

HART COUNTY

RECREATION DEPARTMENT

ADULT SOFTBALL RULES

I. LEAGUE ORGANIZATION

1. The governing body of this league will be the Hart County Recreation Department (**HCRD**).
2. ISA rules will govern this league unless superseded by a Hart County Recreation Department league rule.

II. ELIGIBILITY

ROSTERS

1. Players must be at least 18 years of age to participate in an adult softball league. A player may play if they are 16 or 17 years of age with written consent from a parent or guardian.
2. All teams must turn in a completed team application and roster form prior to the beginning of the season in order to participate in a Hart County Recreation Department adult softball league.
3. A copy of all team rosters will be kept on file at the athletic office and in the facility supervisor's manual on site.
4. In order for a manager to add a player, he/she must submit a revised roster form prior to the game, or have the player sign the roster form, on file at the athletic office, prior to the game.
5. No new players may be added to a team after the second week of games.

PLAYING FOR MORE THAN ONE TEAM

6. A player **may not** play for more than one team in the same league during the same season.
 - a. Exception 1, a player will be allowed to play for two (2) teams during the same season if one team is a Men's team and the other is a co-ed team.
 - b. Exception 2, players are restricted to playing on one men's team or one co-ed team or a combination of both in each league.
7. A player caught playing for more than one (1) team will be suspended from the league for the remainder of the season.
8. A team caught using an illegal player will forfeit the game or games in which the illegal player participated.

PLAYER RELEASE

9. A player wishing to be released from his/her present team, to play for another team, must adhere to the following procedures:
 - α Obtain a release form from the league supervisor.
 - α Fill out the release form and sign his/her new team's roster, and submit a copy of each to the league supervisor.
 - α Players may not change teams after their original team has played 1/3 (one-third) of their games.
 - α Once a player's release form has been submitted to the league supervisor, a player cannot return to his/her original team.

III. GAMES

LINE-UP

1. A team must have at least eight (8) players present to start a game.
 - a. Exception, the visiting team may start with seven players provided the eighth player shows up before it is his/her time to bat or the third out is made.
2. A written line-up must be submitted to the homeplate umpire prior to the start of the game.
 - a. The line-up must be submitted on the form provided by the **HCRD** or from the back of a Scorebook.
3. The line-up must include:
 - a. The player's last and first name must be listed on the line-up card. Players have to be listed on line-up in order to play.
 - b. The player's jersey number.
 - c. Players must be listed in the order in which they will bat.
 - d. Once a player is signed on to a roster, that player is on a team for the remainder of the season, unless he/she is released by manager/coach of the original team.
4. No game will be allowed to start without a proper line-up.
5. If a team starts a game with less than ten (10) players, they may add a player to the end of the line-up at any time.
6. Extra hitters may not be added to the line-up after the start of the game.

GAME TIME

7. All games have a one- (1) hour time limit.
 - a. The homeplate umpire will determine the official game time and notify the scorekeeper for documentation.
8. There will only be a ten (10) minute grace period on the first game of the day.
 - a. The grace period will be deducted from the one-hour time limit.
 - b. There is NO GRACE period for the following games.

GAME TIME IS START TIME

TIE GAMES

9. Tie games will be played out as long as the time limit has not expired.
 - a. If the game is tied after the time limit has expired, one extra inning will be played.

RUN RULE

10. There is a run rule in effect for all leagues.
 - a. 20 runs after three (3) innings.
 - b. 15 runs after four (4) innings.
 - c. 10 runs after five (5) innings.

HOME RUN RULE

11. A home run rule in effect for all leagues. Maximum of seven (5) homeruns per team per game. All other over the fence hits will be considered an out.

PITCHING RULE

12. NO pitches other than an under hand motion will be legal for the **HCRD** Adult Softball League.

IV. EQUIPMENT

UNIFORMS

1. All players must be dressed in the same color jersey.
2. All jerseys must be manufactured jerseys with a number either on the front or the back.
 - a. Numbers **may not** be taped on.
 - b. Numbers may not be written on.
3. No duplicates will be accepted. Ex: 05, is the same as 5.
4. There is a two- (2) week grace period on jerseys.
 - a. This grace period is based on the start of the season for each league, not each team.
5. All players must have the required jerseys by their leagues second week of play.
 - a. If a player does not have the required jersey he/she will not be allowed to play.

GAME BALL

6. Each team is required to submit a game ball to the umpire prior to the start of each game.
 - a. Game balls must be twelve (12) inch balls approved for slow pitch softball.
 - b. All game balls must be core .44, 375 compression, with legible identification.
 - c. All game balls must be in good condition as determined by the home plate umpire.
 - d. If a ball is hit over the fence, that team will replace the ball to continue play.

BATS

7. All bats must be marked, with a factory stamp, "Official Softball" in order to be used in this league. No Senior League or Titanium bats will be allowed. Ex. USSSA, ASA, NSA

CLEATS

8. Steel cleats are not allowed in this league.
 - a. A player wearing steel cleats will be asked to leave the field until he/she has on the proper shoes.
 - b. Play will not be stopped to allow a player to change shoes.

