

CATOOSA COUNTY ADULT SOFTBALL LEAGUES

FALL 2018: MEN, WOMEN & COED

Section A: League and Park Information

1. The Fall 2018 season will begin play on **Tuesday, September 4th, 2018**. League games will be scheduled on Mondays, Tuesdays, Wednesdays and Thursdays only. Game times will be 6:30pm, 7:30pm, and 8:30pm. All games will be played at the Jack Mattox Recreation Complex located at 941 Pine Grove Road. Teams will play a 10-game schedule with an optional post-season tournament at the conclusion of the regular season.
2. Any teams that drop out of the league after the 'League Schedule' has been completed will receive "no refund" of entry fee money.
3. The Jack Mattox Complex has designated smoking areas. Please use the designated smoking areas only.
4. Do not warm up in the paved center of the Complex, by the bathrooms, or near the dugouts. Go to a grassy area between or behind the fields to warm up. "Pepper" or hitting balls into the fences is **PROHIBITED**. There are eight (8) batting cages located near the playground that can be used.
5. Champion trophies will be awarded to the top team in each division or class based on final regular season records. If 2 or more teams finish the regular season with identical records and are in line for a team award, their placement will be determined by head to head competition amongst the teams tied, total runs allowed and followed by total runs scored. Number of team trophies per division or class will depend on the total number of teams in each division.
6. **LEAGUE STANDINGS** for all Divisions will be updated and posted on our **Catoosa County Recreation Department Website**. Please visit www.catoosarec.com for up-to-date standings. League Standings will also be posted daily throughout the complex on game days.
7. Teams will play some double-headers during the season.
8. Any League may be split into separate divisions depending on the number and/or caliber of teams.
9. The direct link to the league schedule can be found at: <http://www.tourneymachine.com/R48032>

Section B: Roster and Eligibility Guidelines

1. Players must sign the official league roster to be eligible for league games. Each team manager/coach must sign the official roster and provide a telephone number. By signing the official roster, the manager and players listed agree to all terms and regulations outlined in the Catoosa County Adult Softball League, including the waiver of liability of the Catoosa County Recreation Department for any and all accidents occurring on said 'County property.'
2. The Church and Industrial Leagues are eligibility restricted. All Church teams must consist of players who are members or regular attendees of that Church. By rule, a regular attendee is someone who attends that Church at least twice a month. Pastors/Ministers have the discretion to set attendance requirements for their Church above that of the League rule requirement. All Church rosters must be signed by the Church Pastor/Minister. All Industrial teams must consist of players who work as a bona fide, full-time employee of that company or government. Industrial teams may list a max of 3 part-time employees on their roster (minimum 15 hours / week). All Industrial rosters must be signed by the Personnel Director.

Section B: Roster and Eligibility Guidelines - (continued)

3. Players can not play on 2 or more teams within the same division, including classifications of the same division. If a player's name appears on two rosters within the same division, that player will be eligible to participate only with the team he or she played their FIRST League game with. A player can play on 2 or more teams not in the same division. *Ex:* A player can play in the OPEN division and also play in the CHURCH division.
4. Per A.S.A. guidelines, male rosters shall include only male players and female rosters shall include only female players. Coed teams are the only teams allowed to have a mixture of both male and female players.
5. ***Friday, September 21st, 2018*** is the deadline for adding players to team rosters. The Team Coach or Manager can add players to an 'Open' Division roster. Only the Pastor and the Personnel Director can add players to a Church or Industrial Division roster. To add player(s) to a roster just simply have the appropriate person listed above call our Recreation office @ 706-891-4199. Adding players must be done **'24 hours'** prior to that team's next scheduled game.
6. Age requirement is 15 yrs of age and older. ***No Exceptions!*** Players must turn 15 before playing in a League game. Any player under the age of 18 MUST have their parent/legal guardian come by the Recreation Office at 749 Pine Grove Road, Ringgold and sign a Notarized Waiver of Liability in order to be eligible to participate in this league.

