



# ADULT SOFTBALL LEAGUE RULES

League Director: Tyler McLead

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League Website: [www.chestertonsoftball.com](http://www.chestertonsoftball.com)

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## I. ADMINISTRATION

1. The Chesterton Parks Department (CPD) supervises the Adult Softball Leagues. Decisions that are rendered by CPD are final.
2. The program is governed by USA Softball rules with CPD modifications and policies.
3. **Specific coed modifications can be viewed on the last page of this document.**

## II. TEAM REGISTRATION

1. Teams can register during the advertised dates at the Chesterton Parks Office during the regular business hours of 8:00 am – 4:00 pm. Teams will be accepted on a first come, first serve basis. The league fees must be paid in full for a team to be officially registered.
2. No refunds will be issued once the payment has been accepted unless the league is canceled.

## III. TEAM MANAGERS

1. The manager is the primary link between their team and league management. It is the manager's responsibility to obtain all information regarding league play. Responsibilities include but are not limited to:
  - a. Reading rules and policies prior to league play and informing the players of the rules.
  - b. Submitting team roster and registration fee on time.
  - c. Having all players read and sign the team roster before playing and ascertain the eligibility of each player signing the roster.
  - d. Informing CPD staff of changes in his/her address and/or telephone number.
  - e. Obtaining league information pertaining to registration deadlines, make-up games and league tournaments.
  - f. Maintaining control over his/her players in all circumstances including disputes on the field.

## IV. LEAGUE FORMAT

1. Double-headers will be played as often as possible during the regular season followed by a double-elimination tournament.

## V. REGULAR SEASON

1. Teams will play one night per week during the regular season. The length of the season is dependent on how many teams register for that night.

## **VI. TOURNAMENT**

1. The regular season will conclude with a double elimination tournament. The tournament will be seeded based on the following criteria:
  - a. Winning percentage
  - b. Head-to-Head competition
  - c. Runs allowed
  - d. Runs scored
2. Teams with the best seed will be given home field advantage.
3. Prizes will be distributed to the teams who finish 1<sup>st</sup> and 2<sup>nd</sup> in the tournament.

## **VII. PLAYER ELIGIBILITY**

1. All players must be 18 years of age by the first game of the season.

## **VIII. TEAM ROSTERS**

1. Team rosters must contain a minimum of twelve (12) players, a maximum of twenty (20) players and must be submitted prior to the first game.
2. Participants may only play for one team on any given league night.
3. All players and substitutes must sign the official Team Roster before they are allowed to participate. Violation of this rule will cause the game in question to result in a forfeit. All players must fill out all required information on the roster to play.
4. Only players and substitutes recorded on the roster may participate in a game. If a team is caught playing an unregistered player, they will be forced to forfeit their next scheduled game.
5. Teams may not add players to their rosters after it's submitted.

## **IX. FORFEITS**

1. Team Managers must contact the League Director as soon as possible if forfeiting a game (preferably before 12:00pm of game day or sooner) so that the CPD staff has ample time to contact everyone affected. If the CPD is not contacted within a reasonable amount of time, a forfeit fee will be assessed to the team (see below).
2. A team may start a game with eight (8) players. Spot 9 in the batter order will be an automatic out until filled.
3. The official clock will be the umpire's watch. At the time of the forfeit the umpire must clearly declare that the game is forfeited. Umpires are not permitted to officiate the forfeited game under any circumstances.
4. Forfeit Fees: 1<sup>st</sup> & 2<sup>nd</sup> offenses = \$20.00 per game | 3<sup>rd</sup> offense and more = \$30.00 per game. Forfeit fees must be paid at the park office before a team can play their next scheduled game.
5. Upon the third forfeited game in one season, the team's eligibility will be evaluated.

## **X. CANCELATIONS/COMPLETED GAMES**

1. Games will start promptly at the designated time unless postponed due to weather or an unforeseen circumstance as determined by the League Director.
2. Every effort will be made to makeup cancelled games. Games may need to be made up on a different league night other than the one you play.
3. A game will be considered complete after 4 innings of play or 3 ½ innings if the home team has the lead.
4. All games ending due to the Time Limit Rule will be considered completed games.