JEWELRY

9. Players are not allowed to wear any form of jewelry during the game.
 - a. If a player is discovered wearing jewelry, he/she will be asked to remove it before play will continue.

V. CONDUCT

1. Profanity and unsportsmanlike conduct **will NOT be tolerated** in this league.
2. It is the manager's responsibility to make sure his/her players know the rules, regulations, and code of conduct of the league.
 - a. Managers are responsible for keeping his/her players informed of all schedule changes, and other information issued by **HCRD**.
3. Players must behave respectfully towards officials, scorekeepers, opponents, spectators, and **HCRD** employees. **Remember this is a family atmosphere.**
 - a. Any player, manager/coach, or spectator that uses profanity when speaking to an official, or **HCRD** employee may be asked to leave the park.
 - b. If the player(s) or manager/coach refuse to leave, the game will be declared a forfeit.
 - c. If the player(s) or manager/coach still refuses to leave the Hartwell Police Department will be called to escort the person(s) from the park.

4. Any player, manager/coach, or spectator who threatens or causes bodily harm to an official, fellow player, spectator, or **HCRD** employee will be suspended from the league indefinitely.
5. Any player or manager/coach ejected from a game will be suspended from participating in their team's next two (2) scheduled games.
6. Any player or manager/coach ejected from a game for a second time will be suspended from the league for the remainder of the season.
7. Ejected players, managers, and spectators are required to leave the park.
8. If the player(s), manager(s), or spectator(s) refuse to leave the park his/her team will be made to forfeit.
9. The team manager/coach is responsible for the behavior of his/her players and spectators.
10. The manager/coach is the only player that may confer with the umpires and **HCRD** staff.
11. Any person under the influence, of alcohol or drugs, will be asked to leave the park. If that person is a player, coach/manager, they are suspended from the league, ***indefinitely***.
12. Any player or team deemed by the umpire to be missing plays on purpose to prolong a game will first be warned. A second offence will result in forfeiture of the game. This will be at the umpire's discretion.

VI. OTHER

1. Umpires decisions are final.
2. Any explanation of a play will only be given to the manager/coach.
3. Judgement calls cannot be argued.
4. Excessive arguing will result in ejection from the game.
 - a. If a manager/coach or player is ejected from a game for arguing a call, he/she will be suspended from his/her team's next two (2) scheduled games.

PROTEST

5. Protest may be made on rule interpretation and eligibility only.
 - a. An official's judgement cannot be protested.

PROTEST PROCEDURES

6. Procedure for protesting rule interpretation.
 - a. All protests must be made by the protesting team's coach in the presence of the umpire, the facility supervisor, and the opposing team's coach at the time and place of the incident. The protest must be made immediately following the incident and before the ball becomes alive. Game protest must be made before the third out of the last inning of the game being protested.
 - b. An attempt will be made to solve the protest at the game site if possible. If satisfaction is not gained by the protesting team after the head official and the supervisor have made their decision, further consideration may be obtained by filing a written protest by 4:30 PM on the day following the contest.
 - c. All protest must be typed and include the time and date of the contest, all details of the game including the score, position of the ball at the time of the protest, the teams and/or individuals involved and the final outcome of the game. A copy of that night's roster must also be submitted.
 - d. In addition to the typed copy of the protest, the protesting team must pay a **\$50.00** protest fee at the time the protest is submitted. The Athletic Staff (League

Administrator) will rule on the protest. The \$50.00 protest fee will be refunded if the protest is upheld.

- e. Protests filed on tournament games will be decided at the time of the incident by:
1) Athletic Staff, 2) Field Supervisor, and/or 3) Head Official. All protest stipulations listed above apply.

POST SEASON

7. For all post-season play, teams will be arranged to play based upon their season win-loss record.
 - a. Teams with the best win-loss record(s) will receive any available byes.
8. Ties will be dealt with in the following order.
 - a. Head-to-head competition.
 - b. Run differential in head-to-head competition.
 - c. Highest ranked common opponent.
 - d. Run differential against highest ranked common opponent.
- 9. The Hart County Recreation Department reserves the right to edit, remove, and/or change any of the aforementioned rules.**

VII. CO-ED SPECIFIC RULES

1. A team must have eight (8) players present in order to start a game.
2. Exception, the visiting team may start with seven players provided that the eighth player shows up before it is his/her time to bat or the third out is made.
 - a. If a team starts a game with seven (7) players, at least four (4) females must be present.
 - b. If a team starts a game with less than ten (10) players it may add a player at any time, as long as there are not more males than females.
 - c. At no time can there be more males than females in the line-up.
3. Two female players may bat back to back, but two male players may not bat back to back.
4. If a male player is walked, the female next in the batting order has the option of taking the walk or batting.
 - a. When a male batter is walked he advances to second base, regardless of whether or not the female bats.
5. If a male player advances to a base in a manner in which the umpire feels a hazard was created, that runner shall be declared out.
6. There will be a 200-ft. line added to the field to the playing field on all Coed games. All outfield players must remain behind the 200-ft. line until after the ball has been hit.