Section C: Certified Equipment and Field Specifications

1. All players will play with a .44 cor softball with ***a maximum compression of 375 pounds***. The certified "black (12") and black (11") colored ASA marking and stamp" must be stamped and legible on all softballs.
 - a) All **MEN & COED MALES** will use the A.S.A. 375 Compression, 44 core, YELLOW 12-inch softball.
 - b) All **WOMEN & COED FEMALES** will use the A.S.A. 375 Compression, 44 core, YELLOW 11-inch softball.
 - c) **ONLY YELLOW** cover softballs are permissible per A.S.A. rules. Softballs (X-Rock Trump and Evil Ball) can be purchased through the Rec. Dept for \$60 / dozen or \$5 / ball.
 2. Pitchers are responsible to ensure they are pitching a legal ball. Since each team hits their own softball, pitchers should check incoming softballs for validity. If an illegal ball is discovered, the ball is removed from the game and replaced with a legal ball. ***New Rule: Any player that throws in an illegal ball for their team to hit will be disqualified from the game.***
- ***Note: Umpires have the final authority on a legal or illegal ball and may remove a ball from play if they judge that the ball is not a legal ball, or if the Cor or A.S.A. stamping is not legible.***
3. The Church / Industrial Leagues may use a 2018 approved A.S.A. or U.S.S.S.A. bat. The Open leagues may choose to use 2018 approved A.S.A., U.S.S.S.A. or N.S.A. approved bats. The approved bat list for each organization can be found at websites www.asasoftball.com , www.ussa.com , or www.playnsa.com .
 4. Base distance for Men and Coed Divisions is *70 feet*. Base distance for the Women's division is 65 feet. Pitching distance for all Divisions is *53 feet*. ***The Women's Church and Women's Open Divisions will have a floating pitching rubber / box with a pitching range of 50-53 feet. A pitching rubber will be set at 50 ft. along with 3 ft. chalk lines going back towards 2nd base and a connecting back line. Pitchers must have one (1) foot remain in contact with the pitching rubber / box until the pitched ball leaves the hand.***
 5. **Protective Screens** will be provided on all fields for the safety of the pitchers. The screens **are not** optional and shall not be removed by anyone. Any batted ball that hits any part of the protective screen during an at bat shall be treated as a foul ball. The batter will be ruled out if he /she hits the screen twice during the same at bat.

Section D: Local League Rules & Rules pertaining to the Game

1. This league operates under the rules and guidelines of A.S.A. Official Rules of Softball other than local rules listed within the Catoosa County Adult Softball League Rules outline. Your batting line-up **MUST** include the player's number, first initial and last name.
2. Teams must wear matching or like-colored shirts/jerseys with a number on the back. **Beginning Monday, September 17th, ALL players MUST have a matching or like-colored jersey with a number in order to participate. Any player who does not have a matching or like-colored jersey with a number after this date will be subject to the pick up rule (Section E: Short-handed Rules and Guidelines). This means that the head coach from the team that has players without a matching or like-colored jersey MUST approach the opposing coach and communicate his/her situation. The opposing coach will have the same options he/she would have in the Section: E Pick Up Guidelines of 1) Allow the player(s) to participate and the game be official or 2) Not allow the player(s) to participate and be subject to either playing short-handed or forfeit.**
3. The Plate Umpire and Base Umpire will have equal authority to eject or disqualify a player, coach, manager, or participant/spectator for violations of rules or flagrant and unsportsmanlike acts/conduct. A disqualified player is prohibited from playing but can remain in the team area or serve as a coach/manager. An ejected participant/spectator must leave the grounds and have no contact with the umpires or participants in the game. **If the ejected participant does not leave the field area within 2 minutes, the game can be declared over and ruled as a forfeit.**

