

SEMINOLE COUNTY PARKS & RECREATION
SOFTBALL RULES AND REGULATIONS

Revised 9/2/09

1. **COUNTY LEAGUE REGULATIONS:**

- A. The Amateur Softball Association Rules and regulations shall govern all play where Seminole County Rules are not in place. Men's team rosters will be limited to a maximum of twenty (20) players. Co-Ed teams may have a maximum of twenty-four (24) players. **NOTE: Once a team has completed their Sixth (6th) game of the season, no player may be added to the roster.**
- B. Each team must submit a complete and signed Player Waiver (roster) from each player, with all the required information. No player may play with any team until his/her Waiver has been filed with the Recreation Office. All players must be 18 years of age or over to participate in a Seminole County Softball League (SCSL).
- C. A player may **only be on one roster per night** at the Seminole County Softball Complex and Red Bug Lake Park. However, players may play as many nights as they desire. Failure to comply with this rule will result in the player's suspension from the league for the remainder of that season.

2. **LEAGUE RULES:**

ALL RULES ARE SUBJECT TO INTERPRETATION BY PARK SUPERVISOR.

- A. In all leagues, seven (7) inning games are played unless stopped by the run rule, rain, time limit or curfew. (5) Complete innings are considered a complete game when rain or time limits are involved. Play may also end in the bottom of the (5th) inning if the home team is ahead. Games played beyond 5 complete innings ending due to rain will be considered complete and **the final score will be taken from the previous complete inning.** Games not completed due to rain will be rescheduled: Replayed from the (1st) inning if less than 3 innings were complete; if 3 innings are complete the game will be made up from where play was suspended. **Saturdays will be used in case of excessive rainouts. In case of extensive rainouts, a one pitch rule may be in effect (Supervisors decision). Games will not be called of until 5:00pm. Coaches are responsible for checking status of games on rainy days. LIGHTNING DETECTOR cancellations will be done a game by game basis NOT the entire night.**
- B. Line-ups must be turned in to the scorekeeper five (5) minutes before scheduled game time (6:30pm, 7:30pm and 8:30pm). Failure to comply with the line-up of 5 min. will result in a **TEAM OUT.** The Field Supervisor will maintain the official time. Line-ups must include **FIRST & LAST NAME and JERSEY NUMBER.** * Signed rosters **MUST BE** turned in to a Seminole County league official prior to playing your first league game. Managers are responsible for filling out the rosters completely and print must be legible. If not done correctly it will be returned back to the manager to be done over. When adding players to a line-up previously turned in to the scorekeeper, these players must be added at the bottom of the line-up (i.e. batting order).
- C. **Run Rules**
 - a. One team is ahead by 20 runs after any time after the 1st inning is completed.
 - b. One team is ahead by 15 runs after playing four (4) innings
 - c. One team is ahead by 10 runs after playing five (5) innings
- Time Limits**
 - a. No new inning will begin after one (1) hour for all league play (provided 5 innings are complete).
 - b. The ASA "Tie-Breaker Rule" (Rule 5, Section 11) also applies to all SCSL games with the exception that one pitch will be used. (Kansas tie-breaker) No tie-breaker will exceed three innings.
- D. **PROFANITY** – If in the judgment of the Umpire, Field Supervisor or Seminole County Staff, any player, manager or spectator is using excessively inappropriate language, they will be ejected from the game and/or facility
- E. **Any player ejected from a game cannot participate in the remainder of that game and at a MINIMUM the next full game.** (Rained out or postponed games do not count as a sit out game) **Ejected players must leave the park property immediately following their ejection. Failure to do so will result in their team's forfeiture.** Team managers/coaches are responsible for the conduct and enforcement of rules for their teams.
- F. A report **MUST** be submitted by the Umpire to the Recreation Supervisor describing the circumstances causing the ejection.
- G. **Extra Players (EP). (Section 4 Rule C) Exceptions to this rule are as follows:**
Men's League "D" may bat twelve (12) players on offense. **Co-Ed** may bat fourteen (14) players on offense.
- H. Red Bug: Field #2 and #3: teams are allowed one (1) **home run (over the fence) per game.** Field #1 and all Co-Ed teams are allowed three (3) **home runs (over the fence) per game.**
All subsequent home runs are ruled "Outs", **WITHOUT "Disqualification"** of the player who hit the ball over the fence. **AN INSIDE THE PARK HOME RUN DOES NOT APPLY TO THE HOME RUN RULE.** (The player is awarded 4 bases).
- I. Co-Ed- **A two hundred foot line is placed in the outfield. All outfielders must stay behind this line until the offensive team hits the ball.** The outfielders cannot make a play at an infield base. **PENALTY** - an automatic double for the batter base runner or result of the play. This is a delayed dead ball situation.

