



**Rolla Parks & Recreation Adult Softball
League Rules and Regulations**

(Revised 03/1/2022)



RollaMOParksRec



rollaparksrec

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Athletic Staff

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Weather Update Line: 573-364-0847

I. Registration Procedures

A. Team Fees:

1. \$350.00 per team - includes 12 games. Please see rollamoparks.org for registration dates.
2. Managers can register online or come to City Hall room 306.
Note: Rolla Parks & Recreation has the right to deny entry into our league based on previous behavior issues and size of league.

B. Payment of Fees:

1. Fees should be paid online or at Rolla City Hall room 306. Payment may also be taken over the phone.
2. Make checks payable to Rolla Parks & Recreation.
Note: Payment must be received before you will be allowed to play your first game of the season. If payment has not been received by the day and time of your first game then this will result in a forfeit game.

II. Manager's Duties

MANGERS MEETINGS ARE MANDATORY AND NOT OPTIONAL

Note: If you do not show up to the managers meeting you will not be able to protest or argue any rules since you were not there for the beginning of the season briefing.

- A.** It shall be the duty of each manager to see that the official roster, player registration forms, and entry fees are delivered to City Hall as stated on the Softball Deadline.
- B.** Each team is required to register during assigned registration dates.
- C.** Team managers are responsible for signing player registration forms to verify all players are on the correct teams and of proper age.

- D. It is the responsibility of each manager to assure that all players on his/her team are eligible and understand the rules and regulations of the Rolla Parks & Recreation Softball Leagues.
- E. Meet with the umpire at home plate 5 minutes before the game starts and review the rules with the umpire(s).
 - 1. The person representing your team during this pregame meeting will be the “***DESIGNATED MANAGER***” for the game and must handle ANY disputes.
- F. Each manager is responsible for their team and spectators’ conduct at and around the park.
- G. Rolla Parks & Recreation will NOT tolerate abusive language, consumption of alcoholic beverages on city property, litter, or other irresponsible acts.
- H. It is the manager’s responsibility to ensure the dugout is occupied by only players. Children and spectators are NOT to be in the dugout.
- I. It is the manager’s responsibility to ensure that NO ONE UNDER THE AGE OF 16 is allowed on the field during the game.

Note: If there is an individual on the field under the age of 16, the team who allowed this individual on the field will **forfeit** the game.
- J. Game status updates will be available by calling the weather update line at (573) 364-0847 after 3:00 pm.
- K. Each manager is responsible for contacting the Athletic Staff concerning the rescheduling of games. Please advise your players to the proper outlets for information.
- L. Notify the league director of any changes of team manager contact information.
- M. All cancelled games could be made up on ANY available night and/or at Green Acres field.

III. Eligibility

- A. All participants must be 16 years of age prior to participation and are required to complete a registration form to be considered eligible.
- B. Each roster is limited to 20 players, including manager and/or coaches. There will be a minimum of 4 games that a player must participate in to be eligible for the post-season tournament.
- C. Each player will have the option to switch teams one time. The switch must be made before the third regular season week with the original team. The manager of the team the player is leaving must agree to the release in writing. Please contact the Recreation Manager for the correct form when switching rosters.

D. Any Rolla Parks & Recreation representative, umpire, scorekeeper, and supervisors have the right to protest the legality of a player. Rolla Parks & Recreation has the right to check identification at any time; picture I.D.'s must be readily available upon request. This includes the right to check entire teams or just specific players in question.

Note: Any team found to be playing illegal players must forfeit the present game, those players will be suspended from ALL league play for the next 3 scheduled games, and the manager will be suspended from ALL league play for the next 5 scheduled games.

*All players being picked up are required to be approved and NOTED in the book prior to the game beginning.(Section G) Only picking up to make 9 and 10 NOT 11 and 12.

- E. An illegal player is defined as: a player participating under an assumed name and/or playing for a team in which he/she is not on that team's roster; or playing on more than one team in the same division.

- F. An ineligible player is defined as: a player who does not meet the requirements of the Rolla Parks & Recreation code of conduct; or playing while under suspension.

