

Fall Softball League



2016 HANDBOOK

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PLAYER ELIGIBILITY REQUIREMENTS

1. All players must be at least 18 years of age to play in the Cape Girardeau Parks and Recreation Department Softball Leagues. In the case someone is younger than 18, they must sign a waiver prior to participating.
2. Teams must fill out the roster from given to them at the pre-season meetings and return it to the A.C Brase Arena before the fees and roster deadline (Tuesday, Sept. 6 2016). **If a team does not turn in a roster, their players are considered illegal players. Managers must contact the Shawnee Park Sports Complex office with any roster changes.**
3. Anyone without a player card will be expected to pay a \$1.25 fee to enter the Shawnee Park Sports Complex. Player cards from the 2016 Summer Season are permitted.
4. Players may be on only one team roster, per division. The team that the player plays with first, is considered their original team. Players may play on different teams provided they are in different divisions (within 1 division).
5. To protest an illegal player, the opposing team must inform the umpire and scorekeeper **during the game, while the supposed illegal player is still in the game.** If it is found that the opposing player is an illegal player, the team using the illegal player will forfeit the game. This may be done at any time until the final out is recorded. The player in question may be asked to provide a photo id to confirm identity. Unwillingness and/or inability to do so will confirm the protest.
6. **THERE IS A ZERO TOLERANCE POLICY ON FALSIFYING PLAYERS. ANY TEAM FALSIFYING A PLAYER WILL IMMEDIATELY FORFEIT THE GAME. BOTH THE PLAYER ATTEMPTING TO MISREPRESENT THEMSELVES AND THE ACTING MANAGER WILL BE EJECTED FROM THE GAME AND WILL HAVE TO ADHERE TO THE CONSEQUENCES ASSOCIATED WITH EJECTION. YOU MUST BE WILLING AND ABLE TO PROVIDE A PHOTO ID IN SITUATIONS OF ALLEGED MISREPRESENTATION. IF YOU ARE UNWILLING OR UNABLE TO PROVIDE IDENTIFICATION, THE PROTEST WILL BE AWARDED TO THE QUESTIONING TEAM.**
7. **Unsportsmanlike Ejection & Suspensions:** Extremely poor behavior; such as flagrant or dangerous plays to another player, loud and abusive language, fighting, or alcohol related conduct may result in an ejection from the game. Penalties derived from being ejected from a game will be as follows:
 - A. First unsportsmanlike ejection of the season will result in a minimum suspension of 2 weeks from **all** league play, not including the night of ejection.
 - B. Second unsportsmanlike ejection of the season will result in the player being suspended from **all** league play for the remainder of the season (or longer if deemed necessary by staff).
 - **The Shawnee Park Sports Complex personnel reserve the right to eject players as well as spectators from the Complex and if needed request that they not return. Their decision is non-negotiable.**

LEAGUE ORGANIZATION

1. The 2016 season dates are as follows:
 - Regular season starts - September 19, 2016 - the middle of October
 - Make up Week - Will follow the completion of regularly scheduled games.
2. Rain-out Procedures
 - A. All rainouts will be called before 5:00 p.m. if possible. We will contact team managers before then if a decision has been made and a message will be left on the weather hotline (573) 975-1024.
 - B. If rain occurs after 5:00 or if the fields are questionable, it will be decided by the umpire at game time. If the first game is cancelled, all games for the evening will be cancelled.
3. Rainout games will be made up as follows:
 - A. Make-up week after the regular scheduled games.
4. Awards will be distributed in each Level as follows:
 - A. The top 3 teams in each Division will receive a Team Plaque
5. Managers will be emailed schedules. We recommend that team managers make copies for all team members.
6. **Protests: Protests will be accepted only for a rule interpretation, misapplication, or in case of an illegal player!** Protest must be made in accordance with the A.S.A. rule book guidelines, and made verbally to the umpire and scorekeeper. **Any protests that are not made verbally to both umpire and scorekeeper will not be upheld.** Protests, which are upheld but have little or no bearing on the game, will **not** result in the game being replayed for the point of protest. (The game will stand as is). The Shawnee Park Sports Complex staff will decide these protests. All decisions are final. If play was crucial, it will be replayed from that point.

LEAGUE RULES

1. Team line-up must consist of at least 8 individuals. Normal team lineup will consist of 10 players, (5 men and 5 women in coed). You may have up to 12 batters (with one male and one female being extra hitters in coed). If a player or players are injured during the game, you may finish the game with 8 players. **A team may also begin the game with only 8 players with out taking an automatic out. If you have 9 or 11 batters, you WILL take an automatic out in the 10th or 12th position respectfully. If an injury causes an odd number of batters, you do not have to take an out.**
2. Batting order will rotate male-female or female-male throughout the line-up in coed. If a player is injured and taken out of the game with no substitute you can finish the game with a minimum of 8 players, if you fall below 8 players it will result in a forfeit. If a player is ejected from the game and the team does not have a substitute for the player, that team will forfeit the game.
3. Player position will be as follows for coed:
 - Outfield- 2 male, 2 female (any order)
 - Infield- 2 male, 2 female (any order)
 - Pitcher & Catcher- 1 male, 1 female (any order)

If a player is injured and cannot be replaced, the team manager has the option to go to 3 outfielders or 3 infielders, 1 of each gender must still be present in either case.

