Mt. Pleasant
Adult Slow Pitch Softball League By-Laws

Revised April 28, 2015

1. All players must be registered with Mt. Pleasant Parks & Recreation before they play. Non-Residents must pay player fee prior to playing. **Addresses on roster MUST match addresses on ID. Teams will be checked randomly so have your ID on site at every game.**

a) **Non-Resident Player Fee: $12**

2. Players must be a minimum of 16 years old to participate in MPPR Leagues. Players under 18 must have parental consent and have parent concussion acknowledgement form signed prior to participating.

3. **Roster Deadline:** No new player shall be added to the lineup following the last Friday in June. Exception: Should player vacate roster due to medical reasons following deadline, a player may be added (same gender for coed). All additions need to be verified with League Director prior to play.

4. **Pick Up Players:** Teams will be allowed 3 pick-up players following the roster deadline. Pick up players must pay non-resident fee if it applies and sign roster waiver prior to playing. All pick up players must be approved by League Director.

5. Players can only play on one team per league. Players are allowed to be on multiple teams if they are in different leagues. **Playing on 2 teams requires 2 player fees if non-resident.**

6. ASA (Amateur Softball Association) rules shall govern all play except for those stated below.

7. Team managers are responsible for informing their players of league rules.

8. Team managers are responsible for the conduct of their team players and spectators.

9. **CMU FACILITY POLICY:** Managers, players and spectators must follow CMU policies while participating in league games that are held at IM Fields.

a) There is no tobacco (including electronic tobacco devises) or alcohol permitted on CMU facility grounds. This includes fields, dugouts, parking lots and outlying areas of CMU.

b) Pets must be on leashes at all times.

c) Failure to comply may result in ejection or suspension from league play.

10. **STARTING THE GAME.** A team must have a minimum of eight (8) players to start. Once minimum is reached, game will start. A team may start or finish a game with eight (8) registered players. A team must have eight (8) players to begin batting or to take the field. If a ninth (9) or tenth (10) player arrives for a team starting with less than ten (10) players, he/she **MUST** bat in the ninth or tenth spot in the batting order (dependent on the order in which they arrived). A team must maintain a minimum of eight (8) players throughout the game. Failure to complete the game with eight (8) players is forfeiture of the game.

11. **EXTRA PLAYERS.** As by rule, a team must have a minimum of eleven (11) players [twelve (12) for Coed] **present** to start the game with an "extra player". This rule may only be utilized if you start the game with eleven (11) or twelve (12) players. A team cannot add an eleventh or twelfth batting position to their lineup once the game has begun. Teams utilizing the extra players rules must finish with 12(coed) or 11(men's). An out will be recorded if a team falls below the 11(mens) or 12 (coed).

12. If a player is removed from the batting order for any reason and the batting position cannot be filled by a legal substitute, the vacant batting position shall be an automatic "out" each time that batting position is scheduled to bat.

13. If a player is removed from a base or the plate for any reason (injury, etc.) (exception: blood rule) and is unable to be replaced by a legal substitute, an immediate "out" will be declared in all cases.

14. **GAME TIME IS FORFEIT TIME.** If a forfeit occurs, the forfeiting team will be charged with a loss of 7 - 0. A team with less than eight (8) players shall forfeit.

15. **FORFEIT:** A team receiving a forfeit is not responsible for paying umpire fee. The forfeiting team is required to make forfeit payment prior to next scheduled game. Failure to do so will result in additional forfeit. Notice of forfeit must be made prior to 12:00pm of scheduled game.

a) Single Header $32 Double Header $64

b) Any team forfeiting 2 games (single game) or 4 games (double header) may be subject to removal from league play.

c) Umpires are not to accept any money should forfeit occur prior to game.

16. **TIME LIMIT - ALL GAMES WILL HAVE A TIME LIMIT OF ONE HOUR AND <u>TEN</u> MINUTES.** No new inning shall start **ONE HOUR AND <u>TEN</u>** minutes after the game's pre-game conference between the managers and umpires or the first warm-up pitch is thrown, whichever comes first. Games called due to time limit shall constitute a complete game regardless of the number of innings played.

17. **TIE GAME.** If a game is tied after seven (7) innings or less and the time limit has expired, one (1) extra inning will be allowed. If the game has progressed at least eight (8) innings during the one hour and ten (10) minute time limit, no new inning will be allowed to start after the time limit has expired.

18. **RUN AHEAD RULE.** A team leading by ten (10) runs after five (5) innings of play, fifteen (15) runs after four (4) innings or twenty (20) runs after three (3) innings.

19. **COURTESY RUNNER.** Any eligible player on the official line-up including available substitutes may be used as a courtesy runner. There is a limit to one courtesy runner (per gender-COED) per inning. If the courtesy runner is on base and it is his/her turn to bat, the courtesy runner is out and that player will bat. In Coed play a male may only run for a male and a female may only run for a female.

