



Mauldin
RECREATION

ADULT SOFTBALL PROGRAM



RULES AND REGULATIONS

MAULDIN SPORTS CENTER

CITY OF MAULDIN

Purpose Statement / Intro

This handbook outlines the rules, policies, and procedures for participation in the City of Mauldin Adult Softball Program. All team managers, players, and participants are responsible for reviewing these rules prior to the start of league play. League-specific information such as registration dates, fees, schedules, and program updates may also be communicated by the Adult Programs Coordinator.

SECTION I – ACCEPTANCE

- A. Participation in the **City of Mauldin Adult Softball Program** constitutes full acceptance of all league rules, regulations, policies, and procedures outlined in this handbook. All players, coaches, managers, and team representatives are expected to be familiar with and abide by these rules and policies throughout the season.
- B. Due to limited field availability, the City of Mauldin reserves the right to determine team acceptance, league placement, and registration priorities as necessary.

SECTION II – ENTRY FEE

- A. Entry fees and registration deadlines will be announced by the league Adult Programs Coordinator prior to the opening of registration.
 - 1. Registration will be conducted online. However, no registration shall be considered officially received until the league entry fee has been paid in full.

SECTION III – ELIGIBILITY

A. PLAYERS

- 1. All players in all leagues must be **eighteen (18) years** of age to participate in the Adult Softball Program, as conducted by the Mauldin Sports Center. There will be no “cutoff date” for participation; players are eligible to participate on or after their 18th birthday. A player who is not yet 18 years old but will turn 18 during the season may be listed on the roster form but cannot actually sign the form until his or her 18th birthday. At that point, he or she will become eligible to play for that team. All players must bring photo ID to all games and be prepared to show ID if requested. Failure to provide requested identification shall result in the player being removed from the game and forfeit for that player’s team.
- 2. Only players who are legally signed to a team’s roster will be allowed to play for that team. See Sec. VII, Rules E and F for roster protest procedures and penalties for playing ineligible players.
- 3. Players are allowed to play in more than one league but cannot play for two (2) teams in the same league or different levels of play in the same league.
- 4. Only men will be allowed to participate in leagues that are designated “Men’s,” The Coed league will be open to both men and women.

SECTION IV – ROSTERS/RELEASE AND WAIVERS OF LIABILITY

- A. ROSTER – The Master Roster shall be filed at the Mauldin Sports Center. **Roster is due to be turned in before the start of each team’s third scheduled league game; no team will be allowed to participate in league play unless its completed roster has been turned in.** Maximum roster limit for all teams will be twenty (20) players.
 - 1. Rosters must be filled out completely. Players must print their names and e-mail addresses legibly, check the box that indicates where they live, and then sign their name in the space provided. The Manager of record must also sign the roster in the space provided.

2. Roster forms, plus any additions or deletions, **WILL NOT BE ACCEPTED** by scorekeepers or field monitors at the field after 3rd game.

SECTION V – RULES AND REGULATIONS

A. GOVERNING RULES

1. The City of Mauldin Adult Softball League is a recreational **USA Softball Slow-Pitch** league. All games shall be played under the current USA Softball Slow-Pitch Rules, except where modified by these local rules and regulations.
2. See supplement: Rules for Adult Coed Softball.
3. Sportsmanship – Good sportsmanship will be expected and required of all participants, coaches, managers and spectators. It is the duty of the team captain to be the only person to discuss questions regarding rulings and calls with the umpires, and to do so in a civil manner. It is also the duty of the team captain to make sure that his or her players behave in a spirit of civility and good sportsmanship toward the umpires, scorekeepers, opponents, spectators and league officials at all times.
4. Players, coaches, managers and spectators shall refrain from making derogatory comments or using inflammatory actions calculated to create ill will and cause disorder between themselves and their opponents.