IV. **Divisions**

- A. Team placement in all divisions will be determined by Rolla Parks & Recreation Athletic Staff, using the following criteria:

1. **Team Performance in prior seasons.**
2. **Team makeup (i.e. caliber or players registered to participate on a team).**
3. **Rolla Parks & Recreation Athletic Staff knowledge.**
4. **USSSA ranking.**

- B. Division Classifications:

1. **Division 1** (highest level of competition)
2. **Division 2** (moderately competitive)
3. **Division 3** (strictly a fun recreational atmosphere)

Note: Rolla Parks & Recreation has the right to deny entry in our leagues based on previous behavior issues and size of leagues. Teams will be placed in proper divisions for league play. Dividing teams into divisions may result in certain leagues not having enough teams to create a division by itself; if this happens, divisions will combine.

V. **Playing Rules**

Note: ALL playing rules listed below will govern league play. In the event that a situation is not listed below, it will default to the USSSA rules.

- A. **Run Spots:** There will be 3 run spots given from every upper team that plays a lower Division team. **Note:** If Division 1 plays Division 2, 3 run spots will be awarded to the Division 2 team.

Note: There will still be a coin flip for Home and visitor even though a team is spotting runs.

The Playing Field

- A. Pitching Rubber: The pitcher must have a foot on the rubber before releasing the ball.

Note: Umpires discretion is used for the measurement. The umpire will call a dead ball and it will be deemed no pitch.

B. INFIELD FLY RULE

Infield fly rule is in effect when there are runners on 1st and 2nd or 1st, 2nd and 3rd less than 2 outs. Batter hits a pop up in the infield that can be caught with a moderate amount of effort (Umpires Discretion) Batter called out, runners advance at their own risk.

- C. **Pitchers Protective Screen:** The pitcher has the option to use a protective screen. The pitching screen must be touching the pitching rubber to either the left or right side standing straight up. The pitcher is still a defensive player on the field.

Note: When the pitcher releases the ball they must make an attempt to get behind the net. (Meaning they have to step behind the net before becoming a defensive player).

Equipment

- A. Shoes/Cleats: **No metal or steel spikes are allowed in any adult league.**

- B. Official Ball: 12" Classic M and 11" inch Classic W' Balls are what are legal for play. **(NO PRO M BALLS OR STADIUM BALLS)** Rolla Parks & Recreation will not provide balls for this session, There will be balls for sale at our concession stand.

- C. Official Bat:

1. Bats with any USSSA, NSA, or ASA/USA stamp are allowed.

Note: If caught using an illegal bat, the batter will be out and base runners must return to the previous base.

Note: It is recommended to NOT use ASA/USA bats when hitting USSSA softballs.

- D. Proper equipment must be used at all times (i.e. glove, closed toed shoes, bat, etc.).
- E. Electronic Equipment: Due to safety concerns, at no time can a camera, audio or video device be worn or used by an umpire, player, or coach on the field of play. Any exception must be approved by the Athletic Staff.

The Game

- A. Each game shall last 7 innings or 55 minutes (the scorekeeper is the official timer). No new inning will start after 50 minutes.
- B. If a team is ahead by 20 runs after 3 complete innings of play, 15 runs after 4 complete innings of play, or 12 runs after 5 complete innings of play then the game is over.
- C. **The clock starts as soon as the first pitch is thrown.**
- D. The USSSA “flip-flop” rule will NOT be used.
- E. Teams have a 5 minute grace period for all games from the scheduled start time.

Note: If a game ends early, both teams and the umpire must agree to start the next game early.

- F. Teams must have 8 eligible players on the field or in the dugout ready to bat to start the game. If at any time a team cannot field 8 eligible players, the game will result in a forfeit.

Note: The forfeit will happen after the 5 minute grace period has passed.

1. If a team turns in a lineup with 8 players, they can add the 9th and 10th players at the bottom of the line-up any time during the game; WITHOUT taking an out in the 9th and 10th spot.
2. If a team turns in a 10 person lineup and at any time drops below 10 players, and has no eligible sub, they will play one man down for the remainder of the game, taking an “out” in the 10th spot.

