



Moline Park and Recreation Department Coed, Men's, and Church Slowpitch 2017 League Rules

The official rules set forth by the Amateur Softball Association (ASA) shall govern play for the current season, with the exception of the designated Moline Park league rules. Team managers are responsible for having a thorough knowledge of all rules to avoid unnecessary disputes or questions concerning the game or the manner in which the league is operated.

TEAM ROSTER AND ELIGIBILITY:

1. Each team may have a maximum of 20 players on its roster. A roster with at least 10 players will be required from all teams **on or before the application deadline date**. The names (first and last), addresses, and birth dates of all players must appear on your roster. The first ten players placed on your roster cannot be changed at any time. **You may email abolt@moline.il.us to make changes or additions to your roster until 3:30PM on Friday, September 15. There will be NO additions after the cutoff date.**
2. If a player is on more than one team's roster, the Park and Recreation Department will consider that player on the team with which he/she participates first. He/she will be removed from the other team's roster.
3. Using other than eligible players, *18 years and older and on the roster, shall be grounds for protest*. It shall be the duty of the manager to make sure his players are eligible. Managers shall indicate their eligibility concerns to the umpire and begin formal protest procedures. Umpires will request from the player in question a form of identification that indicates their age and identity (picture ID). If an ID cannot be produce, the player may not participate in that evening's league play. If a player is found to be ineligible, the game in which the protest was filed will be forfeited. A protest regarding the eligibility of a player must be submitted according to the conditions set forth under "Protest."
4. Changes or additions to your roster **must be made by 3:30 PM the day of the game** (by 3:30 PM the Friday before the game for Sunday leagues) in order for the player to participate that evening. You may email your changes/additions to abolt@moline.il.us.
5. Women are not allowed to play in the Men's League.

GENERAL PLAYING RULES

1. A “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’ arc), it will be considered a strike. Pitches touching any part of the plate **WILL BE** considered a strike as well (Because of the small size of the strike mat and the difficulty of pitching, we’ve increased the strike zone to include the plate to promote teams to swing more and give pitchers a larger target.) ****IMPORTANT DISTINCTION**** the strike mat is only used for calling balls and strikes. The strike mat is not home plate. Therefore, when a runner is trying to score, he or she must touch home plate in order to score. If he/she touches the strike mat and not home plate, and then is tagged, the runner will be called out.
2. **Courtesy Runners:** 1 courtesy runner per inning. No explanation necessary.
3. **Double Base Rule:** When a batter-runner is advancing to first base they shall utilize the orange portion of the base unless occupied by the defensive player. Once passed first base the runner may use either the white or orange portion of the bag.
4. A team must have at least **nine** eligible players to start a game for the Men’s and Coed leagues. Men and Coed Teams will be penalized for having only 9 people, 10th batter will be an out. A team must have at least **eight** players to start a game in the Women’s leagues. Women’s leagues will be penalized for only having 8 players, 9th and 10th batter will be an out. All teams having the required number of players at game time must take the field. If additional players appear on site, they will immediately be placed in the line up in the unfilled spots.
5. Line-up cards must be given to the plate umpire before the start of the game. If line-up cards are not filled out with first and last names, or are not turned in by game time, the game will be declared a forfeit.
6. Game time is forfeit time. Teams must have the appropriate number of players at the field, ready to play, at game time. Players playing on another field, or in the parking lot, are not considered at the field. Teams participating in league double header games shall be allowed sufficient time to complete their current game and to move from one field to the other. **EXCEPTION:** For only the first game of the night, teams will be allowed 5 minute late start time to allow for their full team to arrive for game. Game does start at scheduled time... (55 min game + 5 min. delay = 1 hr.) **NOTE:** No inning will start after 55 minutes.
7. Each batter will start with a 1 ball, 1 strike count. Third strike foul is an out.
8. **Stealing** will be allowed in all leagues other than Church and Coed leagues. A runner cannot leave a base until the pitched ball reaches the front edge of the home plate. Failure to do so will result in an automatic out.

