



COVINGTON COMMUNITY SPORTS (CCS) SOFTBALL LEAGUE RULES Adult Recreational League

RECREATION SOFTBALL IS SUPPOSED TO BE FUN

League Philosophy

Covington Community Sports provides a RECREATIONAL League for participants 16 years and older. The intent of the League Rules is to ensure safe, fair and fun league play. Although we understand competitiveness does play in to some activities during the game, the overall purpose of this league is for adults to get together, have some fun and play softball. If you are looking for a competitive league where your main concern is winning or your standings, this is most likely the wrong league for you.

We do track standings, and may use them for tournament bracketing, but mainly they are for bragging rights at the end of the season.

Please read the rules completely before you sign up so you can have a fun and enjoyable season.

Covington Community Sports Adult Softball League Rules will be consistent with current ASA rules except for the following modifications and clarifications. Any situation(s) that arise(s) during a game that are not covered in the League Rules are at the discretion of the game Field Supervisor and clarification of rules will be made before the following game to Coaches, if needed. League Rules apply to all Covington Community Sports Adult Softball League play unless otherwise noted.

1. Equipment/Field Preparation

- 1.1. Spikes: No metal spikes are allowed. Shoes with screw in cleats of any kind are illegal.
- 1.2. Scorebooks: Official score sheets are provided on-line (www.covingtonsports.org/coaches.htm)
 - 1.2.1. Both teams should keep score to ensure accuracy and agreement. Both teams are responsible for verifying the score at the conclusion of each inning.
 - 1.2.2. Both teams are responsible for reporting the final game score to the CCS office by email to: TheStaff@covingtonsports.org within two (2) business days following the game.
 - 1.2.3. Scores not reported will be determined a duel-forfeit (0-0 tie) and will not be applied to season standings for either team.
- 1.3. Ball:
 - 1.3.1. Male players hit a men's regulation size (12") .44 core softball.
 - 1.3.2. Female players hit a women's regulation size (11") core softball.
 - 1.3.3. Game Softballs will be provided for each game.
- 1.4. Bats:
 - 1.4.1. All players swing regular stance using a single wall ASA regulation softball bat. No composite or double wall barreled bats can be used.
 - 1.4.2. Teams must supply bats for game play.
- 1.5. Bases: The Covington Community Sports will provide bases and field space for games.
- 1.6. Covington Community Sports does not provide any other game equipment not specifically listed.
- 1.7. Field space for practices can only be reserved through Covington Community Sports office.
- 1.8. This program will be a self-umpired program.

2. League Participation

- 2.1. Players must be at least 16 years old at time of registration to participate.
- 2.2. All players must complete on-line registration agreeing to all releases and be on the official team roster.
- 2.3. Players cannot be added once the season begins unless approved by the League Coordinator. If approved, the additional player must register paying the standard fees.

- 2.4. Players may appear on only one (1) official roster within the League. A player may only play in one game at a time.
- 2.5. All registration forms and rosters must be on file with the CCS office prior to player participation.
- 2.6. Additions to the roster must be made as noted in League Rules.
- 2.7. Coaches are expected to enforce player eligibility. Playing an ineligible player will result in forfeit of the game.
- 2.8. An opposing Coach has a right to challenge player eligibility.
- 2.9. Rostered players are required to have legal photo identification with them at all times. If proof of identification is not provided upon request from an Umpire or League Coordinator, that player may be ejected from the game.
- 2.10. As League play is recreation in nature, on a case-by-case basis, roster replacements after the roster deadline may be made, with prior approval from the CCS League Coordinator, to complete the season without forfeiture of remaining games due to player loss, attrition and/or injury. This allows the season schedule to continue unmodified.
- 2.11. **HOWEVER:**
 - 2.11.1. Any team making roster replacements after the beginning of the season may **ONLY** substitute for a same sex player **AND** must be approved by the League Coordinator.
 - 2.11.2. New player replacements are not allowed in the tournament unless approved by the League Coordinator.
 - 2.11.3. A player may be reinstated on a case-by-case basis due to injury.
 - 2.11.4. All paperwork is required for all player additions.
 - 2.11.5. The League Coordinator will communicate all roster changes to all coaches.

