

Floyd County Softball Center

2008

**ADULT SOFTBALL
LEAGUE**



**RULES and
REGULATIONS**

Rome-Floyd Parks & Recreation Authority

The Authority on Fun!

Rome-Floyd Parks and Recreation Authority

Business Office: 706-291-0766

Alto Park Softball Complex: 706-290-9040

Monday-Thursday: 8:30am to 9:00pm

Friday: 8:30am to 5:00pm

Saturday-Sunday: CLOSED

General Rules and Information

Park Regulations

1. Fires are prohibited at the Floyd County Softball Center. No BBQ fires are allowed in the parking lots of any facility.
2. Alcoholic beverages are not allowed on Recreation Authority property.
3. Smoking is prohibited in the Floyd County Softball Center.
4. No pets, leashed or not leashed, are allowed in the Floyd County Softball Center.
5. Litter: Please help us keep your parks clean.
6. It is unlawful for any person to bring or have in his/her possession any weapon.

Rome-Floyd Parks and Recreation Authority (RFPRA) Responsibilities

1. The RFPRA is responsible for providing playing time and fields for the number of games allotted.
2. The RFPRA is not responsible for weather contingencies, 'acts of gods', or power failures that interfere with play.
3. The RFPRA is not responsible for any injuries to players or spectators before, during, or after any game.
4. The RFPRA is not responsible for theft, fire, vandalism, or damage to vehicles by softballs or other means.

General Game Rules

1. Physical or verbal abuse will not be tolerated. Teams not adhering to this will subject themselves to game forfeiture and/or removal from the league without refund. Team managers are responsible for both fans and players alike.
2. There will be no warming-up on the infields. Please remember to be considerate of games being played and watch where you warm-up.
3. Schedule request will be discussed during the organizational meeting.

**** The Amateur Softball Association (ASA) governs softball rules of play unless otherwise stated in this handbook.**

All opening day rosters will be available at the softball complex. Players must still be added to rosters at the RFPRA main office prior to game time.

Rome-Floyd Parks and Recreation Authority Adult Softball League Handbook

A. Protest Committee

1. The Protest body, Athletic Advisory Committee (AAC), shall be appointed by the Recreation Authority.
2. The AAC shall meet as called and has the power to act upon any protest. Such decisions are subject to final approval by the Recreation Authority.
3. A reasonable notice will be given for all meetings. A simple majority of those present will determine a decision. The Recreation Authority Representative will vote only in the case of a tie.
4. For basic matters, a telephone poll may be taken, unless objective to by one ore more of the members.

B. League Eligibility

1. **Church Division:** Participants must be minister-approved members and minister-approved regular attendees of the sponsoring churches. The minister must draw a line under the last name on the roster and sign the roster. The minister must also verify eligibility of each new member of the team. Players must have reached their 16th birthday as of September 1st of the current year. *City/County Tournament players must have reached their 18th birthday as of September 1st of the current year.*
2. **Industrial Division:** Players must reside and/or make their livelihood in Floyd County. They must be a full-time employee of the company or companies (maximum of two, approved by the solo teams in the league) sponsoring the team. A company refers to such organizations as government agencies, individuals, corporations, and professional or athletic organizations.
3. **Open Division:** Players must have reached their 18th birthday as of September 1st of the current year.
4. **Women's Leagues (Open/Church):** Must reside and/or make their livelihood in Floyd County. Players must have reached their 16th birthday as of September 1st of the current year.

5. **Coed Leagues:** Each player must have reached their 18th birthday as of September 1st of the current year. *Players may only participate on one coed team.*
6. **Men's 40 and Over:** Each player must have reached their 40th birthday as of September 1st of the current year.
7. Individual local players must pay a \$15 program fee (upon submitting a roster). Out of county players must pay a \$20 program fee (includes individuals who work in, but live outside of Floyd County). Player fees for Summer and Fall Seasons will be \$10 in-county and \$15 out-of-county provided the same roster is used for each season beginning with the Spring Season.
8. Team rosters will be frozen after the 7th game of each Season (Spring, Summer, Fall).