9. All games will be 7 innings or 1 hour, whichever occurs first. No inning will start after the time limit, unless the score is tied. Games will continue until the end of the inning. If time has not expired, a new inning must be started and completed, even though it exceeds the time limit before the game is over. No inning will begin after 10:45 PM.
10. If a game is tied at the end of the 7th inning or time limit, the International Tie Breaker Rule will determine the final outcome of the game. Beginning at the top of the next inning, or following the last full inning completed before the time limit had expired, the visiting team shall place the last legal batter on second base and the scheduled hitter will bat. This team will be allowed three outs. After the visiting team has completed its turn at bat, the home team will repeat the above process. Play will continue until the score is untied after a complete inning. No inning will start after 10:45 PM.
11. The City of Moline is not responsible for stolen, lost, or damaged equipment.
12. **No infield practice before the game.** Team players may throw the ball around during the pitcher's warm-up, prior to the first inning only.
13. In case of inclement weather, 4 ½ or 5 innings, whichever is applicable, will be an official game. If less than the above, the game will resume at the point it was terminated.
14. **Home Run Rule:** Each team will be allowed **four** over-the-fence home runs per game. In the event of over-the-fence home runs in excess of four per team, the batters will be ruled out. This rule will be used in all leagues except the Women's league.
15. **Pitching Height:** (Slow pitch Rule: 6 section-3 H) The ball must be delivered with a perceptible arc and reach a height of at least 6 ft. from the ground while not exceeding a height of 10 ft. from the ground.
16. On a fair hit ball over the fence for a home run, the batter and all runners are credited with a run. The batter and runners are not required to run the bases.
17. **The "20-Run Rule" after three innings and the "15-Run Rule" after four innings and "10 Run Rule" after 5 innings will be in effect.** If a team is to get run ruled, the manager of the losing team may ask the official to ask the opposing team if they would be willing to play up to the time limit. This would be considered just for fun.
18. **Balls:** Men/Coed - 12" Balls with a Ball COR of .52 and a Ball Compression of .300 may be used in our Men and Coed leagues.
19. **Metal** cleats or spikes may not be worn during play in any City league.
20. The home team will be the official scorekeeper and should check with the opposing team every ½ inning to make sure there are no discrepancies in the score.

21. Jewelry (earrings, necklaces, bracelets, watches or rings) **MAY NOT BE WORN**. If rings are worn, they **MUST** be taped. Medical necklaces or bracelets may be worn, but they **MUST** be taped. Umpires shall have the final decision on whether any jewelry items may be worn.

22. Indecent language or unnecessary harassment by players, managers or spectators **will not be tolerated**. Players and managers are subject to ejection from the game. Two ejections in one season in one league will automatically eliminate the player from the league.

23. **FAVORING FANS:** Each team will be responsible for the actions of its fans. If problems arise, the respective coach or captain will receive a warning to get control of the situation. If a controlled of the situation cannot be achieved, the game will be ruled a single or double forfeit.

24. No alcoholic beverages are allowed in the dugouts, parking lots or on the playing field. ***See Alcohol pg. 6**

PROTEST:

Amanda Bolt will handle all protests. You can reach her at abolt@moline.il.us. Protests must be made with the umpire during the game, at the appropriate time, according to the ASA rules. The protest must be submitted in writing to the Softball coordinator within 24 hours, and it must be accompanied by a \$20 protest fee. A protest must be based on a misinterpretation of the rules by an umpire, or player eligibility – **NOT a judgment call**. If a protest is being made on an illegal player, the umpire must I.D. the person(s) in question.

ADDRESSING UMPIRES:

In the case of a disagreement, only the team manager may talk with the umpire. If another player attempts to be part of the discussion, they will be ejected from the game. Two ejections in one season in one league will automatically eliminate the player from the league.

EJECTIONS AND SUSPENSIONS:

Ejections:

1. An ejection may be determined by the umpires for players, managers or spectators, for indecent language or actions, unnecessary harassment, players or spectators other than the team managers addressing the umpires, or any other situation which is clearly detrimental to the operation of the league.
2. Any player or manager ejected from a game will not be allowed to play in the next scheduled game. If a player or manager is ejected from a game twice during the season, the player or manager will be suspended and will not be allowed to participate in any games for the remainder of the season (the season being defined as January 1 through December 31).

Suspensions:

1. **Physical and/or Verbal Misconduct:** A suspension may be made by the Supervisor of Recreation (in addition to an ejection) if the act warrants. Players, managers, coaches or favoring fans may receive suspensions from one game to a maximum of five (5) years from the date of the violation for physical contact with game officials, department staff or its representatives, other players, fans, coaches or casual observers; and may receive the same penalties for any damage inflicted on City, school, and/or business property and any other person's personal property.

Players, managers, coaches and favoring fans may receive suspensions for up to a maximum of five (5) years from the date of the violation, for the verbal harassment of other players, game officials, beleaguering of department staff or its representatives, or for use of profanity or other derogatory remarks detrimental to the operation of the league.

