



Revised 1/31/2020

CAPITAL CITY SOFTBALL RULES AND RESPONSIBILITIES

All Slow Pitch rules are governed by the Amateur Softball Association (ASA) unless specified otherwise in this document. Copies of the ASA Rule book may be requested from the Athletics Office. ASA Rules may also be found online at <http://www.teamusa.org/USA-Softball.aspx>. Softball is an inherently dangerous sport with a risk of injury and should be played at one's own risk.

SECTION 1: MANAGER'S RESPONSIBILITIES

1. Knowledge of the rules & regulations and relating them to team members.
2. Distributing all communications and schedules to all team members from the Athletics Office. Schedules are posted online at www.capitalcityathletics.com
3. Curtailing any excessive or unwanted actions between players, coaches, and fans. PROFANITY, TAUNTING, AND TRASH TALKING WILL NOT BE TOLERATED!
4. **Rule on Alcohol: Alcohol is strictly prohibited within the confines of the dugout and playing field at all times.** The Umpires and/or Parks and Recreation staff obtains the sole discretion to determine to capability of a player to participate or continuing participating in the game. This includes injuries, appearance of intoxication, or any other relating factors. The decision is final and may not be protested with the umpires or staff members. Flagrant behavior towards decisions made may result in further suspension from the league. Umpires may forfeit games if this rule is not adhered to.
5. Prohibiting any smoking on the Park property
6. Checking with the Athletics Office for any makeup games.
7. Regularly checking your email used on the registration form for any schedule changes, updates, and important information.
8. Appearing at home plate prior to start of a game to discuss ground rules with the umpire or, in a manager's absence, appoint a representative to appear at home plate prior to the start of a game.
9. Completing fully and presenting the Home Plate Umpire with the team's lineup card no later than game time, with the exception of the first game of the season. **PLEASE SEE THE LINE-UP CARD/WAIVER PROCEDURE DOCUMENT.**
10. Ensuring that your team takes appropriate dug out. Home and Visitors are designated on league schedules. Home team takes first base dugout and Visitors take third base dugout.
11. Serves as the primary point of contact between the team and the athletics office.
12. Prohibiting any players/participants/spectator with animals in dug outs or fields. All animals must be on leash and with the owner at all times.
13. In the event that a player(s) is ejected from a game, the manager will be verbally warned and held responsible for all team actions for the remainder of the game. Disciplinary matters concerning the team/teammates are communicated to the manager. Information sent by the Athletics Office should be read and followed by appropriate action.

SECTION 2: LOCAL RULES

With the following exceptions/clarifications, ASA rules will be in effect for all Capital City Softball league games and post-season tournaments.

1. **GAME SPECIFICATIONS:**

a. **TIME:** Games will have a 52-minute time limit. The umpire will start the clock when he/she says, "Home team take the field" after the coaches meeting at home plate.

i. The clock will start at game time that is listed on the official league schedule. At the time that both teams have the required amount of eligible players, the ball game will begin. After 10 minutes has elapsed, if a team is incomplete, a forfeit will be declared.

b. **OVERTIME:** After time has expired or 7 innings played, tied ball games shall go to 1-Pitch play. While batting a full count is applied (3 balls, 2 strikes, 1 foul ball). A foul ball in 1-Pitch will be dead, batter is out, and the runners cannot advance on a catch. Play will continue until a winner is determined. All other rules remain in effect.

c. **RUN RULE:** The following run rules will be in effect for all division of play including: Recreational, Novice, Intermediate and Competitive.

i. **Slow Pitch - 20 runs after 3 innings, 15 runs after 4 innings, 10 runs after 5 innings**

ii. **1-Pitch League - 15 run rule after 5 innings; no run rule time limit**

2. **WARM UPS:** No infield practice is allowed prior to the game. Three warm-up pitches will be allowed only during the first inning, or if there is change of pitchers.

3. **UNIFORMS & HELMETS:** NOT required for LEAGUE play. Proper athletic shoes are required; No metal spikes or metal cleats will be permitted.

4. **PITCHER'S PROTECTIVE MASK:** Currently, City of Austin Parks and Recreation has a number of rules and policies in place to ensure the safety of our participants (e.g., bat restrictions, orange safety bag at first base, etc.); however, we do not have a specific guideline related to pitchers wearing protective masks. Any player who wishes to wear a protective mask during play is welcome and encouraged to do so. Protective masks that have a decorative visor attached should be clear and may not distract, confuse or hinder the batter from seeing the ball clearly. It will be to the umpire's discretion if such decorative visors are causing a reflective distraction to the player up to bat.

