

**BYRON TOWNSHIP
2016 ADULT SLOW PITCH SOFTBALL
RULE CHANGES & REMINDERS**

REMINDERS

1. **Mercy Rule** – A 20 run rule will be in effect upon completion of 3 innings, 15 runs after four innings and 10 runs after 5 innings.
2. **Jewelry** – Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game. This is for the safety of everyone involved. A team warning will be issued for the first violation. If the person is not abiding by the rule they will be considered an out and will not be allowed on the field. All players play at their own risk.
3. **Coed** – Encroachment Line – An encroachment line will be used in the outfield. If an outfielder passes in front of this line before the batter hits a fair batted ball, the batter will receive a single base or the result of the play, and the base runners will advance accordingly. The line will be 165 feet from home plate.
4. **Game times** will be 6:15pm, 7:20pm and 8:25pm.
5. All teams with a manager present at the manager's meeting or teams that complete the online quiz before the deadline will receive a ½ win to start the season. If there is a tie at the end of the season this could make a difference in the final standings.
6. **Cancellation Hotline: 277-1157** or the Website: www.byronrec.org. Cancellations will be posted after 4:00pm.
7. **Rosters and Adding Players**- Rosters are due Saturday, April 23 by 5:00pm in the Recreation office. The deadline for adding players will be after your team has played the 6th game of the season.
8. **Start the Game** -Teams may start the game with a minimum of 8 players. If you drop below 8 players due to an ejection or a player leaves the game without injury the game will be considered a forfeit. If a player leaves the game due to an injury the game may resume with no less than 7 players.
9. **Single Elimination Tournament** – Each team will play in a single elimination tournament at the end of the regular season games. Seeding for the tournament will be determined by the regular season standings. Schedules for the tournament will be mailed after your last league game.
10. **Line-up/Substitutions** – Unless otherwise noted by the team, it will be assumed that teams are using the “Rocket Rule” Lineup. The other lineup options are 10 Player and Extra Player Lineups. Please refer to the ASA handbook for details.

Rocket Rule Lineup:
 - a. All players present will be listed in the batting order and cannot be taken out of the batting order without penalty unless a player is injured.
 - b. Late arriving players must be placed at the bottom of the batting order.
 - c. Any 10 of the players may play defensively (5 males and 5 females for coed)
 - d. Free defensive substitutions are allowed, but all players must maintain the same position in the batting order throughout the game.
11. **Pitchers Box**- This season pitchers can stand up to 6 feet behind the pitching rubber to deliver the pitch. All pitching mechanics still apply. This rule has been established to increase SAFETY for the pitchers. The rule is not designed for the pitcher to try to gain an advantage over the batter.

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RULES AND REGULATIONS**

Schedules and Standings will be posted on the Township website www.byronrec.org

PLAYER ELIGIBILITY

1. All players must be registered on a Byron Township team roster OR a participant add on waiver card. Player information must be completed before the player can play in the league. Rosters and player add on cards will not be accepted at the fields. Rosters must be turned in the office by 5:00pm by April 23, 2016. Each game thereafter will be considered a forfeit if the roster is not turned in.
2. **Player Additions:** Rosters and player add on cards can be printed off of the website. Team rosters and add on cards may be faxed to 616-583-1220, mailed to 2120 76th Street, Byron Center, MI 49315 or dropped off to the Recreation Department between 6:00am-9:00pm Monday-Friday and 8:00am-5:00pm Saturday. After rosters have been turned in, players can complete add on cards and they must be turned in the Recreation Office before 5:00pm if it is on their game day.
3. Team rosters and participant waiver cards MUST be filled out completely and clearly before being accepted. If any falsified information appears on either document, the player, manager and team will be subject to possible suspension or removal from the program.
4. All players must be 18 years old or older to play.
5. Players may play on more than one team in the Byron Township Recreation Softball program. **Exception:** Players **cannot** play on more than one team in the same league.
6. Players cannot be added after a team has completed their 6th game. Please make sure you have enough players on your roster for the rest of the season.
7. The Recreation Department recommends that pregnant players do not play for their own safety. If a pregnant player does wish to play, she must have WRITTEN permission by her physician. This must be updated monthly. One copy must be on-file in the Parks and Recreation Department and another copy must be shown to the umpires prior to each game she plays.