Any incident resulting in a person receiving one (1) year or more of suspensions may be reported to the governing body (i.e., ASA, IHSA, USVBA) and the person(s) involved would be subject to any penalties or suspensions levied by it.

MANAGERS' RESPONSIBILITIES:

1. Managers are requested to intercede in ALL cases of arguments between officials and other players. The conduct of the manager is expected to be above reproach at all times.
2. Assist umpires in control of players and fans during and after the game.
3. Supply any information requested by league officials concerning any of his/her team players.
4. Help enforce all written rules.
5. The Park Office **MUST be notified** of any roster changes, address changes or changes in managing responsibilities.
6. Managers are subject to identical penalties rendered to team players.
7. Managers are responsible for seeing that there is **NO ALCOHOL** consumed by any of their Players or fans in the parking lots, dugouts or on the playing fields. Failure to comply with this rule will automatically forfeit your team

OFFICIALS

Recreation staff shall have control over the selection of game officials. In case of misconduct, officials have the right to dismiss players and coaches from the playing area.

RAINOUTS:

Weeknight Leagues: Rainouts will be **determined NO EARLIER than 4:00PM** the day of the game. Teams may call 524-2425 or go to teamsideline.com/moline after 4:00 PM to check on game status.

If weather is questionable near game time, the umpire will make the final decision at the game site. Teams playing the later games should call **524-2425** to determine if games are being played.

Sunday Leagues: Rainouts will be determined **NO EARLIER than 2:30PM** on the day of the game. On days when double headers are scheduled, rainouts will be determined **2 hours before the first scheduled games**. You may phone 524-2425 or go to teamsideline.com/moline to see *if the diamonds are questionable two hours before game times*.

There shall be no games postponed except for weather conditions. Rainouts will be rescheduled by the league director. You can view rescheduled games teamsideline.com/moline

Alcohol:

- Customers will present a valid ID and be required to wear a wristband while drinking inside the facility.
- All alcohol will be sold for on premise consumption only within the complex fences and not in the parking lots.
- For liability reasons alcohol must be purchased from the concession stand. It's not permitted for alcohol to be brought into the facility from the outside.
- Alcohol is not permitted in the dugouts, parking lots or on the playing fields.

Special Coed Rules

1. Teams must have an equal number of males and females on the field at one time. Teams do not have to line the team up boy girl...boy girl. As long as there is an equal amount of males/females, teams can line the players up however they choose. However, if you are playing with an odd number, there must be one more female than there are males. Teams may not utilize the eligible player rule if beginning the game with less than 10 players.
2. Field positioning: Teams must have two males and two females in both the infield and the outfield, and one male and one female as pitcher and catcher.

3. All team's batting order will alternate sexes.
4. Teams will be allowed unlimited defensive changes (non-starters) during the game, providing the non-starter replaces a player of the same sex. The change will be defensive order only, and will not affect the batting order. The original players will bat in their respective order.
5. If a male batter is walked in front of a female batter with two outs, the female batter has the option of taking an automatic walk or batting. In either case, the male batter is automatically awarded second base.
6. Teams that start with 10 players and drop down to 9 for whatever reason will receive an out for the 10 batter.
7. The Coed league will use 65' bases and 50' pitching distances.
8. White Line Rule: An arced line in the outfield, 200' feet from home plate. All outfielders must position themselves behind the line until the batter has made contact with a pitched ball. Should an outfielder position themselves in front of the white line, the batter has the option of batting over or staying on the base he has received from his/her hit.
9. Home Run Rule: See General Rules #13.

Special Church League Rules

1. Churches with more than one team in the league are not allowed to switch players from one team to the other. All games in which such player has played will be forfeited and the player will be suspended from further play for the remainder of the season.
2. To verify that players on the roster are church members or friends of a church (i.e., if they attend a church, the one they are playing for would be their church of choice), a church officer (minister, preacher, etc.) **MUST** sign the verification form attached to the roster. **Failure to do so could result in the forfeiture of games until this verification is turned in to the Park Office.**
3. If a legal substitute is available when a vacancy is created in the original batting order, he/she must enter the game.
4. Teams may elect to bat more than 10 players. The batting order including 10 or more players must be submitted to the umpire prior to the start of the game. Should you drop below the number of batters in the original lineup; an out will be declared at each batting order position where the player has left the game. An inning or the game can end with an automatic out. Whichever way you choose to bat, it must be done the same way throughout the entire game.
5. **Women's League Only** - If a team scores 10 runs in any one inning, regardless of the number of outs, they must take the field immediately to play defense.