

**MEDFORD PARKS & RECREATION**  
**Adult Softball League Rules, Regulations & Procedures**  
(As of May 2016) (Revisions in Red)

Current Amateur Softball Association (ASA) rules govern play except the variations denoted here. The Medford Parks and Recreation Department (MPRD) reserves the right to modify rules, regulations and policies whenever due cause warrants a change.

**1.....LEAGUE MANAGEMENT**

A. League Director has final authority to make decisions pertaining to all softball league rules, regulations and schedules; to act in the best interest of the City of Medford; and to make decisions in the spirit of competitive balance and fair play.

B. Upon enrolling as a team in leagues sponsored by the City of Medford, each team and all participants agree to abide by MPRD rules and regulations.

C. MPRD officials and umpires may stop, postpone or cancel any game due to weather, darkness, unsafe conditions or other circumstances that may jeopardize participant safety in any way, including games in which player behavior is deemed out of control.

D. Requests for schedule changes are subject to approval by the League Director and are subject to a \$20 processing fee to reimburse staff time.

**2.....ELIGIBILITY AND PARTICIPATION**

A. To be eligible, players must have personally signed the official team roster or a liability waiver prior to playing in any league games. Failure to comply subjects a team to forfeiture of games in which ineligible player(s) participated, and sanctions for the illegal participant and team captain.

- 1) An official City of Medford team roster must be submitted at USCCP prior to Game 1.
- 2) Rosters are not limited to a maximum number.
- 3) Rosters are available for additions and deletions at USCCP prior to each game.
- 4) Each team may make unlimited roster additions until the final out of the team's final regular-season game. Players must participate in at least one regular-season game to be eligible for the team's playoff game(s). Roster additions after the cutoff must be approved by the League Director.
- 5) Teams using an illegal player are subject to forfeiture(s) and sanctions determined by the League Director.
- 6) All participants must be prepared to present a picture ID, upon request, as proof of identity. Participants who refuse to produce a picture ID when requested are subject to ejection and additional sanctions.
- 7) Participants who misrepresent their identity for participation purposes and/or team captains who falsify player identities on their official lineup/batting order will be suspended from MPRD softball league play for up to one year.
- 8) Illegal participation/eligibility inquiries are to be brought to the attention of the site supervisor/scorekeeper by the team captain prior to the conclusion of the game.

B. Teams may have two players age 16 or 17 participate in a game if a parent/guardian signs the official roster prior to participation.

**C. League Participation Guidelines**

A player may not:

1. Compete on multiple teams in the same day-specific league.

2. Compete at multiple gender-specific skill levels during the same season.
  - a. Men's A players may not compete on Men's B or Men's C teams.
  - b. Men's B players may not compete on Men's A or Men's C teams.
  - c. Men's C players may not compete on Men's A or Men's B teams.

The same principle above applies to participants in Women's and Co-Ed leagues. Players are classified by their participation at the highest skill level during the current season. For example, a player who competes on a Men's A team at any point during the season is considered a Men's A player for the remainder of the season.

3. A player may compete in leagues on different days at the same skill level. Examples of this for the Summer League are:

- a. Monday Men's C players may play on a Thursday Men's C team, and vice-versa.
- b. Sunday Co-Ed players may play on a Tuesday Co-Ed team at the same skill level, and vice-versa.

4. Players who competed on a Men's A team within the past 365 days may not compete on a Co-Ed C team without written permission from the League Director or site supervisor. Approved players must use a wooden bat. "A" players must reapply each season.

a. Exception: All men's players may use composite metal bats when a Co-Ed C team plays a Co-Ed B team in a designated hybrid league.

5. Senior and Church leagues are separate from the Men's A, B and C leagues.

D. Players may switch teams prior to the roster cutoff deadline if:

- 1) Team captains (old and new) must agree to the switch, submit the proposal in writing to the League Director prior to the switch, and receive official authorization from the League Director.
- 2) In the event the old team captain does not grant permission, the player must sit out one game before being allowed to play for the new team.

E. A female player may compete on one men's league team per season.

**3. ....GAME PROTOCOL, FORFEITS, TIME LIMITS**

A. The home team is designated on the season schedule, or by higher seed in the postseason tournament.

B. A regulation game is seven innings or 70 minutes of play, whichever comes first.

C. No new innings begin after 70 minutes of elapsed game time. All new innings starting prior to the 70-minute limit are completed (unless weather or other unforeseen circumstances force a game to be called early). A new inning starts when the third out is recorded in the bottom half of the inning.