EQUIPMENT

1. **Softballs** – The Worth Hot Dot .52 COR, softball will be used in the men’s and coed leagues. The Worth **Green** Dot 11 inch .44 core, .400 compression softball will be used in the women’s leagues. Softballs will be provided by the Recreation Department. One new ball and one good back up ball will be used per game.
2. **Bats** –For a bat to be legal in Byron Township Slow Pitch Softball leagues, the bat:
 1. Must bear either the ASA approved 2000 certification mark, ASA 2004 certification mark **or the new certification mark for 2013 and beyond** and must not be listed on an ASA non approved list (www.asasoftball.com/about/certified_equipment.asp), and
 2. Must be included on a list of approved bat models published by the ASA National Office
 3. or, in the sole opinion and discretion of the umpire, must have been manufactured prior to 2000 and if tested, would comply with the ASA bat performance standards then in effect.

The Recreation Department reserves the right to not allow any other bat judged to compromise the safety of any player or the integrity of the program. (Bats with dents or bats that rattle are not legal.) When a batter uses an illegal bat and reaches base safely and it is discovered before the next legal pitch is thrown the batter-runner will be called out.

3. **Jewelry** – Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game. This is for the safety of everyone involved. A team warning will be issued for the first violation. If the person is not abiding by the rule they will be considered an out and will not be allowed on the field. Medical alert bracelets or necklaces are not considered jewelry. If worn they must be taped to the body so the medical alert information remains visible. All players play at their own risk.
4. **Double First Base**
 - a. A batted ball hitting the white portion is declared fair and a batted ball hitting the color portion is declared foul.
 - b. Whenever a play is being made on the batter-runner on the fair side of first base, the defense must use the white portion and the batter-runner must use the colored portion.
 - c. On extra base hits, balls hit to the outfield, or tagging up on a fly ball when there is no play being made at the double base, the batter-runner may touch the white or colored portion.
 - d. On any force out attempt to the foul side of first base, the defense and the batter-runner can use either the white or colored portion. (*NOTE: This includes overthrows.*)
5. Shoes must be worn at all times. NO metal cleats will be allowed.

PLAYING RULES

1. **Game times** will be 6:15pm, 7:20pm and 8:25pm. **Time Limit** – No new inning shall start after the 65 minute time limit has been reached. Time will be monitored on the scoreboard.
2. **Mercy Rule** – A 20 run rule will be in effect upon completion of 3 innings, 15 runs after four innings and 10 runs after 5 innings.
3. **Courtesy Runners** – There will be **one** courtesy runner allowed per inning if your team is batting Rocket. Courtesy runners will be the last out recorded. In the event of needing a courtesy runner in the first inning, the runner should be the last batter in the line up if there are no outs. In coed leagues, men will run for men and women will run for women. (One gender or the other per inning). A courtesy runner whose turn at bat comes up while on base will be called out. The courtesy runner will be removed from the base and take their turn at bat. No courtesy runner will be allowed if your team isn't batting rocket.
4. **Coed Rules**
 - a. **Batting order** – The batting order must alternate male and female at all times. If there is an uneven number of males and females the order would still alternate. A weave batting order will be allowed if teams have an uneven number of males and females. Example with 5 females and 4 males: F1-M1-F2-M2-F3-M3-F4-M4-F5-M1-F1-M2-F2.
 - b. **Defensive positioning** – Players on coed teams may play in any position. If teams have 10 players they need to have 4 outfielders.
 - c. **Male batter walked** – if a male batter is walked it is an automatic 2 base award. The female batter must then bat. If a female batter is walked she will be awarded one base. All base runners only advance if it is a force. **Example:** If a male batter is walked with a base runner on 2nd base the runner will only advance to 3rd NOT home.
 - d. **Encroachment Line** – An encroachment line will be used in the outfield. If an outfielder passes in front of this line before the batter hits a fair batted ball, the batter will receive a single base or the result of the play, and the base runners will advance accordingly. The line will be 165 feet from home plate.
 - e. Coed teams cannot play 6 of one gender and 3 or 4 of another gender defensively.

5. **Batters** – All batters will start with a 1 ball and 1 strike count. One grace foul after two strikes will be allowed.
6. **Substitutions** – Free substitution will be allowed in all slow pitch leagues if using the Rocket Rule.
7. **Pitching** – The arch must stay within 6-14 feet. Any pitch hitting home plate will be considered a ball. Any pitch hitting the black mat will be considered a strike. Any pitch hitting the white part of the plate will be considered a ball.
8. **Tie Breaker** - The international tiebreaker rule will be enforced if a game is tied after 7 complete innings, or the beginning of the next inning after time runs out, whichever comes first. Teams will start the next full inning with the last batter of the previous inning on 2nd base. There will be 0 outs and each team will get a chance to score. If the game is still tied after the extra inning, the game will go into as many innings as it takes to determine a winner with the international tiebreaker in effect.
9. **NO alcohol** will be allowed in any Byron Township park including the parking lots. It is a Township ordinance. Any individual under the influence of alcohol or drinking alcoholic beverages on the premises (*park property*) WILL be prohibited from participation or ejected from the game.
10. **NO tobacco products** will be allowed on the playing field or in the dug out area.
11. **Collisions:** Umpires have been instructed to watch for collisions, particularly at home plate and second base. Base runners must make every effort to avoid collisions with fielders. Anyone intentionally colliding with a fielder may result in an ejection.
12. **Fake Tags:** Any player using a fake tag that results in an injury will be ejected from the game. Any player using a fake tag without injury could result in obstruction and ejection from the game. This is considered your warning.