* Any player, coach, or manager ejected from the game must sit out the remainder of that game plus a one (1) game suspension to be served during the next scheduled game *that is physically played out*. **This includes the 2nd game of a scheduled double-header.** Players, coaches, managers, or other participants can be ejected without any prior warning if their conduct is deemed severely flagrant or unsportsmanlike in the judgment of the officials. **The league administrator may contact the pastor or human resource director to report flagrant or habitual unsportsmanlike behavior in an attempt to correct negative conduct within the league.**

*****Also, head coaches of each team are responsible for the conduct of their fans and should communicate to them that they, the head coach, could be ejected from the game along with the spectator if disparaging or insulting remarks continue.**

4. **A 1 ball and 1 strike count** will be in effect for all batters in all divisions of play (**MEN, WOMEN, & COED**). If a batter hits a **FOUL BALL** on the 3rd strike, it **WILL NOT BE AN OUT**. However, the **SECOND FOUL BALL OCCURRING AFTER TWO STRIKES** will result in an out. (One extra foul on 3rd strike)
5. **JEWELRY**: Please refer to the A.S.A. rulebook. Umpires may judge jewelry to be unsafe and can ask the player to remove the jewelry. If the player refuses, he / she will be ejected from the game. Also, **METAL-SPIKED CLEATS** are prohibited.

6a. Homerun Limits Per Division:

Men's Church / Ind: - 5 homerun limit, then Equalizer

Men's Open: - 5 homerun limit, then Equalizer

Women's Open: - 3 homerun limit

Coed Open : 5 homerun limit, then Equalizer

The equalizer rule means that a team can hit up to (5) over the fence home runs in Coed, Men's Open and Men's Church / Industrial without penalty, but may not go up by more than one home run after reaching the limit. In this case, all additional (over the fence) home runs will be a single with all runners advancing one base. Once both teams have reached their homerun limit, the home team cannot hit an additional homerun in the bottom of the 7th to leap the visitor

Section D: Local League Rules & Rules pertaining to the Game - (continued)

ANY Player hitting an “over the fence” homerun within the limit is NOT required to touch 1st Base. He / She may go directly to the dugout and any runners on base may also head straight for the dugout once the ball has cleared the fence in an attempt to speed up the game; however, players are welcome to run the bases if they want to.

6b. Homeruns Hit in Excess of the Limit:

Men’s Church / Ind: - Single, plus all runners advance one base (see equalizer rule above)

Men’s Open: - Single, Plus All runners advance one base (see equalizer rule above)

Women’s Open: - Single, Plus All runners advance one base

Coed Open : Single, plus all runners advance one base (see equalizer rule above)

6c. Any fair fly ball touched by a defensive player that clears or has cleared over the fence in fair territory, should be declared a **FOUR – BASE AWARD** and shall not be included in the total of OVER – the – FENCE Homeruns.

7. Stealing of bases is allowed in the **Men’s Open and Men’s Church / Industrial ONLY**. Please refer to the 2018 A.S.A. rule book for guidelines pertaining to stealing.

8. A ‘**Regulation game**’ shall consist of 7 innings or a time limit of **1 hour, 10 minutes**. Game-ending ‘run rules’ are in effect after 3,4,5, or 6 innings have been completed (depending on who is home team). The run rule is listed below and games will be declared over as follows:

20 run lead at end of 3 innings – 15 run lead at end of 4 innings - 10 run lead at end of 5 or 6 innings

9. Games can end in a tie if the time runs out and the home team has completed their at bat.

10. One (1) courtesy runner per team per inning is allowed; however, if an injury occurs during the game and the umpire believes a player to be hurt, he/she can authorize a courtesy runner to be substituted for the injured runner in order to avoid further injury. The courtesy runner will be the player who made the last out. If the offensive team bats around multiple times in an inning, the player who received a courtesy runner in his / her first at bat in the inning is permitted to have a courtesy runner each time him / her reaches base in the current inning. (*exception: SEE COED Section J*) **Exception:** Church / Industrial Unlimited courtesy runners as long as it is the player who made the last out.