- 1) If a game is called prior to the completion of seven innings, 70 minutes or the mercy rule, a game will be considered "official" upon completion of four full innings, or 3 ½ innings if the home team is leading. Unofficial games will be rescheduled and will start over with a 0-0 score.
- 2) If time has expired and the inning finishes with the score tied, the game is a tie.
- 3) If a game is tied after seven innings and time remains on the clock, an additional inning(s) may be played using international tie-break procedure.

D. The following considerations and procedures apply if a team is short-handed at game time:

1) If the short-handed team is the scheduled visiting team, the game may begin without a full team fielded. Upon conclusion of the top of the inning, the team shall be re-evaluated to determine if there are at least 8 players present.

2) If the short-handed team is listed as the home team, they give up their home team status and allow the other team to take the field in an effort to start the game on time.

3) Late-arriving players included in the original batting order are not considered an "out". Players arriving late must notify the scorekeeper and will be entered at the bottom of the lineup.

4) In the event of a forfeit, teams may play a practice game (without umpire/scorekeeper) lasting no longer than five innings or 50 minutes from the originally scheduled start time, whichever comes first. All players must follow eligibility guidelines to compete in a practice game. Umpires and supervisors may stop a practice game for reasons that represent the best interests of the league or MPRD.

5) After two forfeits, a team may be dismissed from the league for the remainder of the season.

6) A team must field eight players at all times, otherwise a forfeit is declared.

E. If a game is called before the end of an inning due to weather, time constraints or unforeseen circumstances, the final score will be taken from the last completed full inning, or if the home team is ahead when the game is called. The last full inning completed determines whether the game is considered "official" (4 innings).

F. Tie games will be recorded as a half-win/half-loss for both teams. An additional inning or innings may be attempted to break the tie only if time permits.

G. **Mercy Rule.** The game is considered complete and over when a team leads by at least 20 runs after five innings (4 ½ if the home team leads).

H. Pre-game infield batting practice is not permitted.

**4. ....INCLEMENT WEATHER**

A. Always assume games will be played as scheduled. Decisions regarding weather-related postponements are not made until one hour prior to the first set of scheduled game times. Team captains are responsible for notifying their team members if games are postponed and rescheduled.

1) MPRD will announce postponements on the "Softball" page at [sportsmedford.com](http://sportsmedford.com). Every effort will be made to send electronic notification to affected team captains. All participants are encouraged to sign up for the Softball League text messaging service on the softball page at [sportsmedford.com](http://sportsmedford.com).

2) Games are played rain or shine unless there is a safety risk, such as lightning, icy conditions or dense fog. In the event of lightning, games may be delayed until the threat passes.

3) If a 6 p.m. game is postponed, the 7:15 and 8:30 games may still be played.

**5. ....SCOREKEEPING**

A. The scorekeeper/supervisor is provided for each game (except Winter and Spring leagues). His or her scorekeeping is final unless a discrepancy is brought to the attention of the scorekeeper at or very near the time of occurrence. Captains should double-check with scorekeepers regarding team score as the game progresses. A scorekeeping mistake is not subject to protest once the game concludes.

1) The official lineup card (containing complete information) is due to the scorekeeper at least 15 minutes prior to game time. Failure to comply will result in an out assessed at the start of the game for the offending team.

- 2) For Snowman and Spring league games, the official lineup card must be submitted to the umpire prior to game time. Lineup cards can be obtained from the site supervisor.

B. Scoreboard data is unofficial. The scoresheet is the official record of the game.

- 1) For Snowman and Spring league games, the scoreboard is the official score, as operated by the umpire or his/her designee.

## **6.....UNIFORMS AND EQUIPMENT**

A. Umpires and scorekeeper/supervisors are given full authority to take prudent actions necessary to maintain proper and safe playing conditions.

B. The umpire may inspect team equipment for safety prior to each game.

C. MPRD provides one new game ball for each contest. Additional softballs are provided only if used softballs are available.

- 1) Teams must retrieve their own softballs, and the game clock will not stop.
- 2) Game balls issued by MPRD remain City property upon conclusion of the game.