G. Pick-Up Player:

1. Men's divisions can pick up 2 men to make 9 or 10.
Note: Teams can **NOT** pick up to make 11.
2. Coed divisions can pick up 1 man and 1 woman to make 9 and/or 10.
3. Women divisions can pick up 2 women to make 9 or 10.
Note: Teams can **NOT** pick up to make 11 or 12.
4. **PLAYERS CAN NOT PLAY DOWN A DIVISION.**
 - i. Division 3 players can sub in Division 3, 2, and 1.
 - ii. Division 2 players can sub in Division 2 and 1.
 - iii. Division 1 players can **ONLY** sub in Division 1.

NOTE: YOU MAY NOT pick up to make 11 or 12 even if the other team is okay with this. You must have supervisor approval.

Note: If a team is found picking up more than 1 player, **OR** a player outside of the approved divisions, that team risks forfeit of games played with the specific player(s).

H. Homerun Limits: A limit of over-the-fence homeruns will be used in all divisions. For any over-the-fence home runs hit in excess, the ball is dead, the batter is out, and no runners can advance.

*Any fair fly ball touched by a defensive player which then goes over the fence in fair territory will be declared a four base award and is not to be included in the total of over the fence home runs. For the purpose of clarity, the position of the fair fly ball when touched by a fielder before hitting anything else, is insignificant.+

MENS

1. Division 1: 5 Homeruns - After this they are outs
2. Division 2: 3 Homeruns - After this they are outs

3. Division 3: 1 Homeruns - After this they are outs

COED

4. Division 1: Men: 5 Homeruns -After this they are outs / Women: Unlimited
5. Division 2: Men: 3 Homeruns- After this they are outs/ Women: Unlimited
6. Division 3: Men: 1Homerun -After this they are outs / Women: Unlimited

Note: Women will have unlimited home runs. Home Runs will not count against the team.

Note: If Division 1 and 2 is combined, the Homerun limit will be 5.

Note: If Division 2 and 3 is combined, the Homerun limit will be 3.

- I. Batters will return to the dugout after a homerun (hit & sit), while the runner(s) must legally tag the next base on an over-the-fence homerun. Proper appeal will result in an out(s) if a base is missed by a runner(s).
- J. Courtesy Runners are allowed. 1 male and 1 female courtesy runner per inning.

Note: If the same person who was run for comes up again in the same inning, the same runner CAN run again.

- K. **Pitching:** *Please refer to USSSA pitching regulations for detailed descriptions.*

1. The pitched ball must arc at least 3 feet after leaving the pitcher's hand and drop 3ft before it passes any part of home plate.
2. The pitched ball shall not rise higher than 10 feet above the ground.
3. The speed and height of the pitched ball are left entirely to the judgement of the umpire.
4. The umpire shall warn a pitcher who delivers a pitch with EXCESSIVE SPEED that repeating such excessive speed pitch will

cause the pitcher's REMOVAL from the pitcher's position for the remainder of the game.

5. PITCHERS MAY PUMP FAKE

Note: This may not be used excessively. The pitcher will have 3 seconds to pitch the ball after presenting to the batter.

Note: If the pitcher holds the ball for more than 3 seconds after presenting it to a batter, time will be called and a ball will be awarded to the batter.

6. Pitchers Protective Screen:

- i. The Pitchers have the option of using the screen. If the pitcher starts with the screen he/she must finish with it.
- ii. The pitching screen **MUST BE TOUCHING THE PITCHING RUBBER ON THE RIGHT OR LEFT SIDE**. The screen is to remain upright at all times. The screen can NOT be moved once the half inning has started.
- iii. If the pitcher chooses to use the pitching screen, the pitcher may play the ball as if the screen was not there. The pitcher is still a defensive player on the field.
Note: When the pitcher releases the ball they must make an attempt to get behind the net. (Meaning they have to step behind the net before becoming a defensive player).
- iv. If a new pitcher comes into the game, they have the option to bring the screen on the field or take the screen off the field.
- v. A batted ball striking the pitcher's screen shall be deemed a dead ball. If the courtesy foul has already been used, the ball

will be dead and the batter will be called out. If the batter hits the screen twice in the same bat, he/she will be called out.