B. LENGTH OF GAMES

1. A regulation game consists of seven (7) innings, however; there will be an hour time limit on each game. If a game is still in progress at the end of this time limit, the umpire shall announce the inning in progress as the last one. Please note: No game shall end in a tie.
2. The score of a forfeited game shall be recorded as 7-0.
3. The “MERCY RULE” shall apply in all games. **“A game shall be considered complete when a team is ahead by; 15 runs ahead after 4 complete innings; or 10 runs ahead after 5 complete innings”.**
4. Ball/Strike Count: Each batter shall begin his or her at-bat with a one (1) ball, one (1) strike count. A foul ball after the batter has accumulated two (2) strikes shall constitute strike three, and the batter shall be declared out. **No courtesy foul shall be allowed.**

C. SPECIAL PROVISIONS:

1. EXTRA HITTERS(S) In all leagues except Co-Rec, **you may substitute your EH only 5 times**, with any ten-playing defense. (See Co-Rec supplement for Co-Rec EH rule.) PLEASE NOTE: Also, a team may start with 9 or 10 batters in the lineup and then add batters up to the limit should the player(s) arrive before that team has batted one time through the original lineup. However, if the team is starting with nine players, the tenth player can be added at any time. Note: The final number of players in the lineup (after any additions) will be considered the number of players that that team “started with” (see next rule.)
2. If a player is injured, ejected or leaves for any reason, that team can continue to play with one (1) less player than it started, (but never less than nine (9) players.) The loss of a 2nd player will be cause for a forfeit. The only exception will be in the case of multiple injuries, or when an additional player is required to accompany an injured player to the hospital. In these cases, the umpire may allow the game to continue, as long as the team still has nine players. If the player leaving the game is scheduled to bat, at bat or a base runner, they shall be declared “OUT”, unless a legal substitution can be made. However, the player’s position in the batting order will not become an automatic out. Instead, that player’s team will continue to the next hitter in the lineup with no penalty. The player who has left the game under this rule cannot return to the line-up.
3. **“Courtesy Runner” Rule:** Teams will be allowed to replace a single base runner on the bases as a “courtesy runner” in the case of an injury to that base runner. The replaced base runner is then allowed to stay in the game, at the same position in the lineup, without having to be officially substituted for. The base runner who is being replaced on the bases then becomes that team’s “designated non-runner” and is the only player who will be allowed to be substituted for in this manner for the rest of that game. Furthermore, in declaring that player to be the “designated non-runner, that team must then send a “courtesy runner” in

for that player every time he reaches base for the rest of that game. **The base runner will be replaced on the base by the player who made the last out for that team. If the team has not yet made an out in that game, it will be the batter previous to the player being replaced.** If a player who has been brought on to run for another player is on base when his turn at bat comes up, he can be replaced on the base by the player proceeding him in the lineup, assuming that player is not also on base. If that player is also on base at that time, we will then go to the player ahead of him in the lineup, and so on until one is found that is not on base. See Co-Rec Rule Supplement for specific Co-Rec Courtesy Runner rule.

4. A player on the team bench that has participated in the game may re-enter the game to replace an injured player.
5. In the Co-ed League, NO WOMAN WHO IS PREGNANT will be allowed to participate in this program without providing written permission from her Physician on letter-head stationary and SIGNED BY THE PHYSICIAN; not the physician's nurse. This permission shall be provided to the Adult Programs Coordinator for the Mauldin Sports Center and shall be made a part of the player's team file along with the official roster and the Release/Waiver of Liability. Should an umpire and/or a league official discover that a pregnant woman is participating in league or tournament play, and has not provided an official consent/approval letter from her attending Physician, she will immediately be removed from the game and said player will NOT be allowed to participate further until the required written permission is provided. This same removal procedure shall be followed in the event an illegal player is detected.
6. **Base stealing will not be allowed under any circumstances.**

D. FIELDING RULES

1. Defensive Alignment - Teams shall field ten (10) defensive players consisting of one (1) pitcher, one (1) catcher, four (4) infielders, and four (4) outfielders.
2. Five-Man Infield – A five-man infield is not permitted. At the time of the pitch, teams may not position more than four (4) infielders, excluding the pitcher and catcher.
3. Outfielder Positioning – At the time of the pitch, all four (4) outfielders must have both feet on the outfield grass. Outfielders may move after the pitch is released.