4. Games are 7 innings. Leads of 20 runs after 3 innings, 15 runs after 4 innings, and 10 runs after 5 innings constitutes an automatic legal win. In the case of rain, five innings (4 1/2 if home team is ahead) is complete. **IF IT RAINS DURING A GAME, DO NOT LEAVE UNTIL THE UMPIRE TELLS YOU THAT THE GAME IS CANCELLED!!!!**
5. **Player pick up Rule:** If a team has 7 or less players, they will be allowed to pick up a player(s) before the game starts, to bring them to 9 players. The players that are being picked up must be made known to the opposing coach and umpire before the game starts. Both coaches and umpire must note the player's names, and sign the score book before the game starts. The opposing coach has the right to not allow those players to be picked up, and accept the forfeit. **If a team picks up players in this way, they can only pick up (9) players, no more. If they start with 9, they must take an out in the 10th spot. All players expected to arrive late to a game must be placed on the roster and show identification when they get to the game. Players that are picked up must be from the same division or within one division of play to be legal.**
6. Forfeit time is game time for all games: 6:30, 7:45, and 9:00 p.m. A team must be ready to play at the completion of the previous game.
7. Line-ups must be turned into the scorekeeper **10 minutes prior to game time.** **** Home team is listed 2nd on schedule.** (Please use official line-up sheets that we provide. Please be as neat as possible and **put first and last names.**) **The team's coach for the game must be put on the line-up sheet. Don't put down someone who is not at the game.**
8. Metal cleats are **NOT** allowed. A player wearing them will be warned and asked to remove them. If they do not remove them they will be **automatically ejected.**

9. Double 1st base: First base has two bags. One white to the field side, one orange to the dugout side. Runners are to run to the orange base and fielders are to go to the white base. This is for safety reasons for both the runner and the first baseman. Please inform all players of this rule. The defensive team is required to appeal this to the umpire. **The umpire will not call it unless the defense appeals.**
10. Game balls are to be provided by each team. Model balls to be used are the Evil Ball .44/375 core ball (11 inch) and Evil Ball .52/300 (12 inch), provided by Shawnee Park Sports Complex. The Shawnee Park Sports Complex will purchase these balls with the complex name stamped on them in mass quantities for teams to purchase. The cost is \$5 per ball, and can be purchased in the concession stand. **It will be mandatory that teams use these balls in all League games. If a team is found using an illegal ball the last completed at bat or the current batter (if at least one pitch has been pitched to the next batter) will be declared out, and any runs or bases advanced will be considered null. Balls from the Summer Season may be used.**

Each team must provide 2 balls to the umpire before the game. They will be returned at the end of the game. Make sure that you label your team balls in a way to be recognizable. Teams are responsible for recovering their own balls from foul or homerun territories.

When a male is at bat, the 12" ball will be used. When a female is at bat, the 11" ball will be used.

11. Teams will swing ASA Bats/NSA bats. All bats must pass the compression test and have the Shawnee Park Sports Complex Sticker. Bats may be tested at any point during the season.
12. **If a player is caught using an illegal bat, they will be ejected from the game immediately and the coach and/or owner of the bat will be suspended based on the unsportsmanlike/ejection rules.**
13. **Any walk to a Male batter results in a two base reward, and the next female has to bat. With two outs, if the male batter receives a base on balls, the female batter has the option to walk or bat.**
14. **All batters will come to bat with a 1-ball and 1-strike count, with no courtesy foul.**
15. When a female is at bat, all outfielders are required to stay behind a 200 ft. line until the batter makes contact with the ball (Expect in Division 1). If an outfielder is caught cheating in front of the line, and the batter was put out, the batter will be awarded 1st Base and runners will advance one base. The line will be marked off in the outfield.
16. Each pitcher will be allowed 3 warm-up pitches to start the game. 1 warm-up pitch between innings. There is no infield warm-up between innings, and umpires will use their discretion between games.
17. ASA Arch limit standards are a minimum of at least 6 feet, and a maximum of 10 feet. Any pitch that is judged not to be within these regulations will be called an illegal pitch/ball.
18. Any base runner, that in the judgment of the umpire, intentionally crashes into an opposing defensive player with great force, will be called out. If the play was flagrant, the player will be ejected.

If any defensive player, in the umpire's judgment, makes an intentional/flagrant play on an opposing base runner, then the base runner will be awarded the base. The defensive player can be ejected by the umpire's discretion

HOME RUN LIMITS

DIVISION 1- 5 HOME RUNS

DIVISION 2- 4 HOME RUNS

DIVISION 3- 3 HOME RUNS

DIVISION 4- 2 HOME RUNS

DIVISION 5 – 1 HOME RUN

19. Shorthanded Rule:

1. A game may begin with no less than 8 players on the line-up
 2. The vacant position must be listed last in the batting order
 3. An out will be recorded when the vacant positions come up to bat
 4. If a player is ejected and a team has nobody on their roster to go in his/her place the game will be a forfeit.
 5. If playing shorthanded and a substitute on your roster arrives they must be added to the bottom of your line up. If the substitute refuses to enter upon arrival they are ineligible the remainder of the game.
 6. If the player leaving the game is a runner or batter , the runner or batter shall be declared out.
 7. An inning or game can end with an automatic out.
 8. If you use Extra Players they must be known before the game. They must have an equal number of males or females. If you are playing short a male or female you must take an out in the open space.
20. A game called by the umpire shall be regulation if five or more completed innings have been played, or if the team second at bat has the lead after four innings. The umpire is entitled to call the game at any time. Games that are not considered complete will be restarted from the exact point they were stopped.
21. Batters or runners **will not** have to run the bases on home runs over the fence.
22. Any eligible player on the official line-up including available substitutes may be used as a courtesy runner. A courtesy runner may be used once per inning. The courtesy runner must be gender specific. Each team has one courtesy runner to use per inning total.
23. All other rules will follow the Official 2016 A.S.A. Softball Rules Handbook.

**** Feel free to contact our office at any time. The Shawnee Park Sports Complex office number is 573-339-6788**