FIRST AID PROCEDURES

1. **First Aid Kits** – Teams are responsible for the first aid of their players. Teams should have first aid supplies on hand during game play. The Parks and Recreation Department is not responsible for supplying first aid kits or supplies, including ice.
2. Upon notice of an injury, the seriousness of the situation will be determined by the umpires. The injured person should not be moved if the situation is judged serious.
3. If the injury is not serious, it is the team's responsibility to administer basic first aid if necessary.
4. If the injury involves body fluids (*blood, pus, mucus, etc.*) refer to the bloodborne pathogen procedures.
5. The injury should be recorded on a Parks and Recreation Department injury form.

BLOODBORNE PATHOGEN PROCEDURES

1. The game will be stopped by the umpires at the time a body fluid exposure is recognized. Stoppage of the clock will be up to the discretion of the umpire, depending upon the severity of the injury.
2. The player will be allowed ample time to stop the flow of the body fluid (i.e. bandaging). It is the team's responsibility to administer first aid. Ample time is determined by the size of the body fluid exposure and the effort put forth by the team to handle the body fluid exposure.
3. The player CANNOT return to the game until, in the umpire's judgment, the body fluid flow is stopped or sufficiently protected.

4. If a garment is soiled with a body fluid, the player CANNOT return to the game unless a clean (*unsoiled with a body fluid*) garment is used. All body fluid exposures should be recorded as an injury report.

HOME RUN RULE

1. All leagues will have a 3 over-the-fence Home Run limit per game. All over-the-fence home runs after that will be an out. The team hitting the home runs must retrieve the ball immediately.
2. If a defensive player touches the ball and it goes over the fence it will be considered a 4 bag error and will **not** count as one of the three Home Runs.
3. Players do not have run out over the fence homeruns. Players must not cut across the pitcher's mound if not running out homeruns.

SCORE KEEPING

1. Every attempt will be made to hire scorekeepers for each game. No guarantees. It is highly recommended to check the final score with the scorekeepers to make sure the standings will be correct.
2. Both teams will be responsible for keeping score for their team. Both scorekeepers need to be accessible to both teams. In the event of a discrepancy, the umpires will need the score sheet from both teams. Home team will be the official score keeper. No score sheet, No protest. It is recommended team scorekeepers confirm the score each inning.

START OF THE GAME & FORFEITS

1. Game time is forfeit time. If a team does not have the appropriate amount of players to start the game (8) they will receive a forfeit. (Exception: ONLY 6:15pm games will have a 5 minute grace period. HOWEVER, the game timer on the scoreboard will start at 6:15pm and will still follow the 65 minute time limit.)
2. If a team forfeits two games during a season they will be dropped from the league and every attempt will be made to make a new schedule for that league if time allows.
3. All teams have the option of starting with 10 players in all slow pitch leagues. Coed teams that choose to start with 10 players MUST have 5 men and 5 women. If additional players arrive after the game has started, they may be added to the bottom of the line up. You must let the umpire and the opposing team know when you add anyone to the line up.
4. All teams have the option of starting the game with no less than 8 players. Coed teams that choose to start with 8 players must have 4 of one gender and 4 of the other gender. Coed teams that choose to start with 9 players must have 4 of one gender and 5 of the other gender. If teams start with 8 or 9 players the 9th or 10th spot in the line up will be left vacant without penalty. If the 9th or 10th player arrives after the game has started, those players may be added to the bottom of the line up without penalty. Teams cannot choose to start the game with 8 or 9 players if 10 are available.
5. All teams have the option of starting the game with up to 20 players. 10 players must play defense and then you may have up to 20 players on your batting line up.
6. If a player is ejected from a game for any reason their spot in the line up will be considered an out. If an injured player leaves the game their spot in the line up will be left vacant without penalty.
7. If you drop below 8 players due to an ejection or a player leaves the game without injury the game will be considered a forfeit. If a player leaves the game due to an injury the game may resume with no less than 7 players.