SECTION VI – EQUIPMENT AND UNIFORMS

A. EQUIPMENT

1. Shoes are mandatory for playing in all softball games.
2. Rubber-molded, cleat shoes are approved for use. Steel spikes are EXPRESSLY PROHIBITED and shall be treated as illegal equipment regardless of whether they are “screw on” or “screw in” type. All other shoes must meet ASA Rule Book standards. Work boots, cowboy boots and other non-athletic shoes are examples of the types of footwear that are prohibited. The judgment of the umpire shall be final in determining whether a player's footwear shall be allowed.
3. Smooth and soft-soled athletic shoes, including tennis and basketball shoes, are acceptable.
5. Illegal and Altered Bats:

Any player found to be using an altered or illegal bat shall be declared “out” and immediately **ejected from the game**. The bat shall be removed from play. The ejected player shall also be **ineligible to participate in the team's next three to five scheduled games, to be determined by the Adult Programs Coordinator,** and both the player and team captain will be subject to an additional period of suspension, to be determined by the Adult Programs Coordinator. If, in the opinion of the umpire, a bat has been altered in such a manner as to pose a serious safety issue, the umpire is authorized in accordance with ASA Rules to take possession of the bat and deliver it to the Adult Programs Coordinator for further review and action. Umpires will document all instances involving altered or illegal bats and a

report shall be submitted to the Adult Programs Coordinator for review and action. Should a player be found using an altered or illegal bat a second time, he or she shall be **indefinitely suspended from further play in Mauldin Sports Center pending a review by the Adult Programs Coordinator**. A player is considered using an altered or illegal bat once he/she enters the batter's box in possession of the bat. Should a batter be found to have used an altered or illegal bat after his/her turn at bat, and before a pitch has been delivered to the next batter, the violating player shall be declared "out" and ejected from the game - regardless of whether they reached base or made an out.

Definitions:

Altered Bat: A bat is considered altered when the physical structure of a legal softball bat has been changed. A "flare" or "coned" grip attached to the bat handle, inserting material inside the bat, applying excessive tape (more than 2 layers) to the bat grip, painting a bat other than at the top or bottom for identification purposes, an induced flat spot or side, removing a bats name and/or model number, and engraved markings on the barrel end of a metal bat are some examples of altering a bat. Engraved "ID" marking on the knob end of a metal bat is not considered altered.

Illegal Bat: No Senior League Bats; No Shaved Bats; No Fast-Pitch Bats

6. Ball Specific Rules:

A. Each team must provide a new ball to begin each game.

B. Teams may start with a used ball providing the ASA or USA Softball Stamp is legible; legibility will be determined by the umpire.

C. Optic Yellow Softballs are required: (12") .52 PolyCOR, 300 lb. Compression, Composite or Leather Cover, Optic Yellow Softball, legible ASA OR USA Softball approved stamp. NO White Softballs will be allowed. Each team will hit the ball they bring.

B. UNIFORMS

1. Uniforms consisting of matching logo and color must be worn at every game. No Exceptions!

2. No masking, duct, electrical or adhesive tape numbers will be allowed. Numbers will not be required on jerseys.

3. No magic marker or paint/ink type numbers will be allowed.

4. Ball caps, visors, and headbands are optional. If worn, they can be mixed, but must be worn properly.

5. Any clothing with logos/messages of suggestive or vulgar nature will not be allowed.

6. Each player will wear his or her uniform shirt on the outside of any other clothing, clearly visible, regardless of weather conditions.

SECTION VII – PROTESTS

A. TYPES OF PROTEST

Rules Protests: Misinterpretation/misapplication of a playing rule; protest must be made before the next pitch or, before all infielders have left fair territory, or if on the last play of the game, before the umpires leave the playing field. JUDGEMENT CALLS BY AN UMPIRE ARE NOT GROUNDS FOR PROTEST. All rule protests must be filed in the manner described in B through D below.

Player Eligibility Protests: Will be handled at the time of the protest as described in E and F below.

