



2023

Adult Softball



Rules Manual

Ames Parks and Recreation Department

League Rules, Policies,

And Procedures

(All changes are in bold)

A. INTRODUCTION

The City of Ames Parks and Recreation Department reserves the right to make changes to this document as necessary during the course of the season.

B. LIABILITY STATEMENT

The City of Ames Parks and Recreation, its employees or appointed agents assume no responsibility for any personal injury or loss that any team member or spectator may incur as a result of these programs. Individuals are encouraged to have their own personal health/accident plan for any such injuries that occur. Players may be held responsible for unnecessary damage that may occur as a result of misconduct in a facility.

C. ELIGIBILITY

See *Section D. Eligibility* in the Adult Sports Policies and Procedures

D. ROSTER REPRESENTATIONS/CHANGES

See *Section E. Rosters* in the Adult Sports Policies and Procedures.

E. A.S.A RULE EXCEPTIONS AND CHANGES

The following are local variations from the ASA Rulebook by section, as listed in the rulebook:

Field& Equipment Rule

1 (All Leagues)

For all leagues, a mat will be used for calling balls and strikes. If the pitched ball hits the mat and is in accordance with all pitching regulations, it will be called a strike. **The plate will be considered a strike for all leagues.**

Rule 2 (Co-Ed C):

The playing field will include a line in the outfield, 175' radius from home plate, from foul line to foul line. Outfielders must remain behind this line until the ball is hit for all players. Effect: Delayed dead ball with the batter choosing either to 1) take the result of the play or 2) take a one (1) base award with all runners advancing one (1) base at the time of the pitch.

Rule 3, Section 1, B (All Leagues):

Teams will be provided with ASA **stamped 12" Dudley Hycon .520-core optic yellow softballs with a maximum compression of 300 lbs and/or ASA stamped 11" Dudley Thunder/Ad Starr Tattoo .520 core optic yellow softballs with a maximum compression of 300 lbs. at the start of the season.** Beyond these initial softballs, teams must provide their own game balls with the specifications above for each game.

Rule 3, Section 1, B (All Leagues):

In addition to what is stated in this rule, all bats must bear an identifying mark (City of Ames sticker) that is easily recognizable indicating that the bat is legal.

Rule 3, Section 6, A-D (All Leagues):

Uniforms will not be required for participation in this league; however, all players must wear a shirt. Tank tops and cut offs are allowed. However, undergarments must remain covered. Caps may be worn forward or backward.

Rule 2, Sec 6.G (All Leagues):

Metal Cleats are not allowed. **This includes football cleats with the metal tips.**

Team Requirements

Rule 4, Section 1, A, 1 (All Leagues):

If a team has less than eight (8) players, it is permissible for a team to use players who are not on their roster to bring their total to eight (8) in order to not forfeit the game. The manager using non-rostered players must inform the umpire and opposing manager and receive approval of the opposing manager to use the players. Once approved, the opposing manager forfeits his/her right to protest the eligibility of those players. If a team's rostered players show up, they must be subbed in for the non-rostered players, unless the opposing manager approves their continued participation.

Rule 4, Section 1, C, 3 (All Leagues):

Once the game begins, **additional players who arrive late may be added at any time to the batting order. All other rules apply (up to 14 for Men's and Coed, they must be rostered players).** The late arriving players may enter the game defensively at any time other than if the current batter has received a pitch. (A team who loses players during a game for any reason and does not have a substitute must take an automatic out in that person's spot in the line-up. A maximum of one (1) out will be assessed.) In all Coed Leagues, if a team loses more than 2 females the manager has the option to lose the male that bats before or after the female that left OR spot an out for the female. This eliminates more than 2 males batting back-to-back. If only one female leaves the game, no outs will be spotted, and two males may bat back-to-back at some point. See the table below for clarification on line-up requirements for various leagues:

League	Minimum Players Required to Start Game	Must Spot Out When Playing Shorthanded?
Men's B	8	No
Men's C	8	No
Coed C	8 (4 men, 4 women)	Yes or No (see above)

Rule 4, Section 1, D, 1.a (All Leagues):

A team must have a minimum of eight (8) players to finish a game.

Rule 4, Section 4 (All Leagues):

Two (2) extra players (EP's) are optional. All teams can bat up to fourteen (14) players. Coed teams must use EPs in multiples of two (2).

Rule 4, Section 5 (Co-Ed C):

Unlimited substitutions will be allowed (can enter and leave the game as much as you want), however players must always occupy the same position in the batting order, even if they change fielding positions.

Rule 4, Section 6 (Co-Ed B and C1):

City of Ames rules will allow for no limit on the number of B-Players playing in the MC1 league as long as they are on the roster at the beginning of the season.

