



Baxter Sports Complex Slowpitch Softball Rules & Information

INFORMATION

- Each team must pay \$10.00 in cash to the umpire before the start of every game.
- Baxter Sports Complex will provide an official scorebook for each game. Teams will alternate taking book between innings. If any action is disputed, the umpire may stop play and mediate the issue by looking at the scorebook.
- The status of scheduled games will be reached after 4 p.m. for that day's games. Please **DO NOT CALL** Baxter Sports Complex to see if games are postponed before 4 p.m. The rain out information will be posted on the BSC Facebook page as soon as it's available. If games are postponed due to rain, they will be made up as soon as possible. Managers will be contacted by the Complex Director with make-up information. **MANAGERS ARE RESPONSIBLE FOR CONTACTING THEIR TEAM MEMBERS AND INFORMING THEM OF RESCHEDULED DATES/TIMES.**
- Entry fees will not be refunded once league scheduling is completed. Refunds prior to the start of the season will be considered upon request, but are not guaranteed.
- Baxter Sports Complex, staff members, and/or league officials are not responsible for any injury, accident or loss incurred by a player(s) or spectators as a result of this program. Individuals are encouraged to have personal health/accident insurance to cover injuries that may occur.

ROSTERS

- Players *must* be at least 16 years of age. For liability purposes, this rule will be enforced.
- Roster form must be completed and submitted to Baxter Sports Complex prior to the 1st game of the season. Managers can add additional players to their roster during the 1st half of the season. After the halfway point, no additional players can be added.
- Rosters must include each player's first and last name. Each player must also sign the roster form before playing in their first match.
- If there is a question about a player's eligibility, an opposing manager should bring his/her concern immediately to the attention of the official and/or complex staff. Any question about the player's eligibility will be considered before that team's next scheduled match. It is *not* the responsibility of the complex to check for legal/illegal players on a team's roster.
- Players can only be listed on one roster throughout the season. If a player is on two rosters for the post season tournament, and the Complex Director is notified by the opposing manager *prior* to their game, the player in question will not be able to play in that game.
- A player can change teams by obtaining written consent from the manager releasing the player as well as the manager adding the player. Approval by the Complex Director is also required.
- It is not the umpire's responsibility to check on illegal players until protested. If an opposing manager believes an illegal player is being used, he/she should bring the concern immediately to the attention of the umpire after the player in question has entered the game. He/she should then follow the protest procedure as outlined under Rules and Regulations.

RULES & REGULATIONS

- Players must wear clothing and shoes while participating. Team uniforms are not required but are encouraged. Metal spikes are not allowed (including screw-on or screw-in metal tipped spikes).

- *Smoking is prohibited inside the complex*, please use designated smoking areas outside the gate.
- No outside food/drink is allowed at Baxter Sports Complex.
- Alcohol will be allowed in the dugout, but is not allowed on the field of play. Should the umpire or complex staff deem this to be problematic, the ability to have alcohol in the dugouts will be revoked.
- Managers will be responsible for the conduct of their players, and must inform their team of schedules, league rules, and other necessary information.
- The Complex Director and officials have the authority to remove any player, manager, or spectator from the game and facility. In addition, he/she has the right to stop play and forfeit a game to the opposition if, in his/her opinion, a team is making a travesty of the game.
- The Complex Director also reserves the right to suspend any player or manager from competition if harmful, profane, abusive and/or unsportsmanlike behavior or language is directed towards league officials, staff, or members of the opposing team. The Complex Director will determine the length of suspension and notify the individual(s) involved.
- A player who is ejected from a game must leave the facility immediately, and he/she will be suspended from playing or coaching in his/her next game.
- If a player physically assaults an official, scorekeeper, or staff member, he/she will receive up to a 3-year suspension from all Baxter Sports Complex's programs, and legal action can and will be taken.
- Any equipment or facility damage caused by the abusive, flagrant, or unsportsmanlike behavior of a player, manager, or spectator will be the responsibility of that individual to pay for any and all costs associated with repair and/or replacement of the damaged item(s).
- Only the team manager will be permitted to discuss game situations with the umpire.
- If a team is waiting on players there is a 10-minute grace period before the game is ruled a forfeit. Example: if your team plays at 6:15, you have until 6:25 to field a team before having to forfeit the game.
- A new inning will not start after sixty (60) minute time limit has been reached.
- Protest Procedure:
 - a. The team manager must notify the umpire before the start of the second inning if they are protesting the game due to an illegal player. The remainder of the game will be played under protest. Teams cannot protest an illegal player after the second inning has started, unless illegal player joins game after the 2nd inning. In that case they will then have 1 ½ innings to protest.
 - b. The umpire will mark the official scorecard, sign it, and show it to both managers, who will both be asked to initial the scorecard.
 - c. The team manager must file a written protest to the Complex Director, along with a \$40.00 deposit before 3:00 p.m. on the next day following the game under protest. If the protest is upheld, the deposit will be refunded.
 - d. During the tournament, an illegal player on the teams lineup (brought to the attention of the umpire and upheld) will be asked not to play and will result in an out every time his/her name comes up in the lineup for the remainder of the game.
 - e. No complex staff member is responsible for delivering a protest.
 - f. All protests concerning rules will be acted upon by the Complex Director. The decisions reached shall be final.
 - g. Umpire judgment calls may not be protested, i.e., whether a player is out or safe, whether a pitched ball is a ball or strike, or whether a ball is caught or not, etc.
- Forfeits:

a. A team must have at least eight (8) players to start a game for the men's league and coed leagues. A team failing to have eight (8) players at the scheduled starting time will forfeit the game. No exceptions will be made. This means all players must be dressed and ready to assume playing positions at game time.

b. If a team drops down to less than eight (8) players during a game, the game will be declared a forfeit by the umpire.