- B. All rules protest shall be in writing. The following information shall be included: date game played, time game played, field, teams involved, players involved, umpires, inning, ball/strike count, number of outs, time protest occurred, the rule and section of the official rules misinterpreted or misapplied and any other essential facts that will aid in arriving at a just and fair decision.
- C. The only person authorized and allowed to discuss rule interpretations and/or applications with the umpire is the TEAM MANAGER OR CAPTAIN.
- D. Protest must be submitted to the Adult Programs Coordinator within two (2) working days. Failure to comply with instructions in this section shall result in rejection of the protest. If a protest is considered valid, a committee will be convened to hear and to rule on the protest as soon as possible. A protest committee shall be composed of three (3) softball team managers from teams within the program but not from the league the protest originated, one (1) executive committee member of the MSC Umpires Association and the Adult Programs Coordinator, representing the MSC. A quorum will consist of those present at the meeting. If no representatives appear for the protest meeting, the Adult Programs coordinator will make the decision.
1. If the protest is upheld, the following would occur:
 - a. The misinterpretation/misapplication would be corrected, and the game would be continued from that point to the end of the game, whether seven (7) innings or the one (1) hour time limit with the resulting outcome final.
- E. Player Eligibility Protests: In cases where a player's eligibility is in doubt, the protesting team's manager must report to the umpire, scorekeeper and opposing manager to contest the eligibility of the player in question. This protest must occur after the player in question has been written on to the lineup sheet and before the player in question's second turn at bat. The protesting team's captain will inform the umpires that they are playing under protest because they feel that the opponent has an ineligible player. They will then point out the player(s) whom they feel are participating illegally. A team captain may protest with no more than three players per game. Those players will then be asked to provide proof of their identification with a picture I.D. (all players are required to bring a picture I.D. to every game.) They will then be compared to the lineup form and the team's roster to determine whether they are eligible. If one or more of the players cannot provide identification, they will be assumed not be on that team's roster will not be allowed to participate in that game. All player eligibility protests will be handled in this manner and will be decided before the game in question is allowed to proceed. In addition, the field supervisor, umpires or other recreation department staff present at games are allowed to protest the eligibility of any player he or she sees fit to challenge at any time, and teams will then be required to provide proof of eligibility at that time or face the penalties described below.
- F. If a team is found to be playing an ineligible player, the team will forfeit the game(s) in which said player participated.

SECTION VIII– CONDUCT

A. PERSONAL

1. No tobacco of any kind shall be allowed on the field or in the dugout area.
2. No gambling will be tolerated. Violators shall be suspended from the program.
3. No drinking or possession of alcoholic beverages will be tolerated. A player, coach or manager who is guilty of being under the influence of intoxicants shall be immediately removed from the playing area and suspended from the adult softball program. This suspension is mandatory for one (1) year.
4. Illegal drugs shall not be brought to or consumed on City property or while participating in activities sponsored and conducted by the City.
5. ANY PLAYER, COACH, MANAGER OR SPECTATOR who so much as touches an umpire, recreation staff member, scorekeeper, other player, manager or coach in anger or threatens to do them bodily harm, shall be suspended and barred from participation in adult athletic activities for an indefinite period of time.
6. Profane language, rowdy behavior and/or any display of unsportsmanlike conduct will not be tolerated. Players, managers or coaches guilty of any such behavior shall be subject to the possibility of being ejected from the game. Any person who is ejected from a league game is automatically suspended from his/her team's next scheduled game. In addition, a second ejection from a game will result in suspension for the duration of league play. Any player who is ejected from a ball game is required to then leave the facility immediately. Failure to do so may, at the discretion of the umpire(s), cause his or her team to forfeit

the game being played and subject the player, the team captain and/or the entire team to further punishment, as deemed necessary by the Adult Programs Coordinator.

B. GAME

1. If an argument goes over one (1) minute, the umpire shall call “PLAY BALL” and if the offending team refuses to play within one (1) minute, the game shall be forfeited to the opposing team.
2. **No player shall throw the bat**, whether intentional or not. Offenders are subject to being ejected from the game.
3. Players are not allowed to hit balls against the field fence for warming up.

- C. DISCIPLINARY ACTION – In any and all cases necessitating disciplinary action by an umpire relative to the above indicated conduct by players, managers or coaches, a detailed written report shall be submitted ASAP to the Adult Programs Coordinator.