## **XI. TEAM LINEUPS**

1. Team Managers must submit their lineups on the provided lineup sheets to the umpire at least 10 minutes prior to the start of every game.
2. Each team must have a minimum of eight (8) players to start a game. Anything less will be automatic forfeit.
3. Substitutions may be made at any time during the inning during a dead ball. Subs must bat in the same spot in the batting lineup as those they replace.
4. If a player cannot continue because of an injury or emergency circumstances and a substitute is not available to take his/her batting position in the order, their position will be erased and the next batter in the order will be due up to bat. That player will not be allowed back in game.
5. If an extra player (EP) is used, all 11 must bat and any 10 may play defense. Defensive positions may be changed but the batting order must remain the same.
6. Teams starting with eight (8) players may add players arriving late to games into the last position in the lineup. These players must play the field first before batting.
7. Players can switch defensive positions during a game but must maintain their positions in the original batting order.

## **XII. EQUIPMENT**

1. The parks department will provide the game balls. Both the men and coed divisions will use a 12" 52/300 ball.
2. Bats must be labeled "official softball" and may not be listed on any banned list of USA, NSA, or USSSA. Bats found to be altered will be removed from play. Updated lists of banned bats are available on the league website at [www.chestertonsoftball.com](http://www.chestertonsoftball.com).
3. No metal spikes are allowed. Proper footwear will include shoes with a soft pliable rubber soles or cleats. Players caught wearing metal spikes will be ejected.
4. Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game.
5. Umpires of each game will determine legality of all equipment.

## **XIII. SPECIFIC GAME RULES**

1. **Time Limit:** all games have a 60-minute time limit. No new inning with start after time runs out unless the score is tied (see tiebreaker rule). All games ending because of the Time Limit Rule will be considered regulation games.
2. **Starting Count:** the starting count for every batter in all league games will be 1 ball and 1 strike.
3. **Home Run Limits:** the home run limits for each league are as follows:
  - a. Monday (Coed): 4 and 1 up
  - b. Thursday (Men's): 5 and 1 up
4. **Run Rules:** 20 runs after 3 innings | 15 runs after 4 innings | 10 runs after 5 innings
5. **Courtesy Runners:** Teams are permitted to use one courtesy runner per inning. All official players on the lineup and substitutes may be used as courtesy runners. If the courtesy runner's turn to bat comes when the player is on base, they will be removed from the base and ruled out.
6. **Foul Balls & Home Run Balls:** Team Managers are responsible for getting someone to retrieve foul balls and home run balls if they were hit on their side of the field and get them back to umpire.
7. **Batter's Box:** Since batter's boxes are generally not marked for league play, the umpires will use their best judgement when making calls related to the area. The benefit of the doubt will go to the batter.
  - a. The batter's box area is 4' wide x 7' long.
  - b. If the umpire declares one or both feet of the batter are clearly outside a reasonable batter's box area when contact is made with the ball, the batter will be declared out.
  - c. A batter touching home plate with his or her foot when contact is made with the ball will be declared out. The batter is out whether the ball is hit fair or foul.
8. **Pitching Arc:** The limited pitching arc is 10' maximum and 6' minimum. Pitched balls judged not to meet the minimum or exceeding the maximum will be declared illegal. The batter still has the right to swing at the pitch with the risk of being called out.
9. **Infield Fly:** The infield fly rule will be enforced when a fair fly ball which can be caught with ordinary effort by an infielder, pitcher, or catcher when FIRST & SECOND or FIRST, SECOND, & THIRD bases are occupied with less than two outs.
  - a. Any outfielder that positions him/herself in the infield on the play shall be considered an infielder.
  - b. When it seems apparent that a batted ball will be an infield fly, the umpire shall IMMEDIATELY declare "INFIELD FLY- THE BATTER IS OUT."
10. **Chopping & Bunting:** No bunting or chopping a pitched ball allowed.
  - a. Batters called for bunting or chopping the ball will be declared out and any base runners must return back to original base.
  - b. DEFINITIONS: A bunt is a tapped ball not swung at, but intentionally met with the bat and tapped slowly within the infield. A chopped ball hit occurs when the batter strikes downward with a chopping motion of the bat so that the ball bounces high into the air.
11. **Sliding:** Players must try to avoid contact and slide on a close play at any base. Sliding is not mandatory but avoiding contact is strongly encouraged.

- a. At no time may a base runner flagrantly run, block, roll and/or crash into a fielder. The offending player will automatically be called out and may be ejected from the game at the umpire's discretion.
  - b. Players are encouraged to slide on close plays at home-plate. Teams should instruct on-deck batters to assist runners coming home during these situations. Many of the problems experienced at home-plate stem from lack of team communication.
  - c. We encourage baserunners to slide when it is appropriate and not to slide when it isn't. Most softball injuries are related to sliding.
  - d. Roll sliding is prohibited at any base or home-plate. In addition, a baserunner may not jump, hurdle or leap to avoid attempted put-outs.
12. **Obstruction:** Fielders must stay clear of the baserunners unless they are in possession of the ball, in the act of fielding a batted ball or about to receive a thrown ball. Obstruction calls are in judgement of the umpire.
13. **Interference:** Defensive players must be given the opportunity to field the ball anywhere on the playing field. Players and coaches must make room for plays to be made. Interference calls are in judgement of the umpire.