5. **GAME BALLS:** Teams will be required to furnish the umpire with one playable ball. The umpire has the right to reject any ball considered to be unplayable. All teams must have an additional ball ready in case balls are fouled out of play. *Game balls are available for purchase at the Athletics Office.*

a. Approved softballs must be factory stamped with an ASA licensed trademark for play. Final judgment left to the umpire (the stamp must be legible). A ball that is merely unreadable will be removed from the game at the time of inspection with no penalty to the offense.

b. All balls must be OPTIC YELLOW and meet maximum COR and lbs. Compression requirements:

c. **WOMEN:** Women will hit the 11" ball COR 52 with 300 lbs. Compression, in both women and co-rec leagues. If a woman is playing in the men's league, she must hit the 12" ball men softball.

d. **MEN:** Men will hit a 12" ball. COR 52 with 300 lbs. Compression

- e. If an illegal ball (one that exceeds the COR or lbs. Compression maximum) or an altered ball (one that has been tampered with) is discovered in the game, whether a pitch is thrown or not, the batter will be called out. If the ball is discovered after a pitched ball is hit and prior to the pitch to the next batter, the batter-runner is out and the runners (if any) are returned to their bases. The coach will be ejected for a second offense of this rule.
6. **BATS:** All bats must obtain either the ASA 2000 Certification Mark, ASA 2004 Certification Mark, or ASA 2013 Certification Mark and must not be listed on the ASA Non-Approved Bat List with a 2000 or 2004 Certification Mark.
 7. **BLOOD RULE:** Any player who has blood on their body or uniform must clean the wound, cover the wound, and replace the soiled clothing before continuing play. If the player is a base runner (offense), he/she will be removed from the game and replaced with the player (same gender), who made the last out with no substitution being charged; OR, the team may substitute and have regular substitution rules apply. If the player is on defense, he/she is removed and a substitution is made; OR, the team may play by the "Shorthanded Rule" - (see ASA Rule Book Section 1.C.3).
 - a. If the player is scheduled to bat within one inning after being notified of the situation, and fails to appear at bat, the batter will be skipped with no penalty. After one inning has elapsed and the batter has failed to appear at bat, an automatic out will be charged.
 - b. The Athletics Office strongly recommends that all players bring a change of clothing and medical supplies to the game. It is also recommended that teams utilize the Extra Hitter rule (batting 11 or 12 players) to avoid this situation.
 8. **CO-REC RULES:**
 - a. **BALLS:** Balls must be swapped with the pitcher appropriately as genders alternate between male and female (Men: 12" COR .52, 300 lb. Comp.; Women: 11", COR .52, 300 lb. Comp.)
 - b. **PLAYERS:** A Co-Rec team is considered complete with 10 players (5 Males, 5 Females), however a Co-Rec team may start with less than 9 players (see Short-Handed Rule for penalties sustained during the shortage). Females may out-ratio Males (Ex: 6 Females, 4 Males). However, Males may **NOT** out-ratio Females when fielding a complete team.
 - c. **SHORT-HANDED RULE:** teams may start with 9 players. When a Co-Rec team is playing short-handed there may be a ratio of 5 men to 4 women. The missing 10th player shall be placed in the tenth batting position and will be an automatic out each time it is reached in the line-up. If the tenth player arrives, he/she must assume the tenth batting position. Teams starting with 10 players may finish with 9, but the missing player in the line-up will be an automatic out.
 - i. If a team has 10 active players and 1 player becomes injured or ejected then the team may continue with 9 players and will then abide by the Short-Handed Rule.
 - d. **BATTING:** Offensive team must alternate gender between male and female on the batting line-up. In the event that a team is playing down with 9 players due to injury or ejection, then the team will take an OUT each time then vacancy in the batting line-up is reached.
 - e. **EXTRA PLAYERS (EP):** If a Co-Rec team chooses to play with extra players, then they must have 1 Male and 1 Female; a team may not add only one player. If a team becomes short 1 player after exercising the EP Rule, then they must also drop a second player so that the batting line-up equals 10 players OR take an OUT each time the vacancy in the batting line-up is reached.