D. Teams supply their own equipment except the game ball and bases.

C. Metal or ceramic cleats are not permitted at any time. Turf shoes are recommended. Umpires will determine if a shoe is a potential safety hazard.

E. Each player must have a legible number on the back of his or her shirt/uniform. In the event of cold or inclement weather, players may wear jackets or sweaters over their uniforms but are requested to notify the scorekeeper of their uniform number prior to stepping into the batter box.

- 1) Exception: One person on each team may assume the number "00" or no number. Co-ed teams are allowed one player per gender without a number.

- 2) If more than one player does not have a legible number, he or she will automatically be considered out each time at bat.

- 3) Duplicate numbers are not allowed.

- 4) The minimum number height is 6 inches, but 8-inch numbers are preferred.

- 5) T-shirts with marker-drawn or taped numbers are permitted.

## **7.....BATS/CONFISCATION POLICY**

A. All bats must conform to ASA standards. Any bat with physical characteristics and/or properties that have been intentionally altered or modified for the purpose of enhancing performance is prohibited at U.S. Cellular Community Park.

- 1) All participants must use ASA-legal equipment.

- 2) Umpires and City staff may inspect bats and player equipment at any time.

- 3) The bat shall be free of dents and visible cracks. MPRD may take a damaged bat out of play at any time.

- 4) All bats must have a safety grip.

- 5) Donuts are not allowed, except for warm-up.

- 6) The ASA banned bat list is posted at [www.asasoftball.com](http://www.asasoftball.com)

- 7) Bat warming sleeves are permitted.

B. All bats are subject to random bat testing by City staff using ASA-certified bat-testing equipment.

- 1) If a bat fails a pre-game bat test as well as a secondary test administered by City staff, the bat is deemed illegal for use at USCCP and may be impounded for further analysis.
- 2) If an illegal bat is discovered through random bat testing during a game, the bat owner and participants using the bat are subject to ejection and suspension outlined below. The game is subject to forfeiture based on the outcome of an investigation by the League Director.
- 3) The bat owner and City staff reserve the right to submit the presumed illegal bat to the ASA National Equipment Testing Center for verification at the bat owner's expense. If the ASA determines the bat is legal, it will be returned to its owner. If the ASA determines the bat is illegal, the bat owner and participants who used the bat are subject to a one-year suspension from USCCP softball league and softball tournament participation.
- 4) Those who refuse to cooperate with bat-testing protocols or attempt to conceal bats from inspection will be ejected and subject to sanctions outlined in Section 7-C.
- 5) Participants are encouraged to have their bat tested before competing in a game. Individuals whose bat fails a pre-game test are not subject to sanctions, but the illegal bat may not be taken into the team area or used in a game.

C. Any participant(s) or team who conspire to introduce illegal, altered or non-approved equipment into a game(s) shall be suspended from Medford Parks and Recreation softball league and U.S. Cellular Community Park softball tournament participation for up to three (3) years.

- 1) Whenever a batted ball injures a participant, the bat will be impounded for inspection by MPRD staff. The site supervisor shall provide the bat owner with a property tag that serves as proof of ownership. Failure of any participant to fully and immediately cooperate with the umpire and City staff will result in the ejection of the player and team captain and forfeiture of the game.
- 2) The site supervisor will deliver the confiscated bat, the accident report and the property tag to the League Director within 24 hours. The League Director will examine the confiscated bat, review the accident report and discuss the incident with the umpire, City staff and the injured participant to determine whether the confiscated equipment will be submitted to the ASA National Equipment Testing Center. This process shall be completed within 14 days of the incident.
- 3) If the equipment is submitted to the ASA National Equipment Testing Center and the bat is determined to be legal, MPRD will return the bat to its owner. If the bat is determined to be legal but is destroyed during the testing process, MPRD shall reimburse the bat owner for the cost of a reasonable replacement bat, as determined by the League Director. If the bat is determined to be illegal, altered or non-approved, the participant(s) shall be suspended as outlined above and the results shall be shared with the injured participant and his or her legal representative.

**8. ....BATting ORDER/BATting**

A. Prior to the start of the game each team may elect to use the ASA batting order rules or it may elect to use a modified free-substitution rule that mandates each team member in uniform be placed in the batting lineup in whatever sequence the team captain chooses. Players using the modified rule may be substituted freely and are not bound to the ASA re-entry rule.