3. Co-Ed Game Participation & Substitutions

- 3.1. Teams **MUST** have at least eight (8) players in the field to start and finish a game. If at any time a team has less than eight (8) players they shall forfeit the game.
- 3.2. Playing with five (5) male and five (5) female players in the field is desired. However, teams may play defense with a minimum of three (3) players of a given sex and a maximum of seven (7) players of the opposite sex. The dominant sex **must** be the sex of the catcher.
- 3.3. No "pick up" players are allowed. Defined as: A non-registered player selected as a temporary solution to make a playable team in the event a regular registered player is unable to play or is absent.
- 3.4. "Substitute" players **ARE** allowed. Defined as: A registered player selected as a temporary solutions to make a playable team in the event a regular rostered player is unable to play or is absent. A male "substitute" player may only substitute for a regular rostered male; whereas a female may substitute for either a male or a female rostered player.
- 3.5. Forfeited games may be played for fun (i.e. unofficial contest) if both teams and the Umpire approves.
- 3.6. Courtesy runners are allowed with consent of the game Umpire.
- 3.7. The courtesy runner must be same sex as the runner/player being substituted on base and the last player who made an out.
- 3.8. If a same sex courtesy runner is not available then no courtesy runner may be used.
- 3.9. A courtesy runner may not be replaced (e.g. with another courtesy runner) once on base in the same inning (unless injured).
- 3.10. If the courtesy runner comes up to bat while still on base s/he will be counted as an out and remains on base until scoring or the inning is over.
- 3.11. Teams may substitute freely on defense with no re-entry restrictions.

4. Co-Ed Batting and Progressive Batting Order

- 4.1. Teams must alternate gender throughout the batting order. No more than 2 of one gender may bat consecutively.
E.g. male – male- female OR female - female – male.
- 4.2. Batting through all players present is required unless injured. Players injured can be removed from the line up but rule 4.1 must still apply.
- 4.3. Batting order must be submitted to the opposing team prior to game. Players arriving late to a game may only be adding to *bottom* of the batting order (rule 4.1 must still apply).
- 4.4. If a team has a different number of male and female players present, they must use a "modified progressive" batting order.

Remember, when using a progressive batting order you must provide

- 1) a game roster of all players

- 2) the batting order for your men and
- 3) the batting order for your women to the opposing team
- 4.5. Once a player leaves the batting rotation, they may not re-enter the batting rotation unless they choose to take an automatic out if a player is supposed to bat (but cannot) to avoid permanent removal of the player from the game (e.g. temporary injury).
- 4.6. No bunting will be allowed. It will be an automatic out and no runners will advance.

5. Game Structure

- 5.1. Away team bats first.
- 5.2. Each game is scheduled for seven (7) innings.
- 5.3. Games last 2 hours and 15 minutes. No new inning may begin 2 hours after the start time of the game.
- 5.4. Game play may exceed 7 innings only to break a tie but can have no more than 9 innings. If the official score is called after completing the 9th inning is a tie the game will be recorded as a tie.
- 5.5. Overtime innings (8 and 9) the last out player will be placed at second base at the beginning of the inning.
- 5.6. There is a 15-minute grace period. Teams not ready to begin play 15 minutes after their scheduled start time will forfeit the game. At least four innings must be completed for the game to be official. If four innings cannot be completed, the team responsible for the late start forfeits the game. Game time is NOT extended and the game will not be rescheduled.
- 5.7. Mercy Rule: If a team is ahead by 15 or more runs *after 5 innings* of play the game is over. No more than ten (10) runs may be scored by the offensive team each inning.
- 5.8. Incomplete Games:
 - 5.8.1. Rainouts: Games ended due to rain of less than 4 innings will be rescheduled *when possible* and must start from the beginning of the game.
 - 5.8.2. Incomplete games of 4 completed innings or more that end in a tie will not be rescheduled.
 - 5.8.3. Incomplete games of 4 completed innings or more that end in a tie will not be rescheduled.
 - 5.8.4. Incomplete games that cannot be rescheduled will not be calculated in standings and League Coordinator will make a determination, if needed, on how to keep standings fair and accurate.
- 5.9. Pitching: Pitchers may have up to five (5) warm-up pitches in the first inning. Between innings infield warm-up must conclude when the Umpire calls "Play Ball".
- 5.10. One courtesy foul ball is allowed for each at bat. All other **Foul balls will count as strikes.**
- 5.11. Walks: There are no walks. Only swings and foul balls count as strikes and there are no balls or walks on balls.
- 5.12. Pitching Arc: Shall not be less than 6' and no more than 12' at the peak of the arc.
- 5.13. Infield Fly: Shall be in effect. Runners may advance at their own peril.
- 5.14. Field Dimensions: 65' base paths, pitching mound is ~50 feet from the edge of home plate or where agreed to by the Umpire and both Coaches.
- 5.15. Outfield Positioning: All outfielders must remain a minimum of 120 feet from home plate (Umpire's discretion) when a female is at bat.
- 5.16. Crash Rule:
 - 5.16.1. When a defensive player clearly has the ball and is waiting for the runner, the runner must slide or avoid contact at all costs.
 - 5.16.2. If contact occurs, the ball is declared dead and all other runners must return to the last base touched at the time of the collision.
 - 5.16.3. If the Umpire deems the collision to be flagrant, the runner may be ejected.