Courtesy Runner / Substitution Rule Clarification: (EXAMPLE)

The Batter / Runner (A) hits a double and ends up at 2nd base. The offense elects to use the one courtesy runner per inning for batter / runner (A). Player (B) who is also the last recorded out becomes the courtesy runner. The offense now decides to use an eligible sub player (C) for the courtesy runner player (B). The eligible sub player (C) is now active in the game and is now no longer eligible as a sub for the remainder of the game. The starter player (B) may re-enter in the original line-up spot one time.

11. **There is a 10-minute grace period on the 6:30pm game only!! The grace period must be approved by the opposing coach of the team who has enough to play. If not approved, the game will be ruled a forfeit in favor of the team who has enough to play.** However, the time limit will always start at 6:30pm for the 6:30pm game. If @ **6:40pm**, a team does not have enough players in the dugout or on the field of play to start the game (which is 9), it will be ruled as a forfeited game in favor of the team who has enough to play. If neither team has enough players to start the game the game will be ruled a **DOUBLE FORFEIT**.

12. Games called by the umpires shall be a ‘**Regulation game**’ if 5 or more complete innings have been played, or if the team second at bat (home team) has scored more runs than the other team (visitor team) has scored after the visitor team **completes** the top of the 5th inning. Games called due to inclement weather that are not ‘**Regulation games**’ will be re-scheduled and started over.

Section E: 'Short-handed' Rules and Guidelines

1. A team may start the game 'short-handed' with 9 players. There is '**NO PENALTY**' for starting with 9 players (*exception: SEE COED Section J*). If a 10th player arrives during the game, they must be inserted at the tenth batting position and must bat at that position throughout the entire game. The player can be put in on defense immediately. The team manager must notify the official scorekeeper as soon as this line-up change/addition is made. Extra hitters (EH) must be listed on the batting line-up prior to the start of the game. Extra hitters **CAN NOT** be added to the batting line-up as an eleventh batter after the game has started. If a team has 10 players listed on the batting line-up and the game has started, any players arriving thereafter must be substitutions.

2. a) **Picking up rule:** If a team has 6 or less players from their official roster present at game time, the game will be ruled as a forfeit. If a team has 7 or 8 players present and wishes to pick up 'non-roster' players in order to start the game, the 'short-handed' team's coach must notify and gain approval from the opposing coach. **Game umpires will now prompt each team at the pre-game coin flip to identify any pick-up players being used. Pick-up players should be noted (PU) on the lineup card and must bat last and play right field or catcher.** If approved, the game will be an official game. If not approved, or if the short-handed team does not notify and gain approval, but picks up players anyway, the game will be overturned and ruled a forfeit. A team shall receive a "loss" in the league standings if fielding less than 7 roster players; however, a physical game (called by the umpires) shall be played if both teams field at least 9 physical players. Under this scenario only, the time limit shall be one hour (60 minutes) drop dead. Once the clock reaches zero, the game ends and the team that has enough roster players present will be credited with a win regardless of the score of the game.

b) **Picking up rule:** The opposing coach of a 'short-handed' team has the discretion upon approving pick-up players to choose who may be picked up, what defensive positions they may play, and where in the batting order they may be placed. Failure to adhere to this discretion will result in game forfeiture.

c) **Picking up rule:** Pick-up players have been approved and the game has started. If any 'roster' players arrive after the game has started for a 'short-handed' team using pick-up players, those roster players **MUST BE SUBBED IN FOR THOSE PICK-UP PLAYERS IMMEDIATELY.**

3. **A local league rule** will allow a team to finish with fewer players than it started with in the event a player is injured, gets sick, or has an emergency crisis during a game and cannot continue playing. Therefore, if you list and bat 12 players, you can finish with 11, 10 or 9 players in the event this happens. If a player(s) gets injured, sick or emergency crisis occurs and that player leaves the game **IT IS NOT AN OUT** when their at bat comes up. (*Coed teams must refer to Section J below for specific short-handed rules*) If a player leaves for any other reason than sickness, injury, or emergency, an out **will be** recorded for that player's time at bat.

a) If substitutions are available they must be used in any situations listed above.

b) Under no circumstances shall a team bat or field less than 9 players.