- 1) Teams must report their choice of play prior to the start of the game to the umpire, scorekeeper and opposing team captain. Once a decision is made, it must play the entire game under the batting rule they chose.

2) Captains do not have to agree to utilize the same rule.

3) In case of free substitution, players arriving late may be included on the bottom of the batting order list upon arriving at the game and players may leave early and be removed from the batting order or base path without penalty.

B. If a player is injured during the game or has to leave early, he or she may be removed from the batting order without penalty (unless the team drops below the 8-player minimum).

C. The batting order may contain up to 14 players. Additional batters must be entered as substitutes.

D. Under the free substitution option, players not in uniform must sit in the stands or identify themselves as non-players at the start of the game to the scorekeeper.

E. Each batter begins an at-bat with a 1-and-1 count.

F. The ASA foul-tip rule will be used. After two strikes, if the ball is hit foul, the batter is given one additional strike.

G. If batter hits an over-the-fence home run, the batter is not required to touch the bases or home plate.

H. HOME RUN RULE. Neither team shall have more than two over-the-fence home runs greater than the opposing team at any time during the game. If an over-the-fence home run puts a team three home runs ahead of the opposing team's home run count, the at-bat is considered a dead-ball out, and baserunners may not advance. (Exception: Senior Softball League)

I. When a team is on offense, only the batter, the on-deck batter and base coaches are permitted outside the team area ("dugout"). Only one 1<sup>st</sup> or 3<sup>rd</sup> base coach is permitted.

**9.....PITCHING**

A. Pitching arc is 6 feet (minimum) and 12 feet (maximum) for all leagues.

B. Minimum pitching distance is 50 feet for all leagues, which is the front of a six-foot-long pitching area. One foot must be inside the pitching area when the throwing motion is initiated.

C. Pitchers must use the 11-inch softball for female batters and the 12-inch softball for male batters. If the batter hits the wrong size ball and the mistake is immediately discovered, the batter may choose to re-do the at-bat.

D. If permitted by the umpire due to time considerations, a pitcher may throw a maximum of three warm-up pitches each inning or upon entering the game in relief.

E. If a pitcher decides to intentionally walk a batter, he or she should notify the umpire. In order to save time, the batter is automatically awarded first base.

F. Underhand fastpitch-style warm-up pitches are prohibited.

**10. .... BASERUNNING/COURTESY RUNNERS**

A. Teams may use one courtesy runner per inning. (Co-ed teams are allowed one courtesy runner per gender per inning.)

1. Exception: If the team bats all the way through the batting order during the same inning, a hitter that required a pinch-runner earlier in the inning may receive another pinch-runner.

B. Courtesy runner designation must be declared prior to the next pitch.

C. Teams are not required to designate a player in need of a courtesy runner.

D. The last out is not required to be the courtesy runner. If the courtesy runner is on base and his/her spot in the batting order comes up, the at-bat is considered an out.

E. Stealing is not permitted.

F. Players are required to slide or give themselves up in order to avoid contact with a defensive player or interfering with an attempt with or on the ball. Violations are subject to umpire discretion.

G. In the event of cold weather or slick conditions, the umpire may announce to both teams that baserunners are permitted to step over or cut the inside corner of a base. Baserunners must be in contact with a base when the pitch is thrown.

## 11..... **DISCIPLINARY PROCEDURES**

A. The captain is the official representative of his/her team unless another player designates him/herself as team captain to the umpire and/or scorekeeper prior to the game. The captain is responsible for his or her team (and spectators associated with the team) abiding by rules, procedures and regulations.

1) The team captain is defined as:

- a. The individual who registered the team.
- b. The individual who submitted the lineup to the scorekeeper/umpire.
- c. The individual who represented the team during the pre-game plate conference with the umpire.

B. All players are expected to know Medford city-league rules, regulations and expectations.

C. The following are examples of unacceptable conduct that are subject individual or team sanctions:

- 1) Verbal abuse, profanity, sarcasm directed toward the umpire, City staff or the opposing team, racist remarks and belligerent/unsporting behavior.
- 2) Unnecessary rough tactics with the intent or potential to do bodily harm.
- 3) Throwing a bat out of anger or disgust.
- 4) Refusing to abide by an umpire's decision.
- 5) Not having control of his/her faculties to the extent that there is a chance of physical harm to the player or others.
- 6) Violations of facility rules and municipal codes.
- 7) Destruction of property.
- 8) Playing under an assumed name and illegal participation.
- 9) Failure to cooperate in a timely manner.