6. Forfeits & Protests

- 6.1. If a team forfeits three (3) games during the course of the season, they may be dropped from the remainder of the schedule.
 - 6.1.1. The schedule will be amended if possible to account for the lost team.
 - 6.1.2. A refund will not be given.
 - 6.1.3. The League Coordinator will adjust League standings so as to not penalize remaining teams.
 - 6.1.4. Forfeited games may be played for fun (i.e. unofficial contest) if both teams and Umpire approve.

7. Officiating

- 7.1. Officiating will be conducted by a league participant. In the event a league participant is not available both Coaches will officiate under an honor system for calling outs.

7.2. Protesting calls by the Umpire:

- 7.2.1. Only the Coach may (respectfully and calmly) plead the team's case with the Umpire.
- 7.2.2. The judgment call of the Umpire is final.
- 7.2.3. The League Coordinator will NOT override Umpire judgment calls.
- 7.2.4. Umpire complaints must be made *by the Coach* to the League Coordinator.
- 7.2.5. If you are unhappy with the performance of an Umpire, inform League Coordinator.
- 7.2.6. Intent to protest must be made by the Coach after the questioned incident. The protest **must** be emailed to the League Coordinator with as much detail as possible. No verbal protests will be honored.
- 7.2.7. The Umpire, and the opposing Coach must be notified by the protesting Coach, and the intent to protest must be written in the official scorebook.
- 7.2.8. The protesting Coach must email the League Coordinator within 48 hours to outline the protest.
- 7.2.9. The Sportsmanship Committee, Staff and League Coordinator will collect all information from all parties when possible. This will take time. The protest will be reviewed by the Sportsmanship Committee and forwarded to the League Coordinator for a final decision.

8. Ground Rules

- 8.1. HOMERUNS: There is no limitation on homeruns. THIS RULE MAY BE MODIFIED by the League Coordinator based upon field size and condition. Both teams will be made aware of the modification and enforced by the Umpire. The modification will be recorded in the official score book before the beginning of play.
- 8.2. If a fair ball rolls beyond the outfield, it is considered a live ball unless otherwise designated by the game Umpire. A ball is in play ("fair ball") until declared a "dead ball" by the Umpire.
- 8.3. Base runners must remain in contact with base until the batter makes contact with (i.e. hits the) ball.
 - 8.3.1. Base runners repeatedly leading off may be called out at the discretion of the Umpire.
 - 8.3.2. There is no stealing.