- J. Co-Ed– Co-ed teams should have 10 players on the field but may start play with nine (9) legal players [minimum four (4) females and never more than five (5) males]. An automatic out will be awarded each time the missing player’s turn at bat becomes due. The batting order must alternate male and female or female and male. When a male is walked with less than (2) outs, the female must bat. When a male is walked with two outs the female has the option of walking or taking their turn at bat. Play beginning with 10 legal players may continue if a female is injured under the short hand rule (Rule 4, Sec. D). A team may bat more females than males. An eligible male player may be substituted for a female player so long as two males don’t bat back to back. Co-Ed = **MINIMUM** of 3 males and 7 females - If the team has more women than men they may have a female battery.
- K. The SCSL will enforce the stealing rule. This rule will NOT apply to the Co-Ed league.
- L. **All Ties** will be decided by: 1). head records during the season; 2). the fewest games allowed; 3). the run differential.
- M. All games will be played beginning with a **1-1 count** with an extra foul ball.
- N. **Game time is forfeit time.** However, a ten (10) minute grace period is in effect for the 6:30 PM league games only. *A team Will be allowed to START a game with 8 players but MUST have the 9th player checked in with the scorekeeper by the completion of the first inning at the time the third out is recorded. If the 9th player is not available it will be an automatic forfeit.
- O. **Games are only rescheduled for inclement weather.** Games may be rescheduled on alternate nights or weekends. The Recreation Supervisor will determine this. **Requests by managers and / or players to reschedule games cannot be honored. Once a Manager communicates a forfeit, the forfeit will stand.**
- P. **PROTESTS.** A manager or assistant manager may file a written protest within 24 hours after the protested game. \$50 must be paid when the written protest is made (to be returned if upheld). **THE PROTEST MUST BE MADE BEFORE THE NEXT PITCH IN THE GAME.**
- Q. The home team in all leagues must furnish ONE (1) new ball and two used balls approved by the umpire and A.S.A.
- R. **BATS** SCSL will enforce the ASA banned bat list. For an official listing of all bats allowed and banned go to the ASA website at www.asasoftball.com. A memo will be given out in the packet upon sign-up of your team. **Any player using an altered bat will receive a one year suspension from league play. Failure to submit the bat for testing will result in a 2 year suspension from league play. This applies to BOTH the owner and the person using the bat.**
- S. **UNIFORMS** – refer to rule 3, section 6. Player must comply with the uniform rule by the third league game / week at which time a one out penalty will be assessed for player out of uniform.
- T. **No Metal Spikes Allowed!**
- U. Upon the discovery of an ineligible player being used, the game will be forfeited. The Recreation Supervisor will review all games in which that player participated. Failure to comply with this rule may result in the player’s indefinite suspension from the league (remaining season), possible forfeiture of games by the teams involved and further action as ordered by the Recreation Supervisor. Managers and coaches will be held responsible for players who have been declared ineligible. **The scorekeeper is instructed to not enter ineligible players into the game.**
All players MUST be able to produce a pictured ID (drivers license) upon request within 15 min. or a reasonable amount of time in order to identify themselves if challenged by an opposing coach, umpire or league official. Failure to do so will result in ejection from the game. Playing a player under an assumed name shall be a **major** offense that carries a minimum suspension for both manager/coach and player for the remaining season and further action as deemed necessary by the Recreation Supervisor.
- V. **No refunds of fees once league schedules have been made.**

3. **PARK RULES**

- A. The park closes at 10:00 P.M. We ask that teams playing the late game finish their game, gather their equipment, and please exit the park immediately following the game.
- B. Ball players or recreation officials will not be allowed to smoke on the fields, in the dugouts, or within county buildings that surround the athletic fields.
- C. **Alcoholic beverages are prohibited.** All managers/coaches are responsible for notifying their players and spectators of this rule. Failure of the managers/coaches to enforce this rule may result in the team’s forfeiture of games or removal from the league.
First offense: Player involved suspended; **Second offense:** Player involved suspended & manager suspended
Third offense: Entire team removed from the league.
- D. **Warm Up areas:** No “soft toss” or taking batting practice by hitting a ball into the fences surrounding each field of play, Warm up is limited to area past the dug outs between fields #2 and #3 and past the first base dugout at field #1.