#### **XIV. TIE BREAKER RULE**

1. All batters will start with a count of 3 balls and 2 strikes in the 8<sup>th</sup> inning or first inning after clock expires with no courtesy foul.
2. Starting in the 2<sup>nd</sup> extra inning, the team batting will place their last out on second base.

#### **XV. PLAYER CONDUCT**

1. Every participant must behave respectfully and courteously in the spirit of fair play.
2. *Unsportsmanlike Conduct includes, but not limited to, acts, or conduct such as, vulgar, obscene, or profane language; protesting a judgment call during the game; or disrespectfully addressing or contacting an umpire or any CPD staff member gesturing in such a manner as to indicate resentment.*
3. Each Team Manager is responsible for his team members and the fans supporting his team.
4. Alcoholic beverages and weapons are NOT allowed in the park or dugouts. Player may be ejected immediately.
5. Teams and/or individuals with reports of unsportsmanlike conduct, including ejections and warnings, will be reviewed by the League Director for possible suspension from future games.

#### **XVI. EJECTIONS/SUSPENSIONS**

1. Ejected players must leave the facility immediately.
2. A player ejected from a game is ineligible to play for any team in any division until the player has served a 2-game suspension in the division where the ejection occurred.

3. If a player is ejected more than once throughout his entire participation in the league, he will be permanently expelled from the league.
4. The following acts are subject to ejections and the subsequent suspensions:
  - a. Any deliberate action which may potentially cause injury to another player.
  - b. Excessive use of physical force in arguing with another player, fan, or umpire.
  - c. The malicious destruction of property in or around park property.
  - d. Foul language (especially directed at umpires or staff).
  - e. Any physical or verbal threats towards an umpire, staff member, player, or fan.
  - f. Excessive complaining of calls including balls and strikes or other calls made.Throwing Bats: intentional throwing of a bat will result in an automatic ejection.

**XVII. RULINGS**

1. The umpires or and League Director have the right to make immediate decisions and impose necessary disciplinary action if the situation warrants it. Rule interpretations are subject to appeal; however, all judgment calls are final.

**XVIII. PROTESTS**

1. No protests will be recognized in any CPD league, and all participating teams register with this understanding.

**XIX. RULE CHANGES**

1. Rules governing league play may be changed at any time by CPD to improve the league. Rule changes will be provided to the Team Managers in writing prior to being implemented.

**XX. SITUATIONS NOT COVERED**

1. Situations not covered in this document will be decided by the League Director.

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**LAST REVISED: 1/19/2024**



# ADULT SOFTBALL LEAGUE – COED RULE MODIFICATIONS

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## I. TEAM ROSTERS

1. **Coed teams must always have the same number of males and females, or more females than males. At no time may there be more males than females.**
2. **Standard Lineups:** 10 players with 5 males and 5 females.
3. **Extra Player (EP):** If an Extra Player is used, lineups shall consist of 12 players with 6 males and 6 females. If an Extra Player is used, all 12 must bat and any 10 may play defense. Defensive positions may be changed but the batting order must remain the same.
4. **Infield Requirements:** When playing defense, teams must have a minimum of three (3) females in the infield including the pitcher and catcher.
5. **Outfield Requirements:** All outfielders must remain in the outfield grass until a batter hits the ball.
6. **Batting Lineups:** Coed teams must alternate their batting lineups. If two males bat back-to-back, there will be an out called between them. Females are allowed to bat back-to-back with no out.
7. **Substitutions:** Subs must be same gender subs only.
8. **Shorthanded Rule:** Teams may play with 8 players if at least half are females. Spot 9 in the batting order will be an automatic out until filled.

## II. EQUIPMENT

1. Men must use unaltered bats no larger than 31". The barrel must be 2 ¼" and say softball or has the ASA/NSA/USSSA stamp. Bats must also be inspected and approved by an umpire prior to use. Teams may choose to share the bat with the other team but are not required to do so.

## III. SPECIFIC GAME RULES

1. **Courtesy Runners:** Two courtesy runners are allowed per inning; one male and one female. The courtesy runners must run for the same gender.
2. **Base on Balls:** If a male receives a base on balls, he is awarded two bases. The next batter (a female) will bat with the exception being with two outs – the female will then the option to walk or bat.