- vi. While the team is in the field, the screen is part of the field and the ball is live. The screen may not be touched by any participant and must remain upright. A thrown ball that touches the screen is a live ball, unless it leaves the field of play, at which time it would become a dead ball.

Note: If the pitcher is not getting behind the net, the umpires will give ONE warning to get behind the net after a pitch. After the one warning, the net WILL be pulled from the field.

Note: The pitching net is there for **PROTECTION** not to be an extra “player” on the field.

- L. **Intentional Walk:** If the defensive team desires to walk a batter intentionally, they may do so by notifying the home plate umpire. **Each base MUST be touched when a batter is walked intentionally OR unintentionally.**
- M. **Re-Entry:** Any player may be substituted or replaced and re-entered ONCE, provided the players occupy their same batting position in the batting order.
- N. Players/coaches are **NOT** allowed to smoke in the playing area, this includes the dugouts.
- O. Alcoholic beverages will **NOT** be allowed at any time on city property or properties used by the City of Rolla (this includes the parking lots of the softball fields).
- P. **Any person using profane or vulgar language will be given one warning.** If behavior and language continues they will be removed from the field. If a player is removed from the field for unsportsmanlike conduct, he/she shall

automatically be suspended for the next game played, as well as being in jeopardy of being banished from the league, pending review by the Athletic Staff.

Q. Thrown Bat: When a player throws the bat intentionally in anger, the player should be ejected. Should the bat slip from the batter's hands, there is no penalty unless the discarded bat prevents the defense from making a play on the ball.

R. Ejections: A player who is ejected from a game will be required to leave sight and sound of the facility within 5 minutes. If a player fails to leave after an ejection, the game will be forfeited by the umpire.

Note: Managers see that the ejected player(s) leave promptly.

Coed Specifics

A. Line-up: A line-up shall consist of 5 women and 5 men. To avoid forfeiting when a full complement is not present at the scheduled time, a team may begin and continue to play with a minimum of 8 players.

1. Example: A team could play with 5 women and 4 men OR 5 men and 4 women.

• **Team Composition:** Teams can be composed of any of the following combinations: 5M and 5W, 5M and 4W, 4M and 5W, 4M and 4W, 6M and 5W, 5M and 6W or 6M and 6W.

Note: Teams must alternate male/female in the lineup

Note: If teams are using an alternating line up (i.e 5 men 6 women), managers must let scorekeepers and umpires know PRIOR to the game.

Note: Manager, if you've already turned in your lineup and the game has started, you can NOT change the lineup.

Note: Line up cards must consist of the players First and Last name. A warning will be given, if offense continues a supervisor has the ability to forfeit game.

B. Walk Rule: Any walk to a male batter will result in a two base award. The ball is dead. The next batter (a female) will bat.

1. **EXCEPTION:** With two outs, the female batter has the option to walk or bat.
2. The player who walks **MUST** tag every base. Every player already on the base must also touch the next bag. If failure to do so, runners will be called out.

C. Balls: Men will hit 12 inch Classic M's, women will hit 11 inch Classic W's

Note: NO PRO M'S OR STADIUM BALLS WILL BE USED

D. Coed Line: A coed line **WILL** be used in league play.

1. Outfielder can NOT come in front of the line until contact is made with the ball

Women Specifics

A. A minimum of 8 players are needed to start a game.

B. A team can add the 9th and 10th player of their team at any time during the game without taking an out.

C. Infielders must be on the dirt at the time the pitch is released. They may not play in the grass.

Note: If you are running a 5 man that fifth man must be on the dirt when the pitch is released. He may not be used in the grass as a rover. If you want to do a rover you must have a 4 man outfield and that player can play short unless in coed the coed line still applies and you can not run a rover.