4. If a player is ejected a team can continue to play shorthanded with 9 players. The Penalty for an ejected player's time at bat will be an out. If a team is playing with 9 players and a player gets ejected and there are no legal substitutions available, the game is forfeited.

Section F: List and Bat ALL Players Guidelines

- 1. If a team has 10 Roster Players present (which is the minimum number of players required to bat and play defense), the team **MUST** list and bat **ALL** 10 Roster Players.
- 2. If a team has 10 or more Roster Players present, the Head Coach of that team can choose (at the Pre-Game Coin Flip) to:
 - a) List and Bat **Only** 10 players with the remaining players listed as Substitutions.
 - b) List and Bat **Any** amount of Roster Players present above 10 (**Co-Ed Teams Refer to Co-Ed Rules Below**). This allows the Head Coach to freely rotate players on defense with out reporting those defensive changes to the scorekeeper. Each coach **MUST** make his/her decision about batting “above 10” players at the Pre-Game Coin Flip.

Example 1:

A Coach has 12 Roster Players present at game time: The Coach lists and bats ALL 12 players on the batting line-up. Any 10 can play on defense. The batting line-up **CAN NOT** change. If no more roster players arrive, this team has no substitutions. If additional roster players arrive after the game has started, they are to be considered substitutions only.

Example 2:

A Coach has 14 Roster Players present at game time: The coach lists and bats 12 players at the Pre-Game Coin Flip. The remaining 2 players and any players arriving after the game has started, are to be considered substitutions only.



Under **ANY** Listing and Batting of players options listed above, players that leave the game are subject to Section E: Rule 3 in the local league rules.

Section G: Penalty For Using Illegal/Banned Bat

- 1. The Penalty for using an Illegal/Banned Bat* will be:
 - a) **1st Offense-** The Batter will be ruled Out and Ejected from the game. Ejections result in a one game suspension.
 - b) **2nd Offense By the Same Player-** The Batter will be ruled out and banned from further play for one (1) year.

*Any Bats thought to be on the A.S.A., U.S.S.S.A. or N.S.A. Banned Bat List that is in play in a game should be brought to the attention of the umpires.

Section H: Game cancellation / Inclement weather Guidelines

1. A decision will be made each 'Game day' @ 4:30pm EST. A detailed message will provide information if games are ON or OFF for that particular day. Changes in weather conditions after 4:30pm will be updated on the cancellation hotline if affecting later games. Teams/players should not call the Recreation Office, but rather the cancellation hotline if inclement weather is present on game day. Any games that are postponed will be rescheduled within 24 hours. Please check the revised schedule on our website: www.catoosarec.com/wp

The cancellation number is: 706-935-RAIN (7246)

Section I: Miscellaneous information

1. CATOOSA COUNTY RECREATION DEPARTMENT CONTACT NUMBERS:

RECREATION OFFICE – 706-891-4199 (Mon thru Friday only)