C. General Eligibility

1. All players' names must appear on the official team roster prior to their first game played. New players must be added in person by the team manager (no telephone calls) at the RFPRA main office Monday-Friday 8:30am-5:00pm.
 - a. **Penalty:** Forfeit of game and forfeit fee. Should your team's roster be protested and your team does not have a roster on file at the RFPRA main office, the protest will automatically be held.
2. Any player dropped from a team roster may not be added back to that team roster at a later season during the same year. Players may change teams prior to the 3rd week of play by paying a \$20 fee.
3. A player may play in one or more divisions, but only on one team per division. *A player can only play on one coed team.* A player fee must be paid for each team that the player is on.
4. Proof of eligibility rest with any team in question. A team will forfeit all games in which an ineligible player participates, regardless of who discovers the ineligible status or when it is discovered. Teams found using an ineligible player or players will also forfeit all rights to awards.
5. Team entrance fees, player fees, and official rosters must be received at the RFPRA main office by the designated date. No team can play unless the total fees are paid at the RFPRA main office prior to receiving game schedules.

D. Equipment

1. **Uniforms/Numbers:** All players on each team must wear like jerseys. The RFPRA requires numbers on jerseys to assist scorekeepers, umpires, and opposing team members. An Arabic number (0-99, one or two digits) of contrasting color, at least 6-inches high, must be worn on the back of all jerseys (NO TAPED OR HAND WRITTEN NUMBERS). No players on the same team may wear identical numbers. *0 and 00 and 3 and 03 are **not** considered the same numbers.* Players MAY NOT participate in games unless they are in compliance with these requirements.
2. **Shoes:** All players must wear shoes. METAL SPIKES and DETACHABLE CLEATS ARE CONSIDERED ILLEGAL CLEATS AND ARE NOT ALLOWED. Players found wearing illegal cleats will be disqualified from the game.
3. **Balls:** All softballs must be purchased through the RFPRA. Each team must use league approved softballs. The official ball will be a Worth 12-inch, .44-core, .375lbs. compression, leather covered ball with an ASA insignia and Complex logo. The women's leagues will use an 11-inch, .44-cor softball with the same specifications. Each team will provide two balls (one must be new, the other must be considered

playable by the home-plate umpire to start the game) that their team will use while batting during the game.

4. **Bats:** Bats must bear either the ASA 2000 certification mark or the ASA 2004 certification mark as shown on the next page, and must not be listed on the current ASA Non-Approved Bat List; or must, in the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and, if tested, would comply with the ASA bat performance standards then in effect. The umpires are the sole judges as to whether a bat is altered, doctored, loaded, or non-approved. The effect, if discovered, of using an altered, doctored, loaded, or non-approved bat is disqualification from the game. All wooden softball bats will continue to be approved for play regardless of whether or not they bear an ASA certification mark.



5. **Headwear:** Players may only wear baseball style caps, visors, or headbands. No other type of headwear will be permitted. Not all players have to use headwear, but, if worn, must be worn properly. *Note: Headwear is not required to be identical. Handkerchiefs, bandanas, and skullcaps do not qualify as headbands and cannot be worn around the head or neck. Plastic visors are not allowed.*
6. **General:** All equipment not specifically listed must comply with ASA rules.

E. Player Conduct

NOTE: In order to maintain a quality league and ensure the enjoyment for participants and fans, strict enforcement of conduct policies will be applied. Program supervisors and umpires will be instructed to maintain complete compliance with rules and will be strongly supported by the AAC and the RFPRA.

1. Profanity, throwing of equipment, or other unsportsmanlike conduct will not be tolerated and will result in automatic ejection, suspension, or disqualification from the game, league, and/or RFPRA activities.
 - a. **Penalty for Ejection:** Ejections result in an automatic minimum of one (1) game suspension. When a player is ejected, he/she must not participate in the next game that team plays. If a player plays on more than one team and is ejected for unsportsmanlike conduct, they will also be ejected for the remainder of the day. Players under suspension at the end of regular season play will be ineligible for playoffs and the City/County Tournament.
2. Gambling or possession or use of alcohol or other illegal drugs on RFPRA property (including parking lots) shall result in automatic ejection, suspension, or disqualification from league and/or RFPRA activities.
3. An umpire may recommend suspension in addition to an ejection. If so, the ACC may meet to discuss the possible suspension.
4. Players ejected from more than two (2) games will be suspended for the remainder of the season.