D. Women will hit 11 inch Classic W's.

E. Teams must agree to steal or not to steal at the umpires meeting before the game. (WOMENS ONLY)

Draft League Specifics

- A.** Rules not stated in this will refer back to the House Rule Book and USSSA Rule Book.
- B.** As individual registration forms are turned in, pitchers will be placed in a separate pile, and men and women will be in separate piles.
 - 1.** Every player in each pile will be given a number
- C.** Each night before draft league, we will make sure each team has at least 1 pitcher.
- D.** The rest of the team will come from the rest of the registration forms in RANDOM SELECTION
 - 1.** We will use a number generator to build teams
- E.** If a team has a female, the other team **MUST** play the coed line when she is up to bat
- F.** This will be a MIXED league. (6/4, 7/3, 8/2, etc.)
- G.** There will be roughly the same amount of females on each team.
- H.** If there are 2 females on one team and 3 on the other, the team with 3 females will start with 1 extra run.

VI. Altered Bats

- A.** Rolla Parks & Recreation and staff reserve the right to, at any time, ask to inspect a bat that has been brought into the playing field.
- B.** If that bat fails compression testing, the player(s) using it will be suspended for 3 games. The bat will also be banned from league play.
- C.** If a pitcher is hit by a line drive with no time to react (judgement call by the umpire), the owner and/or user of the bat used must have their bat tested.
 - 1.** If the bat fails compression, the owner and/or user will be suspended for 3 games. The bat will also be banned from league play.
 - 2.** The bat could also be sent to the manufacturer to see if there were any alterations made to the bat.

Note: If alterations are found, the user and/or owner may face criminal charges if the injured player chooses to press charges.

VII. Protests

A. Umpires must be told of protests immediately before the next legal or illegal pitch is thrown so that he/she can tell the other manager and scorekeeper. ALL PROTEST MUST BE WRITTEN AND SUBMITTED WITHIN A 24HR PERIOD TO THE RECREATION SUPERVISOR.

Note: Written protests must be in the hands of the Athletic Staff within 24 hours after the game is completed. A twenty-five dollar (\$25.00) fee must accompany each protest. If the protest is upheld, the money is refunded, if not, the money goes to the treasury. The written protest must contain the situation, the reason for protesting, and reference to the rule that was violated. Protests will not be received or considered if they are based solely on a decision involving the accuracy of judgement on the part of an umpire (judgement call).

VII. Awards

- A. Regular season Champions will be awarded a \$100 Gift Certificate for any League hosted by Rolla Parks & Recreations. Teams can also receive a certificate upon request for sponsors.
- B. Tournament Champions will be awarded plaques and or team trophies.

IX. Inclement Weather

- A. Games shall be postponed when Rolla Parks & Recreation determines the field to be unplayable. **Managers** should contact the Athletic Staff AFTER 3:00 pm, and players should contact their managers. Game status and updates will be available by calling the weather update line at (573) 364-0847.

- B. Teams will be handed out a Rainedout.com informational sheet. Team managers and players are encouraged to sign up for this service that will notify them when games are cancelled (standard text messaging rates will apply).
- C. All suspended games will resume at the exact point where they were stopped UNLESS a complete game (5 complete innings or 4 ½ if the home team is ahead) has been played.

Tornado Warnings & Watches

A **Watch** means there is a potential for a Tornado or the Tornado exists and a **Warning** means it is happening or very likely to happen. Program modification will take place when a tornado warning is issued. Staff will monitor all available weather alerts issued by the National Weather Service and media. Immediate action will be taken to safe guard the health and well-being of all individuals in the immediate area.

Action:

When a tornado warning is issued within Phelps County, outdoor activities will be suspended. Staff will advise all participants, staff and spectators to immediately move indoors and seek shelter. Participants and staff will be directed to an area indoors away from windows and doors. Staff will continue to monitor the location of the tornado and prepare participants to respond. Participants and staff will assume the protective position by squatting low to the floor and covering their head. Children, visitors and participants may need guidance to prepare for a tornado. Never remove a person from a wheelchair. Have them bend over safely and put their hands over their head. Once the threat and danger has passed staff will check the health and well-being of all participants, contact EMS if there are injuries, assess damage and guide participants to safety.*