D. Any player physically attacking or striking an umpire, scorekeeper/supervisor, player or spectator before, during or after games shall face expulsion from the league and criminal charges.

E. Destruction of property, theft or assault before, during or after activity will be handled by law enforcement. Individuals and teams will be held responsible for any damage or theft stemming from their use of the facility.

F. If ejected, participants or spectators must depart the softball complex within three minutes, or the team associated with the offending individual will forfeit the game. The game will not resume until the ejected player has departed the complex, and the countdown clock will not stop unless the umpire or scorekeeper deems the ejection is a delay tactic.

- 1) Any person ejected must divulge his or her name and phone number prior to departing.

2) Ejected individuals automatically receive a 14-day suspension (a minimum 2-game suspension) from all softball leagues. The League Director may choose to also prohibit the individual from visiting the softball facility during league play throughout the suspension.

3) In order to be reinstated to the active roster, the ejected player must submit proof of two hours of community service or pay a \$25 fine. Payments must be submitted to the Parks and Recreation office at the Santo Community Center, 701 N. Columbus, Medford, during normal business hours.

4) Any individual ejected twice during the same season will be suspended the equivalent of a full season of league play (up to 12 weeks) – as well as a \$50 reinstatement fee.

G. A player or team expelled from a league will not receive a refund.

**12.....GAME PROTESTS**

A. Game protests are to help clarify and interpret rules, not to question the judgment of officials. Protests are to help prevent similar occurrences and to better the league.

B. Protests must be stated at the point of contention and comply with ASA Rule 9. The umpire, facility supervisor and opposing team captain must be notified regarding the rule/procedure being protested.

C. Game protests must be submitted in writing, accompanied by a \$25 filing fee, to the League Director within 24 hours upon conclusion of the game.

**13.....PARK RULES/FIELD USAGE**

A. Teams using City of Medford park facilities must abide by City codes, ordinances and posted park rules, including:

- 1) No alcoholic beverages, drugs and controlled substances in, around or on fields, parking areas and spectator areas.
- 2) Smoking or tobacco products (including vapor cigarettes)
- 3) Sunflower seeds
- 4) Gum
- 5) Pets (except service animals)
- 6) Metal cleats
- 7) Parking in designated no-parking areas (e.g. along yellow curb paint)

B. When not scheduled for league games or rented for other uses, Howard and Jefferson softball fields are available at no charge for practice sessions and practice games on a first-come, first-served basis after 6 p.m. on weekdays and during daylight hours on weekends until late June, when Junior Giants baseball practices begin.

1) "First-come, first-served" means having at least FIVE players ready to take the field. Teams with less than five players may not claim a field even if it arrived first. Practice sessions are limited to 90 minutes if another team is waiting for the practice field. Play practice games, if possible, when multiple teams want to use the same practice field at the same time.

2) Do not play on wet infields and make every effort not to damage the playing surface. Dispose of litter properly.

3) Teams not abiding by policies may face sanctions determined by MPRD.

C. When not scheduled for league games or tournaments, the softball/baseball complex at U.S. Cellular Community Park is available to be rented for practice sessions and practice games. Rental fee for city-league teams is \$10 per hour/per field, not including field lighting fees. Contact MPRD (774-2400) for reservations.