F. Team Manager Responsibilities

1. Team managers are responsible for informing their teams of schedule, rules, and policies. They are also responsible for the actions of their team and reasonable control of their fans.
2. **RAINOUTS:** It is the ultimate responsibility of each team manager to contact the RFPRA to find out when a rainout will be rescheduled or resumed. Rainout schedules will be available no later than one (1) business day after the original game was rained-out or postponed. Players may call the rainout line at 706-290-9597 or visit the RFPRA website at www.rfpra.com.
3. Only team players, coaches, managers, and such other personnel as approved by the umpires will be allowed in the bench area.
4. Any team that leaves the field and refuses to play will forfeit the game, all fees and be dropped from the league. Any team that withdraws from the league will also forfeit all fees.
5. **Forfeit Time:** Ten (10) minutes after the scheduled game time of the first game of the night only. Forfeit time is game time for all other games. The ten (10) minute grace period does not include the seventy-five (75) minute game time.
6. If a team forfeits two (2) consecutive regularly scheduled games during the season, it will forfeit all fees and be dropped from the league. This includes forfeits due to lack of enough players to start a game.
7. All teams that forfeit must pay a forfeit fee of \$20 to the RFPRA prior to their next scheduled game. In the case of a double forfeit, both teams must pay a fee of \$20 each. If a game is forfeited after play has begun, no forfeit fee will be required.

G. Playing Rules

1. The ASA Official Rules of Softball will govern play unless otherwise stated in this handbook.
2. All games have a seventy-five (75) minute time limit. The official scorekeeper will start the game clock when the home-plate umpire calls both managers to the plate to discuss ground rules, instructions, and toss the coin. No new inning will begin with less than five (5) minutes on the game clock. A new inning starts with the final out of the previous inning. The ten (10) minute grace period (possible only for 6:30pm game) does not include the seventy-five (75) minute game time.
3. Teams must have nine (9) players present to start each game. *At no time will a team be allowed to play with less than nine (9) players.*
PICK-UP PLAYERS: If a team has eight (8) players present at game time they may 'pick-up' another player registered during the current season to have nine (9) players. *The opposing team must agree to the 'picked-up' player.* (A 'picked-up' player must wear a jersey but the jersey does not have to match the other 8 players on the team.) The 'picked-up' player must bat in the ninth spot in the lineup. Once a player is 'picked-up' to make nine (9) players the teams batting order is frozen for the game. No Changes (i.e. substitutions) can be made.
Exception: If a regular team member arrives (Coed must still be gender correct), then he/she must replace the 'picked-up' player and the game will continue with nine (9) players. The 'picked-up' player cannot reenter the game.
4. A team starts the game with ten (10) players in the line-up they must finish the game with ten (10) players in the line-up. *Exception: Shorthanded Rule*