- f. **AUTOMATIC WALK RULE:** If A male walks, (intentional or unintentional), it is an automatic two-base walk. The female has the option to hit or take first base. Once a female enters the batter's box, she must hit. It is not mandatory that the base-runner physically touch 1st base before advancing to 2nd base.
 - g. **POSITIONS:** Defensively, teams may place players in any position on field no matter the gender.
 - h. **COURTESY RUNNER:** In Co-Rec, allows one courtesy runner for each gender in each inning of play. The runner must be female for female and male for male.
9. **COLLISIONS / SLIDING:** Players must avoid collisions whenever possible. Deliberately causing a collision (in the umpire's judgment) will be grounds for immediate ejection. The defensive player must give at least 50% of the base and base path to the runner. No deliberate blocking of base or base path without possession of the ball will be allowed - see ASA obstruction rule (ASA Rule 8, Section 5.B.1). There is NO "must-slide" rule.
- a. **WARNING:** Base manufacturers advise that sliding into a softball base represents a clear and present danger. A poorly executed slide may cause serious injury.
10. **DOUBLE FIRST BASE:** The double first base is used to avoid collisions and consequent injuries at first base. A batter-runner must use the safety base (orange base) while advancing and a play is being made at first base. An appeal by the defensive team must be made prior to the batter-runner returning to first base.
- a. If no play is being made at first base then the batter-runner may touch either the white or orange portion. If the throw is coming from the foul side of the line, or if the defensive player is drawn to the orange side of the base, both the defensive player and the batter-runner may use either the orange or the white portion – the object is to avoid a collision with the defensive player. Once the batter-runner has passed first base, the base now becomes one base made of a colored portion and a white portion, 30" by 15", as opposed to a 15" by 15" white base only.
11. **SHORT-HANDED RULE:** teams may start with 9 players (this does include Co-Rec Rules, please refer to the "Players" section under the Co-Rec rules above); the missing 10th player shall be placed in the tenth batting position and will be an automatic out each time it is reached in the line-up. If the tenth player arrives, he/she must assume the tenth batting position. Teams starting with 10 players may finish with 9, but the missing player in the line-up will be an automatic out.
12. **EXTRA PLAYER RULE:** The Extra Player (EP) may be used - a team may start with eleven players in their line-up, with any ten playing defense. Teams may finish with 1 less player than they start with per the short-handed rule (see above).
13. **COURTESY RUNNER:** Any eligible player on the official line-up including available substitutes may be used as a courtesy runner. A courtesy runner may be used once per inning.
14. **BATTING:**
- a. **BALL/STRIKE COUNTS:** All league games (men's, women's, and co-rec) will start with a 1-1 count (1 ball and 1 strike). Two foul balls will be allowed; the 3rd foul ball will be a strike. Note: First foul ball with two strikes will be live and runners can advance on a catch; second (extra) foul will be dead, batter is out, and runners cannot advance.
 - b. **DIG-OUT RULE:** No "digging out" in the batter's box will be allowed. Any player digging out will be warned first, and if the player continues, he/she will be called out. This rule is to reduce the wear and tear in the batter's boxes.
15. **HIT AND SIT RULE:** In the event that a homerun is hit in a Novice, Intermediate, or Competitive division the batter and all runners on base (if any) do not advance any bases; all offensive players will return to their respective dugout.

16. HOME RUN LIMITS: A Home Run is considered an untouched batted ball, over the fence. The following limits will be in effect:
- a. Recreational - 0 home run (Inning ending out)
 - b. Novice - 1 home run (batter out after the first home run is hit)
 - c. Advance - 2 home runs (batter out after the second home run is hit)
 - d. Intermediate - 3 home runs (batter out after the third home run is hit)
17. COMPLETE GAMES: When an inning has started, the inning must be completed unless the home team is at bat and leading in runs scored. Innings start immediately after the third out of the previous inning is made.
- a. In the event of rain or light failure, 4 1/2 innings or 30 minutes of playing time will constitute a game, provided that the home team is ahead. If games have not reached this point, they will be replayed from the start. The score of a called-regulation game (4 1/2 innings or 30 minutes) shall be the score at the end of the last complete inning, unless the Home team has scored an equal number of, or more runs, than the Visitors team in the incomplete inning. In this case, the score shall be that of the incomplete inning.
18. PROTESTS: In case of protest, the burden of proof will rest with the manager protesting. To be effective, a protest must be made to the umpire at the time of the play in question and play will continue. A written protest accompanied by the protest fee of \$25.00 must be submitted within 48 hours to be accepted. (Saturday, Sunday and holidays will not count in the time limit). If the Protest Committee upholds protest, the \$25.00 will be donated to the Capital City Softball program. If decision is overturned, a refund of \$25.00 will be made. No protests concerning player eligibility or umpire judgment.

SECTION 3: LEAGUE REGULATIONS

1. LEAGUE SCHEDULES: No games shall be postponed, EXCEPT for death of a manager or player.
2. RAINOUT GAMES: Games may be rescheduled on the same night at an alternate playing location (North or South), or at the end of the season on your night of play. The Athletic rainout recorder (512-978-2680) will be updated by 4:00pm on questionable days; however, it is still the umpires' decision to declare a field playable/unplayable.
3. FORFEITS: Any team forfeiting two regularly scheduled games shall be subject to suspension from further league play. Teams can avoid the two forfeiture suspensions by notifying the Athletic Office in advance of game in question. Any forfeit makes a team ineligible for a league trophy; the only exception to this rule is if the forfeit is called during game play. If a team calls in to forfeit a game, and that game is deemed unplayable (rainout, light failure, etc.), the forfeit will be nullified and the game will be rescheduled.
4. OPEN ROSTERS: Adult league age is 18 years and older. Any person under age 18 must obtain a parental permission form from the Supervisor of Athletics before participating in any league game. It is possible for women to play on a men's team, provided BOTH managers are in agreement. All players must carry a valid Texas Driver's License or Government photo identification at all times in case of possible suspension enforcement.
5. LEAGUE CHAMPIONS: The City of Austin reserves the right to move up a team or teams, to a higher division at our discretion. Teams in recreational leagues will not be eligible for post-season tournament play; unless the team is willing to play in the novice bracket.
 - a. TIE BREAKER procedures for League Champions:
 - i. Best record in direct competition with all other tied teams.