SECTION IX – GENERAL RULES AND INFORMATION

A. GAME DAYS/TIMES

1. Game days, dates and times will be determined by the Adult Programs Coordinator.
2. A ten (10) minute grace period will be allowed for the first scheduled game each day, and a five-minute grace period will be allowed for each subsequent game (See D below.)

B. GAME LINE-UP

1. Ten (10) minutes prior to scheduled game time, team manager is required to submit a copy of his/her line-up to the official scorekeeper.
2. Line-up shall include the player’s last name and first name.
3. If the scorekeeper has not received a complete line-up from both teams by the scheduled game time, the one (1) hour game time limit shall go into effect, thus reducing the playing time available for that particular game.
4. Changes can be made UNTIL the line-up is entered into the official scorebook. Once the line-up has been entered, it becomes official and this means that any change must be done as an official substitution. EXCEPTION: See Sec. V, Rule C (1).

- C. DELAYS – Game delays caused by rain and/or lightning shall not be counted against the one (1) hour ten (10) minute game time limit.

- D. GRACE PERIOD - For the first scheduled game each day, teams will, if needed, be allowed a 10-minute “grace period” to allow late-arriving players to participate. Even though the first scheduled game officially has a ten (10) minute grace period, if both teams have nine (9) legal/eligible players available, the game will start immediately or as soon as the ninth (9th) player arrives. After the grace period, the team that cannot place nine (9) players on the field or have nine (9) players available to bat shall forfeit the game. For all subsequent games, there will be a five-minute grace period, which will begin right at the scheduled start time, after which teams must be ready to play or face a forfeit. If earlier games cause the subsequent games to start more than five minutes late, there will be no grace period for those games.

- E. If neither team has the minimum number of players (9) available, a double forfeit shall be declared.

- F. There will be no “INFIELD PRACTICE” between games.

- G. FORFEIT GAMES – Any team forfeiting on three (3) separate occasions shall be dropped from further league play and ALL that teams games (both prior to and after being dropped) will be eliminated from the league standings.

- H. IN CASE OF RAIN – Five (5) complete innings, or four and a half (4½) innings if the home team is ahead at the time the game is called, shall constitute a completed game.
- I. LIGHTNING: If, in the judgment of any one of the umpires at the facility during any league game, there is **sufficient threat of a lightning strike in the area of the ball fields, play will be suspended immediately on all fields**. In such a circumstance, the umpire will have the scorekeeper use an air horn to notify all players in the facility that play has been suspended. All players are then required to leave the facility as quickly as possible. We will not ask players to take cover “in their cars” until play can safely be resume; instead, play will be suspended for the remainder of that day or evening. These games will then be treated in the same manner as a rain-out; either suspended or declared completed as per Sec. XI, Rule H (above.)
- J. IN CASE OF FIELD LIGHT FAILURE – Game shall be completed from the point at which it was suspended.
- K. It shall be the responsibility of each team manager to keep unauthorized personnel out of the dugout and off the team bench. Only uniformed players, manager, assistant manager, and batboy/batgirl are authorized to occupy the dugout/bench area.
- L. GROUND RULES
1. **HOME RUN RULE: Each team is permitted a maximum of four (4) over-the-fence home runs per game in all leagues. This limit applies only to fair balls that clear the outfield fence. Inside-the-park home runs do not count toward this limit.**
 - a. Any over-the-fence home run hit after a team has reached its four (4) home run limit shall be ruled a **dead ball**. The batter shall be declared **out**, and all runners must return to the base they occupied at the time of the pitch. No runners may advance.

L. LEAGUE CHAMPIONSHIP AND AWARDS

1. Rankings will be determined by games won versus games lost. In event of a tie in the standings at the end of the season, final standings will be determined by the following criteria: (1) Fewest number of games forfeited during the season, (2) head to head record of teams involved, (3) run differential (runs scored minus runs allowed) in head-to-head games, (4) run differential in all league games, and (5) a coin toss. For tie-breaking purposes, any game with a run differential of more than 10 runs will count toward the differential as a 10-run difference. If time permits, a one game playoff may be played to decide a league championship, if deemed necessary by the Adult Programs Coordinator.
2. Tournament will be a single-elimination style tournament.
3. In all league post-season tournaments, the higher seeded team will be the home team for all first-round games only. After the first round (meaning every team’s first game,) home and away will be determined by a coin flip.
4. In all league post-season tournaments, there will be no time limit on championship games only. All other games will follow the usual time limit rule.
5. The manner of distributing awards will be determined and announced by the Adult Programs Coordinator before the start of the Playoffs.