5. When playing *shorthanded* an automatic out will be recorded each the time the vacant spot in the batting order is due.
6. An Extra Player (EP) may be used in the batting-order. If an EP is used, it must be made known prior to the start of the game. This will make eleven (11) players in the batting order. If a team starts with eleven (11), they must finish with eleven (11).
Exception: Shorthanded Rule. Note: An EP is not a substitute.
Note: See Coed League Section Q for clarification on Coed Extra Player rules.
7. Team Warm-up: A maximum of ten (10) minutes, based on the judgment of the umpires is allowed between games. If games are running behind schedule, pre-game warm-ups may not be allowed.
8. Games are seven (7) innings. In the event of inclement weather, four (4) or three and one-half (3 ½) innings, if the home team is winning, constitutes a legal game.
9. A Run Ahead Rule will be in affect for all Adult Softball League games.
 - a. 25 runs after 2 innings
 - b. 20 runs after 3 innings
 - c. 15 runs after 4 innings
 - d. 10 runs after 5 or more innings
10. Until a game begins, the RFPRA staff maintains the right to postpone a game due to weather or field conditions. Once a game begins, umpires and the Complex supervisor are responsible for such decisions. Postponement decisions are final and games will be rescheduled/resumed at a later date. The program director/supervisor and senior umpire present have the right to stop play anytime safety is a factor. (see section F, line 2)
11. Line-Up Cards are available at the Complex office each night. Line-Up Cards should be turned in to the official scorekeeper fifteen (15) minutes prior to game time. This will help avoid delayed starting times. Whenever games are running late/behind schedule, no game will begin after 10pm.
12. No game will complete with a tie
13. Only over-the-fence homeruns will count toward homerun limits. Excess over-the-fence homeruns will be counted as an out and no runners may advance.
14. Team Assistants: No one under the age of sixteen (16) is allowed on the field or in the team bench area during the game.
15. In the event a player or umpire is injured or the blood rule is being enforced, the umpire will inform the official scorekeeper to stop the game clock if an unreasonable amount of time is needed.
16. Stealing is allowed in all RFPRA Adult Men's Softball Divisions. See Section R for clarification on stealing rules.

H. Schedules

1. Game schedules must be picked up at the RFPRA main office no later than last Thursday before the league begins.
2. League schedules are based, as much as humanly possible, on team request made prior to each season. Schedule request are due when the league deposit is due. A team may request certain scheduling, but no guarantees can be made. For example, church teams need to notify the Adult Softball Coordinator about church revivals and the like. Please plan to play as scheduled and do not unnecessarily request changes. Schedules will be changed only when a request of extreme nature is made. Because schedule changes often cause more inconvenience than they solve, the RFPRA is reluctant to make any changes once the schedules are out.
3. Rescheduled Games (including rainouts): See section F, line 2.

I. Awards

1. The RFPRA will provide team awards in each league and in each division.
2. Awards may be picked up at the RFPRA main office when the entire league is over.

J. Umpires

1. Umpires are contracted by the RFPRA to officiate each game and are in charge of the game(s) they are assigned once they begin play.

K. League Standings

1. Team win-loss standings will be posted periodically on the Complex office window and at www.rfpra.com.
2. League play will consist of ten (10) games. If two (2) or more teams are tied for 1st place upon the completion of the season, a one game playoff will decide 1st place. During a playoff there will be no time limit enforced on the game. All other ties for 2nd, 3rd, etc will be decided by head-to-head competition, runs allowed, runs scored, or coin toss.
3. For any other tie, refer to the ASA Rule book under Rules of Championship Play.

L. Protest

1. It is hopeful that every effort will be made to resolve any problem at the time of the occurrence. Protest are discouraged, but will be considered if made properly.
 2. Protest will be handled in accordance to Rule 9 of the ASA Rule Book.
 3. There are only three (3) types of valid protest.
 - a. Misinterpretation of a playing rule. *Must be protested at the time contested action occurs. Must be made before the next legal or illegal pitch has been made, before all infielders have left fair territory, or, if last play of game, before the umpires have left the field.*
 - b. Illegal player. *Must be made while illegal player is in the game and before the umpires have left the field.*
Note: (a-b) An umpire cannot reverse a decision after a legal or illegal pitch has been made.
 - c. Ineligible player. *Must be made prior to the end of the game.*
- NOTE: In no instances will a protest over a judgment call by an umpire be upheld.
4. It is the manager's responsibility to obtain and fill out an official protest form (in duplicate). Forms are available from the program director or the Complex Office office. The completed protest form and protest fee of \$20 must be turned in the same day at the Complex Office prior to the closing of the complex. A formal protest should contain the following information:
 - a. The time, date, and location of the game
 - b. The names of the umpires and scorekeeper
 - c. The rule and section of the official rules or local rules under which the protest is made
 - d. The decision and conditions surrounding the making of the decision
 - e. All essential facts involved in the matter protested
 5. In protest involving ineligible player(s), teams will be required to pay a \$20 protest fee per protested player. Upon receipt of a protest form and fee, the AAC will check all

eligibility of the team lodging the protest. All players must be legal team members in order for the protest to be acted upon. *The team manager should make sure team members have proof of identification with them at all times. This identification should contain the individuals name, photo, and date of birth. If a player is unable to identify himself/herself, any protest against him/her will automatically be upheld.*