20. Lineup cards must be exchanged between teams and umpire before game.

21. **SCOREKEEPING:** Home team is responsible for turning in score sheet at end of game.

a) Managers should verify score with opposing team every half inning. Umpire has ultimate decision should discrepancy occur.

22. **BAT TESTING: All bats will be tested prior to use in league and post season tournament play. Only bats that have tested and passed will be allowed in league play. Bats that have passed will have a DISTRICT 12 sticker of the current year placed on bat. ONLY bats with current DISTRICT 12 sticker will be allowed in play.**

a) All bats must be ASA approved and must not be listed on the ASA non approved bat list.

b) Bats may be re-tested on the field at any time during the season by umpire or recreation staff.

i) Bats may be called into question by umpire, MPPR staff or opposing team.

a) Softball supervisor will test or inspect bat. If bat passes it will be returned to the team at that point. Bat may be subject to further testing.

ii) Any bat questioned may be removed from game. Failure to allow bat to be inspected will result in suspension.

c) Any injury resulting from a batted ball will be removed from game and given to the softball supervisor for retesting. If bat passes retesting it will be returned to the player after make and model of bat is recorded. If it does not pass the retest or needs further testing, the bat will be held for additional inspection.

Penalty:

a) Before game if a bat is deemed illegal or altered; bat cannot be used; no penalty.

b) During play if bat is found to be illegal or altered, all runs scored up until infraction will be nullified and inning over. Player using illegal or altered bat will be suspended (1) game.

- If player is found to be using an illegal or altered bat a second time during season, offending player will receive a one (1) year suspension from Adult Softball Leagues from date of occurrence.

23. A "1-1" count will be used for all games. A walk will still occur when 4 balls are reached and strike out will occur when 3 strikes are reached. There will be NO foul grace ball on 3rd strike foul balls.

24. **STRIKE MAT.** Will be used for all league play to determine strikes and balls.

a) The strike mat will be used to determine balls and strikes. If the softball touches any part of the mat on a legal pitch (6"-10"), it will be considered at strike. Pitches that hit the plate are NOT considered a strike.

b) The strike mat is <u>not</u> home plate. All runners must touch home plate to score a run. If the runner touches the strike mat and not home plate, and then is tagged with the ball, the runner will be called out.

25. **BASE STEALING.** There is NO base stealing in any league play.

26. **PITCHING: Slow pitch pitching box - the box is 2 feet wide (same width as pitching plate) and 6 feet back. The pitcher may start their pitch from anywhere in this box.**

a) Each starting pitcher or relief pitcher will receive one (1) minute to throw not more than three (3) warm-up pitches before facing the first batter. If time allows, the pitcher may throw not more than three (3) warm-up pitches in subsequent innings. In either case, a limit of one minute will be placed on all warm-ups.

b) Arch Rule of 6' – 10' feet will be used.

27. **Shoes.** Must be worn by all participants. Shoes with round metal spikes are illegal. Shoes with detachable cleats that screw on are not permitted however, shoes with detachable cleats that screw INTO the shoe are permitted.

EXCEPTION: COED – No metal spikes nor hard plastic or polyurethane spikes similar to metal sole and heel plates are allowed.

28. **INCLEMENT WEATHER.** If the decision to play is left up to the umpire(s) at the field, the teams shall report to the field. If one game is cancelled on a diamond, then all subsequent games on that diamond are canceled for the night. Four and one-half (4 ½) to five (5) innings shall constitute a complete game. If a game is suspended due to <u>thunder or lightning</u>, there must be a period of <u>thirty (30)</u> minutes expired with no hearing of thunder or sighting of lightning anywhere in the sky before play is resumed. Regular league games that are stopped (due to weather, darkness, etc.) before enough innings have been

completed for the game to be considered regulation or regulation tie games (that are not considered complete as per these softball by-laws) shall be rescheduled and played from the beginning.

29. **EJECTIONS.** When ejections for unsportsmanlike conduct occurs the player ejected **MUST** leave the grounds and be out of sight and out of sound of the playing field. Once a player has been ejected, that player is still the responsibility of the manager or his/her designee.

30. **PROTESTS.** On rules and plays must be declared before the next pitch (legal or illegal). It is the protesting team's responsibility to cite the rule(s) violated. The rule book should be consulted if necessary. The umpire will settle the protest at the field and has final word.

a) If a player's eligibility is protested at the site, the player in question will be required to show picture ID and be listed on the official roster with signature. If no picture ID is available, the player must provide site supervisor: name, address, home phone, birth date and signature. Failure to produce picture ID or give the above information will result in the immediate forfeit of the game.

b) **A player's eligibility may be checked at any time on the field by Recreation Staff.**

31. **Ties in League Standings:**

a) Head to head regular season record

b) Runs against (head to head)

c) Runs scored (head to head)

d) Runs against (league)

e) Runs scored (league)

32. **Team T-shirts will be awarded for league champions and post season tournament champions.**