SUSPENSIONS AND EJECTIONS

1. Any player found illegal (not on the roster) will be suspended for at least one game and the team will receive a forfeit for that game. That player must then complete the roster in order to play.

2. Any individual ejected from a game for any reason **MUST** leave the ball field area. An umpire has the right to request that the ejected participant leave the park as deemed necessary. (***NOTE:** An umpire has the right to forfeit a game if a player, manager, individual or team does not comply with the rules and regulations*)
3. Any individual ejected from a game is **automatically** suspended for a minimum of one game (the team's next scheduled game), even if that game is a playoff game. The suspension will depend on the severity of the ejection. Any individual on suspension cannot be in the team or bench area during his/her suspension.
4. Any individual suspended for a second time in a season will risk suspension from the program.
5. The Recreation Department's definition of fighting is any threatening action, even in retaliation! Any violation **WILL** result in an indefinite and likely a permanent suspension from all programs.
6. Profanity will **NOT** be tolerated. Anyone using profanity will be ejected from the game and will result in at least a one game suspension. This is your **WARNING**.
7. Physical contact of any kind with an umpire or other player **WILL** result in an indefinite suspension from the program.

PROTESTS

1. A manager or coach wishing to make a formal protest on a **rule interpretation** should use the following procedure:
 - a. Notify the home plate umpire you are protesting the game before the next pitch.
 - b. All protests must be made in writing and turned into the Recreation Department no later than 5:00pm the following work day.
 - c. All protests must be accompanied by a \$25.00 fee, which is paid to the Recreation Department.
 - d. If the protest is supported by the department the \$25.00 fee will be returned to the team and the appropriate action will be taken. If the protest is not allowed, the fee will be deposited into the Recreation Department fund.
2. Protests concerning **player eligibility** will be handled by the protested player signing the score card. The protest must be made at the time the player is suspected of being ineligible. If you are protesting a player you must tell the home plate umpire immediately. Any player that is found ineligible will be suspended and the team will receive a forfeit for that game.

POSTPONED AND RESCHEDULED GAMES

1. **Cancellation Hotline: 277-1157.** If the weather is questionable the decision to cancel games will be determined at or after 4:00pm. (***NOTE:** Please do not call until after 4:00pm*). Cancellations will be posted on the website after 4:00pm. If games are not cancelled before 5:00pm it will be a game time decision made by the umpires. You will not be notified of cancellations. This is your responsibility.
2. Any game postponed by weather before 5 innings are completed (or four and one-half innings if the home team is ahead) will be replayed in their entirety if time allows. Any game postponed by weather after 5 innings are completed (or four and one-half innings if the home team is ahead) will be considered a complete game. **NOTE:** The Recreation Department reserves the right to start a game during the inning the postponement occurred. Example: if a game was postponed in the top of 3rd inning the makeup game will start at that point.
3. Any postponed games that require to be rescheduled will be moved to the end of the league schedule. Every attempt will be made to reschedule games on the normal league night. If we experience a lot of rainouts please be prepared to play make up games on Friday nights.

4. Team managers will be mailed a revised schedule after any cancelled or postponed games.
5. Game schedules and standings will always be posted on the website at www.byronrec.org. Standings will be updated as often as possible.

LEAGUE CHAMPIONS

1. The team with the best record after the 10 games for summer and 6 games for fall are completed will be considered the league champions. If **two teams tie** for first place they will have to play one playoff game to determine the league champion. If there is a **three or more way tie** for first place it will be handled in the following order:

Win/Loss record against teams tied.
Total runs scored against teams tied.
Total runs during the season.
Flip of a coin.

2. If there is a tie for second place on down the league, the tiebreaker will be handled as follows:

Win/Loss record against teams tied.
Total runs scored against teams tied.
Total runs during the season.
Flip of a coin.

3. League Champions in each league will receive a sponsor award and individual awards.
Second place in each league will receive a sponsor award.

SINGLE ELIMINATION TOURNAMENT

1. Each division will participate in a single elimination tournament within their league after the regular season is complete. Seeding for the tournament will be determined by the regular season standings after 10 games are played. Teams may be moved up or down a division for the tournament at the discretion of the softball director.

Schedules for the tournament will be mailed after the last game of the regular season is complete.

2. The time limit and the mercy rules will apply to all the tournament games.
3. Home and Away will be determined by a flip of a coin by the home plate umpire.
4. The Parks and Recreation Department will provide game balls.
5. Tournament Champions in each division will receive t-shirts for their entire team.