**14.....MISCELLANEOUS**

- A. Notify the League Director of any potential scheduling errors. MPRD will make every effort to resolve logistical issues.
- B. Blood Rule. When blood is visible, the game will be stopped to allow for quick dressing of wounds.
  - 1) Any visible blood stains on clothing must be taped over or removed entirely. Numbers are not required for those needing to change shirts due to blood stains.
  - 2) Skin wounds/abrasions must be bandaged with no visible blood leakage.
  - 3) Each team should have a supply of athletic tape and bring spare shirts.
- C. Wearing jewelry is discouraged for safety reasons.
  - 1) Players must tape, cover or remove jewelry during active participation if the umpire identifies a safety hazard.
  - 2) Casts (plaster, metal or other hard substance or any other item deemed dangerous by the umpire) may not be worn during the game.
- D. Play at your own risk. All players are responsible for their own insurance coverage. The City of Medford does not provide accident insurance for league participants or spectators.
- E. Tournament seeding is determined by regular-season win-loss records. Ties are broken using the following criteria:
  - 1) Winning percentage
  - 2) Head-to-head outcome
  - 3) Fewest forfeit losses
  - 4) Record vs. common opponents
  - 5) Runs allowed
  - 6) Coin flip
- F. The MPRD web site ([www.sportsmedford.com](http://www.sportsmedford.com)) is the primary source for up-to-date schedules, standings and rules. MPRD will use e-mail and/or phone communication to disseminate schedules or other information.
- G. Past team performance may be considered during league composition. The League Director reserves the right to make scheduling decisions in the best interests of competitive balance.
- H. Teams that drop or are dropped from the league lose any right to reclaim any part of their entry fee once the schedules have been posted on the MPRD web site.
- I. All MPRD league teams are automatically associate members of ASA, which allows teams to compete in sanctioned sectional, regional or national tournaments.
- J. Warm-up drills involving striking the fence are prohibited (e.g. "soft toss").
- K. The tournament champion receives 14 "champion" t-shirts. The No. 1 playoff seed and the tournament runner-up receive Wild River pizza gift cards.
- L. One heater is allowed in the team area ("dugout") if:
  - 1) The heater is located in the far-back corner of the team area, farthest from the entrance.
  - 2) The heater does not produce open flames.
- M. Unsupervised children and their parents may be asked to leave the facility by the site supervisor. Children are permitted in team areas ("dugouts") but must remain seated and be supervised at all times.

## Co-Ed Softball League Rules & Procedures

These softball rules are used for Medford Parks & Recreation adult co-ed softball leagues in conjunction with normal City-league and ASA rules, regulations and procedures.

1. BATTING ORDER. The batting order must alternate male/female or vice-versa. If a team fails to alternate batting order, an out will be recorded.

a. Each team has the option of batting all available players or just those who play in a defensive position. The batting option must be determined at the start of the game and cannot be changed once the lineup has been submitted to the scorekeeper.

b. If teams choose to bat through its entire lineup, the captain must submit a list of female batters in priority batting order, and a list of male batters in priority batting order. The scorekeeper will then set the lineup to alternate male and female batters. Otherwise, teams must adhere to the ASA re-entry rule and bat only 10 players or less, and substitute according to the ASA re-entry rule.

2. Males and females may play any defensive position. With the exception of a pitching change or an injury, players may not switch defensive positions until the start of a new inning. Teams may substitute freely on defense.

a. Male outfielders positioned on green turf on the left half of the outfield are not permitted to throw out female batters running toward first base.

3. On defense, a team's male-to-female ratio may not be greater than 1 male (i.e. 5 Men, 4 Women). Teams may not have more than five males on defense.

4. WALK RULE. The ASA co-ed walk rule is used in league play. If a male batter is walked, he is automatically awarded second base. If there are two out, the next batter (a female) has the option to walk or hit.

5. PITCHING. The pitcher must use the 11-inch women's softball when pitching to female batters. Conversely, all men's players will hit the 12-inch men's softball.

## Senior Softball League Adaptations & Procedures

1. Minimum participant age is 45 for men; 40 for women. Participants are eligible if the minimum age is achieved during the calendar year.

2. The Senior Softball USA Rule Book governs play. City of Medford softball rules, regulations and procedures pertain if not specifically addressed by the Senior Softball USA Rule Book or by the rules specified below.

3. Game duration is 60 minutes with one open inning.

4. HOME RUN RULE. Neither team shall have more than three over-the-fence home runs greater than the opposing team at any time during the game. If an over-the-fence home run puts a team four home runs ahead of the opposing team's home run count, the at-bat is considered a dead-ball walk, and baserunners advance only if forced.

5. The batting order may contain up to 14 players. Additional batters must be entered as substitutes.

6. Any non-modified bat may be used with the exception of the original gray Miken Ultra and Titanium bats. The Bat Policy outlined in Section 7-C applies.

7. HANDICAPPING. Teams rated "AAA" spot three runs to "AA" teams and six runs to "A" teams. "AA" teams spot three runs to "A" teams. Handicap runs are recorded at the start of each game.