6. The decision made on a protested game may result in one of the following:
 - a. The protest is found invalid and the game score stands as played.
 - b. When a protest is upheld for the misinterpretation of a playing rule, the game is replayed from the point at which the incorrect decision was made with the decision corrected.
 - c. When a protest is upheld for ineligibility, the game shall be forfeited to the offended team.
7. If the protest is upheld, the \$20 protest fee will be returned to the protesting team's manager. If the protest is not upheld, the \$20 protest fee is forfeited to the RFPRA.

M. GRPA Competition

Players must be an integral part of the program. Combined churches are not eligible for GRPA competition.

N. Individual Player Fees

Individual Rome-Floyd County players must pay a program fee upon submitting the team roster. Out-of-county players must pay a higher program fee. (See section B, line 7)

O. New Residents

New residents moving into Rome-Floyd County can be added to a roster anytime during a season by paying the program fee prior to them playing. A new resident's status will be limited to them moving into the county since March 1st of the current year.

P. Game Time Changes

The RFPRA reserves the right to change game times to avoid paying scorekeepers and umpires for cancelled or forfeited games. Team managers will be given a twenty-four (24) hour advanced notice. Example: If the 1st or 2nd game of the evening is cancelled or forfeited, the 3rd game may be moved into the cancelled or forfeited game's time slot.

Q. Coed League

1. Male to female ratio must always be equal. *Exception: Shorthanded Rule*
2. Defensively, the co-ed team must have ten (10) players, five males and five females. They 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. Offensively, the co-ed team may have ten (10) or twelve (12) players. If a co-ed team is using the Extra Player option, then they must have two (2) Extra Players (one male and one female). A co-ed team may not use only one Extra Player (bat eleven). Playing shorthanded is not a strategic option for a coach/manager. Therefore, if a team is playing with twelve batters and one has to leave the game for any reason other than an

4. The official ball for RFPRA co-ed games will be a Worth 12-inch, .44-core, .375lbs. compression, leather covered ball with an ASA insignia and Complex logo.
5. **SLIDING WHILE RUNNING BASES WILL BE ALLOWED IN RFPRA CO-ED LEAGUE SOFTBALL. (Effective Summer 2007)**

R. Base Stealing (Effective Fall Season 2006)

Base stealing is legal in all adult men's slow-pitch. Stealing is permitted as long as the runner does not leave the base until the pitched ball reaches the front edge of home plate. If the ball hits the plate, touches the ground prior to reaching the front edge of home plate, or hits the batter, the ball is dead and the runner(s) cannot steal. The ball remains live until the pitcher has possession of the ball in the infield and all immediate play is apparently completed. The ball is live and the runner(s) can advance if:

- a. A play is made on a runner.
- b. The pitcher fails to catch the ball.
- c. The catcher hits the batter on a throw to the pitcher or to a base during a play.

If a play is made on a runner, the ball is live and the runner(s) can advance.

Note: A legal or illegal pitch, ball or strike call, or the batter swinging or not swinging at the pitched ball has no bearing on whether the runner can attempt to steal a base or not.

FLOYD COUNTY SOFTBALL CENTER

Rainout/Rescheduling Policy

It is the ultimate responsibility of each team manager to contact the Softball Complex office to find out when rainouts will be rescheduled or resumed. Rainout schedules will be available no later than one business day after the original game was cancelled. The rainout schedules will be posted on the Softball Complex office window and on the RFPRA web site.

Floyd County Softball Complex Rain Line:

(706) 290-9597

RFPRA Web Site:

www.rfpra.com