Rule 5, Sections 3 through 9 (All Leagues):

Game Administration Details Displayed by League - Summer

League	Time Limit	Game Run Rule	Inning Run Rule	Extra Innings
Men's B	65 min.	15 after 5	None	2 innings or 15 min.
Men's C	55 min.	15 after 5, 20 after 4	None	1 inning
Coed C	55 min.	None	8 runs per inning	only if time allows

Game Administration Details Displayed by League - Fall

League	Time Limit	Game Run Rule	Inning Run Rule	Extra Innings
Mens B	55 min.	15 after 5	None	Only if time allows
Mens C	55 min.	15 after 5, 20 after 4	None	Only if time allows
Coed C	55 min.	None	8 runs per inning	Only if time allows

Coed - If teams cannot catch up, game will be stopped at time limit. Rule 5,

Section 4 (All Leagues):

Forfeit time will be five (5) minutes past **scheduled** game time; however, the clock will start at the scheduled game time. This will be strictly adhered to. There will be no delay in waiting for the 9th or 10th players.

Rule 7, Section 3, B (All Leagues):

~~In addition to this rule, batters will be allowed one (1) courtesy foul on the third strike.~~

No courtesy foul is allowed, foul ball with two strikes is an out.

Rule 7, Section 6, B (All Leagues):

Any player using a non-approved bat will be suspended from play for one year.

Base Running

Rule 8, Section 4, G (*All Leagues*):

The stealing rule will not be used.

Rule 8, Section 8:

The mat will act as part of the plate for baserunners attempting to score. The plate must still be used as a force out for the defensive team.

Rule 8, Section 9B [2]: Allows one courtesy runner for each gender in each inning in Adult Coed Slow Pitch Classification of Play

- Note: A courtesy runner used in Coed must be gender specific

Miscellaneous

Rule 9, Section 2, C (*All Leagues*):

Protests regarding ineligible players must be made within seven 24 hours of the incident.

Rule 9, Section 5 (*All Leagues*):

See the “Game Protests” section of this manual for protest protocol.

Rule 11, Section 1 (*All Leagues*):

The at-bat team will keep the official scorebook with umpires checking the official book each half inning.
Home team must also provide someone to run the scoreboard.

F. GAME PROCEDURES AND OTHER RULES

1. Each team is required to have a responsible person available to keep the official score sheet while they are at bat. In order to tally a run, you must bring the runner home on the scorecard. This means that the diamond must be completely blackened out. If you fail to bring the runner home, you may lose the run.
2. Drinking of alcoholic beverages is not permitted by game participants during their game(s). Consumption of alcoholic beverages will not be permitted in the dugouts. There will be no beer, soft drinks, food items, or smoking on the playing field under any circumstance. Normal city policy regarding alcohol consumption will be in place; only non-keg beer and wine are allowed (Sec. 17.17).

If players and teams do not adhere to this policy, the following actions will be taken:

- a. First offense: Team will forfeit their next scheduled game.
 - b. Second offense: Team suspended from league play for the remainder of the season with no refund.
3. The use of tobacco is not permitted at any time in any City of Ames Park including North & South River Valley Park. Teams are asked to police their own players as well as the team’s fans.

If individuals choose to smoke or use any other form of tobacco in the park the following procedure

will be taken:

- a. Individual will be asked to quit the use of tobacco.
 - b. If individual refuses to quit or is seen using tobacco again, they will be asked to leave the park
 - c. The police will be contacted to handle repeated offenders or individuals, who refuse to leave the park.
4. Warm-up area prior to game is the area between the diamonds near the outfield. Please avoid throwing near spectators and bleachers. Warming up on the diamond prior to the game may be allowed if time permits. Avoid hitting in the batter's box.
5. Home Run Limits: Men's B Leagues – 6; Men's C1 – 4; when Men's B plays Men's C – 4; **Men's C2, C3, C4, C5 leagues – 4; Co-Ed B & C Leagues – 3 for women, 3 for men**; (In all leagues: Excess home runs – batter is out). **"One-up" ruling will be NOT be used.**
6. A forfeit fee of \$10 (Men's & Coed C4) or \$24.50 (Coed C1, C2 & C3) will be collected from teams who forfeit a league game and paid to the team who received the forfeit win. The teams receiving funds will be reimbursed at the end of the season. Teams should contact the opposing team's manager 48 hours in advance to notify them of a forfeit if it is known that they will not be able to play beforehand. Umpires do not umpire forfeit games. If a team forfeits 25% of their scheduled games, they will be removed from the schedule with no refund.