9. Park & Conduct Rules

- 9.1. See the Adult Softball Code of Conduct at the end of these rules for more details.
- 9.2. **THE COACH IS RESPONSIBLE FOR INDIVIDUAL PLAYER OR TEAM CONDUCT.**
- 9.3. Physical or verbal abuse of Umpires will not be tolerated. Physical abuse and verbal abuse will result in the offending player and/or coach being suspended from the league pending a meeting with League Coordinator. **NO EXCEPTIONS.**
- 9.4. An ejection will result in the ejected player being ineligible for the remainder of the current game, as well as the entire next scheduled game. The offending player must be out of sight and sound of the field for the remainder of the game and may not attend the following game. Failure of the team to enforce this requirement will result in forfeiture of the game.
- 9.5. There are **NO ALCOHOLIC BEVERAGES, TOBACCO OR ILLEGAL SUBSTANCES ALLOWED ON PREMISES** utilized by Covington Community Sports.
- 9.6. Rainout information will be available by calling 253.335.4069
- 9.7. The role of the Umpire and League Coordinator is to ensure fun, fair and safe League play. The Umpire or League Coordinator may end a game early if they determine CCS & Conduct Rules are being repeatedly violated. The League Coordinator will determine any further needed action (such as referral to CCS Sportsmanship Committee).
- 9.8. Managers/Coaches are responsible for communicating the League Rules to their players and spectators.
- 9.9. Coaches should have a copy of the League Rules and Participant Code of Conduct at every game.

10. Mutual Coach's Agreements before/during game

- 10.1. Coaches may choose to make mutual agreements before/during game play inconsistent with League Rules, but any enforcement by League Coordinator in response to any protest will be in full compliance with written League Rules.



PARTICIPANT CODE OF CONDUCT Adult Softball League

RECREATION SOFTBALL IS SUPPOSED TO BE FUN

Place nice, play fair, play safe have fun: The intent of the Participant Code of Conduct is to ensure fun, fair and safe League play. Modification of rules will be introduced and communicated to coaches by the League Coordinator as needed *at any time* before season play to ensure rule intent.

- ⌚ **COACHES ARE RESPONSIBLE FOR INDIVIDUAL PLAYER OR TEAM CONDUCT.**
- ⌚ **COACHES ARE RESPONSIBLE FOR COMMUNICATING CODE OF CONDUCT TO ALL PLAYERS.**
- ⌚ **COACHES ARE RESPONSIBLE FOR COMMUNICATING CODE OF CONDUCT TO THEIR TEAM'S SPECTATORS.**

1. CONDITIONS

- 1.1. The Code of Conduct applies to all Participants including players, coaches, managers, observers and sponsors involved in Covington Community Sports Adult Leagues and tournaments.
- 1.2. The Code will be strictly enforced.
- 1.3. The Code applies to Participant conduct before, during and after all league and/or tournament games.
- 1.4. Participants will be held liable for damages caused by willful, destructive conduct.
- 1.5. It is the responsibility of each team coach to ensure that all participants know and adhere to the rules and regulations.
- 1.6. Have a copy of the League Rules and Participant Code of Conduct at every game.

2. ENFORCEMENT

- 2.1. The League Coordinator has the authority to impose penalties as prescribed within the Code.
- 2.2. The League Coordinator will, at all times, first attempt to resolve the situation by working with the team Coach without imposing penalties.
- 2.3. Punitive consequences will be used as a last resort.
- 2.4. The League Coordinator will collect all necessary documentation.
- 2.5. In cases where penalties are specific, the League Coordinator will impose said penalty.
- 2.6. In cases where the penalty may be imposed in degrees/severity, the CCS Sportsmanship Review Panel will meet (in person, via phone, via e-mail) within ten days to rule on the violation and impose the penalty.
- 2.7. Panel will meet (in person, via phone, via e-mail) within ten days to rule on the violation and impose the penalty.
- 2.8. Issues will be addressed on a case-by-case basis to ensure League play is fun, fair and safe for all participants at all times.