- A team starting the game with less than ten (10) players (8 or 9) will not be assessed an automatic out for the missing player(s). However, once a team begins the game, but is forced to continue with fewer players, an automatic out(s) will be assessed for each missing player(s). A game will continue after a player is ejected unless less than eight (8) players remain.

a. A player arriving late may be inserted into the lineup. This player must assume a vacant position in the batting order.

b. A team will not be assessed an automatic out if they lose a player to the blood/injury rule.

- Games are to be seven (7) innings in length OR the time 60 minute limit, whichever comes first. If the game is tied, the ASA tiebreaker rule will take effect. At the end of three (3) complete innings of play (2 ½, if the home team is ahead), the 20 run rule is in effect, the 15 run rule is in effect after four (4) innings (3 ½, if the home team is ahead), the 10 run rule is in effect after five (5) innings (4 1/2, if the home team is ahead).
- Games that are tied at the end of 60 minutes (no matter what inning) or after seven (7) full innings (if before 60 minutes) will continue to be played one extra inning. If the score is still tied at that time, the ASA fast pitch tie breaker rule will be used (last out from the inning before will start on second base and the team will start with one out).
- A game suspended by the umpire due to unplayable conditions will be replayed from the time of the suspension, with new line-ups allowed, when the suspended game is replayed. If 5 innings or 4-1/2 (if the home team is ahead) have been played, the game will be declared a complete game.
- A game stopped due to an injury severe enough to demand emergency assistance (i.e. ambulance), will be temporarily suspended at that time by the umpire. The game will resume from that point to the full 60 minutes time limit or its conclusion, whichever comes first. Blood/injury rules players will be allowed to return to the game at the umpire's discretion.
- Carpet/mat will be used to determine balls and strikes. A strike will be called when any part of the ball hits any area of the mat or plate. The pitch height limit will be at 6' and 10'.
- Batter will start with a one ball, one strike count. A batter shall walk after three (3) balls and is out after two (2) strikes. A batter is also out if the second strike is a foul ball.
- The home team will take the third base dugout.
- Courtesy runners: Men's League - one runner per inning, Coed - one runner of each gender per inning.
- Time out will be called when in judgment of the umpire all immediate play is apparently completed.
- A batter is called out if his entire foot touching the ground is completely outside the lines of the batter's box, or any part of his foot touches home plate when the ball is hit. The ball is dead immediately, and all runners must return to their bases.
- The pitching distance is 50' per ASA rules. If a step is taken it can be forward, backward or to the side provided the pivot foot is in contact with the pitcher's plate and the step is simultaneous with the release of the ball.
- The quick return pitch is an illegal pitch. A pitcher shall not attempt a quick return of the ball before the batter has taken his position or is off balance as a result of a previous pitch. A ball shall be called on the batter if he does not swing at the pitch. No runners can advance.
- Children are not allowed in dugouts or on the playing fields at any time during warm-ups, league, or tournament play.
- Base stealing is NOT allowed.

- Home Run Limits
 - Co-ed: 3 home runs (no matter the gender)
- Legal Bats – We ban the same bats that ASA bans. You can find the list of banned bats by going to www.asasoftball.com and clicking on Certified Equipment in the upper right hand corner.
- Balls – Leagues at Baxter Sports Complex will be using balls this year that the ASA has designated as official for tournament play. The balls will be .44 COR and 375lbs for 11" and .52 COR and 300lbs for 12"
- No outside food/drink is allowed at Baxter Sports Complex. Any player caught bringing outside alcohol into the complex will be ejected from the game plus the teams next scheduled game. If this occurs during a game the team will be forced to take an out in that players spot in the batting order. There will be no tailgate parties or drinking alcohol in the parking lot at Baxter Sports Complex.

CO-ED REC RULES & REGULATIONS

- Teams must have eight (8) players to start the game.
- Batting order shall alternate between sexes.
- A team starting the game with less than ten (10) players (8 or 9) will not be assessed an automatic out for the missing player(s) if the teams line-up consists of:
 - 5 males and 4 females
 - 4 males and 5 females
 - 4 males and 4 females
- Playing 6 males and 4 females or 6 females, and 4 males is allowed, but 2 females must play in the infield and outfield, and the extra male *must* play catcher. Batting order must still alternate between sexes.
- Teams can still play with 5 males and 3 females, or 5 females and 3 males, but will need to take an out where the 4th player for either gender is missing.
- Walking a male and/or female:
 - Walk with less than 2 outs: male is granted 2 bases (the following female must bat.)
 - Walk with 2 outs: male is granted 2 bases (the following female gets the option to walk or bat) Female is granted 1 base.
- Sliding is allowed, but not required. Metal spikes may not be worn.
- A 12" softball will be used for both men and women during league play.
- Teams will alternate keeping the scorebook between half innings.
- In addition to these co-ed rules, all the other rules and regulations listed in this manual and in the ASA rule book will be followed during league play.