G. GAME PROTESTS

See *Section F. Game Protests* in the Adult Sports Policies and Procedures

Under Rule 9, Section 5, the protest procedures apply for Men's and Co-Ed B Leagues. (Protests are not allowed in Co-Ed C Leagues except for player eligibility.)

H. PLAYER CONDUCT

See *Section G. Sportsmanship and Section H. Misconduct Policies and Procedures* in the Adult Sports Policies and Procedures

IOWA ASA CODE (All Leagues):

Casual Profanity Rule - The umpire has the authority to assess ONE OUT per play against the offending team for the use of CASUAL PROFANITY which shall be defined as expletives (Vulgar or Profane Language), which is not appropriate in a recreational sports setting, used by a player, manager, coach, or team representative on the field or in the dugout. Words are not directed at any one individual, but rather are made out of frustration or loss of self-control. In the opinion of the umpire, if these words are audible to the umpire and surrounding players or spectators to the extent that it detracts from the values of softball competition based on good sporting behavior and fair play, the umpire may assess a Casual Profanity Out. Actions of players and/or coaches during the team's final out of their term at bat and/or prior to them taking the field on defense shall be carried over to that team's next term at bat. Actions of players and/or coaches during pre-game activities, which occur after the umpires have entered the field of play, will be enforced during the team's first term at bat. All outs (charged either while on offense or defense) will be assessed against the offending team during their term at bat. Only ONE "Casual Profanity" out may be assessed per play with a maximum of two (2) per team at bat. Incidents of vulgar or profane language exceeding these limits will subject the individuals to ejection from the game for unsportsmanlike conduct. A player ejected from the game for exceeding these limits will not have a casual profanity out charged to the TEAM. The Casual Profanity penalty "out" will be

assessed as a TEAM OUT and will not affect any batter or base runner (*all action stands*). For scoring purposes, the putout will be credited to the catcher.

Sportsmanship Rule - The umpire has the authority to assess one out per play against the offending team for excessive protests, arguments, complaints, or behavior not appropriate in a recreation sports setting. Throwing a bat or glove, rude gestures, insulting or disparaging remarks, or baiting or taunting opposing players or game officials would be examples of such actions. Such conduct exhibited by a player, coach or team representative will be penalized. Actions of players and/or coaches during the team's final out of their team at bat and/or prior to them taking the field on defense shall be carried over to the team's next term at bat. Actions of players and/or coaches during pre-game activities, which occur after the umpires have entered the field of play, will be enforced during the team's first at term bat. All outs (*charged either on offense or defense*) will be assessed against the offending TEAM during their term at bat. Only one "unsportsmanlike" out may be assessed per play with a maximum of two (2) per term at bat. Incidents of continued or excessive unsportsmanlike conduct will subject the individual(s) to ejection from the game. A player/coach/ or team representative ejected from the game will not have an un-sportsmanship out called against them. The Unsportsmanlike penalty "out" will be assessed as a TEAM OUT and will not affect any batter or base runner (*all action stands*). For scoring purposes, the putout will be credited to the catcher.

*For the purposes of these rules a Play refers to the duration of one player's time at-bat and a team's Term at-bat refers to a team's half-inning, which begins when the third out of the previous inning is made and continues until the third out of the team at-bat occurs.

Sportsmanship Rating: To ensure an enjoyable playing environment, team sportsmanship will be monitored. Teams will be given a sportsmanship rating by the umpire for each game. All teams will begin each game with a "2" rating. Based on your behavior, you will stay at a 2 or reduced to a "1" or a "0".

Teams must average a score of 1.75 or better in order to participate in the end of season tournament. All teams will begin each game with a 2 rating. Based on your behavior, you will stay at a 2 or reduced to a 1 or a 0. Any team receiving a "0" rating will be subject to the following:

1st "0" rating = warning

2nd "0" rating = 1 game forfeit

3rd "0" rating = dropped from league with no refunds

I. LEAGUE AWARDS (All Leagues)

1. T-shirts will be given to each league/tournament champion. Option of T-Shirts or a **\$50 credit on the next season league fee** will also be awarded to each champion. (If applicable – no league prizes or tournament for Fall League)
2. In the case of a tie, champions will be determined by:

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1. Prior head-to-head competition
2. Total games won
3. Fewest runs allowed per game played

Staff Contacts/Phone Numbers

City of Ames Recreation Manager

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Cancellation Hotline.....515-239-5434

State A.S.A. Office 641 236-5766

City of Ames Park Maintenance.....515-239-5356

River Valley Park Softball Complex

North River Valley – 1015 E 13th St South River Valley – 1200 E 13th St