SECTION X - SUPPLEMENTAL RULES

ADULT CO-REC SOFTBALL PROGRAM

- A. BATTING ORDER – The batting order may begin with either a male or female player and shall continue in the order listed on the official lineup card. The lineup does not need to alternate by gender unless otherwise stated by league rules.
- B. DEFENSIVE POSITIONING – In a regulation Adult Co-Rec Softball game, each team may field up to ten (10) defensive players. Teams must always have a minimum of three (3) female players on the field. A team may play with up to seven (7) male players and three (3) female players defensively.

1. **At least one (1) female player must be positioned in the infield.**

2. At least one (1) female player must be positioned in the outfield.

3. The third female player may be positioned in either the infield or outfield at the team's discretion.

C. EXTRA PLAYER (EP) – When using the Extra Player (EP) rule, a team may bat a lineup of twelve (12) or fourteen (14) players. The additional player(s) will be listed in the batting order and bat throughout the game.

1. All twelve (12) or fourteen (14) players listed in the lineup shall bat on offense.
2. Any ten (10) eligible players may play defense, provided the team continues to meet all Adult Co-Rec Defensive positioning requirements outlined in Sections B.
3. Defensive positions may be changed throughout the game, provided the team remains in compliance with the league's co-rec participation and defensive positioning requirements.
4. The batting order must remain the same throughout the game.

D. BASE ON BALLS

1. A base on balls shall be awarded in accordance with standard softball rules. A batter who receives four (4) balls shall be awarded first base.

E. PLAYING SHORTHANDED

1. A game may begin with nine (9) players, provided the team has a minimum of three (3) female players and continues to meet all Adult Co-Rec defensive positioning requirements.
2. A team playing with nine (9) players shall not be penalized with an automatic out for the missing tenth player. The batting order shall continue with the nine (9) players listed in the lineup.
3. If a tenth player arrives after the game has started, that player may be added to the bottom of the batting order, provided the team remains in compliance with all Adult Co-Rec participation requirements.
4. Teams using an Extra Player (EP) lineup of twelve (12) or fourteen (14) players must continue to meet all Adult Co-Rec participation requirements throughout the game. If a player leaves the game for any reason and no eligible substitute is available, the team must still remain in compliance with these requirements in order to continue play.
5. If a team is unable to maintain the minimum required number of female players or otherwise fails to meet Adult Co-Rec participation requirements, the game may be forfeited.

F. "COURTESY RUNNER" RULE

1. A courtesy runner may be used in accordance with league substitution rules. The courtesy runner must be the same sex as the player for whom he or she is running. If the player who would normally serve as the substitute runner is not the same sex as the player requiring the courtesy runner, the batter immediately preceding that player in the lineup who is the same sex shall be used as the courtesy runner.

G. OUTFIELD LINE

1. A visible line shall be marked with cones parallel to the outfield grass at a distance of two hundred (200) feet from home plate.
2. When a female batter is at bat, all male outfielders must remain behind the outfield line until the ball is hit.
3. A violation of this rule will result in the offended team having the option to accept the result of the play or have the female batter bat again.

The City of Mauldin reserves the right to interpret, amend, or update league rules, schedules, and procedures as needed for program operations, safety, and fair play.

Acknowledgement of Rules and Regulations:

By signing below, I acknowledge that I have received, read, and understand the City of Mauldin Adult Softball Program Rules and Regulations Handbook. I understand that participation in the league is subject to the rules, policies, and procedures outlined in this handbook, and I agree to abide by them throughout the season.

TEAM NAME: _____

Please Print Your First and Last Name then a signature below.

First Name

Last Name

Signature

1. _____

2. _____

3. _____

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