parks and Recreation Adult Softball Leagues shall abide by all official 2017 ASA softball rules unless otherwise stated, including bats and equipment.

GENERAL FIELD RULES:

- Alcohol is not permitted on or at the playing fields at any time; nor in the parking areas before, during, or after the game. This applies to all players, coaches, umpires, fans, etc. **NOTE:** The first penalty will result in forfeit of the game. The second penalty will result in suspension from the league for the rest of the season.
- There are boxes at each field containing game-day equipment. Use one new game ball per game. Balls will be replenished weekly in the equipment boxes located at each field.
- One new ball and good condition used ball will be provided by the league for each game. See http://www.softball.org/about/certified_equipment.asp for more information on A.S.A certified equipment.
- **Home run limit:** (NOTE: This rule applies only to the VFCC back field.) Once a team hits 3 homeruns (over the fence, in the park homeruns are not counted), they may not hit another homerun until the opposing team hits a homerun. Any ball hit over the fence when the team is at the limit (i.e. 3 up on the opposing team) results in an out.

ENTRY FEE: \$400 which is due no later than September 12th. No Exceptions!

SCORESHEETS: Only official Phoenixville Slowpitch League score sheets can be used and must be signed at the completion of the game by the official umpire. Score sheets must be turned in by the end of the game by both teams. The umpire will sign each score sheet after the game and leave it in the box behind home plate. In case of a rain out, home team or only team present must submit the score sheet indicating conditions and signed by the official umpire present. If no umpire is present indicate this on the score sheet. All rules of eligibility for playoffs shall be made from these sheets and must be accepted final by all teams. First and last name must be listed. Make sure all spelling is correct and print clearly or forfeits may result.

UNIFORMS: All teams are required to have matching jerseys for all players.

METAL OR STEEL CLEATS: Metal or steel cleats are not permitted.

LINEUPS AND GROUND RULES: Lineups will be exchanged and ground rules reviewed with the umpire before each game.

SUBSTITUTIONS: All line-up changes must be given to the opposing team and reported to the umpire prior to being made.

PLAYER ELIGIBILITY:

- All league participants must be at least (18) years of age. A team will forfeit any game in which a player under the age of 18 is used.
- No player can play for more than one team in the league.
- Only players listed on the team's roster and who have signed the team waiver form will be permitted to play.
- Players must be listed on the official score sheet and PLAY in the game to be eligible for playoffs. Any names that are not printed or are not legible will NOT be counted.
- To be eligible for playoffs, players must be on the team roster that is submitted by September 12th and PLAY in at least 2 regular season games as verified on the turned-in score sheets. Team rosters can have up to 25 players on the roster but no player can be added after May 24th.

FORFEIT: A team may play with 7 players. A 10-minute grace period will be given to allow 7 players to arrive. After the 10-minute grace period expires and 7 players are not present, the game will be called a forfeit. If a team forfeits, a fine of \$10 will be charged, and must be paid prior to the start of your next game. If your team forfeits 2 games your team will be removed from the league with no refund. NOTE: Forfeits cannot be waived by agreement of coaches or umpires.

BATTING:

- The balls and strikes count starts at 1 ball and 1 strike for all batters.
- No Courtesy Fouls
- No bunting
- You can bat entire roster but it's not mandatory that you do.

LINEUP

- One or Two Extra Player(s) (EP) of either gender can be added to lineup prior to going through the rotation once. Once the leadoff batter comes to the plate for the second time and is thrown one pitch, no players may be added to that team's lineup. If a team wants to "save" a spot for a player coming late, they must take an automatic out at the end of their lineup. A team may end with one less player than they started with as long as the player in question was not ejected.

BASERUNNING

- **NO TAKE-OUT SLIDES. NO FAKE TAGS. NO STEALING.** Runners must slide into home plate if there is a play there. A runner that does not slide will be called out. Sliding is not required at other bases, but all care should be taken to avoid collisions.
- Courtesy Runners are permitted. A courtesy runner is in the game when they touch the base. **NOTE:** The courtesy runner **MUST** be the last previous out (or last batter in lineup if no outs yet recorded in game). If last previous out is unable to run then no Courtesy Runner is permitted, so lineups should be made accordingly. Only one courtesy runner per inning is allowed.
- **Safety Base:** A safety base will be used at first base. If there is a play at first base, the runner must use the outer “safety” base, and the fielder must use the inner base. If there is no play at the base(i.e. a clean single, double, etc.) the runner may use the inner base and the fielder must give way.

PITCHING

- Pitches must have an arc of at least 6 feet, but no more than 12 feet. **NOTE:** Illegal pitches will be called “illegal” by the umpire during flight and recorded as a ball provided the batter does not swing at the pitch. If the batter swings then the illegal pitch is no longer in effect and the play continues as normal.

GAME

- Run Ahead Rule to be listed below:
 - 20 after 3 complete innings
 - 15 after 4 complete innings
 - 10 after 5 complete innings

COMPLETE GAME: A game is considered complete after 5 innings of play. If the game is called prior to 5 innings, it will be rescheduled. **NOTE:** Rescheduled games will proceed from the exact point of play that they ended

TIE-BREAKER: In case of a tie, one extra inning shall be played, using the ASA international tie breaker rule. If at the end of the inning, the game is still tied, the game will be suspended and finished at the end of the regular season if needed.

POSTPONEMENT: Games may be postponed due to inclement weather **ONLY**. The decision to postpone a game will be determined by the Recreation Department. **NOTE:** No games may be postponed due to personal reasons. All schedule requests should be made early and prior to creating the schedule. All accommodations will try to be met.

INCLIMATE WEATHER: In the event of inclement weather, the department will make a decision by 4:30pm. If your team has not been notified of a cancellation by 4:30pm then the decision will be made by the umpire/staff at the field.

RESCHEDULING: The league will reschedule make-up games when there are open playing days during the season.

UMPIRES: The umpire has the final decision on all calls and matters related to the game (i.e. ejection, rulings, etc.)

TIME LIMIT: No inning may be started after 1 hour and 15 minutes; however, an inning that is in progress may be completed.

PROTESTS: Protests must be made known to both teams (either by the coach or official) at the time of the protest. The protest must be made before the next pitch or before all infielders have left fair territory, or if on the last play of the game, before the umpire leaves the playing field. The protest must be submitted in writing within 24 hours following the game and must be accompanied by a \$30 fee (which will be refunded if ruled in your favor) to the Recreation Department.

INSURANCE: The Phoenixville Recreation Department, sponsors, or the league will not accept responsibility for personal injury or property damage caused to participants or attendees during practice or games. Individuals are encouraged to carry their own personal insurance. **NOTE:** All players are required to sign a waiver form prior to playing; those who have not signed will not be allowed to play until they do

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DISCIPLINARY RULES:

1. Un-Sportsman-like conduct will not be tolerated. **NOTE:** First penalty will result in immediate ejection from the game, suspension for the next game and a \$20 fee must be paid to the Recreation Department prior to the start of the following game. Second penalty will result in ejection from the game, a \$30 fee, and a one-week suspension. Third penalty will result in suspension from the league for the rest of the season.
2. Anyone ejected from a game or suspended will not be allowed at any of the games until the fee and suspensions are paid and fulfilled.

Any situations not covered by the preceding rules shall be decided by the League Director in the best interest of the league.