3. VIOLATIONS AND PENALTIES

- 3.1. STRIKING OR THREATENING AN UMPIRE OR PARTICIPANT- No Participant shall bump, shove, strike, touch in a threatening manner or threaten/intimidate with bodily harm (verbal or non-verbal) any person, Umpire, participant, spectator, school staff, CCS Staff or any CCS representative.
 - 3.1.1. The game Umpire is required to immediately suspend any offending participant from further play, and notify the League Coordinator. Participant will remain suspended from League play until reinstated by the League Coordinator.
 - 3.1.2. The minimum penalty is a 1-game suspension. The maximum penalty is suspension from all Covington Community Sports leagues for life.
 - 3.1.3. A second incident involving the same participant will automatically invoke a minimum penalty of suspension for the remainder of the season.
 - 3.1.4. Any physical assault will result in suspension for the remainder of the season and any legal consequences will be pursued if applicable.
- 3.2. UN-SPORTSMANLIKE CONDUCT – Players will be expected to conduct themselves in a mature manner. Profane or abusive language will not be tolerated and will be deemed as un-sportsmanlike. Any verbal

- abuse directed at an Umpire or participant, or any other objectionable behavior, including demonstrations of disagreement with an Umpire's decision, shall be defined as un-sportsmanlike conduct.
- 3.2.1. Un- sportsmanlike conduct will be punishable by immediate ejection from the game and suspension for the next scheduled and contested league game.
 - 3.2.2. The Umpire has final determination for during the game for ejection.
 - 3.2.3. The player's Coach is required to immediately notify the League Coordinator. Both Coaches should e-mail to ensure incident is accurately reported.
 - 3.2.4. A subsequent ejection of the same participant shall result in said participant's suspension from all Covington Community Sports sponsored leagues for the season.
 - 3.2.5. Further penalty will be at the discretion of the League Coordinator and/or CCS Sportsmanship Review Panel.
- 3.3. DISCUSSION OF AN UMPIRE'S DECISION – Only the Coach may protest a call or decision.
 - 3.3.1. No other player or spectator shall dispute or protest an Umpire's decision.
 - 3.3.2. Continued discussion shall be judged as un-sportsmanlike conduct and the offender will be subject to the penalties prescribed herein.
 - 3.4. UNNECESSARY ROUGHNESS – Softball is a non-contact sport. Intentional rough tactics in the play of the game directed toward another participant shall be defined as unnecessary roughness. Unnecessary roughness shall be judged to be un-sportsmanlike conduct and will be subject to the penalties prescribed in herein.
 - 3.5. ALCOHOL, TOBACCO & ILLEGAL SUBSTANCES—CCS utilizes local school facilities and they are an alcohol, tobacco and drug free zones.
 - 3.5.1. There are NO ALCOHOLIC BEVERAGES, TOBACCO OR ILLEGAL SUBSTANCES ALLOWED ON PREMISES utilized by Covington Community Sports.
 - 3.5.2. The Umpire will immediately eject an offending participant. Coaches shall notify the League Coordinator.
 - 3.5.3. The participant shall be suspended for the next two scheduled League games.
 - 3.5.4. The decision to eject a participant because of intoxication will be a judgment decision by the Umpire or League Coordinator and will not be challengeable.
 - 3.5.5. A subsequent second ejection of the same participant shall result in the participant's suspension from the remainder of League play.
 - 3.5.6. Further penalty will be at the discretion of the League Coordinator and/or CCS Sportsmanship Review Panel.
 - 3.6. EJECTION – A player that is ejected due to un-sportsmanlike conduct is not allowed to participate in his or her team's next scheduled softball game.
 - 3.6.1. A player who is ejected two times for un-sportsmanlike conduct in one season will be suspended for the remainder of the current season.
 - 3.6.2. The player may or may not be allowed to play the following year. This decision will be made by the League Coordinator and the CCS Sportsmanship Review Panel.
 - 3.6.3. The Coach is responsible to enforce ejection. Offending players will cause their team to forfeit the game in which said player appeared.
 - 3.7. EJECTION ~ FAILURE TO LEAVE- Any participant ejected from a game by an official must immediately leave the facility or field area; out of sight and sound.
 - 3.7.1. Coach is responsible to enforce ejection
 - 3.7.2. Failure to do so will carry a penalty of forfeiture of the game for the participant's team and the participant will be suspended from League play for the remainder of the season.
 - 3.7.3. Further penalty will be at the discretion of the League Coordinator and the CCS Sportsmanship Review Panel.

In the perfect world, none of the negative behaviors above would occur and the resulting penalties would never be needed. As we don't live in that world, Covington Community Sports will work with Coaches as needed to keep play nice, fun, fair and safe.