ADAM WILSON – Cell 423-903-2123 email: adam.wilson@catoosa.com

*** VISIT US ON THE WEB AT WWW.CATOOSAREC.COM**

Section J: COED Specific Rules and Guidelines

1. All Co-ed teams must consist of ten defensive players (five male and five female) with the following positioning requirements: two males and two females in both the infield and the outfield, and one male and one female as pitcher or catcher. Teams may field a male pitcher & catcher if they need to.
2. The batting order for Coed will alternate by sexes (male, female, male **OR** female, male, female).
3. All **MALE COED** players will hit the 12-inch softball. All **FEMALE COED** players will hit the 11-inch softball. (*See Section C: Certified Equipment and Field Specifications listed above*)
4. If COED teams choose to list and bat all roster players present at game time, the following guidelines must be followed:
 - a) the batting line-up must alternate by sex and should have an equal number of male and female batters totaling an even number such as 10, 12, 14, etc...
 - b) any 10, (five male and five female), may play defense whereas players can be rotated in and out on defense each inning as long as the batting line-up and the required Co-Ed defensive positioning does not change.
 - c) the batting order must remain the same throughout the game. Teams **CAN NOT** bat 11, 13, 15, etc... players. That odd player (male or female) must be listed as a substitute only. The only exception to batting an odd number of players (9) is under the short-handed scenario listed below.
 - d) any team that has 10, 12, 14, etc... listed in the lineup that **LOSES** a female player during the game **FOR ANY REASON** will result in an out each time her at bat comes up if no female substitutions are available.

Section J: COED Specific Rules and Guidelines (continued)

5. **COED ‘Short-handed’ rule:** A game may begin with 9 players, but when and if another player arrives (of correct sex missing), that player must be inserted into the line-up at the ninth or tenth batting position (depending on vacant spot by alternating sexes.) If a team plays shorthanded in Coed with either three players in the infield or outfield, at least one of the three must be a male and at least one of the three must be a female player.

a) If a team is playing ‘short-handed’ with 9 players and the missing player is a female, this creates a situation where two males are batting back-to-back. In this scenario, an **OUT WILL BE TAKEN** when the vacant female’s position in the batting order appears. * (Voted on and added at Fall 2008 Coaches meeting) **With two (2) outs in the book, a team CAN NOT walk (intentionally or unintentionally) a male batter to get to the missing female player’s turn at bat in order to record the 3rd out in the inning. IF a walk occurs in this situation, the male batter stops at first base and the next batter, a male, will take his turn at bat. Again, this is ONLY with two (2) outs in the book and with a team playing short-handed minus a female player.**

b) If a team is playing ‘short-handed’ with 9 players and the missing player is a male, this creates a situation where two females are batting back-to-back. There is **NO PENALTY** for this scenario.

6. Any walk (base on balls) to a male batter in Co-ed play shall be handled accordingly:

Scenario A - A male batter receives a base on balls. The following female batter options to receive a base on balls. The male batter advances to second base, and the female batter goes to first base.

Scenario B - A male batter receives a base on balls. The following female batter options to take her turn at bat. The male batter receiving the base on balls must stop at first base.

Scenario C - (Short-handed situation) A team is playing short-handed with nine (9) players: 5 males & 4 females. The situation exists where two (2) males are batting back to back. If a male batter receives a base on balls and has another male batter batting behind him, the male batter receiving the base on balls must stop at first base.

7. One (1) and only one (1) courtesy runner per sex (male / female) per team per inning is allowed; however, if an injury occurs during the game and the umpire believes a player to be hurt, he/she can authorize a courtesy runner to be substituted for the injured runner in order to avoid further injury. The courtesy runner will be the player (**of correct sex**) who made the last out. For example, if a female needs a courtesy runner then the female who made the last out will be the courtesy runner for that inning. If a male needs a courtesy runner in a different inning, the last male out will become the courtesy runner. If the offensive team bats around multiple times in an inning, the player who received a courtesy runner in his / her first at bat in the inning is permitted to have a courtesy runner each time him / her reaches base in the current inning.

8. **Homerun Limitations:**

a) **Coed Open :** 5 homerun limit, then Equalizer

The equalizer rule means that a team can hit up to (5) over the fence home runs in Coed, Men’s Open and Men’s Church / Industrial without penalty, but may not go up by more than one home run after reaching the limit. In this case, all additional (over the fence) home runs will be a single with all runners advancing one base. Once both teams have reached their homerun limit, the home team cannot hit an additional homerun in the bottom of the 7th to leap the visitor.