- ii. Run differential (runs scored minus runs allowed) between tied teams.
 - iii. Run differential in all games.
6. UMPIRES: Teams may not request a change of umpires. Umpires will be appointed by the Athletic Office, and must be members of the Austin Softball Umpires Association. Umpires are authorized and required to enforce all rules and regulations of the game. They have the power to order a player, coach or manager to do or omit to do any act, which in their judgment is necessary to give force and effect to one or all of these rules.
- a. ONLY TEAM MANAGERS MAY TALK TO UMPIRES ON THE FIELD DURING THE GAME. Assigned umpires will be in complete charge of the ballpark area from ten minutes before games begin until all spectators and players have left the ballpark area. Managers of teams will be responsible for the conduct of their players prior to, during and following the games. This includes curtailing any, and all, profanity and verbal abuse.
7. ZERO TOLERANCE POLICY: Profanity, taunting, and “trash talking” will not be tolerated. Any player, manager, and/or coach will be ejected for the use of such. The player may or may not be replaced. In the event the player is not replaced, an automatic out will be charged when that player is scheduled to bat. A team may drop to a minimum of nine players – less than nine will constitute a forfeit.
- a. Unsportsmanlike conduct will not be tolerated and offender is subject to immediate removal from game. Team managers will be held accountable for their team’s conduct; if a player is ejected from a game the manager will be issued a warning. If there is another incident during the game, the manager and offending player will be ejected and subject to suspension guidelines.
 - b. Any player who strikes an official is automatically suspended until the case has been considered by a court of law. Assault and battery charges will be filed and if the player is found guilty, the player becomes suspended indefinitely. Managers shall instruct their players to remain in the dugout during any dispute involving rule interpretation or unnecessary rough tactics between members or opposing team. Umpires will eject offending players and report those individuals to the Athletics office. Any player reported for harassing an umpire or staff member may be suspended depending on the severity of the encounter. Threats of bodily harm towards officials or staff members will be grounds for removal from the league.
 - c. A team or team member may be disqualified for any of the following: unsportsmanlike conduct, abusive language, throwing bat in anger or disgust, intentional delay of game tactics, rough tactics against opposing player, intentional spiking, fighting, or playing while intoxicated.
8. SUSPENSIONS: Any player ejected from a game will have 5 minutes to vacate the park. Ejected players refusing to leave the park will be grounds for the game to be forfeited. **Ejected players will also be suspended for the next 8 days, or your next scheduled game.** Failure to comply with this rule will cause forfeit of game by team that player is illegally playing for.
9. APPEALS: Any suspended player, who desires to appeal, must notify the Program Supervisor or his/her appointed agent who shall determine if a fair meeting was held and equitable decision reached in writing (via email or written letter) of his/her intention to do so within 2 business days after a notice of disqualification is sent from the Athletics Office. The decision of the Program Supervisor or appointed agent will be final.
- a. A written decision on the appeal will be sent to the team manager within 2 business days. No other reviews of an appeal will take place once the Program Supervisor or appointed agent has ruled.
10. ADDITIONAL RULINGS: The league commissioner reserves the right to rule on any situation not specifically covered in the Softball Bylaws. The league commissioner reserves the right to suspend an individual or team from league play whose conduct is detrimental to the safety and success of the program. The league

commissioner reserves the right to interpret league rules in a manner he/she deems fair and equitable in accordance with the goals and objectives of the City of Austin Adult Sports Program.

SECTION 4: INCLEMENT WEATHER:

1. If lightning is detected within 8 miles during a game, then all games in progress are now cancelled if they have not reached the minimum requirement for an official game. These games, like any cancelled due to weather during the regular season, will be rescheduled to the end of the season.
2. If lightening is detected, player and spectators are to seek safety and proceed to their cars with the windows rolled up; Waiting under trees or inside dugouts are NOT acceptable for lightning.
3. Continue to check the rainout phone line (512-978-2680), the website (www.capitalcityathletics.com), and your email for continuous updates on game delays or cancellations due to unforeseen circumstances.